



HEROINES OF THE FIRST AGE

HEROINES OF THE FIRST AGE
A Game by Voidspiral Entertainment
And Powered by the Apocalypse

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HEROINES OF THE FIRST AGE

Monstergirl World, Powered by the Apocalypse

Sing, Muse, of Xlu the Red, of Tyakua the Stonebound, of Elbor the Unjust. Sing of the Heroines of the First Age, of the fire at the beginning of the world.

It is the dawn of a new world. Scattered peoples step cautiously out into the limelight of history. What we in later ages might call monsters, the people of that time call friend, ruler, lover, rival.

Nothing in this world is old. The seas are fresh, and the land unspoiled. The world is ripe with invention and creation. Every day is greeted as an opportunity, full of promise. But that goes double for the forces of evil.

Inspirational Media: Utawarerumono, Nibelunglied, Maoyusha, Wintersun, The Epic of Gilgamesh, Monstress, Conan the Barbarian, Beowulf, Kobayashi chi no Maid Dragon, Black God's Kiss, Everyday Life with Monstergirls, The Iliad, 12 Beast, Enuma Elish, Myth, & Legend.

THE BASICS

Heroines of the First Age is a role-playing game. You play it with several friends, one of them taking on the role of the GM (often called “fate”), while the rest of the group are the players. Each player has a player character or “PC,” who is their avatar in the story that you’re collaboratively telling together. The GM controls the other people in the story (called non-player characters or NPCs) and the enemies you’ll encounter.

HFA is designed to be a collaborative storytelling experience. The GM guides the story and provides challenges, but will often ask the players to fill in gaps in the lore or to answer questions about how the game world works. They’ve got a lot on their plate, so help them

out by thinking up things that will make the game more interesting for everyone. Since we're all here for entertainment, all of us have to pitch in to make the game fun and exciting for all.

Most of the rules in *Heroines of the First Age* are *character-centric* meaning they revolve around the PCs rather than the many enemies, NPCs, environments, challenges, and hazards they encounter. The GM has certain rules to follow as well, but most of them revolve around providing the right amount and kind of resistance to the advance of the PCs.

Heroines of the First Age is like a conversation. Players say what they want their PCs to do and the GM responds, usually by suggesting a particular Move or by describing the situation. The GM always finishes up their end by asking “what do you do?” to keep the game moving forward.

It's important to note that there are no “turns” in *Heroines of the First Age*. The enemies do not have their own actions to perform. Instead, success and failure are in the hands of the PCs. Each time a PC attempts to do something, the outcome will be one of three things: Success, Tie, or Failure. When the PCs look to the GM to see what happens next, the GM Moves. When a PC fails something, the consequences are more severe, often in the form of damage or disruption of the PCs' plans.

PCs are mostly composed of five parts:

- ▶ **Vitals** describe your character's appearance and basic traits.
- ▶ **Primary Stats** describe your character's base abilities, how good they are at various kinds of tasks.
- ▶ **Secondary Stats** describe things like how tough or experienced your character is, how much stuff they have, and their relationships with others.
- ▶ **Moves** are the specific things your character can do. Each Move has its own mechanics. Some are offensive while others are utilitarian.
- ▶ **Equipment** is the stuff you character has and uses. It encompasses everything from Weapons and Armor to Resources and even followers.

Most of the rules for characters are in the Origin and Journey chapters. Rules for specific Moves are listed in Origin, but many general rules are explained in Journey. Players who have questions should head there first.

HEROINES OF THE FIRST AGE

The GM's rules are somewhat simpler because they're juggling more at a time.

- ▶ **Agenda** is sort of the *why* of running the game and informs the reasoning for your Principles and Moves.
- ▶ **Principles** are the ins and outs of how to run the game, what you should generally be trying to do.
- ▶ **GM Moves** are the individual tools you use to follow your Agenda and adhere to your Principles. These are the things you do when fate intervenes in the PCs' lives.
- ▶ **Adversaries** are the enemies, villains, and NPCs that the PCs will run up against. Adversaries come in two flavors and have their own GM Moves and Principles.

Most of the GM's rules are described in the Fate and Adversaries chapters.

There are two setup phases that occur only at the beginning of the game: Genesis and Origin. In Genesis, the group collaboratively constructs the game world together. In Origin, the players build their characters and define their vitals, Stats, Moves, equipment, and relationships. Setup concludes with Immediate Threats and Relationships that help you transition into actual gameplay.

Note: The setup phases rely heavily on a number of lore-oriented lists. These lists are a *starting point*, not an exhaustive catalogue of all possibilities. If the group has ideas that are not on the lists, by all means use them. This is true of all lore-oriented lists in the book, including Power Pools and Creature Portfolios.

EXAMPLE OF PLAY

Jules is running a game for River, Bradie, and Val. River is a lamia Soldier-for-hire named Kroze. Bradie is Mabel, Kroze's trusty shield guardian Companion. Tagging along and causing trouble is Val's character, Shyaua the Shadewalker vampire.

Kroze, Mabel, and Shyaua have just finished a quest to deliver the last Chaosmaker Diamond to the High Council of Shaqlloh.

Jules describes the scene, picking up from where the group left off. "You're walking back down the steps from the High Council. The

entirety of the Gray City is spread out before your feet, and you feel like you're on top of the world. But just as you reach the base of the endless stairway, you hear a cry from the High Council chambers. What do you do?"

River and Bradie turn to glare at Val. "Well, It wasn't *my* fault. The gems just looked so pretty together."

River rolls her eyes. "I grab Shyaua by the—what does Shyaua wear?"

"Fancy scale armor that looks nice when I'm dancing."

"Kroze grabs Shyaua by the front of her armor and hauls her close. 'What? What did you *not* do this time?'"

Jules steps in, "Up at the Council, you hear a tremendous crack, like the first peal of thunder. Above, the heavens open up. What do you do?"

"Mabel says, 'We don't have time for this. Whatever the Chaosmaker Diamonds were, they're probably not supposed to do that.'"

"I Read the Situation," River says. She rolls her Alertness, getting a total of 1, a tie. "Good enough. I only have one question: should we run, or should we take cover?"

Jules describes the way white light bursts out from the temple, scorching stone where it lands. "Probably better to get down into the city where there's more cover. The light is breaking through the walls now. What do you do?"

"I'm going to Pull Kroze From The Fire," Bradie says. She rolls Alertness. "3. Nice. I hustle Kroze off the steps and down the hill in the fastest way possible."

Val realizes something and speaks up, "Hey, does this mean our plan was foiled?"

"Pretty much," Jules says.

Bradie and River groan. "Not again."

Val smirks. "Well, I just so happen to have this Move called Rogue..."

Everyone comes from somewhere...



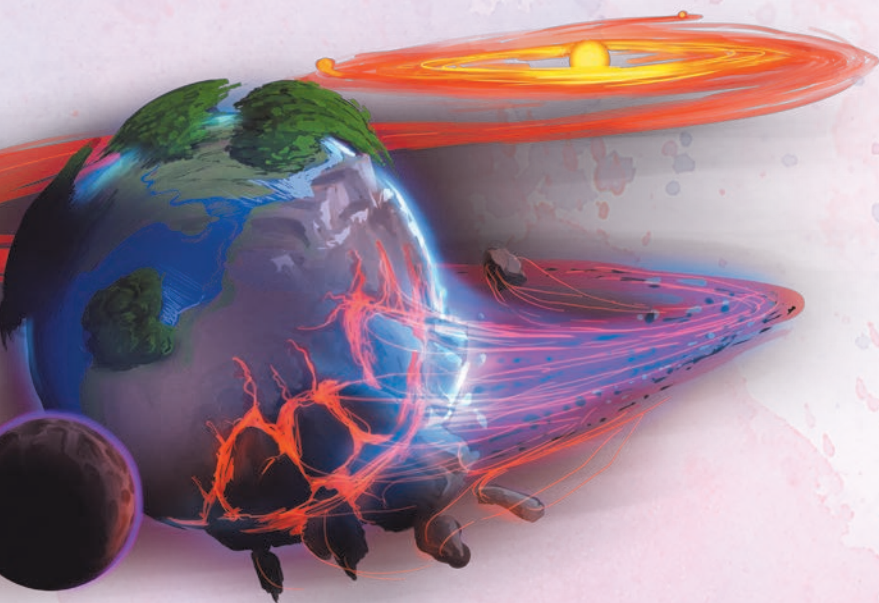
...but adventures take one far from home.



GENESIS

Murky wind crashes up out of the sea of primordial Chaos. The breath of it fills the world with life. Life struggles to its feet in the deep valleys and wide plains. In the river deltas and coasts culture straightens its back. In fields society sows its seeds. Then, war waters them with blood.

Before we can proceed, first the world must be made. Gather the group and discuss the answers to these questions. The GM should make note of the answers.



Cosmic forces play games with your world. Here, a sun-god consumes an otherwise gentle planet.

CORE ASSUMPTIONS

Answer the following questions as a group. Elaborate on the answers as a way to start organizing ideas about the setting.

What is the relationship between humans and non-humans?

- ▶ Non-humans are rare. They are the stuff of legends, spoken of in whispers.
- ▶ Both are common. The species divides are immaterial.
- ▶ Humans are rare. They are the mingling of many species.
- ▶ There are no humans. All peoples are monster-folk of varying types and extremity.
- ▶ There are no humans, but monster traits are more rare the more extreme they are.

What is the general technology level? What divergences are there from that baseline?

- ▶ Stone Age
- ▶ Bronze Age
- ▶ Iron Age
- ▶ Magic Age
- ▶ Anachronistic

Select a metaphysics system and finetune as needed.

▶ **Auras & Halos:** Magic fueled by a physical material called Aether, which is visible as light in the air in sufficient quantities. There are no incorporeal components to magic or spirituality. When using magic, externalized energy is clearly visible as a brilliant Aura. Gods are powerful beings holding large amounts of magic, with huge Auras called Halos, but they are physical beings that dwell in (albeit far away) places somewhere on the land.

▶ **Spirits of the Land:** Magic exists, but can only be done with the help of local spirits of the land. Spellcasters must entreat the spirits through chant or pact, and the spirits then perform miracles in exchange.



Frel, a stone age lizardfolk warrior

GENESIS

► **Natural Law:** There are no “spells” or “magic” to this world, but the laws of physics permit extraordinarily powerful creatures, blasts of fire from oil and heat, and some other physical traits. (This may cause changes in the mechanics, possibly by ruling out all Aura-tagged equipment and many Moves.)

POWER POOLS

Together the group decides 2-3 Power Pools that inhabit the world. These are amorphous sources of magic that characters can tap into at great risk to themselves and others. Some religions may also have a relationship with the existing Power Pools, but few are well informed enough to comprehend a Power Pool in its entirety.

- **Everblood.** Red. Vitality, predator & prey, circle of life, animal tyranny, sex.
- **Greentide.** Green, yellow. Foliage, plants, trees, eons, food, time, roots, endurance.
- **Nebula.** Blue, purple, red. Sky, night, stars, fate, time, beauty, creation.
- **Restless Depths.** Red-brown, black. Insects, arachnids, underground, worms, hives, industry.
- **River Dragons.** Blue, brown. Water, unstoppable, disaster, floods, bounty, avalanches.
- **Screaming Sky.** Orange white. Destruction, violence, ends, metal, fire, disaster.
- **The Evening.** Gray, sunset. Time, aging, death, night, change, the inevitable.
- **The Ink.** Purple, black. Writing, knowledge, communication, immortality.
- **The Silken.** Cream, peach. Fabric, cloth, comfort, deception, refinement, disguise, emptiness.
- **Uniformity.** White, light gray, burning blue. Homogeneity, union, hivemind, cooperation, purity.

*River Dragons are
fickle masters and often
destroy low-lying fields.*



- **The Myriad.** Red, straw. Balance, objects, places, beauty, awe, nature, imperfection.
- **The Great One.** Brown, gray, blue. Planet, world, stone, life, biosphere, size, mass.

Power Pools are not gods, they are above them. They are cosmic, unstoppable, and either ignorant, disinterested, or disdainful of the affairs of both gods and mortals. They are to the gods as the gods are to us. They are the source of power that entire pantheons draw from. Dealing with a Power Pool is always a deal with the devil, even when their intermediaries appear to come in peace. While some gods draw power from a Pool, others actively fight against them.

REGIONS

Begin with 3-4 regions. Name each and select an environment and descriptor. Make note of any details added to the region, including the Cultures that exist there.

DESCRIPTOR	ENVIRONMENT
Cloud	Atoll
Cosmic	Desert
Decaying	Forest
Dry	Grassland
Fog	Jungle
Fresh	Lake
Fungal	Moor
Holy	Mountains
Luminescent	Ocean
Storm	Sea
Slimy	Steppe
Titanic	Swamp
Volatile	Tundra

Some lands, like Fen Eoin, are quite idyllic...



CULTURES & RELIGIONS

A Culture is a city, nation, tribe or ethnic group, usually situated in a particular Region. Keep some notes for each Culture.

Cultures have several traits

- ▶ **Name.** Create a new one based on its dogmas, or choose one from the Languages in the Appendix.
- ▶ **Size.** Select one: tribe, village, town, city, nation, empire
- ▶ **Dogma.** Select a Government, Interpersonal, and Diplomatic dogma from the lists below.
- ▶ **Influence.** Select one: none, enslaved, minimal, minority, majority, overwhelming

Religions have the same components as Cultures, but also have two other traits. They can reach between several Cultures, or be limited to a local area.

- ▶ **God.** Select a god from the list, or invent one by describing the avatar of one of the chosen Power Pools.
- ▶ **Creation Myth.** (Optional) Pick one or invent one more specific to the god and religion.

Separately, each character answers the question, “What Culture am I from?” Together, the group answers the question, “What Culture are we a part of now?” and are encouraged to think about how their PCs feel about their own dogmas.



...while others, like The Undermountains of Goracari, are fundamentally dangerous.

DOGMAS

GOVERNMENT	INTERPERSONAL	DIPLOMATIC
Anarchy	Cleanliness	Isolationist
Democracy	Elitist	Legalist
Oaths of Service	Openness	Militaristic
Feast Table	Privacy	Expansionist
Meritocracy	Shame	Exploratory
Hegemony	Xenophobia	Diplomatic
Monarchy	Traditionalist	Espionage
Revolutionary	Social Class	Defensive

GODS

- ▶ **Nemis**, The Death Guides
- ▶ **Narkraz**, Who Ties the Portals Together
- ▶ **Kuaza**, the Life Giver in All Things
- ▶ **Ibelica**, The Mother of Monsters
- ▶ **Noh-Ous**, the Fairy Ring of Portals
- ▶ **The Avatar of the Ink**
- ▶ **Nazrolunan**, Patron of Stone and Metal

CREATION MYTHS

- ▶ **The Chaos of Least Parts.** In the beginning, there were nothing but separate pieces. These pieces were recombined countless times to assemble even the basic building blocks of our world.
- ▶ **Blood of the Thinker.** Prior to that which is, was someone to imagine it existing. That primordial thinker saw all that would ever be, and tried to kill itself in fear. Its blood washed out and became

the sea of life, from which all things arose, the nightmares of the dead creator.

- ▶ **The Weaver of Tales.** The world is composed of stories. Each story is a thread in a vast tapestry that is the story of the world.
- ▶ **The Rising Mountain.** Our world is a mountain rising from the sea. As it rises, it grows further from the sea, and closer to the stars. When it reaches them, we shall ascend to the heavens and become tales for the next world.
- ▶ **In a Bottle.** Everything we know and see is the design of a truly grand creator, who made the world by mixing equal parts water, dirt, and life in a bottle in his laboratory. There are many such bottles. We see them as stars in the sky.
- ▶ **Bickering Antedeluvians.** Monotheists lie. In the beginning, there were a multitude of gods, all springing forth at once, mingling in their power until they named themselves. The many creators fought for an age, over the rights and powers each other claimed. The wreckage of their wars became the what we know as the world.
- ▶ **All Is One.** There is only one thing that exists, and that is The Goddess. We are the momentary thoughts of The Goddess as she contemplates existence. To be great is to bring the Goddess pleasure.
- ▶ **Between the Other Worlds.** Ours is a world that exists between extremes. The primordial chaos sits below, and the untold heavens above. Our world is the overlapping section between these two infinite realms.

IMMEDIATE THREATS

The Immediate Threat is the problem that the characters are dealing with as the curtain rises. It is the initial call to adventure, the draw of the quest. The Immediate Threat is what starts the whole journey off. The purpose of the Immediate Threat is to throw the characters *directly* into the action. It sets the tone of the campaign.

Like all other parts of Genesis, the Immediate Threat should be the spark of a much more involved conversation. Here are some questions to ask about whatever Immediate Threat you choose.

GENESIS

- ▶ How does this affect **the world** at large?
- ▶ How does **my character** feel about this?
- ▶ What specific **NPCs** are also involved?

There are several types of Immediate Threat. Each is listed hereafter. Don't forget that you can invent or add ideas as needed; these lists are prompts not limits.

CREATURE PORTFOLIOS

- ▶ **The Benthic Ones.** From the depths of the sea they come to gorge on the bounty of the land.
- ▶ **Chthonics.** The unfinished peoples of the origin of the universe want revenge on our perfected forms.
- ▶ **The Corruption.** Spore spreads. Such is the prerogative of this creeping fungoid danger.
- ▶ **The Forsworn.** Take care what you swear and what you vow, because those promises remember your words.
- ▶ **Gigas Army.** These mountain-vast titans can wipe clean the lands of their enemies quite literally.
- ▶ **The Gilded.** Are they empty suits of armor and cloth-of-gold, or is there spirit inside them?
- ▶ **Paperlings.** Enemies of the written word, these manifold beings seek to destroy all language.
- ▶ **Plagueborn.** These reconstructed zombies seek to dissolve all life into a single enormous world-sized biomass.
- ▶ **Megabeasts.** Fauna so enlarged that they scarcely notice lesser lives, they hunger for ever-greater meals.
- ▶ **Pillagers.** These bandits and thieves are only loosely tied together into hordes that attack civilized lands.
- ▶ **Sky Things.** They come from the far side of the sky, and their hideously alien forms are nothing but nightmare to us.



*Servant of
The Forsworn*

RISING VILLAINS

- ▶ **Tethyphar**, The Matriarch of the Dark Pride
- ▶ **Rungraeyu**, The Inventor of Many Evils
- ▶ **Qlogh**, the Mad Necrophage
- ▶ **Akhethaqt**, the Conquering Empress
- ▶ **Valarua**, the One that Takes in the Fog
- ▶ **Dhaoth**, the Phobomancer
- ▶ **Thaygon** who bleeds the youth
- ▶ **Asmarith** the Thousand Tailed
- ▶ **Izobram**, Stalker in the Dark
- ▶ **Samog** the Slaver King
- ▶ **Raza**, Dancer in Flames

LOOMING PROPHECIES

Some prophecies are of vital importance. They can foresee the rise of great powers and the fall of nations.

- ▶ This world will soon be awash in blood and all shall fall, making way for the next. How will they remember us?
- ▶ When the obelisk is completed, time will forget all that is not engraved on it.
- ▶ Weakening of the blood has cut our time short. The next generation will not survive.
- ▶ Disaster will come to all tribes equally, except the chosen ones.
- ▶ All of history will echo with the oncoming battle.
- ▶ As soon as all the nations are one, all shall fall.
- ▶ The Great Gathering Dark has finished its preparations. The tides now come crashing down.
- ▶ The hero everyone heralds is a false messiah. The true champion hunkers silently in the shadow, chained like a dog, in this affront to justice.

INTERVENING GODS

The Heroines of the First Age are often beset by vengeful and angry gods. Drawing their powers from the Pools, these beings assert

GENESIS

their power on the world. There may be other gods who do not cause such terrible violence, but they make poor Immediate Threats and are better suited to worship by the religions of the world.

Also make sure to ask what exactly the god is interfering with, and how their actions can theoretically be mitigated by the characters.

- ▶ **Atemereb**, The Babbler
- ▶ **Crow**, the Blood Drinker
- ▶ **Gezaap**, The Vision of Death
- ▶ The **Orphanides**, the Infernal Goddesses
- ▶ **Tanemis**, the Roving Demon City
- ▶ **Vuewa**, God of the Songs and Lies
- ▶ **Heldor**, Who Sunderers What is Wrought
- ▶ **Aelgrim**, God of War and Vengeance
- ▶ **Kwatan-Mog**, the Cursed God
- ▶ **Orazoth**, the Egg Eater

*Even those that stand
against the gods
can be dangerous
to other mortals.*



You can also use the list of gods in the Cultures section earlier in this chapter. Be sure to give them direct and immediate interference if you are to make them Intervening Gods as an Immediate Threat.

MAJOR DISCOVERIES

The First Age is a time of exploration and invention. Some of the things discovered are bound to be ill omens for the world as a whole. What these discoveries mean specifically and what catastrophes they bring to the world is up to you.

- ▶ Magic of the Flesh
- ▶ Starmetal
- ▶ The Arcane Encoding of All Things
- ▶ Ritual Reincarnation
- ▶ The Cosmic Clock
- ▶ Portals can be made
- ▶ A new class of weapons
- ▶ Geomancy
- ▶ Undeath
- ▶ Oaths of Binding
- ▶ Truth in the Blood
- ▶ An Artifact of Doom (GMs see Artifact of Doom section in the Fate chapter.)

WORLD PROBLEMS

World problems are somewhat more abstract than other Immediate Threats, but don't forget that their purpose is to provide an imminent problem for the first session, so while they may be more diffuse, they are no less immediate. Make sure to elaborate on the problem to specify why it's a problem the characters need to deal with right now.

- ▶ War
 - ▶ Ongoing War
 - ▶ Impending War
 - ▶ Invasions & Raiding
 - ▶ Succession War

GENESIS

- ▶ National Distress
 - ▶ Over-Exploitation of Resources
 - ▶ Famine Spreads Across the Land
 - ▶ The Great Flood
 - ▶ Climate change
 - ▶ Natural Catastrophe
- ▶ Social and Diplomacy
 - ▶ Technologically Advanced Foreigners Arrive
 - ▶ A Debt of Honor is Due
 - ▶ Technological Revolution
 - ▶ Unification of Tribes

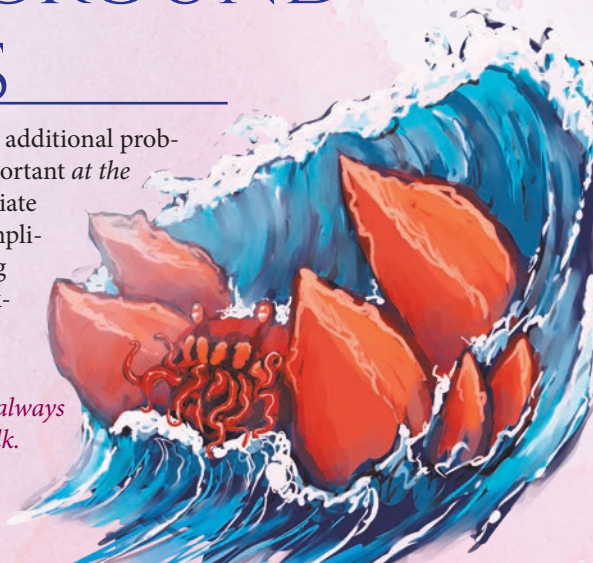
COMBINED THREATS

It's also possible to create a more complex Immediate Threat by combining two other threats. By pitting one element against another, you can quickly craft a problem of tremendous magnitude and scope. Imagine, for example, the danger of the River Dragons battling Tanemis, or the destruction that could come from an Ongoing War against the Gigas Army. Bear in mind that problems created this way are likely far too vast for the characters to directly solve right away, even though the intent is for the issue to be forefront at the beginning of the tale.

BACKGROUND ISSUES

Background Issues are additional problems that aren't as important *at the moment* as the Immediate Issue. They can be complicating factors, looming threats, character back-

The Benthic Ones are always hungry for landfolk.



grounds, or motivations for the current actions of the characters.

You can generate Background Issues in three general ways:

- ▶ Keep leftover ideas for the Immediate Issue as Background Issues
- ▶ Invent new ones based on the implications of the Pools, Portfolios, and Threats already in play
- ▶ Let the GM introduce them as the game progresses.

These are not mutually exclusive, and all can be used at the same time, but it's usually best to limit the campaign to 2-3 Background Issues at a time, to keep the story from getting too confusing or complicated.

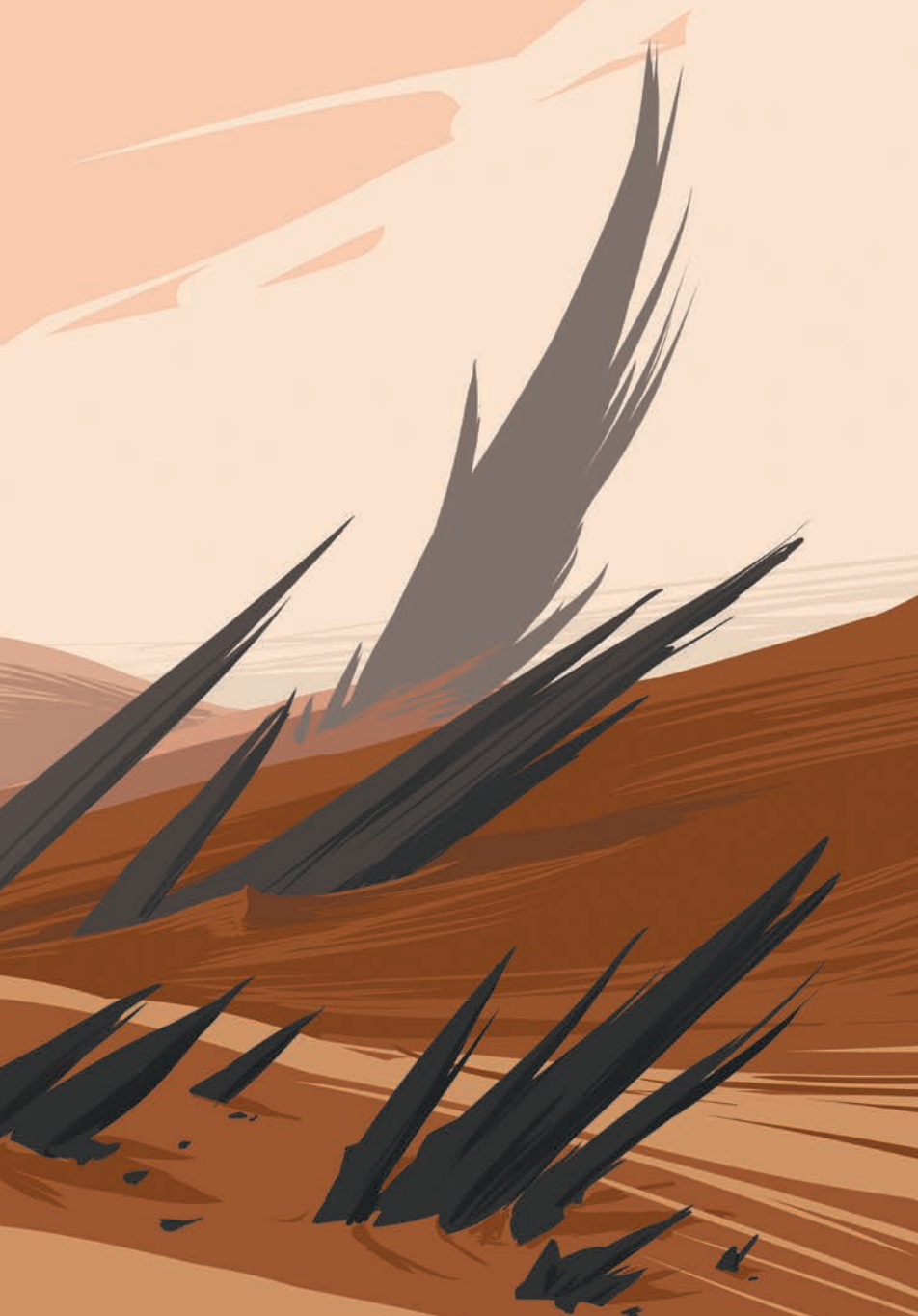
When an Immediate Threat is resolved, usually a Background Issue is promoted to the Immediate Threat and another Background Issue is added.

GLOBAL MISCELLANY

These items are optional. They may be described by the GM, or discovered through play.

- ▶ What other Creature Portfolios are active in the world? (See the Fate and Adversaries chapters for more information.)
- ▶ What is the cosmological structure?
- ▶ How many suns and moons does the planet have?
- ▶ What climate is the region, and what climates are the areas surrounding it?
- ▶ Are demi-humans divided into specific species, or are traits passed on more loosely through generations?
- ▶ Are the Established Races dominant, notable, or even well-defined?
- ▶ Select Languages for each Culture and Religion. See the Appendix for languages.

Harsh climates are just another thing monster-folk deal with on a regular basis.

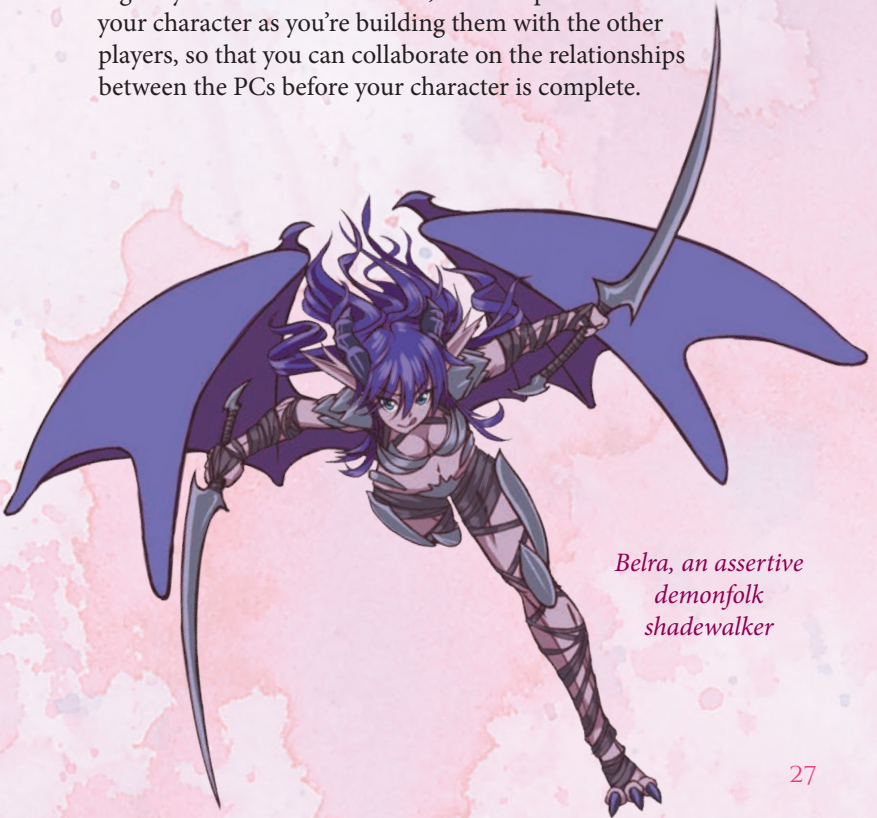


ORIGIN

I have never seen such a creature before. Our tribe has ranged far and wide across all of the plains, from the Foothills of Dawn to the Sunset Seas. Yet before us stands a misshapen thing the likes of which not even the elders can recall. She stands on six legs, but has the torso and face of a woman of our tribe. Her arms are enormous claws, and her many eyes glow even in the shadow. She looks at us as though we are the strange ones.

Character creation occurs immediately after Genesis. Each player will need a character. Character sheets will help organize the information of each character.

All parts of character creation can be done in parallel, rather than in series. It's perfectly fine to browse the archetypes before deciding on your character's features, for example. Discuss your character as you're building them with the other players, so that you can collaborate on the relationships between the PCs before your character is complete.



*Belra, an assertive
demonfolk
shadewalker*

BUILDING YOUR CHARACTER

Characters are built in a specific order, but you can deviate from this order if you know what you want and what you need. Since what Stats you want will depend on what Moves you want, we select Moves first. Make a tally mark next to Stats on your sheet when you pick a Move that requires a particular Stat.

1. Character **Concept**
2. Race and **Traits**
3. Select **Archetype**
4. Select **Moves**
 - All Basic Moves
 - Both Tragic Flaw Moves
 - 1 Battle Move
 - 1 Social Move
 - 1 Archetype Move
 - 1 Special Power Moves
 - 3 extra Moves
5. Choose a Tragic **Flaw**
6. Assign Primary **Stats**
7. Define **Constellations**
 - Connect 6 Health stars
 - Connect 3 Willpower stars
8. Select **Equipment**
9. Define **Relationships**

CHARACTER CONCEPT

You don't necessarily need to *begin* character creation with a concept of your character, in fact it might be better to keep your ideas vague until you've talked with the other players. Let character

CHARACTER CONCEPT

creation be collaborative, like world creation. Your character concept will be finalized *through* character creation, not before it. The GM and other players will offer many opportunities to refine your character concept.

You will generally be trying to answer two questions through character creation:

- ▶ What sort of *person* is my character?
- ▶ What sort of *creature* is my character?

As you go through Character Creation, think of a name that fits your character. There are samples in the Appendix chapter. You may end up picking one from one of the language of your home culture, or you may just make one up.



*Some folk are the
offspring of chaos.*

PHYSICAL TRAITS

Assume your bodyplan starts out as baseline humanoid.

Pick 2-3 Traits. Each trait is composed of 1-2 Adjectives and 1 Feature. You can select them or pick randomly. You decide whether the Trait replaces a relevant human trait, or whether it is additional. Add more features or adjectives as necessary.

1D20	ADJECTIVE	FEATURE
1	Aquatic	Abdomen
2	Ceramic	Antennae
3	Chitinous	Arms
4	Elemental	Body
5	Eye	Claws
6	Feathery	Crown
7	Flared	Ears
8	Fluffy	Eyes
9	Long	Fins
10	Many	Hair
11	Metal	Horns
12	Muscular	Legs
13	Pheromone	Patches
14	Rubbery	Petals
15	Scaly	Quills
16	Sharp	Shell
17	Slimy	Tail
18	Smoky	Tentacles
19	Smooth	Torso
20	Spiky	Wings



The Greentide subsumes all races and peoples equally.

ESTABLISHED RACES

You can also opt for a more established variety of creature. Work with the group to determine whether these races are highly specific, or are simply the result of common mutations. Feel free to define new established races as well.

You can also use the Established Races as examples of how to use and describe Physical Traits or how you might build a specific creature or bodyplan from them.

Note: You don't get the suggested Move or equipment for free, you still have to pick it during character creation, possibly as one of your 3 extra Moves, as your Special Power Move, or using your gold budget.

ORIGIN

- ▶ Arthropod
 - ▶ **Arachne**: Chitinous Abdomen added, Many Chitinous Legs replace legs. Suggested: Binding Thread Move or Poison Move.
 - ▶ **Centipede**: Long Chitinous Abdomen replaces Legs, Many Chitinous Legs. Suggested: Poison Move or Constrict Move.
 - ▶ **Crab**: Chitinous Claws replace arms. Suggested: Sturdier Stuff Move or Scale Vambraces Armor.
- ▶ Avian
 - ▶ **Angel**: Many Feathery Wings added. Suggested: Daily Prayers Move or Agile Flyer Move.
 - ▶ **Harpy**: Feathery Wings replace arms, Scaly Claws replace feet. Suggested: Agile Flyer Move or Super Ability (Ubersenses) Move.
- ▶ Carnivora
 - ▶ **Kitsune**: Many Fluffy Tails, Fluffy Ears replace ears. Suggested: Supernatural Allure Move or Transformation Move.
 - ▶ **Nekomata**: Fluffy Tail, Fluffy Ears replace ears. Suggested: Deceive Move or Beguile Move.
 - ▶ **Pangola**: Scaly Body, Scaly Muscular Tail. Suggested: Stone Skin Armor or Sturdier Stuff Move.
 - ▶ **Wolf**: Fluffy Tail, Fluffy Ears replace ears. Suggested: Predator Move.
- ▶ Daemon
 - ▶ **Oni**: Smooth Horns added, Muscular arms. Suggested: Super Ability (Superstrength) Move or Fortitude Move.
 - ▶ **Succubus**: Smooth Wings & Horns added, Pheromone Legs. Suggested: Supernatural Allure Move, Agile Flyer Move, or Drain the Blood Move.
 - ▶ **Vampire**: Smooth Wings & Claws added. Suggested: Beguile Move, Carnivore Move, or Fangs Weapon.
- ▶ Golem
 - ▶ **Gargoyle**: Stone Body, Leathery Wings added. Suggested: Scaly Skin Armor, Agile Flyer Move, or Evil Eye Move.
 - ▶ **Gigasborn**: Huge Ceramic Body. Suggested: Stone Skin Armor or Sturdier Stuff Move.
 - ▶ **Mecha**: Metal Arms added. Ceramic torso. Suggested: Super Ability Move or Echolocation Move.
- ▶ Plant/Fungus
 - ▶ **Alraune**: Slimy Spiky Torso, Huge Pheromone Petals added. Suggested: Supernatural Allure Move or Drain the Blood Move.
 - ▶ **Nymphha**: Pheromone Torso, Many Flared Petals added. Suggested: Supernatural Allure Move or Deceive Move.



*Vura, a nomadic
harpy outlander*

ORIGIN

- ▶ Plasm
 - ▶ **Ceph**: Slimy Eye Body, Slimy Tentacles added. Suggested: Constrict Move, Evil Eye Move, or Mind Blast Move.
 - ▶ **Mimic**: Slimy Body, Eye Tentacles added. Suggested: Transformation Move or Swallow Whole Move.
 - ▶ **Slime**: Slimy Gelatinous Body. Suggested: Liquid Body Armor or Swallow Whole Move.
- ▶ Serpent
 - ▶ **Dragonewt**: Scaly Muscular Arms, Legs, Wings, and Tail. Suggested: Stone Skin Armor or Agile Flight Move.
 - ▶ **Lamia**: Scaly Tail replaces legs. Suggested: Constrict Move or Scaly Skin Armor.
 - ▶ **Medusa**: Scaly Tail replaces legs, snake hair. Suggested: Evil Eye Move or Poison Move.
 - ▶ **Quetzalcoatl**: Scaly Tail replaces legs, Feathery Wings added or replace arms. Suggested: Agile Flight Move, Constrict Move, or Poison Move.
- ▶ Taurids
 - ▶ **Centaur**: Fluffy Legs & Torso added. Suggested: Berserker Move or Sturdier Stuff Move.
 - ▶ **Ox**: Muscular Body, Smooth Horns, Long Ears. Suggested: Super Ability (Superstrength) Move or Horns Weapon.

ARCHETYPE

Each PC has an Archetype that determines the general direction of their abilities and skills.

- ▶ The **Sorceress** is a mistress of magic and creation. While their magic can be powerful in combat, often their true calling lies in grappling with the Powers and other esoteric rituals.
- ▶ The **Soldier** is a career warrior, usually from some organized military apparatus. Soldiers are well-coordinated and work well in teams and are also used to the harsh realities of life on the march.
- ▶ **Shadewalkers** are fell stalkers whose work must often be done under cover of night. They mix espionage with subtle magics, and enjoy a certain amount of notoriety for their disreputable abilities.
- ▶ The **Outlander** is a nomad, a ranger, a wanderer. Some Outlanders are barbarians from small tribes, while others are mountain-folk who live far from the bustle of noisy cities. Many Outlanders embrace their monstrous natures.

*Yucell, a lamia-
slime sorceress*



ORIGIN

- ▶ **Socialites** are centers of much intrigue and maneuvering. Whether they are courtiers, kings, rogues, or courtesans, they are key figures in the lives of others. They are often skilled in manipulation and leadership.
- ▶ **Priests** lead the worship of the gods and organize the great religions. Often they take on missions to convert others or perform miracles on behalf of their gods. Priests often see the world in terms of how the gods have forged it, and why.
- ▶ The **Companion** is a loyal, devoted, and clever follower. They are often found in the company of great heroines and heroes, assisting them from behind the curtains or outside the limelight. Companions are often personable and friendly.
- ▶ **Devourers** consume things. Often, it is their hunger that drives them, though most are capable of some amount of self control. Their appetites are so vast as to be supernatural.
- ▶ **Wyrdlings** are curious mentalists whose psychic powers make them extraordinarily flexible. While many would prefer to stay out of the limelight, their diverse abilities make them very valuable allies.
- ▶ The **Pact Mistress** binds promises and vows into powerful weapons. With a keen eye for lies, a strong sense of justice, and a long memory, they are very effective at directing their allies and controlling their enemies.

MOVES

Moves are the core mechanism by which PCs affect the world around them. Generally, Moves either add some static, passive benefit, or are actively rolled using some Stat. Rolled Moves usually have 3 specified outcomes: Success, Tie, or Failure.

Depending on how much you've played before, you may want to make notes of Moves you like before winnowing it down to the ones you'll actually take.

You'll also want to make ticks next to the Stats that the Moves you take use on your character sheet: this will help you figure out which Stats you need to focus on.

Refer to Building your Character, at the beginning of the Origin chapter, for how many Moves of what type to select. You cannot take the same Move twice.

*Princess Lyas, a
foxcat socialite with
many Social Moves*



BASIC MOVES

PCs have access to all Basic Moves; they're things that just about everyone can at least try to do.

► Risky Proposition

- When you do something while in jeopardy, **pick a Stat, say how you use it, and roll.**
- **S:** You succeed.
- **T:** A partial success, or the GM offers you a choice.
- **F:** The jeopardy gets you, fate intervenes.

► Read a Person

- When you observe a person in a charged interaction, **roll Alertness**. **S:** Ask 3. **T:** Ask 1. **F:** Ask 1, but fate intervenes. While acting on knowledge uncovered, you take +1 ongoing.
- Is this character telling the truth?
- What are they really feeling?
- What do they intend to do?
- What do they wish I would do?
- How do I get this character to do ____?
- One specific question about a detail of your choice.

► Read a Situation

- When you observe a charged situation, **roll Alertness**. **S:** Ask 3. **T:** Ask 1. **F:** Ask 1, and fate intervenes. While acting on knowledge uncovered, you take +1 ongoing.
- What's the best escape route?
- Which enemy is most vulnerable?
- Which enemy is the biggest threat?
- What should I be on the lookout for?
- Who's in control?
- What detail are we missing?
- One specific question about a detail of your choice.

► Open Your Mind

- When you try to commune with gods, spirits, or powers, **roll Spirit**. **S:** Choose 2. **T:** Choose 1,



but the being takes an interest in you. **F:** Fate intervenes.

- What threat is coming?
- What is the best course to avoid ____?
- What sources of power are nearby?
- How are the powers or supernatural forces moving here?
- ▶ **Help/Hinder Someone**
 - When you help or hinder someone else on a specific task or roll, **roll Alertness or Cunning and add your Relationships with them.** On a failure, fate intervenes.
 - For PCs, **S:** As a Tie, plus your Relationship with them. **T:** They take +1 on the roll.
 - For NPCs, **S:** You pick whether they succeed or fail. **T:** You make it more or less likely they'll succeed.
- ▶ **Move Stealthily**
 - When you try to sneak into, out of, or past a watched or guarded area, **roll Cunning.**
 - **S:** You make it all the way through easily. Take +1 forward.
 - **T:** You're cutting it close, but you make it through.
 - **F:** You didn't make it. Fate intervenes.
- ▶ **Seize by Force**
 - When you struggle with someone for control of something, **roll Power** and Exchange Harm. **S:** choose 3, **T:** choose 2, **F:** choose 1 and fate intervenes.
 - Inflict +1 harm
 - Suffer -1 harm
 - Take definite control of the thing
 - You impress, dismay, or frighten them.
- ▶ **Exchange Harm**
 - When you trade blows with someone, you move into the appropriate range for one of your Weapons, you pick which. You then Deal Harm. If your opponent has a Weapon that can be used at that same range, they Deal Harm back to you in the same way.
- ▶ **Deal Harm**
 - When you hurt someone or something with a weapon, calculate how much: **harm = your Weapon's harm - target's Armor.**
 - If an effect says to Deal Harm Past Armor, the target's Armor doesn't affect how much harm you deal.
 - If a Move specifies a particular number, such as "Deal 1 Harm," it deals that amount *instead* of your Weapon's damage.

ORIGIN

► End of Session

- When the session ends, do the following.
- Check to see if any of your Relationships have been resolved.
- Spend Experience if you want. Make sure you clear any Experience spent.
- Clear all Willpower stars.
- Clear one filled Health star.
- Clear any temporary effects.

BATTLE MOVES

Battle Moves are used in combat, generally to deal harm to another character.

► Melee

- When you fight in close combat, **roll Power** and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate intervenes.
- You inflict +1 harm.
- You suffer -1 harm.
- You overrun their position.
- You outmaneuver your opponent.
- You grapple with your opponent.

► Ranged

- When you shoot at an opponent, Exchange Harm and **roll Alertness**. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate intervenes
- You inflict +1 harm.
- You suffer -1 harm.
- Your enemy is pinned down in place.
- You remain undetected.

► Arcane

- When you enspell an opponent, Exchange Harm and **roll Spirit**. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 and fate intervenes.
- You inflict +1 harm.
- You suffer -1 harm.
- You hit several adjacent opponents.
- You hide your magical power.



*Vanadarys the Green, a
dragonewt melee fighter*

ORIGIN

► **Backstab**

► When you try to get the drop on someone within the range of one of your Weapons, **roll Cunning**. **S:** All 3. **T:** Choose 2.

F: Choose 1 and fate intervenes.

► You are not noticed.

► You Deal Harm to your target.

► You escape from the scene of the incident.

► **En Garde**

► When you defend a position or location, ready to receive an opponent, or otherwise prepare for attack, **roll Alertness**.

S: Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.

► You inflict +1 harm against the next aggressor.

► You suffer -1 harm from this wave of attacks.

► Enemies cannot pass you until they overrun your position.

► Allies behind you take -1 harm from this wave of attacks.

► 1 enemy takes -1 harm ongoing until they disengage from your defense.

ARCHETYPE MOVES

Your Archetype determines which list of Archetype Moves you ought to focus on, but you *can* take Moves from other Archetypes.

SORCERESS

► **Sanctuary**

► You have a tower, hovel, or cave that you can retreat to, with 2 assistants or allies. When resting there, you and your allies clear all marked Health stars.

► **Creator**

► When you Craft something (See Crafting Things in Journey) and the GM gives you several prerequisites, you can resolve one of them simply by using magic.

► **Mindreader**

► Use Spirit instead of Cunning to Read a Person or Situation.

► **Summoner**

► When you conjure a creature from a Power Pool, **roll Spirit**. **S:** Hold 3. **T:** Hold 2 and the Power Pool begins seeping into the area. **F:** Hold 1, and fate intervenes as the Power

Pool invades. The summon disappears after you spend your last hold. It has a 3 harm Natural Melee Weapon and 5 Health stars. Spend 1 hold to make your summoned entity perform one of these actions:

- Exchange Harm with an opponent.
- The Summon performs short series of physical actions.
- The Summon watches a target stealthily and reports back to you.
- The Summon guards you from danger.
- **Witch**
 - When you pry into mystic secrets or draw on the power of the gods, **roll Spirit**. **S**: Choose 3. **T**: Choose 2. **F**: Choose 1 and fate intervenes.
 - The power *doesn't* invade your mind temporarily.
 - You are *not* rendered insensate from your communication temporarily.
 - The power answers a question of yours.
 - The power shifts its influence at your behest.
 - You temporarily imbue an item with appropriate power.
- **Seer**
 - When someone comes to you for advice, **roll Spirit**. **S**: You prophesize the outcome. As a Tie, but they also take +1 ongoing while following the prophecy. **T**: You reveal the dangers or forces that wish to stop them. **F**: You prophesize their doom. They take -1 ongoing until they perform a small quest, and fate intervenes on you for it.

SOLDIER

- **Combat Medic**
 - When you patch someone up in combat, **roll Alertness**. **S**: Heal 1 harm on your target. **T**: Heal 1 harm on your target, but take -1 forward to your defense. **F**: You and your target are caught out and fate intervenes in your ministrations.
- **Specialist**
 - Pick one type of Weapon: Melee, Ranged, Natural, Aura. You get +1 harm with Weapons with that tag.
- **Formation**
 - When you fight in formation, you can choose to take +1 Armor ongoing, or give +1 Armor to all allies ongoing.

ORIGIN

► Fortitude

- While you have 2 or more marked health stars, you take +1 Armor ongoing.

► Duelist

- When fighting an opponent one on one, **roll Alertness or Power**. **S:** You Deal Harm to your enemy. **T:** You Exchange Harm with your enemy. **F:** Fate intervenes: your opponent Deals Harm to you.

► Weapon Blast

- When you charge up an attack to release all at once, **roll Spirit** and Exchange Harm. **S:** You inflict +4 harm on this attack. **T:** Your attack either misses and deals no harm, or hits for +4 on the enemy and anyone, friend or foe, nearby. The choice is yours. **F:** The attack goes wild or gets out of control. Fate intervenes: massive collateral damage is inevitable.

SHADEWALKER

► Technique

- When you use your martial art techniques, declare a supernatural patron or source of your style and **roll Cunning**. **S:** +1 ongoing while you keep channeling that source. **T:** Take +1 forward on the technique, but the source takes an interest. **F:** Take +1 forward, but fate intervenes and the source takes something from you.

► Agility

- You gain 1 Armor.

► Dancer

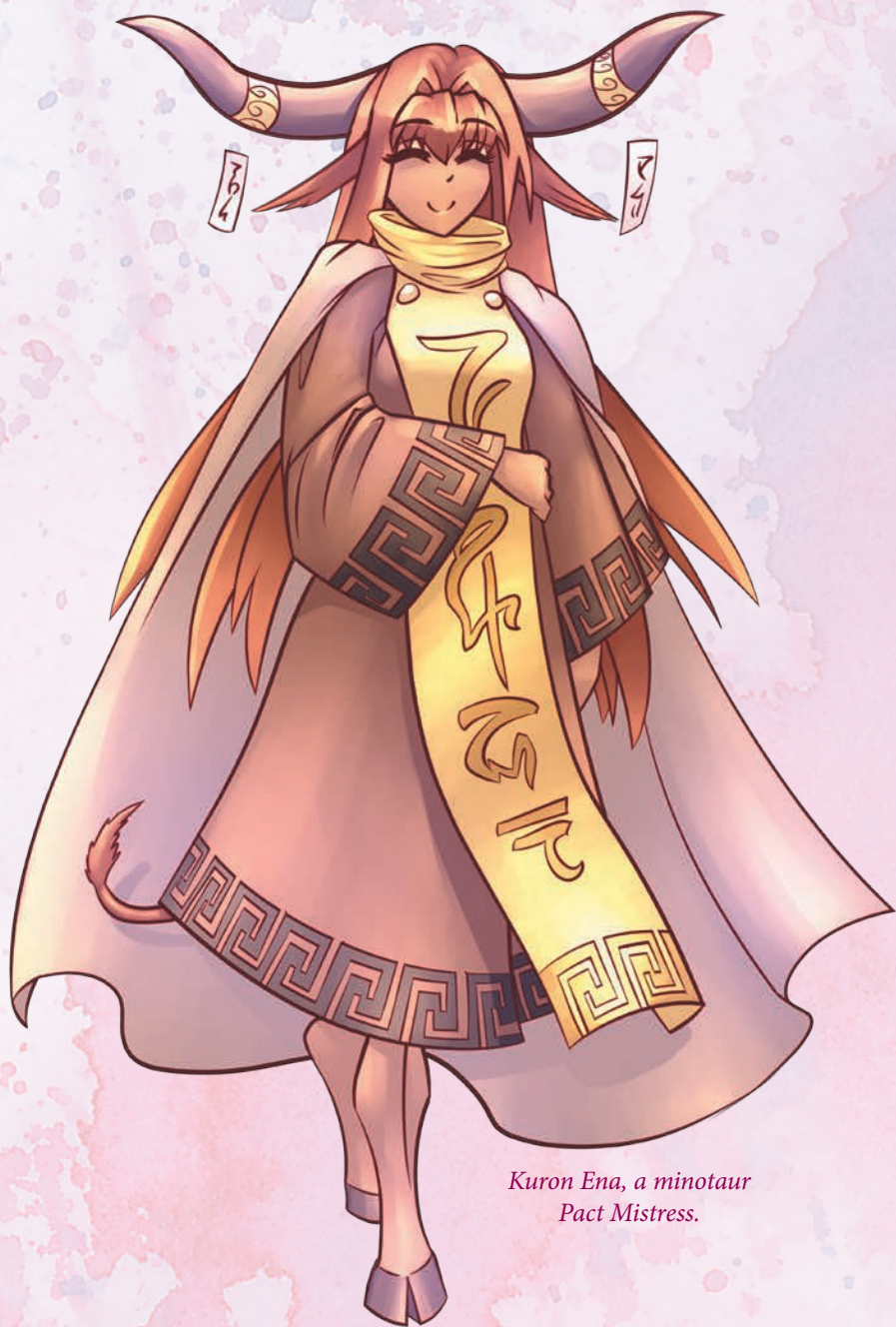
- When you perform a ritual dance, pick a source of great mystical power and **roll Spirit**. The dance affects all who see it, granting them a bonus or penalty to actions related to the Pool. **S:** You give +/-2 ongoing while dancing, or you open the source to all present. **T:** You give +/-1 forward, but the source infects you temporarily. **F:** Fate intervenes and draws everyone into the source of power unprotected.

► Darksome Folk

- At dusk, you can choose to take +1 ongoing on Spirit or Cunning until you encounter bright light or morning comes. If you're exposed to bright light *before* morning, you mark 1 health star.

► Flash Step

- You can use Melee Weapons as though they were Ranged.



*Kuron Ena, a minotaur
Pact Mistress.*



Roaming Megabeasts are a frequent issue for Outlanders.

► **Assassin**

- You inflict +2 harm while your stealth is maintained.

OUTLANDER

► **Sturdier Stuff**

- You gain 1 Armor

► **Feral**

- +1 harm with all Natural Weapons

► **Great Beast**

- At the beginning of each fight, pick one. Each lasts the duration of the battle, or until you are knocked out.
- Take +2 Armor until you mark a Health star.
- Take +1 ongoing on attacks.
- Add 2 Health stars to your Health Constellation.
- You can try a Risky Proposition to heal: Success clears 1 Health star.

► **Nomadic Ranger**

- When confronted with a difficult landscape, **roll Alertness**. **S**: Shelter and food come easily. **T**: Either food or shelter can be had easily, but not both. **F**: Fate intervenes and you encounter a dangerous wild animal.

► **Plunderer**

► You get +1 on Seize by Force Moves, including in war situations.

► **Berserker**

► When you Exchange Harm, you can add 1, 2, or 3 to the harm inflicted by *both* you and your opponent.

SOCIALITE

► **Noble**

► When you use your wealth or status, **roll Charm**. **S:** Your reputation precedes you, and they are eager to please. **T:** They're unwilling but cooperative. **F:** Fate intervenes: it turns out that a political adversary has a hold on them.

► **Connections**

► When you talk to others about a person, item, or event of interest, **roll Charm**. **S:** You find someone who has intimate knowledge of it. **T:** You find a few people to give you good clues. **F:** You find a lot of clues, but a lot of them are from the opposition. Fate intervenes.

► **Commander**

► When you deliver an order, those who follow it receive +1 ongoing while it can still be accomplished.

► **Bard**

► You get +1 Charm when performing music.

► **Rogue**

► When someone's plan is foiled, **roll Cunning**. **S:** You can capitalize on it whenever you like. Hold 3. Spend 1 hold to get +1 on a related roll. **T:** You take +1 forward to handle the situation. **F:** You can capitalize on it later, but fate intervenes when you do.

► **Believable**

► You get +1 to Beguile, Threaten, and Deceive Moves.

PRIEST

► **Healing Ritual**

► When you take the time to perform a ritual to heal another, **roll Spirit**.
 ► **S:** Heal 3. **T:** Heal 2. **F:** Heal 1, and fate intervenes.

ORIGIN

► Daily Prayers

- Each day you hold 2 for your prayers. You can spend this hold to take +1 on rolls on any action or Move related to your religion.

► Warding

- You gain +1 Armor against magic, the supernatural, gods, and the effects of Power Pools. You can extend this protection to all standing within arm's length.

► Ritual of Devotion

- When you perform a religious ritual for someone, **roll Spirit. S:** They hold 3. **T:** They hold 2. **F:** They hold 1, but fate intervenes and the enemies of your religion draw near. They can spend 1 hold for one of the following:
 - Suppress an invocation of their Flaw.
 - Take comfort in your religion.
 - Cure feelings of guilt.
 - Take +1 forward against supernatural dangers.
 - Take +1 forward on Social Moves with fellow adherents.

► Proclamation

- You get +1 to Threaten and Weight of Reputation moves.

► Sacrifice

- When you sacrifice something to your gods, say what you are sacrificing, what you want, and **roll Spirit. S:** Pick 3. **T:** Pick 2. **F:** Pick 1, but fate intervenes.
 - The ritual is resolved immediately, rather than in the future.
 - You get what you wished for.
 - Your god accepts the sacrifice as a gesture, rather than literally, allowing you to keep the thing in question.
 - You take +1 forward from the blessing of your god.



*Priests may know much
of the Great One*

COMPANION

► Follow the Lead

- You take +1 ongoing while following the orders of your ally.

► Easily Dismissed

- You get +1 on Move Stealthily whenever you're not alone.

- ▶ **Pull You From The Fire**
 - ▶ When you attempt to save your ally from an immediately dangerous situation, **roll Alertness**. **S:** As per Tie, but your ally gets the drop on the enemy as well. **T:** You avert the immediate aspects of your ally's fate. **F:** Fate intervenes and you merely swap places.
- ▶ **Observant**
 - ▶ You get +1 to Read a Person or Situation.
- ▶ **Comforting Presence**
 - ▶ You and your ally get +1 to Social Moves with each other.
- ▶ **Obfuscating Stupidity**
 - ▶ When you might come under suspicion, **roll Charm or Cunning**. **S:** You avoid notice entirely; you're not even on the list of suspects. **T:** They're aware of your presence, but discount you as a suspect. **F:** Fate intervenes and someone learns something important about you.

DEVOURER

- ▶ **Predator**
 - ▶ You get +1 to rolls and harm with Biteshake and Swallow Whole.
- ▶ **Natural Hunter**
 - ▶ You get +1 harm with Natural Weapons.
- ▶ **Carnivore**
 - ▶ When you cause your opponent to mark 2 or more stars of Health in a single blow, you heal 1 star.
- ▶ **Eclipse**
 - ▶ When you consume a part of a spirit, god, or great power, **roll Spirit**. **S:** You devour all the energy in the local area. **T:** You reduce the hold the power has on the area, but now it knows you and is waiting for its chance. **F:** That was a bad food. Fate intervenes.
- ▶ **Dimension Belly**
 - ▶ When you eat something, you can choose to store it rather than digest it. You can store a boatload of stuff, and each item can be the size of a person.
- ▶ **Drain the Blood**
 - ▶ When you drink the life force of another creature, **roll Spirit or Power**. **S:** Choose 2. **T:** Choose 1. **F:** Exchange harm and fate intervenes.

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- ▶ The target grows weary and depressed for several days.
- ▶ You heal 1 star of Health.
- ▶ The target is briefly your thrall.
- ▶ The target does not recall your attack.
- ▶ The target takes -1 ongoing when disobeying you.
- ▶ The target takes +1 Spirit ongoing.
- ▶ PC Only: The target marks Experience and 1 Health.

WYRDLING

▶ Focus

▶ Pick a target and **roll Cunning or Spirit**. **S:** You take +2 choices or hold forward with Wyrdling Moves on that target. **T:** Take +1 choice or hold forward with Wyrdling Moves on the target. **F:** Fate intervenes. Your concentration is broken and you lose all your Focus holds.

▶ Telekinesis

▶ When you reach out with your mind, **roll Spirit or Cunning**. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. You can spend 1 hold to perform a discrete action or manipulate a single object at a distance. These manipulations can be anything you would otherwise be able to do with your hands.

▶ Warp Reality

▶ When you tamper with the fabric of reality within arms' length, you can reshape solid materials. **roll Cunning or Spirit**. **S:** Hold 1. **T:** Hold 1, but the effects are only illusory; others are not aware of this. **F:** The warping backfires; fate intervenes. Spend 1 hold for one of the following.

▶ Reshape the world around you: carve a boulder into stairs, mangle a machine's gears, cut a perfect square hole through a tree, bend spoons, etc.

▶ Meddle with an opponent's equipment, causing -1 Armor or -1 harm ongoing.

▶ Intentionally disguise your actions until an outside force comes in contact with your handiwork.

▶ You can warp reality at Ranged distance temporarily.

▶ Mind Blast

▶ When you slam a foe with telekinesis, select a target within Ranged distance and **roll Power or Spirit**. **S:** Choose 2. **T:** Choose 1. **F:** Choose 1, but you mark 1 health star and fate intervenes.

- Deal 1 harm Past Armor at any range.
- Push or slam target.
- Disorient target, they take -1 forward.
- Add the Area tag to this attack.
- **Aegis**
 - When you focus your powers on defense, **roll Cunning or Spirit**. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. Spend 1 hold for one of the following:
 - Take +1 Armor forward.
 - Change the target of your Aegis.
 - The Aegis protects against environmental hazards ongoing.
 - Extend the Aegis to all within arm's length of the target.
 - The Aegis protects against all psychic and mental attacks ongoing.
- **Debris Storm**
 - When you let your psychic power rage like a hurricane, choose 3 from below. **Then roll Power or Spirit**. The Debris Storm has the Area tag, but what it affects depends on your roll. **S:** The storm affects all enemies in the area. **T:** The storm affects friend and foe alike. **F:** The storm affects *everything* within the area, and fate intervenes.
 - Dust: Those affected take -1 ongoing to vision.
 - Violence: Loose objects become high-speed projectiles, Dealing 3 Harm.
 - Interception: Those within the storm take -1 harm.
 - Force: Everything is thrown back out of the area.
 - Scour: Those affected take -1 ongoing to Armor.
 - Blinding: Those affected take -1 ongoing to attacks.

PACT MISTRESS

- **Bind Pact**
 - When someone makes an oath, vow, or promise to you, you can bind them to their word. **Roll Spirit or Power**. **S:** Hold 3. You can spend 1 hold to force them to take a single action to further their promise. **T:** Hold 2. You can spend 1 hold to give them +1 ongoing if they keep their word, or -1 ongoing if they break it. **F:** You give them +1 ongoing to follow their vow, but fate intervenes.
- **Benediction**
 - When you declare a vow with one of world's gods or spirits,

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roll Spirit. **S:** Hold 3. **T:** Hold 2. **F:** Hold 1 but fate intervenes. Spend 1 hold to induce the gods to assist you by modifying the world in some subtle way. If you break your vow, you lose your remaining hold and take 3 harm Past Armor.

► **Stalwart**

► When you swear an oath to finish some business or complete a complex task, **roll Spirit or Power.** **S:** You take +3 to Health stars ongoing. **T:** You take +1 Health star ongoing. **F:** Your resolve is broken, fate intervenes. If you can't, won't, or fail to complete your oath, you take harm equal to the stars you received Past Armor.

► **Beast Mistress**

► You forge a pact with a beast, animal, or minor spirit. Say what you will do for the creature and **roll Spirit.** **S:** The creature obeys all orders, and can fight for you. It has 4 Health stars and a 3 harm Natural Melee Weapon. **T:** The creature will look out for you, go places, and observe things, but will not fight. **F:** The creature is insulted by your offer. Fate intervenes. If you fail to deliver on your promise, fate also intervenes.

► **Truthsayer**

► When you speak with someone you are suspicious of, **roll Cunning or Spirit.** **S:** Hold 3. Additionally, you can also compel them to speak the truth by spending 2 hold. **T:** Hold 2. **F:** Hold 1, but fate intervenes. You can spend hold at any time during the conversation to select or ask one of the following:

- Is this person telling the truth?
- Has this person broken their word?
- Will they honor their bargain?
- Is there another promise interfering?
- Calm someone in the conversation.

► **Covenant**

► When you entreat a spirit, great power, or god to protect and bless a place, **roll Spirit.** Any boons granted by the power are rescinded if the oath is broken, and you always know if it is kept or not.

► **S:** The power asks for a small but regular sacrifice in exchange for great and lasting prosperity.

► **T:** The power asks for great sacrifices regularly in exchange for mild prosperity.

► **F:** The power binds you instead, fate intervenes.

*Ella-Luibra, a pact-bound
dragonturtle companion*





Special Power moves separate you from mundane humans.

SPECIAL POWER MOVES

Unlike Archetype Moves, Special Powers are more related to your physique and natural abilities than your training or profession.

► Biteshake

- When you savage someone in combat, Move into Melee, Exchange Harm, and **roll Power**. **S**: Choose 3. **T**: Choose 2. **F**: Choose one, but fate intervenes.
- You hurl your opponent away, temporarily preventing them from attacking unless they have a Ranged Weapon.
- You inflict +1 harm.
- You suffer -1 harm.
- You pin your opponent in place.
- You destroy, remove, or eat one of their things.

► Swallow Whole

- When you try to eat someone, **roll Power**. **S**: You swallow the target. Exchange Harm if you wish. While inside you, PCs can only attempt to escape by using Seize By Force against you; success indicates they escape. When an NPC tries to escape, you can attempt a Risky Proposition to keep them down. **T**: You take a bite out of them and Exchange Harm. **F**: Fate intervenes.

► Poison

- When you bite or sting an opponent, **roll Alertness**. **S**: Hold 3. **T**: Hold 2. **F**: Hold 1 and fate intervenes. Spend 1 hold for one of the following:
 - They are Dealt 1 Harm Past Armor.
 - They become drowsy for a while.
 - One of their things is damage or destroyed.
 - They are confused and gullible for a while.
 - They become slow, rigid, or immobile for a while.
 - One effect lasts for a prolonged time.

► Constrict

- When you constrict, grapple, or choke someone, **roll Power**. **S**: Hold 3. **T**: Hold 2. **F**: Hold 1 and fate intervenes. The target escapes if it is conscious when you have no hold left. While you have a hold on them, you can prevent them from moving.
- Spend 4 hold: Render the target unconscious. You must constrict the target multiple times to get this much hold.

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- Spend 1 hold: Target cannot attack you until you have no hold on them.
- Spend 1 hold: Target takes -1 ongoing until it catches its breath.
- Spend 1 hold: Deal 1 Harm Past Armor.
- ▶ **Agile Flyer**
 - When you perform aerial acrobatics, **roll Alertness. S:** Choose 2. **T:** Choose 1. **F:** Choose 1 and fate intervenes.
 - You escape to a safe distance.
 - You take +1 forward.
 - The enemy loses track of you.
 - You drop something on the enemy, Dealing 2 Harm.
- ▶ **Transformation**
 - When you take the time to transform into another shape, **roll Charm or Cunning. S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes. The transformation lasts the duration of the scene and collapses if you are hurt or examined too closely. You take +1 ongoing while your transformation is applicable.
 - Mimic a person's likeness.
 - Produce a useful limb or part.
 - Adapt to an environment or hazard.
 - Take on 1 natural characteristic of an animal.
- ▶ **Supernatural Allure**
 - You get +1 on Beguile, Courtship, and Get Intimate Moves, and can use them in combat.
- ▶ **Regenerate**
 - When you have wounds, you can try to heal them. **roll Spirit. S:** Heal 1 wound. **T:** You don't regenerate, but you take +1 Armor forward. **F:** You expend too much energy and fate intervenes.
- ▶ **Mystic Eye**
 - When you Read a Person or Situation, you can add these questions to the list of things you can ask.
 - What does ___ god, power, or spirit think of this?
 - What's one magic power it has?
 - What Power Pool is most closely related to it?
- ▶ **Evil Eye**
 - When you Exchange Harm, you can always opt to Deal 1 Harm Past Armor instead of using a Weapon. You can do this at Melee or Ranged distance.
- ▶ **Binding Thread**
 - When you are within Melee range of an enemy, you can

*Suangennail the
Devourer, a famed
user of the Swallow
Whole move.*



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bring your threads into play. **Roll Cunning.** **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but fate intervenes.

- Deal 1 Harm Past Armor.
- Disable an enemy's Weapon or Armor.
- Stop an enemy in their tracks.
- Pull a person or object close.
- Tie up a character.

‣ **Psychic**

‣ When you read the thoughts of another, **roll Spirit.** **S:** Ask 3. **T:** Ask 2. **F:** Ask 1, and your target asks 1 of you.

- What do I need to do to get you to do ____?
- What is one of your weaknesses?
- What do you fear?
- What is one of your strengths?
- What are you hiding?
- What is your next move?

‣ **Super Ability**

‣ You have a super ability. Pick one from the list below. When you use your super ability, **roll (Stat).** **S:** It works without a hitch, take +1 forward. **T:** It works, but the GM introduces collateral damage. **F:** Your super ability backfires and fate intervenes.

- Superstrength (**Power**)
- Ubersenses (**Alertness**)
- Hyperspeed (**Alertness**)
- Ultratempting (**Charm**)
- Omniscient (**Cunning**)
- Gigamagic (**Spirit**)

‣ **Great Roar**

‣ When you let loose a terrible howl or cry, **roll Power.** **S:** Choose 3. **T:** Choose 2. **F:** Choose 1, but fate intervenes.

- You deafen all opponents in the scene.
- Interrupt any rituals or activities that rely on sound.
- Your enemies are not immediately attracted to your position.
- Enemies who hear you take -1 forward to attack you.

‣ **Echolocation**

‣ Darkness, smoke, and fog have no bearing on your ability to see or navigate an area. If you Exchange Harm with someone who can't see you, the harm they can deal you is reduced by 1.

‣ **Solid Thought**

‣ Natural Weapons and Armor you carry do not exist in physical space unless you want them to; you appear unarmed and unar-



*Yasue the Oni, a
Wyrldling psychic*

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mored at all times. When you take your opponents by surprise, you take +1 Armor and harm forward the first time you engage any given enemy. All other costs and requirements remain the same for procuring said gear.

SOCIAL MOVES

Social Moves cover the various useful social interactions that a character can do. These Moves go far beyond basic conversation. You can lie to someone even if you don't have the Deceive Move, but doing so leaves all of the attempt in the hands of the GM who may choose to complicate the matter.

► Deceive

- You say what you want the other party to believe, and **roll Cunning**. **S:** Choose 3. **T:** Choose 2. **M:** Choose 1 but fate intervenes.
- Your ruse is not discovered.
- The target falls for it.
- The timing is perfect.
- They tell others about it.

► Threaten

- Make your threat, and **roll Power, Cunning, or Charm**.
- **S:** They choose 1: They force you to make good on the threat and they deal with the consequences. They give in and do what you want.
- **T:** They choose 1 from above, or one of the following: Get out of the way. Barricade themselves securely in. Give you what part of what you want. Back off calmly.
- **F:** They don't appreciate it. Fate intervenes.

► Beguile

- When you seduce, manipulate, tempt, or lie to someone, say what you want them to do, give them a reason, and **Roll Charm**.
- NPCs: **S:** They go along with it unless something betrays your reason. **T:** They go along with it, but they need assurance or a promise.
- PCs: **S:** Both. **T:** Choose one.
- If they go along with it, they mark Experience.
- If they refuse, they do not mark Experience when their Flaw is

SOCIAL MOVES

invoked for the remainder of the session.

► PCs & NPCs: **F:** Fate intervenes, they're on to you, they resist, or they somehow foil or reverse your attempt.

► **Get Intimate**

► When you get intimate with another character, **roll Charm or Power**. **S:** You change both your tag with them and their tag with you, and you take +1 ongoing with them. **T:** Either take +1 ongoing with them, or change their tag with you. **F:** Your lover takes +1 ongoing with you and may change their tag with you. Regardless of your success, if your lover is a PC, they may Get Intimate as well.

► **Courtship**

► When you try to persuade someone into a relationship with you, offer them a Relationship tag with yourself as the target. They can either accept it or decline. If they accept it, you mark Experience. They may perform Courtship with you in return, but do not have to.

► **Seek Council**

► When you go to someone for insight, ask them what course of action they think is best and **roll Charm or Alertness and add their Relationship with**

Aetuaria, patroness of Beguile and Get Intimate



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you. **S:** They choose 2. **T:** They choose 1. **F:** They choose 1, but fate intervenes, whether you follow their advice or not.

- ▶ You take +1 ongoing to pursue their advice.
- ▶ You mark Experience at the conclusion of following their advice.
- ▶ You take +/-1 ongoing with someone, their choice.

▶ **Weight of Reputation**

▶ When you meet someone you want you want to influence with your reputation, **roll Charm or Power and add their Relationship with you.** This only works once on someone unless your reputation has grown since your last meeting. **S:** You get +1 ongoing with them. **T:** You take +1 forward with them. **F:** Fate intervenes: they *have* heard of you, but not in a good way.

▶ **Athletics & Sport**

- ▶ When you compete with others in a physical competition with rules, **roll Alertness or Power.** **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 but fate intervenes.
- ▶ You impress either the crowd or your opponents, take +1 ongoing in social situations with them.
- ▶ You win, or tie if any of your opponents are PCs and also select this.
- ▶ A patron steps forward to give you favor in the form of Treasure, Fealty, or assistance.
- ▶ A bargain or negotiation is honored in favor of your side.
- ▶ Your fame rapidly spreads across the region.

FLAW MOVES

You always have access to both Flaw Moves. You can change your Flaw through play using Experience. Individual flaws are listed in the List of Flaws after the Moves section.

▶ **Tragic Flaw**

- ▶ Any player can invoke your Tragic Flaw, including yourself. When your Flaw is invoked, pick one.
- ▶ If you have it to spare, mark Willpower, and temporarily suppress your Flaw.
- ▶ Indulge your Flaw and mark Experience.
- ▶ Indulge your Flaw and take +1 ongoing while doing so.
- ▶ Indulge your Flaw, take +1 forward, and clear 1 Willpower.



*Ciaris the Quilspike
Soldier, an athlete
and duelist*

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► Invoke Flaw

- When you invoke another PC's Flaw, mark Willpower and suggest a complication related to their Flaw. When you invoke your own flaw, you don't mark Willpower, just suggest a complication.

WAR MOVES

These Moves are used during large-scale battles and sieges, and deal with military units operating in the field. You *can* use your own character as your unit for the purposes of War Moves.

No character receives a War Move by default in character creation, but you can buy them as normal.

► Besiege

- When your unit lays siege to a fortified position, **roll Cunning** and your unit is Dealt 3 Harm. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 and fate intervenes.
- Your unit Deals Harm to the defenders.
- Your unit takes only light casualties, 1 harm instead of 3.
- You do not expend significant resources.
- Your opponents run low on supplies.

► Withstand Siege

- When your unit weathers an assault on a fortified position **roll Alertness**. **S:** Pick 3. **T:** Pick 2. **F:** Pick 1 and fate intervenes.
- Your unit repairs any damage to the fortifications.
- Your unit keeps the invaders at bay.
- Your unit *avoids* spending too many resources.
- Your unit damages the aggressor's siege weaponry.

► Sortie

- When your unit issues forth from a fortified position to engage the enemy, **roll Power** and Exchange Harm with the opposing unit. **S:** You inflict +1 harm, and your opponents' equipment and preparations are destroyed. **T:** Your opponents' equipment and preparations are damaged. **F:** Fate intervenes.

► Open Battle

- When your unit engages an opponent unit on the field of battle, **roll Power or Cunning** and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
- Your unit inflicts +1 harm.

- Your unit suffers -1 harm.
- Your unit breaks the enemy's formation.
- You take +1 forward.
- **Formation**
 - When you rally your troops into a formation, **roll Power or Alertness**. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
 - Your unit takes +1 ongoing to Armor.
 - Your unit takes +1 ongoing to harm inflicted.
 - Enemies cannot engage a defended unit in melee.
 - Enemies cannot pass your unit.
- **Light Cavalry**
 - When your unit flanks or harries an opponent, **roll Cunning or Alertness** and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
 - Your unit suffers -1 harm.
 - Your unit breaks the enemy's formation.
 - The enemy unit is demoralized.
 - Your unit disengages successfully from the enemy.
- **Shock Cavalry**
 - When your unit charges an opponent head on, **roll Power** and Exchange Harm. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.
 - Your unit inflicts +1 harm.
 - Your unit suffers -1 harm.
 - The enemy unit is scattered and takes -1 ongoing while disorganized.
 - Your unit manages to retreat after the charge.



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► Artillery

► When your unit fires a volley from siege engines, cannons, or other extreme-range weapons, **roll Alertness or Cunning**. **S:** You Deal Harm Past Armor to the enemy unit, or damage on their fortifications. **T:** You scatter the enemy unit, or send them running for cover. **F:** Fate intervenes. Pray you missed your own troops.

► Volley

► When your unit launches a ranged volley at an enemy, **roll Cunning or Alertness**. **S:** Choose 3. **T:** Choose 2. **F:** Choose 1 and fate intervenes.

► Your unit Deals Harm to the enemy.

► Your unit breaks the enemy's formation.

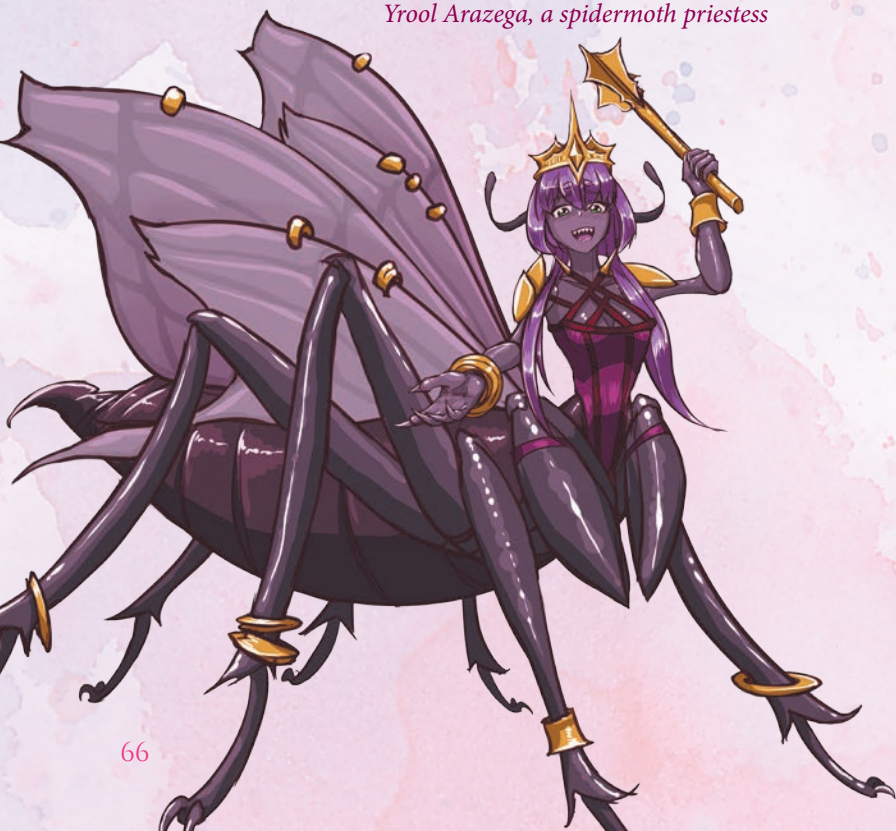
► The enemy unit is demoralized.

► The enemy unit's advance is slowed or halted.

► Scout and Range

► When your unit carefully observes and measures the range of an enemy unit, **roll Alertness or Cunning**. **S:** You

Yrool Arazega, a spidermoth priestess



and your allies take +1 ongoing on all war moves until your opponent changes their formation. **T:** You and your allies take +1 forward on Volley and Artillery Moves. **F:** Fate intervenes on your reconnaissance.

► **Maneuver**

► When your unit attempts to outmaneuver an opponent, **roll Cunning**. **S:** Take +1 ongoing while you have the advantage of terrain or position. **T:** Take +1 forward due to the advantage of your terrain or position. **F:** Fate intervenes and the enemy takes the tactical advantage.

► **Resupply**

► When you take time to patch wounds, feed soldiers, and replenish arms, declare where your resources are coming from and determine your Relationship with the leader of that asset or place. Then **roll Charm or Cunning and add your Relationship**. **S:** Your unit heals 3 harm. **T:** Your unit heals 2 harm. **F:** Your unit heals 1 harm, but fate intervenes somewhere else in the war.

► **Sabotage**

► When your unit sabotages the opponent, **roll Cunning**. **S:** Choose 2. **T:** Choose 1, but be prepared for complications. **F:** Fate intervenes.

- Undermine their defenses.
- Collapse their tunnels.
- Poison their water supply.
- Destroy their food.
- Destroy their supplies.
- Deliver spies or assassins.

► **Battlefield Enchantment**

- When you call upon gods, spirits, or powers to turn the tides of battle, **roll Spirit**. **S:** Choose 2. **T:** Choose 1. **F:** Fate intervenes and the gods become angry.
- Sculpt the terrain to your advantage. Allied units take +1 ongoing to Maneuver, Scout and Range, and Withstand Siege.
- Curse the enemy. They take -1 ongoing to harm.
- Bolster your allies. They take +1 ongoing to Open Battle, Heavy Cavalry, and Besiege.
- Scry on the enemy forces. Your allies take +1 ongoing to Artillery and Volley unless the enemy blocks your scrying.
- Hide your forces. Your allies take +1 ongoing to Sabotage, Maneuver, and Scout and Range until they engage the enemy.

LIST OF FLAWS

Strange... How beautiful she was. I've never seen anything like her before. Butterfly wings that sparkled like glass, four eyes that stared through me, and a slender, poised figure that seemed as light a feather when she walked. Mirror shards in her wings showed her own reflection, and she would often stop to admire it with a sigh. A strange vain beauty she truly was.

Each flaw is in bold. Flaw indulgences are listed after each flaw, but you can indulge your flaw in a way that makes sense in the situation, even if that particular indulgence isn't on your list, just check with the GM.

- ▶ **Can't Read the Air.** Remain oblivious to the mood of the situation, say something out of place, interrupt something important or intimate.
- ▶ **Creature Comforts.** Find a cozy place to curl up, gorge on a favorite food, take a nap.
- ▶ **Cruelty.** Destroy something beautiful, hurt someone and enjoy it, revel in someone's suffering.
- ▶ **Envy.** Take something you like from someone, get the better of someone else's joy, wreck their ability to enjoy the thing.

Our flaws make predator and prey of us all.



- ▶ **Greed.** Acquire a thing of great value through any means, take something that isn't yours, flaunt your wealth.
- ▶ **Hubris.** Ignore warnings, bull straight into danger, fall back on nothing but confidence.
- ▶ **Idealist.** Go with the naïve solution, disbelieve potential dangers, cling to innocence in the face of the truth.
- ▶ **Impatience.** Push past others and do it anyway, skip preparation and move forward, charge in without thought for danger.
- ▶ **Insensitive.** Ignore the needs of another, gloss over someone's feelings, fail to notice you've offended someone.
- ▶ **Lust.** Fawn over someone alluring, attempt to seduce your target, bed someone attractive.
- ▶ **Obsession.** Fall back on repetition or the proper order of things, cling to something that relieves the anxiety, try to run or hide from the intrusive thoughts.
- ▶ **Perfectionist.** Spend more time than you have on it, repeat it over and over until it's right, blow extra resources on ensuring perfection.
- ▶ **Pettiness.** Take someone to task over a slight, refuse an obligation until the wrong is righted, treat someone passive-aggressively.
- ▶ **Pride.** Crush an attempt on your greatness, boast of your greatness to others, deny any wrongdoing.
- ▶ **Reckless.** Rush in headlong, go right for the most exciting thing, demonstrate a lack of patience.
- ▶ **Rival.** Your rival beats you to the punch, they send reinforcements to your enemy, have an argument with your rival.
- ▶ **Secret Keeper.** Hold back to protect yourself, deny a painful truth, design or execute a plan in secret.
- ▶ **Temper.** Disproportionate retribution, make a scene out of a slight, fly into a destructive rage.
- ▶ **Terrible Timing.** Show up at the wrong moment, miss the action entirely, give an opponent a golden opportunity.
- ▶ **Tsundere.** Play hard to get, react to embarrassment with aggression, take an insult to your love or yourself poorly.
- ▶ **Vanity.** Fawn over your appearance, spend time looking your best, become distracted by yourself.

STATS

Each statistic is a single number representing that many six-sided dice (d6). When you are told to **roll (Stat)** you roll that many dice and count up all the dice that are **4+**. Sometimes the GM will give you a difficulty number (DN), other times they will not. If they do not, the DN is assumed to be 1.

*The GM tells Arkora to **roll Charm**. Arkora's Charm is 3 (or 3d6), so she rolls 3d6, getting a 2, 4, and 5. Two of these are 4+, so the roll is a 2. Since the GM didn't say it was a **Legendary** roll, she gets a Success.*



DIFFICULTY NUMBERS

If the GM doesn't name a difficulty of a task, assume the task is **Heroic / DN 1**. This means that often 0 is a failure, 1 is a tie, and 2 is a success.

- ▶ **Heroic / DN 1:** The default difficulty. Things that are hard for mortals, but doable for heroines. Climb a sheer cliff, fight a lesser demon or monster, or beguile the townsfolk.
- ▶ **Legendary / DN 2:** Things that heroines gain fame and prestige for doing. Usually impossible for mortals. Infiltrate a well-guarded castle unseen, deceive a suspicious magical creature, battle a fearsome monster or leader.
- ▶ **Mythical / DN 3:** They will speak of this for a thousand years. Bring down a castle with a punch, engage a great evil in

world-shaking combat, seduce the chaste queen of a nation of nymphs.

► **Divine / DN 4:** Entire religions could be founded around the tales people tell of this action. Trick a god into handing over their power. Withstand a siege of powerful demons and protect a town... alone. Throw your psychic power against the cosmic minions of a power pool to push them back.

SUCCESS THRESHOLDS

- **S / Success: Roll > DN**
 - Fate favors you with astounding success. The story moves forward.
- **T / Tie: Roll = DN**
 - You get part of what you were after, a glancing blow, or a mild success. The story moves forward.
- **F / Fail: Roll < DN**
 - Usually you get *something* but the price is heavy. Fate intervenes in your attempt and the GM tells you what complications arise. You also mark Experience and the story moves forward.

PRIMARY STATS

- **Alertness**
 - Reflexive, graceful, sharp, clever, smart.
 - *Ranged:* Direct-fire, line-of-sight, dodge.
- **Charm**
 - Persuasive, assertive, attractive, subtle, gracious, inspiring.
 - *Social:* seduction, leadership, deception, empathy.
- **Power**
 - Aggressive, forceful, stern, strong, violent, mean.
 - *Melee:* Fighting close, blocking.
- **Cunning**
 - Calculating, methodical, rational, clearheaded, calm
 - *Stealth:* evasion, scouting, tracking
- **Spirit**
 - Psychic, magical, inquisitive, exploratory, strange, lucky, fateful
 - *Arcane:* Indirect, warding, magic

ASSIGNING PRIMARY STATS

When you build your character, you'll assign certain values to your Stats. Since there are five Stats, there are five values for you to assign:

3d6, 2d6, 1d6, 1d6, 0d6

You don't roll these dice yet, these are the actual Stat values. You roll them when you use a Move that relies on that Stat.

You can assign each of these to whichever Stats you want. Check your Moves see what Stats you will likely need, and assign your higher values to those Stats.

SECONDARY STATS

► Relationships

► You can have up to 4 Relationships at a time. Each Relationship has a target and a tag, and is one-directional, describing only your feelings towards that person, not the reverse. You choose the target, then work out what tag makes sense, usually *with* the target character.

► Here are some sample Relationship tags: **Romance, Disgust, Distrust, Fear, Lust, Reputation, History, Discrimination, Pact, Trust, Comfort, Vassal, Lord, Master, Servant**

► Relationships are not permanent, they change over time. Resolving them is a key part of gaining Experience. Resolved relationships aren't gone, they're simply not as forefront as Relationships that are currently in play.

► Relationships are resolved at the the end of a session. Each player looks for Relationships that have been made good on or are no longer relevant, and discusses this with the target. If both players agree that it makes sense, that Relationship is resolved. The player can then replace it with a new Relationship and start the process over.

► Health Constellation

► You begin play with 6 connected Health stars.

► They represent your health and wounds.

► Connect stars with lines to form a constellation with the right number of stars.

- ▶ When you take harm, mark off that number of stars.
- ▶ If all your stars are marked, you are knocked out and removed from the fight unless someone revives you, and you remove 1 health star permanently.
- ▶ See Recovering Health in the Journey chapter for more information.
- ▶ **Willpower Constellation**
 - ▶ You begin play with 2 connected Willpower stars.
 - ▶ They represent your ability to stave off your Tragic Flaw.
 - ▶ Connect stars with lines to form a constellation with the right number of stars.
 - ▶ When you mark Willpower, fill in a star.
 - ▶ Clear all stars at the end of the session.
 - ▶ Erase a star if you're told to clear Willpower.
- ▶ **Experience Constellation**
 - ▶ You begin play with no Experience stars.
 - ▶ They track how much Experience you have.
 - ▶ When you mark Experience, fill in a star.
 - ▶ When you spend Experience, erase stars.
 - ▶ There are five ways to Mark Experience:
 - » Mark Experience when your **Flaw is Invoked**.
 - » Mark Experience when you choose to **indulge your Flaw** and take Experience.
 - » Mark Experience when **Fate Intervenes** on one of your rolls.
 - » Mark Experience when you **Resolve a Relationship**.
 - » Mark Experience when one of your Relationships becomes the **focus of a scene**.
- ▶ **Gold**
 - ▶ A measure of the personal wealth you have immediate access to.
 - ▶ You spend gold to upgrade and buy new Armor, Weapons, Tools, and Resources. See the Equipment section of this chapter for Starting Equipment Budgets and information on arms, armor, and tools.
 - ▶ Gold is most often carried by characters in the form of Treasure, at a 1-to-1 ratio.
- ▶ **Fealty**
 - ▶ A measure of the respect and loyalty you command.
 - ▶ You begin play with no Fealty: it must be earned.
 - ▶ You spend Fealty to fund military units. See the Army table in Equipment for more information.

*Many heroines serve greater powers,
either out of honor or necessity.*



CHARACTER MISCELLANY

Some items are not required for your character, but may help further define them. These items are optional.

- ▶ Languages Spoken
- ▶ Gender, Sex, Reproduction
- ▶ Family Structure & Members
- ▶ Professions & Hobbies

EQUIPMENT

The queen flicks another shell coin off the arm of her throne. It starts as a zip sound as the coin flies off the ornate, woven throw draped so haphazardly across the seat. It ends with a clink as the coin hits the strange, metal armor of the newcomer. The queen thinks she holds dominion here, but this scout, this mere diplomat wears protection that could deflect any blow our best soldiers could muster.

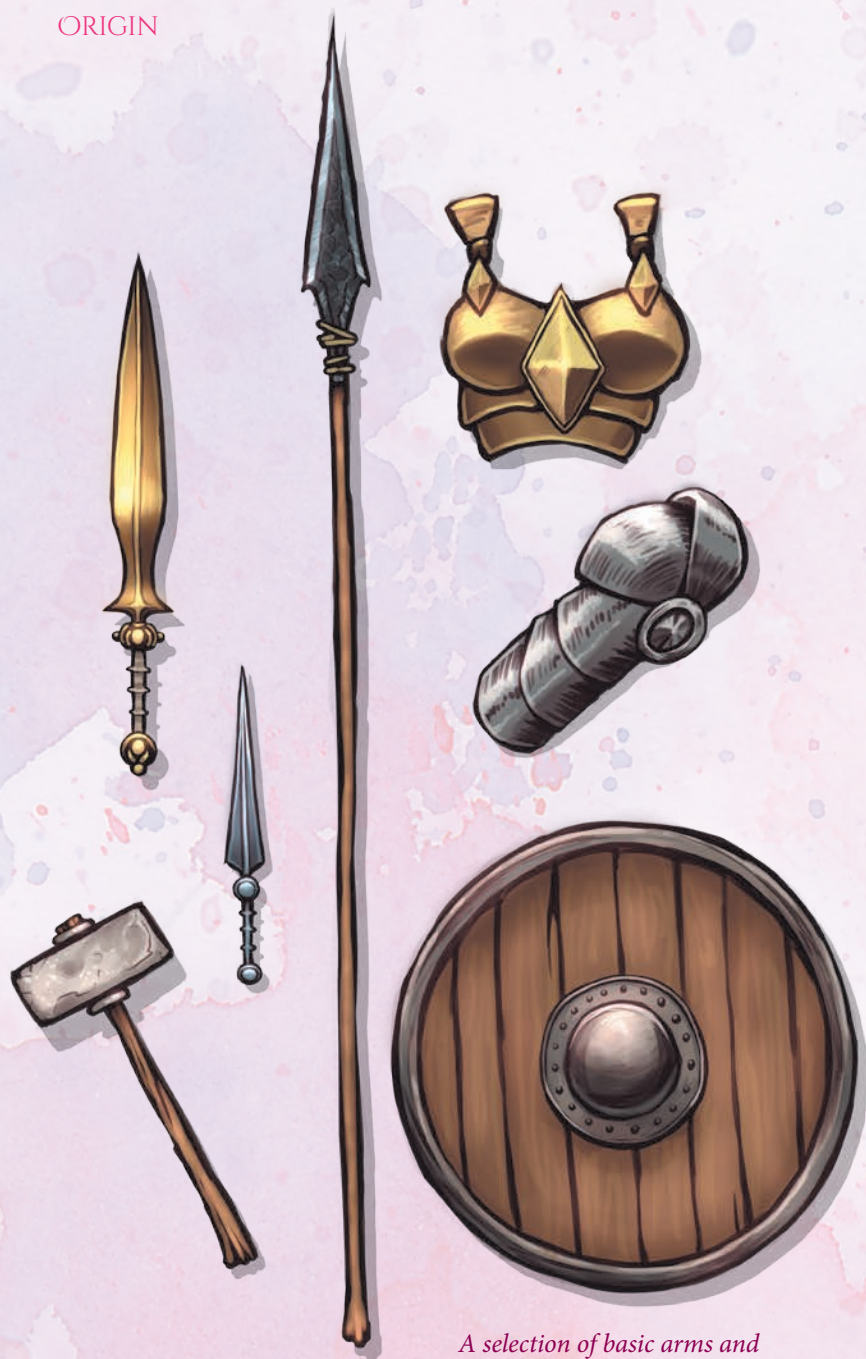
What if all their soldiers are equipped so?

Equipment is paid for with gold. Archetypes have specific gold budgets for Weapons, Armor, Tools, and Resources. As characters gain Treasure and gold, they can pay for new items or upgrade old ones.

Usually, unless you're dealing with a noble or demigod, most folk do not carry gold. Instead, they generally bestow "Gifts," which are often Treasure or other items of value. Some characters may even pledge Fealty to you, allowing you to draw on them later as military assets.

Gifts are given in Treasure, Service is given in Fealty.

- ▶ Simple Folk Reward: 1
- ▶ Town Reward: 2
- ▶ City Reward: 4
- ▶ National Reward: 8



A selection of basic arms and armor from several ages

STARTING EQUIPMENT BUDGETS

Each Archetype has a different budget of gold for starting equipment. The chart shows how much gold you can spend on each category. Any unspent gold is saved as Treasure, but you can't use it to buy equipment in another category until play starts and you find a place to trade.

ARCHETYPE	WEAPONS	ARMOR	TOOLS	RESOURCES
Sorceress	2 gold	1 gold	5 gold	2 gold
Soldier	3 gold	4 gold	2 gold	1 gold
Shadewalker	4 gold	2 gold	2 gold	2 gold
Socialite	2 gold	1 gold	2 gold	5 gold
Outlander	4 gold	4 gold	1 gold	1 gold
Priest	1 gold	2 gold	3 gold	4 gold
Companion	2 gold	2 gold	4 gold	2 gold
Devourer	5 gold	3 gold	1 gold	1 gold
Wyrldling	2 gold	2 gold	3 gold	3 gold
Pact Mistress	1 gold	3 gold	2 gold	4 gold

SPARE GOLD

In addition to the your starting equipment budget, you get 1 extra gold you can spend in any category. You can spend this to buy equipment you wouldn't normally be able to afford with just your starting budget.

WEAPONS

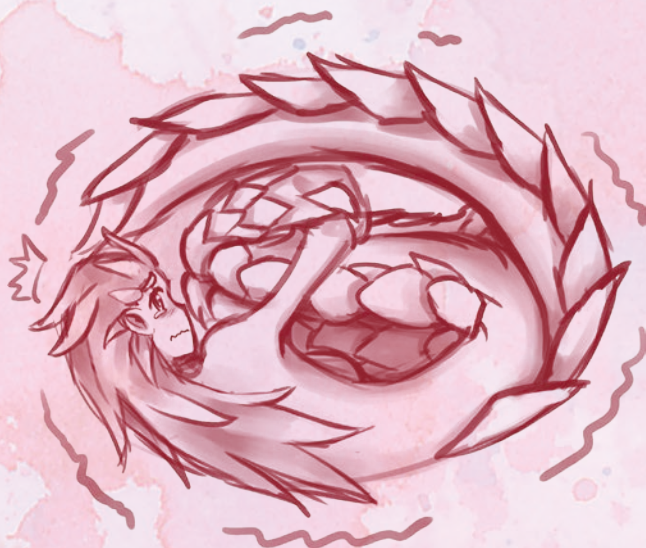
Every Weapon is based on some archetype, or Base Weapon.

BASE WEAPON	HARM	TAGS	GOLD
Dagger	2	Melee, Ranged, Hidden, Limited Use	1
Sword	3	Melee	1
Axe	3	Melee	1
Hammer	3	Melee, Crushing	1
Spear	3	Melee, Formation	1
Javelin	3	Ranged, Limited Use	1
Polearm	3	Melee, Formation, Tangle	2
Bow	3	Ranged	1
Wand	4	Aura, Ranged	2
Staff	5	Aura, Ranged	3
Codex	6	Aura, Indirect	4
Claws	3	Natural, Melee	1†
Fangs	3	Natural, Melee	1†
Horns	4	Natural, Melee	2†
Breath	4	Natural, Ranged, Area	4†

† The gold cost of Natural Weapons is spent on food, rituals, alchemies, and training used to bring about these changes. They *can* be acquired after character creation.

Upgrades modify the statistics of Base Weapons. Duplicate tags have no extra benefit; you can leave them off. You can't apply the same upgrade more than once, but you *can* have multiple upgrades on a single Weapon.

UPGRADE	HARM	TAGS	GOLD
Honed	+1		1
Two-Handed	+2	Heavy	1
Advanced	+2	Fragile	1
War	+2		2
Concealed	+1	Hidden	2
Large	+1	Area	3
Huge	+2	Heavy, Area	4
Many	+1	Area	3
Tetra	+1	Aura, Area	3
Giga	+2	Aura, Area	4
Swarm	+1	Aura, Area, Ranged	5



ORIGIN

Blessings can be selected during play but cannot be bought in Character Creation, as they represent advancement from starting character ability levels. Blessings cannot be stacked together, as the Power Pools refuse to bless the same object.

BLESSING	HARM	TAGS	GOLD
Thundering	+4	Screaming Sky, Bright	6
Worldtree	+3	Greentide, Tangle, Melee	6
Canyonmaker	+3	River Dragons, Knock-down	5
Veiled	+2	Silken, Parry, Hidden, Melee	6
Sunset	+2	Evening, Ranged, Blinding	5
Heartrune	+2	Ink, Parry, Hidden, Cursing	7
Chittering	+2	Restless Depths, Melee, Tangle	5
Galactic	+2	Nebula, Ranged, Area	6
Thirsting	+3	Everblood, Vampiric	6
Ceramite	+3	Uniformity, Block, Blinding, Melee	7
Legendary	+3	Myriad, Parry, Spirit Form	7
Craton	+5	Great One, Knockdown, Slow	6

ARMOR

Armor reduces incoming harm 1 to 1. You can wear one Suit of Armor, one Shield, and have one Natural Armor at the same time.

BASE ARMOR	ARMOR	TAGS	GOLD
Leather	+1	Suit	1
Plate	+4	Suit, Heavy	4
Scale	+2	Suit	2
Mail	+2	Suit, Heavy	2
Brigandine	+3	Suit	3
Stone Skin	+2	Natural	2†
Scaly Skin	+1	Natural	1†
Liquid Body	+3	Natural	3†
Parrying Shield	+1	Shield, Parry	2
Blocking Shield	+2	Shield, Block	3
Scale Vambraces	+1	Shield, Natural‡, Parry	2†

† The gold cost of Natural Weapons is spent on food, rituals, alchemies, and training used to bring about these changes. They *can* be acquired after character creation.

‡ Does not count against your Natural Armor limit, but *does* count against your Shield limit.



The minions of the Screaming Sky are heavily armored.

ORIGIN

UPGRADE	ARMOR	TAGS	GOLD
Ornate	+1	Impressive	2
Dark	+1	Stealthy	2
War	+2	Heavy	2
Animated	+1	Aura, Parry, Block	3
Energized	+1	Enhanced Strength	2
Fortified	+3	Heavy	3
Disguised	+1	Impressive	2
Ancient	+2	Impressive, Heavy	3
Legendary	+3	Impressive	4

Armor can be Upgraded as well. Each piece of Armor can only be upgraded once.

*Queen Tephastora the Basilisk,
owner of many powerful
arms and armor*



Armor can also be blessed, though such Armor is more rare than blessed weaponry. Armor can hold only 1 blessing.

BLESSING	ARMOR	TAGS	GOLD
Runic	+2	Ink, Magic Ward, Impressive	6
Symbiotic	+4	Everblood, Vampiric, Impressive, Enhanced Strength	8
Starmetal	+4	Screaming Sky, Bright, Block	7
Vinewood	+3	Greentide, Block, Vampiric	7
Squamous	+3	River Dragons, Parry, Enhanced Strength	6
Timeblur	+4	Evening, Stealthy, Magic Ward	8
Enshrouded	+2	Silken, Stealthy, Parry, Impressive	6
Carapace	+2	Restless Depths, Enhanced Strength	4
Starcloak	+3	Nebula, Bright, Stealthy, Impressive	7
Ceramite	+3	Uniformity, Enhanced Strength, Vampiric	6
Panoply	+3	Myriad, Enhanced Strength, Animated	6
Planetary	+5	Great One, Block, Enhanced Strength, Slow	7

TOOLS

Tools help you make things, forge items, create magics, and invent new technologies.

- ▶ **Alchemy Equipment** (4 gold)
 - ▶ Allows the creation of potions & medicines and enables the discovery of new materials. Useful with magic. Enables the creation of magic upgrades on items. **Tags:** Immobile, Alchemy.
- ▶ **Forge** (3 gold)
 - ▶ Allows the creation of non-magical upgrades on equipment. Enables the creation of simple tools and hardware. Useful for siege preparation & army maintenance. **Tags:** Immobile.
- ▶ **Power Shrine** (3 gold)
 - ▶ Allows communion with a specific Power Pool. +1 with appropriate Moves targeting the same Pool. **Tags:** Immobile.
- ▶ **Repair Kit** (1 gold)
 - ▶ Allows the repair and maintenance of weapons, armor, and devices. Useful in sieges. **Tags:** Portable.
- ▶ **Healer's Bag** (3 gold)
 - ▶ Speeds Recovery of wounds. +1 to Health healed by Moves and Equipment. **Tags:** Portable, Healing.
- ▶ **Language Tome** (1 gold)
 - ▶ Allows translation of texts, decoding of encoded materials, and assists with uncovering lore. **Tags:** Portable.
- ▶ **Regional Map** (1 gold)
 - ▶ Allows plotting of courses across land, so long as the map contains the destination. **Tags:** Portable, Navigation.
- ▶ **Star Map** (2 gold)
 - ▶ Allows plotting of courses across any terrain so long as the stars are visible and the location is known. **Tags:** Portable, Navigation.
- ▶ **Sunstone** (3 gold)
 - ▶ Allows navigation regardless of weather. **Tags:** Portable, Navigation.
- ▶ **Digging Tools** (1 gold)
 - ▶ Picks, saws, drills, shovels, hammerstones, everything you'd need for a tunnel or excavation. **Tags:** Portable.
- ▶ **Construction Tools** (1 gold)
 - ▶ Saws, axes, chisels, drills, levers, everything you need to build



Many journeys pass through an Underworld or two.

ORIGIN

wooden or stone buildings, structures, or fortifications. **Tags:** Portable.

► **Ritual Accouterments** (2 gold)

► Inks, seals, symbols, and holy books. Allows you to set up shrines, bless structures, and hallow ground. Such areas provide +1 ongoing against opponents of the religion. Does not enable the creation of Weapon or Armor blessings. **Tags:** Portable.

► **Battle Map** (2 gold)

► A map of the field of battle, prepared by scouts and rangers. Provides +1 ongoing to war Moves within this area. **Tags:** Portable.



*Steryna, a beholder thief
and Shadewalker*

- ▶ **Traps, Snares, and Nets** (1 gold)
 - ▶ Allows you to catch small animals, fish, and birds for food. As long as you can use your Traps, Snares, and Nets, you do not require provisions in the wild. Only provides for 1 person. **Tags:** Portable, Provisions.
- ▶ **Tent** (1 gold)
 - ▶ Provides shelter in the wilderness for 5 people when set up. **Tags:** Portable, Shelter.
- ▶ **Lord's Canopy** (4 gold)
 - ▶ As a Tent, but provides shelter for 10 people and is finely furnished. **Tags:** Portable, Shelter, Impressive.
- ▶ **Trophies** (2 gold)
 - ▶ A collection of weapons, favors, armor, prizes, and so on from your various deeds. Provides +1 ongoing on social Moves when on display. **Tags:** Portable, Impressive.
- ▶ **Chalice** (3 gold)
 - ▶ Stores a tiny amount of energy from a god, Portfolio, or Pool. **Tags:** Aura, Portable, Impressive, Alchemy, Power Pool.

RESOURCES

Resources are sources of income, goods, and services. Some, like healing salves, are consumed when used, while others, particularly those tagged Follower, only have so much time to devote to your bidding.

- ▶ **Courtier** (8 gold)
 - ▶ Builds rapport with groups, facilitates transactions and requests, acquires resources and supplies, provides open channel with rulers, impresses common folk, performs social tasks on your behalf, defends your reputation, delegates responsibilities to assistants. **Tags:** Follower, Impressive.
- ▶ **Healer** (7 gold)
 - ▶ Patch wounds quickly: clear 1 marked Health star. Several Hour Recovery: heals all marked Health stars. **Tags:** Follower, Healing.
- ▶ **Retainer** (3 gold)
 - ▶ Manages defenses, oversees & manages assets, serves as a guard, occasionally assists you in combat. **Tags:** Follower.
- ▶ **Craftsman** (5 gold)
 - ▶ Produces a specific type of good, provides small but steady

ORIGIN

income, maintains a shop, may develop business connections.

Tags: Place, Follower.

- ▶ **Den** (1 gold)
 - ▶ Provides shelter and safety for 2-4 people. **Tags:** Place, Shelter.
- ▶ **Farm** (3 gold)
 - ▶ Produces livestock and crops, may have riding animals. **Tags:** Place, Provisions.
- ▶ **Town** (10 gold)
 - ▶ Provides moderate steady income, offers most mundane services, has a church of your religion. **Tags:** Place, Provisions.
- ▶ **Fort** (15 gold)
 - ▶ Defensible by one unit, contains stockpiles of supplies for several months, has amenities for fielding units, defends local strategic resources and byways, useful for storing things safely. **Tags:** Place, Fortified, Provisions.
- ▶ **Castle** (25 gold)
 - ▶ As a Fort, but much stronger defenses and larger stockpiles. Maintains 2 units in garrison. Massive political asset. **Tags:** Place, Fortified, Impressive, Provisions.
- ▶ **City** (30 gold)
 - ▶ Provides large steady income, offers all mundane services and some arcane, connects major trade routes. Massive political asset. **Tags:** Place, Provisions.
- ▶ **Elaborate Wardrobe** (1 Gold)
 - ▶ Awes common folk, boosts morale of allied military units in your presence, tilts negotiations in your favor. **Tags:** Impressive.
- ▶ **Observatory Monument** (15 gold)
 - ▶ Allows forecasting of stars, storms, weather, and Power Pools. **Tags:** Place.
- ▶ **Religious Icon** (1 gold)
 - ▶ Boosts morale of allies who follow this religion, demoralizes opponents of the religion. **Tags:** Impressive, Portable.
- ▶ **Treasure** (1 gold)
 - ▶ Tilts negotiations in your favor, transferrable to and from gold. Often wearable. **Tags:** Impressive, Portable.
- ▶ **Quality Accommodations for a Month** (1 gold)
 - ▶ Comfortable, pleasant, relaxing. If you rest here for the entire period, all wounds are healed. **Tags:** Negotiable, Consumed, Provisions.
- ▶ **Quality Overland Transportation** (1 gold)
 - ▶ Comfortable, quick, safe. Guards will warn you if the caravan

comes under attack. **Tags:** Negotiable, Consumed.

- ▶ **Overland Provisions** (1 gold)
 - ▶ Dried rations, water, wine, and cooking implements for 1 person for 1 month. **Tags:** Portable, Consumed, Provisions.
- ▶ **Stories and Songs** (1 gold)
 - ▶ Tales, lyrics, wonder, and the instruments to produce them. These particular tales are interesting and valuable entertainment for those who have not heard them. **Tags:** Performance, Portable, Consumed.
- ▶ **Alchemic Solutions** (2 gold)
 - ▶ Allows you to dissolve some forms of written, painted, engraved, or alchemic magics. **Tags:** Alchemy, Portable, Consumed.
- ▶ **Ammunition** (1 gold)
 - ▶ Allows you to replace or restore an item with the Limited Use tag. **Tags:** Portable, Consumed.
- ▶ **Healing Salve** (1 gold)
 - ▶ Heals 1 Health star when used. **Tags:** Portable, Healing, Consumed.
- ▶ **Gifts and Tidings** (1 gold)
 - ▶ Treasure is all well and good, but this is far more personal. Tilts negotiations in your favor. **Tags:** Portable, Impressive, Consumed.
- ▶ **Large Traps** (1 gold)
 - ▶ Traps, snares, and pitfalls large enough to capture a creature person-sized or larger. Contains enough for 3 uses per gold. **Tags:** Trap, Consumed, Provisions.
- ▶ **Arcane Trap** (2 gold)
 - ▶ Spells, scrolls, runes, and curses useful for triggering baleful magic on those foolish enough to meddle. **Tags:** Trap, Aura, Consumed.
- ▶ **Essence Stone** (2 gold)
 - ▶ When used, a great being of your choice will grant you 1 usage of a Move of its choice. Using the stone deepens your bond with that being. **Tags:** Aura, Consumed, Alchemy, Power Pool.

ARMY

Armies are groups of warriors. Normally, armies are funded with a Resource called “Fealty.” They function similarly to PCs, and deal and exchange harm on the same level as them. Usually, you will use War Moves with them.

ORIGIN

Units that lose all their Health are Defeated, which is the same as a character being Knocked Out. Unlike PCs, they do not lose Health stars permanently, instead they cannot be fielded again until you spend 1 Fealty to rally them.

UNIT	TAGS	HARM	ARMOR	HEALTH	FEALTY
Conscripts	Poorly Equipped	3	1	6	1
Irregulars	Poorly Equipped	4	2	7	2
Scouts	Stealthy	4	2	8	3
Barbarians	Poorly Equipped, Plunderers	5	3	9	3
Infantry		5	4	9	4
Elite Champions	Well Equipped	6	4	11	6
Archers	Ranged	4	2	7	3
Magi	Indirect, Artillery	11	2	7	7

RELATIONS

I knew the prophecy before I met her, of course, and I didn't believe it. Who would fall for such a strange creature, let alone at first sight? But that's exactly what I did, just as the prophecy predicted. And I stayed with her right up until she betrayed me, just as the prophecy predicted.

Relationships form the backbone of the story and are vital to defining how a character fits into the world. Relationships tie characters together, uniting them with bonds and separating them with discord. They allow you to make mechanical use of aspects of your character that would otherwise just be role-playing material.

INTRODUCTIONS

Once the characters are established, the GM will begin setting the scene by describing the situation the characters find themselves in. This is drawn directly from the Immediate Threat chosen in the Origin chapter.

The GM will go around the table, character by character, and give each one a challenge, problem or danger to face as an introduction. Use this as a chance to describe your character's personality, appearance, background, and powers. While you're doing this, the other players will decide whether to create a Relationship with you. This is a dialogue, so make sure you discuss the Relationship with them to explore it, if only a little. The GM may also introduce villains, important NPCs, or groups so that you can assign Relationships with them as well.

To create a Relationship, simply note a character's name and a simple word or phrase that describes *your* relationship with that person, group, or entity. You can take up to 4 Relationships at a time. For more information, see Secondary Stats in Origin.

As the scene continues, the GM will also ask questions to help develop ideas and inject other characters. These questions are intended to provoke discussion and uncover details about both your character and the world around them.

CREATING NPCs

When a new NPC is created, the GM will ask several things about that new character.

- ▶ What's the character's name? This is required.
- ▶ What is their race or what are their features? This can be developed later.
- ▶ What culture are they from? This can be decided or revealed later.
- ▶ What is their personality like? This is useful and recommended, but not required.
- ▶ What have they done against or for the PCs? This is required.



Ordornovii-Sordava is a place of pilgrimage and ascension.

JOURNEY

*What lies beyond? Over the next hill, or over the one after that?
Fortune or death? Fame or obscurity?*

*How will I know if I wait for the sun to set on another wasted
opportunity?*

To the victor, the spoils.

There are many pitfalls along the way, but this section will guide you. Here you will learn the various ins and outs you need to make your way in the world.

FICTION-DRIVEN

Heroines of the First Age is a conversation. The GM presents the players with situations, environments, problems, characters, enemies, and challenges, and the players choose the paths that their characters take through the world.

The rules and the story *support each other*. Much of the game time may be taken up by activities that don't even call for dice rolls, which is fine. Other times, the rules will be ambiguous. In these situations, go with *what makes sense* in the context of the story. You may also find situations where the rules allow something that doesn't make sense in the fiction; go with what makes sense.

The story itself drives much of the rules in the game. The fiction determines whether the Aura tag on a Weapon is important in the scene. The fiction determines what the environment is like and whether it helps or hampers the characters. In matters of the Fiction outside the realm of the PCs, the GM is the final arbiter.

DANGER-LIMITED, NOT TIME-LIMITED

Another important aspect of the game being fiction-driven is that actions are not time-limited the way they are in turn-based games. Turn-based games generally give the PCs a limited amount of stuff they can do in a given period. *Heroines of the First Age* is different. Instead, it limits the amount of stuff the PCs can do with danger and risk. If a PC asks how far they can run, the answer is likely to be as far as they want, so long as there's nothing to stop them. But if there *is* something to stop them, they'll be limited by that factor and their success or failure to overcome that obstacle.

FLOW

Heroines of the First Age is not like many role-playing games that rely on turns, rounds, or units of time to determine who can act when. It is fluid and dynamic. It is a complex *conversation* between the PCs and the GM.

- Usually, the game will flow as a series of exchanges between the GM and the players, with the GM presenting some challenge or problem and one or more of the PCs stepping up to propose an action. The actions are then resolved, either using Moves or simple agreement (in the case of simple or unopposed actions). The GM describes the effects and prompts the players again and the cycle repeats.

ROLL BASICS

The standard roll is performed by rolling a number of six-sided dice equal to the value of one of their statistics, or **[Stat]d6**. Each die in the roll is checked to see if it is 4 or higher. Such dice are counted up as the roll value.

The roll value is compared with the Difficulty Number, (also Difficulty or DN).

- If the roll is higher than the DN, the roll is a **Success**. You succeed at whatever it is that you were attempting to do. This may involve asking questions, changing the fiction, dealing harm, or a host of other things.
- If the roll is equal to the DN, the roll is a **Tie**. Generally, this means you get some positive effect, but not as much as you might have otherwise, or you're forced to make a decision.
- If the roll is lower than the DN, the roll is a **Failure**. Often, the Move will specify that fate intervenes on a failure, meaning that the GM will describe how something goes poorly with the attempt, how the scene has changed, or how some new problem has arisen.

MOVE BASICS

Moves encapsulate the powers of your character. Some are simply flat bonuses that aid you passively, while others are activated when you do something specific. Others are aggressive actions, and others still are social or romantic in nature. Many Moves are structured around the basic roll as discussed above, but not all are. Some Moves distinguish between Player Characters (PCs) and Non-Player Characters (NPCs) because the rules are different for each.

The GM will not roll dice against you. Instead the GM picks DN's based on the task at hand. If the GM does not specify a DN, assume that the task is **Heroic / DN 1**. That means that much of the time, a 0 is a miss, a 1 is a tie, and a 2+ is a success.

OPPOSED ROLLS

Sometimes PCs perform Moves on each other instead of on NPCs. When this happens, the GM may make the roll Opposed. This means that the person performing the Move rolls dice directly against their opponent. The GM will select which Stat is applicable and both players roll their dice. The defender's roll acts as the DN for the aggressor's Move roll.



ROLL BONUSES

Whenever a Move or effect says that you get +X or -X to a roll or Move, that number is added to the roll's **outcome**, not the number of dice rolled. Bonuses are thus very effective at boosting your ability to accomplish other Moves.

ROLLING 0D6

When a PC tries to roll a Stat that they have zero dice in, things work a little differently. Instead of rolling several dice and counting up the dice that are 4+, the PC rolls 1d6, hoping for a 6. That gets them only 1 success, so the best they're likely to do is Tie on a Move roll.

FORWARD & ONGOING

You may also be told to take +/-X “forward” or “ongoing.” This means you get a **numerical bonus to the total roll** on some form of action, either for your next roll (forward) or until the effect ceases or becomes irrelevant (ongoing). Forward and ongoing bonuses only effect actions related to the Move that produced them. The applicability and duration of the effect is at based on the action and situation, and is arbitrated by the GM.

HOLD

Some Moves (or the GM) may tell you to “hold” a certain number, generally or on a specific target. Make a note of the target and the hold, as well as the source if you need to. Hold is generally spent to perform other actions or induce other effects. When you spend your last point of hold, you “lose your hold” on the thing in ques-

tion. ongoing effects that are maintained by hold last until the *end* of whatever action causes you to spend your last point of it.

CHOOSE

Choosing options is different from hold. Hold allows you to make the decision of which option you pick later, as long as you have hold to spend. Choose options require you to make your selections as part of the action. Sometimes the effects of the selection might take time, but you don't get to come back to it later like you do with hold.

MULTIPLE SELECTION

Whenever a Move has you pick from a list of items, you can select any item any number of times unless the first selection would make later selections of the same item nonsensical. You wouldn't, for example, take "The Power *doesn't* invade your mind temporarily" several times when using the Witch Move.

STACKING DAMAGE SELECTIONS

Whenever you select an option that inflicts +/-X Harm, or otherwise modifies the amount of damage a Move does, count up all harm from that Move, *then* apply Armor. Armor only applies to Deal Harm once.

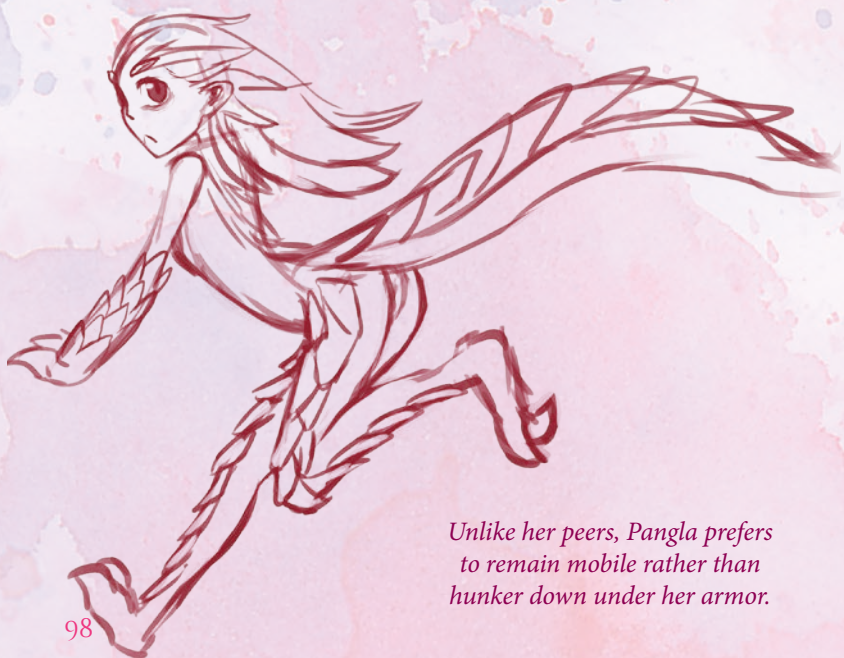
This doesn't apply to selections that specifically allow you to Deal Harm multiple times: **each time you Deal Harm, Armor applies.**

ORDER OF OPERATIONS

Sometimes when you make a Move that allows you to choose several options, some of those options might influence other selections. Generally, unless the GM wants to describe the outcome of everything all at once for some reason, the effects of your selections happen in the order you say they do or the order you pick them in.

NEGATIVE SELECTIONS

There are some selections in some Moves that are phrased as “This thing does *not* happen.” These Moves imply that the bad thing they avoid *do indeed* happen if you don’t select that item. If there are several negative selections, then they all happen if you don’t select any of them.



Unlike her peers, Pangla prefers to remain mobile rather than hunker down under her armor.

TAGS

Tags define attributes of objects in the game world. Roleplay them accordingly. You might, for example, use the Crushing tag on a hammer as a way to break down a door, or render someone blind with a Weapon that is Blinding.

Some tags are good and others are bad, but many can be either depending on the situation. Blinding Armor, for example, is a poor choice for espionage.

Generally, whether a tag's effects come into play is determined by the situation and the group, but if the issue becomes contentious, the GM may call for a Risky Proposition. This is more common with Weapon and Armor tags, for example when you attempt to use a Weapon to Parry an opponent's blow.

RANGE

Range is a kind of tag with specific mechanical properties: they determine whether someone can Deal Harm back to you when you Exchange Harm with them.

There are three range bands.

1. Melee (Swords, spears, axes, claws, etc.)
2. Ranged (Bows, javelins, thrown weapons, breath weapons, etc.)
3. Indirect (Spells, curses, traps, etc.)

Weapons have a default range of Melee.

Weapons **cannot Deal Harm** at ranges they are not tagged with. Just as you can't hit someone from across the battlefield with a normal sword, you can't shoot a bow point blank at an opponent with a sword because they'll stab you before you get the shot off. If a range is not listed, assume it is Melee.

Generally, the attacker determines the range an attack occurs at by moving into that range before Dealing or Exchanging harm.

NEGOTIATIONS & COMPARISONS

Certain pieces of equipment and items may tilt negotiations in your favor or indicate some other comparison. When this happens, simply count up the applicable items or tags and see who has the most, and by how much. Use this to inform the roleplaying and whether Moves even need to be brought into it. If you're comparing with an NPC, the GM will either tell you what they've got or describe how your offer fares.

PUNCHING, KICKING, AND CLAWING

Sometimes your character is described as having claws or spikes even though you don't have an appropriate Natural Weapon as equipment, but you get into a scuffle anyway. In these cases, you can generally use Melee, Risky Proposition, or Exchange Harm with a generic 1 harm Natural Melee Weapon.

WAR AND TACTICS

War situations in Heroines of the First Age do not involve miniatures or distance rulers; they work exactly the same as other situations except that the PCs will likely be controlling more than just their own character.

Tactical choices in Heroines of the First Age are more focused on your options, actions, their outcomes, and the situation rather than the particular placement of units. Flanking is accomplished with the Maneuver Move, for example.

When a War Move refers to a “unit,” the PC can use either their own character *or* an army unit under their control. Rolls are made using the PC’s Stats.

RECOVERING HEALTH

Without outside help, some wounds recover over time. If you were injured but not all of your stars were filled, you will make a full recovery. If all your stars were filled, remove one star from your constellation. You recover 1 star per day of complete rest, or 1 star per two days of partial rest. If you do not rest, you do not recover wound stars, unless someone heals you or the session ends.

MARKING EXPERIENCE

Your character sheet has an Experience Constellation on it with a number of empty stars. When you are told to mark Experience, fill in one of these stars. This helps you keep track of how much Experience you have to spend.

- ▶ Mark Experience when your **Flaw is Invoked**.
- ▶ Mark Experience when you choose to **indulge your Flaw** and take Experience.
- ▶ Mark Experience when **Fate Intervenes** on one of your rolls.
- ▶ Mark Experience when you **Resolve a Relationship**.
- ▶ Mark Experience when one of your Relationships becomes the **focus of a scene**.

SPENDING EXPERIENCE

Once you've accumulated some Experience, you can spend it to advance your character. This may come in the form of better Statistics, new Moves, or more Health. When you spend Experience, erase that number of filled in stars from your character sheet.

BUYING MOVES

You can acquire new Moves by buying them with Experience. Each Move costs 5 Experience, at which point you explain a bit about how you acquire this new ability and mark it on your sheet.

INCREASING STATISTICS

You can increase your Stats using Experience. To upgrade a Stat, pay Experience equal to what the new score would be. You can only upgrade a Stat one point at a time.

- ▶ 0d6 -> 1d6: 1xp
- ▶ 1d6 -> 2d6: 2xp
- ▶ 2d6 -> 3d6: 3xp
- ▶ 3d6 -> 4d6: 4xp
- ▶ etc.

HEALTH

Pay 4 Experience and increase your Health Constellation by 1.



WILLPOWER

Pay 6 Experience and increase your Willpower Constellation by 1.

CHANGING FLAWS

Pay 2 Experience and change your Flaw and its Indulgences. Work with the group to show how this looks in character, as people don't change at the drop of a hat.

OTHER REWARDS

Experience is not the only thing people gain through the course of their adventures.

GOLD

When heroines save folk, sometimes they are rewarded with gifts. When heroines are sent on quests, there are often treasures to be found along the way. When wars are fought, to the victor go the spoils.

Gold is an abstract measure of how much wealth a character has acquired. Gold may be kept in whatever local currency is appropriate, or may be stored as Treasures, each worth 1 gold.

Gold is mostly used to pay for new equipment, or to upgrade existing equipment. Purchasing and upgrading equipment can only be done at appropriate facilities; you can't buy a new Giga Codex in the middle of an empty plain, you'll need to find a mage who can make or sell one to you. For some upgrades, it may make more sense to consider it a "trade in" rather than a physical change to the original item.

Suggested levels of equipment access are as follows:

- **Town:** Non-Aura Weapons, Armor , Tools, and Resources up to 1 gold in value.

JOURNEY

- ▶ **City:** Non-Aura Weapons, Armor, Tools, Resources, and upgrades up to 3 gold in value.
- ▶ **Specialist:** Any upgrade within their specialty.
- ▶ **Temple:** Blessings appropriate to the Power Pool.

FEALTY

Strength attracts the strong. Once you've demonstrated your strength to others, you may find yourself collecting a gathering of warriors. These warriors come in the form of Army Units, and are paid for with Fealty. You can have as many or as few units as you can afford, and you can organize or garrison them however you like.

By default, the price of a Unit makes a few assumptions about its organization:

- ▶ They are free to take what they wish from defeated enemies.
- ▶ They are treated with fairness and justice.
- ▶ They are supplied with food and water, or are permitted to hunt and gather their own.
- ▶ They are given rest from time to time to prevent battle fatigue.
- ▶ They have a unit leader who follows your orders and commands them in battle.

Failing these basic requirements usually means you'll have to spend extra Fealty to retain the unit.

RELATIONSHIPS

Relationships with important or interesting people are often the result of quests and heroism. Relationship tags can be added throughout play, especially when you uncover secrets of NPCs or other PCs. The GM may also grant you Relationship tags upon the completion of tasks.

Though you cannot buy anything with Relationship tags, they are inherently valuable. They can open doors for you, allow you to get help, or give you an edge on opponents.

CRAFTING THINGS

When you decide to make something, either through inventing or discovering something new, or by creating something already-established, tell the GM what you intend to make. The GM will pick several problems or prerequisites from the list below, which may be either inclusive or exclusive.

- ▶ You'll need ____ Statistic.
- ▶ It will take ____ time.
- ▶ First, you have to figure out how to craft ____.
- ▶ You will need the assistance of ____.
- ▶ It will cost ____ gold.
- ▶ You can only create a simpler version.
- ▶ Doing so will mean brining risk down on yourself or others.
- ▶ You will need ____ Resource first.
- ▶ You will need ____ Tool first.
- ▶ It will take much practice or repetition.
- ▶ You will need to use ____ as raw material.

You are not limited to crafting physical objects. You can create new magics, new ideas, performances, or just about anything else. Once all prerequisites are accomplished, you make thing, and the GM will assign it statistics or describe its usefulness.

BALANCE

Don't worry too much about the balance of the mechanics. Within a couple of sessions, what the PCs have done will have made memory of any attempt to balance the system. Instead, let the GM focus on shifting the spotlight from character to character in such a way that everyone gets the screen time they want. Rather than thinking about balance as a scale upon which things are always weighed, think of it instead like dynamic tension. When one thing expands or contracts, something else changes. Often, that will be the GM's reaction to the PC's use of their power.



FATE

I am fate itself. I wear destiny as my cloak, and I make prophecy come true. I speak riddles to the wise and place walls before the strong. Where I wish there to be a mountain, a mountain there is. Where I wish there to be a kingdom, a kingdom rises. And when I wish it, all is washed in blood.

You are the Game Master. Your job is to provide the other half of the conversation with the PCs. The PCs are the Heroines and Heroes of the world, and you are the world itself. You command the enemy forces, speak for the NPCs, and draw down the darkness.

AGENDA

- ▶ **Complicate the characters' lives:** These are the Heroines of the First Age. Nothing for them is simple. Their lives are rife with conflict and danger.
- ▶ **Make the First Age come alive:** You, as the GM, breath life into the world. Sew the world with detail and action, so that the players are immersed deeply in the story.
- ▶ **Discover the tale together:** Don't come to the table with a play-by-play plan. Let the story evolve organically, let the players choose their destiny.
- ▶ **Be Honest:** Don't cheat. Only lie from the perspective of NPCs. You are not the adversary of the players. You are playing the game *with* them, not *against* them.

These agendas form the basis for everything you do while running the game. To make the game interesting for everyone, keep these in mind at all times. Whenever you're at a loss for what to do, refer to your Agenda, and it will probably give you an idea of where to go.

Left: Many gods and goddesses represent the overlap between the Power Pools and the material world. Others represent resistance against the Pools.

PRINCIPLES

Principles are the *how* of running Heroines of the First Age. When you do things in the game, do them in this way.

- ▶ **Fail Forward:** Never, ever let failure or moderate success stop the flow of the game. Always make failure interesting and dramatic, and make it lead into another issue. Present failure as a challenge to be overcome by finishing your Hard GM Move with “What do you do?” Treat failure as another route to eventual success.
- ▶ **Everything’s Larger than Life:** Think of the story as a Greek Tragedy. Triumphs are grand, woes are terrible, and wraths are savage in their fury. This is the First Age, the period of history all other ages will turn back to and say, “that was the era of *gods*.” When in doubt, play it up.
- ▶ **Induce the Characters to Extraordinary Deeds:** Don’t make the game about minor issues that don’t really matter in the long run. Make the story about the characters doing incredible things. Give them a chance to change the world, literally. Let them shape the way future civilizations will perceive the universe.
- ▶ **Name Everyone, Humanize Even Their Enemies:** Making everyone they meet feel meaningful will make all of their tough choices that much more important. Give them the reasons their enemies have turned from the light. Reveal to them the tragic backstories of the villains. Make the town that is under threat a real place in their minds. You can’t do these things if the players don’t even know these people’s names. Example names are given in the last chapter, Appendices. Pull from them all the time or make your own lists to use.
- ▶ **Talk to the Characters, not the Players:** Bring the players back to their characters with everything you say. Draw them into the story with questions about how their characters feel about things, and whether those feelings will boil over into action or keep piling up until they break.
- ▶ **Inject Some Drama or Tragedy:** Not everything goes right. Mistakes are made, by the PCs, NPCs, *and* villains. Show that actions have consequences in this world. Make the choices tough. Get them invested.
- ▶ **Uncover New Things:** This is the First Age. Things we take for granted are just now being discovered and created. Magics are

forged, cosmic powers are born, and the mists of Creation are just now retreating. Let the players be the ones to create and discover things that might exist. Leave blanks for them to fill in. Provide them with opportunities to be a little bit genre savvy and lead to progress.

► **Conservation of Detail:** You don't need or want to plan everything out in advance. Having some ideas for events and opponents is good, especially if you're not great at flying by the seat of your pants, but make sure that you focus your energy on the space and characters directly around the PCs. Anything you say can be the impetus for another adventure, so make sure you point your details in the right direction. If you spend a lot of time describing a suspicious person in the market, it's almost guaranteed the PCs will be chasing after that person in a heartbeat. If that character wasn't important, then too bad, the PCs just *made* them important. Conversely, you can use this to great effect to direct the interest of the PCs, often quite subtly.

GM MOVES

When fate intervenes, that means the you are making a GM Move. GM Moves are not like PC Moves. You roll no dice, and you do not read a Move to see what happens. Instead, GM Moves are *reactions* to PC actions. When a PC acts, the GM describes what happens, good or bad. Don't say the name of your GM Move, just narrate the Move happening instead.

While there are many different GM Moves, but there are only two ways to use them.

- **Soft GM Move:** Narrate the event, but leave the PCs room to react. **Do this when the group looks to you to see what happens.**
- **Hard GM Move:** Narrate the event, including the outcome. Here, the damage is done, and the PCs are too late to stop it, or perhaps caused it themselves. **Do this when a PC Fails a Move.**

These are the basic GM Moves available to you throughout the game. Note that Adversaries also have additional GM Moves for you to use.

FATE

- ▶ Announce an Impending Problem
- ▶ Use Their Tragic Flaws Against Them
- ▶ Trade or Deal Harm
- ▶ Put Someone's Affections in Peril
- ▶ Confront Them With a Horrible Truth or Great Evil
- ▶ Turn the Weather Foul or Mystical
- ▶ Give Them a Terrible Choice to Make
- ▶ Pit Them Against Great Numbers
- ▶ Pit Them Against Terrible Demons
- ▶ Complicate Their Relationships
- ▶ Bring Their Loyalties Into Conflict
- ▶ Reveal Creeping Darkness or Hidden Prophecy
- ▶ Introduce a Great and Terrible New Invention
- ▶ Cruel or Spiteful Gods Interfere Using "Destiny"

Always end your Move with a question as to how the group or character deals with the Move, i.e. "What do you do?"

FLOW

Because there are no turns in Heroines of the First Age, it is your responsibility to make sure that you're sharing the spotlight appropriately. Always make sure to prompt characters who haven't acted in a while or players who look bored. Keep everyone engaged, and encourage players to assist each other and suggest courses of action for the group as a whole. Foster teamwork.

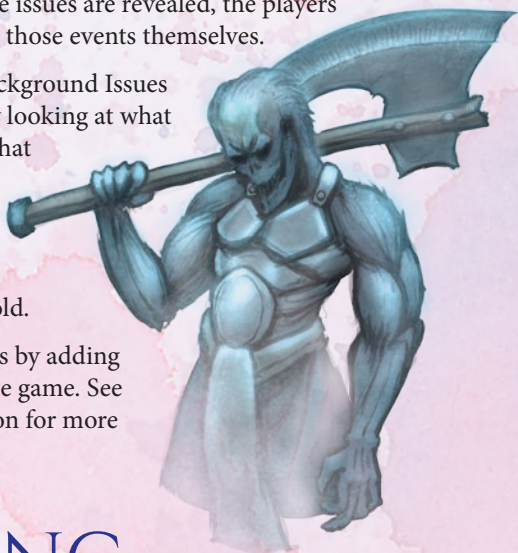
THREATS AND ISSUES

In the Origin chapter, the group defines an Immediate Threat and several Background Issues. As the game progresses and Threats are resolved, Background Issues step forward to become the new Immediate Threat, while new issues arise in the background. This keeps the game focused but allows for tremendous foreshadowing as well.

The best source for new Background Issues is always your players. Their thoughts and schemes make excellent material to base new Issues on because when those issues are revealed, the players have already foreshadowed those events themselves.

Another good source of Background Issues is the story already told. By looking at what could have happened, or what might happen, or what truths might be behind the lies, you can create Issues that are deeply tied to the tale you've already told.

You can also add new Issues by adding entirely new elements to the game. See the Adding Elements section for more information on this.



*A ghostly minion
of the Evening*

DECIDING DNS

A major portion of your job is to provide *the right* opposition to the players. This means controlling how hard things are for them through the course of the session in a way that keeps the story moving, but provides opportunities for the tension to subside. You don't want to run the PCs ragged, but you don't want to make things a walk in the gardens of Babylon for them either.

Often the story itself will indicate when things should be harder than normal: the PCs engage the lord of the enemy nation or finally catch up to the murderous demon that has been plaguing the region. If the story doesn't provide an obvious route to make the PC's lives a little more complicated when you need it to, that's a perfect time to use soft GM Moves like Reveal Creeping Darkness or Hidden Prophecy, Introduce a Great and Terrible New Invention, or Cruel or Spiteful Gods Interfere Using "Destiny."

What you should *never* do is artificially inflate the DN of a task just

FATE

because you want it to be harder on the PCs. If they're scaling a cliff and you want to up the ante, don't just make the DN 2 instead of 1 for no reason, add a complication like weather, enemies, or crumbling or dangerous terrain. If you want a particular task to be harder than normal, describe it as such before letting the PCs attack it. Don't wait to describe the door they're trying to break down as being particularly tough until after they attempt it, tell them outright that this is a stone door that requires great strength to move. They may decide to call up their bruiser or they may decide to go around, but they should be able to make that decision based on the information they have rather than being tricked into failure.

Make sure you're familiar with the DNs, so that you know when each is appropriate. A lot of the time, you'll be using the default, **Heroic / DN 1**, but even in the very early parts of a campaign, you may find the opportunity to throw a **Legendary / DN 2** at them, particularly in battles with their nemeses or conflicts with the source of their Immediate Threat.

As the campaign progresses, the PCs will grow stronger. Again, that doesn't mean you should inflate DNs to keep challenging them, no, you should provide challenges that are actually appropriate for them. If they've graduated from fighting the cultists of the Ink, start sending real glyph-demons and word hoarding monstrosities at them, or Pit Them Against Great Numbers.

REWARDING PCS

Remember that the PCs rely on Experience, Treasure, and Fealty to progress. Don't be stingy in handing out rewards, but don't pass them out for nothing either. It's often best to reward the group as a whole when you can, because that way you can maintain the balance of power across the party. Never give out a lump sum of Treasure to just one PC or expect them to share if they don't absolutely have to.

You should also be judicious in handing out opportunities for Experience. Here's the players' list of conditions again:

- ▶ Mark Experience when your **Flaw is Invoked**.
- ▶ Mark Experience when you choose to **indulge your Flaw** and mark Experience.

- ▶ Mark Experience when **Fate Intervenes** on one of your rolls.
- ▶ Mark Experience when you **Resolve a Relationship**.
- ▶ Mark Experience when one of your Relationships becomes the **focus of a scene**.

Since failure provides Experience, make sure you use Flaws and Relationships to help balance things out. Keep any eye on the amounts of Experience people have, and be ready to send some opportunity towards the PCs who are lagging behind. If things get too uneven, have your players keep track of how much Experience they've gotten *total* in addition to how much they have. That will make it easier to balance things out. You can also hand out lump sums to the group if you choose, which can help even out uneven Experience amounts.

Here's a list of amounts of Treasure. Give this amount out to *each* PC.

- ▶ Simple Folk Reward: 1
- ▶ Town Reward: 2
- ▶ City Reward: 4
- ▶ National Reward: 8



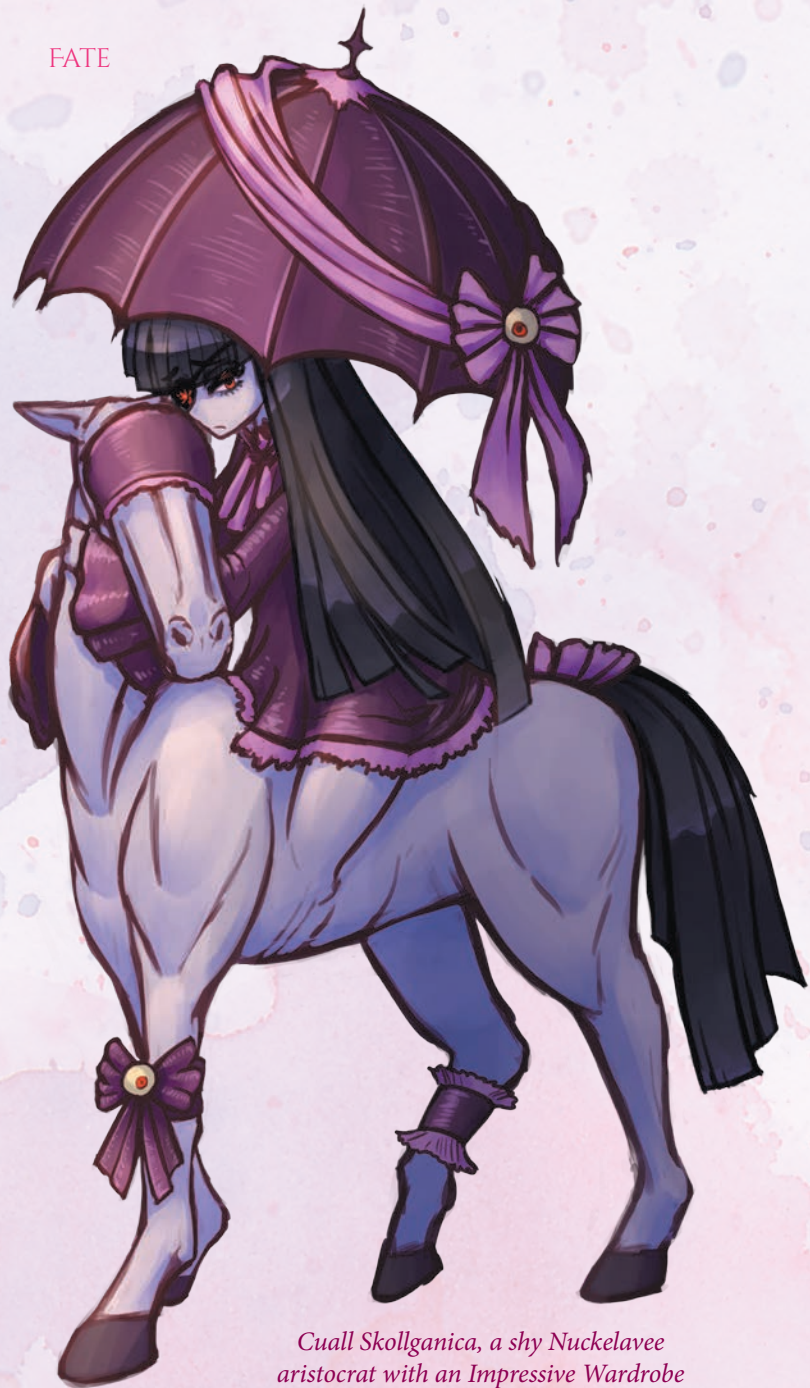
NPCs

*A small shrine to the Myriad
in Mazukemi-Noru*

Your NPCs are not the same as the fully-realized mechanical creations of the PCs. They are color, texture, and resistance. They exist to round out the story of the PCs, to provide direction, to guide, and to oppose.

While their mechanics are less detailed than those of a PC, that doesn't mean they have to be flat, bland, background faces. They can have as much or as little life to them as the scene calls for. You will find yourself detailing a vast panoply of NPCs of varying importance and role.

NPCs do not have nearly the same detail in their Statistics as PCs do. Most will not even need Statistics at all, except perhaps Relationships with some of the PCs. Aside from that, the most detail you'll need for others is their Health, Armor, and possibly a Weapon.



Cuall Skollganica, a shy Nuckelavee aristocrat with an Impressive Wardrobe

Your NPCs fill all the roles and archetypes that the PCs might encounter, from thieving brigands to enormous demonic monstrosities. Below are listed some examples to help you invent new creatures on the fly.

As with other things, these archetypes are meant as starting points. If you want to construct a Dark God that has more Health but less Armor for example, go ahead and modify it as needed.

Especially with more powerful adversaries, allow the PCs to weaken them through the story. If they can't come up with anything that will penetrate the Dark God's Armor, let them find ways to lower that Armor through the story, perhaps a revealed weakness, finding their bane, or disrupting their preparations.

NPC ARCHETYPES

ARCHETYPE	ARMOR	HEALTH	WEAPON
Serf/Slave	0	1	1 harm, melee
Soldier/Warrior	1	4	3 harm, melee or ranged
Elite/Knight	3	6	5 harm, melee or ranged
Lady/Lord	4	10	7 harm, any 1 range
Legendary Champion	6	15	9 harm, any 2 ranges
Weak Minion	0	4	3 harm, melee or ranged
Tough Minion	1	7	6 harm, melee
Powerful Demon	3	10	9 harm, melee and ranged
Great Demon	4	15	11 harm, melee and ranged
Overlord	6	25	13 harm, all ranges
Dark God	8	30	15 harm, all ranges

NPC ORIGINS

The listed archetypes above are just that, archetypes for the actual characters you put into play against the PCs. The actual NPCs should have some life to them, unless they are merely background material, in which case you shouldn't bother with Statistics in the first place.

There are three broad origins for specific NPCs.

- ▶ Some are the people who inhabit the world around the PCs, as described by your Regions and Cultures in Genesis.
- ▶ Some are the minions and rulers of the Power Pools, come to do evil in the land.
- ▶ Some are members of non-Power Creature Portfolios, also usually bent on invading or destroying the nations of civilization.

General folk need not be actively opposing the PCs, some may be foils, rivals, allies, or lovers. On the other hand, few minions of the Powers or Portfolio Creatures are likely to be anything but hostile to the PCs, unless the fiction suggests connections between the PCs and the creatures in question. As a general rule, Power Pools exist to give you a dangerous source of risky power, that almost invariably becomes a great evil that must be dealt with, and Creature Portfolios exist to give you extra enemies to hurl at your PCs.

The Adversaries chapter offers some suggestions for creatures of different origins and archetypes.

NPCs AND MOVES

NPCs do not have PC Moves. They may have GM Moves for you to use, if they come from a Power Pool or a Creature Portfolio. You do not use Moves like the players, by rolling dice to see whether an NPC succeeds or fails at something. Instead, you narrate what the NPC does, as either a hard or soft GM Move, depending on the circumstances. The actions of your NPCs should be prompts for the PCs to act; remember to end all of your Moves with “what do you do?” or something similar that provokes the same kind of reaction.

ARMY UNITS AS ENEMIES

When war erupts, you'll want units of your own to oppose the PCs. You take these units right from the Army list in the equipment section of the Origin chapter; they're the same units the PCs command.

The difference is that you do not use the PC war Moves. You keep using your own GM Moves, the same way you always do, by doing Soft Moves when the players look to you to see what happens, and doing Hard Moves when they fail. The army list provides the harm, Armor, and Health of the unit for you.

THE MAP

It's a good idea to keep a map of the game world, both for your own use as well as for the PCs. Don't fill in all the details to begin with, because the PCs will doubtlessly explore new regions as they go, and you'll want to be able to expand the world before them. Start with the Regions and Cultures created in Genesis, and make sure you have room at the edges for more lands. Think of the areas created in Genesis as a tiny but important part of a vast and wide world.

Sky Thing attacks can happen anywhere, to anyone.



ADDING ELEMENTS

Though World Creation is full of worldbuilding, your job as the GM is to help describe everything the PCs encounter. This often means adding new elements to the game as you go. Any of the elements from World Creation can be added to a game in progress, and are often major turning points in the plot. Sometimes this means the new element is added as the result of player actions, while other times new elements are added as Background Issues. Keep in mind that adding a new element to the world is very likely to disrupt the social and metaphysical order of things, and thus should almost always be added to the Background Issues.

ADDING POWER POOLS AND CREATURE PORTFOLIOS

There are several reasons you might want to add a new Power Pool during the game.

- ▶ To use as a new **threat** to the world or characters
- ▶ To introduce **foreign magic** into or from a region
- ▶ As the outcome of a newly invented magic or **superweapon**

Sometimes you may introduce the new source directly, either through displaying it openly to the PCs, by delivering news of it to them through NPCs, or by showcasing it in combat. Other times you'll want to reveal it slowly, as a creeping danger. It might infect other Pools, invade the minds of potential followers, or corrupt the land long before the PCs discover its true nature.

ARTIFACTS OF DOOM

Artifacts of doom are a staple of heroic tales. If something comes up during World Creation, you can introduce one then, possibly as an initial plot device.

Remember when introducing an Artifact of Doom that the world is *brand new* and that anything of this power must have been made recently, probably by someone still alive. It may even be constructed during the course of the game itself.

Pick an object.

1. Jewelry
2. Weapon
3. Armor
4. Place
5. Tome
6. Platonic Solid

Pick a a Power Pool, God or major NPC villain. It doesn't need to be one the PCs know about yet.

Use the power source to elaborate on the artifact's appearance and powers.

Pick a Doom.

1. Genocide of a nation or race
2. Rise of a new Power
3. Invasion of a region
4. Ending of a philosophical concept
5. Metaphysical Apocalypse
6. Disruption of physical laws

*The Everblood grants
your body power at the
cost of your mind.*



FATE

Pick 1-3 powers and elaborate. These powers are far beyond normal PC Moves and are more akin to GM Moves. Make up new ones to match the theme of your Artifact if you need to.

1. Potent Magic
2. Invulnerability
3. Summoning
4. Reality Warping
5. Regeneration
6. Power Amplifier

Pick an effect or two and elaborate.

1. Mental corruption
2. Physical corruption
3. Extreme pain
4. Extreme pleasure
5. Sentient and manipulative
6. Cursed to bring disaster

Pick a weakness and elaborate. Add a new one to match the Artifact's theme if needed.

1. Cannot abide true love
2. Does not comprehend virtue
3. A certain material temporarily neutralizes it
4. Limited uses per time period
5. Power can be made to rebound
6. Requires huge resources to function

Pick how it can be neutralized and elaborate on it. Add prerequisite steps until the desired difficulty is achieved.

1. Can only be disposed of in a certain place
2. Wielder must overcome the Artifact in a test of wills
3. Wielder must willingly give up the artifact's power
4. The Stars must be Right
5. Great sacrifice of life
6. Must be fractured and the pieces sealed

Finally, based on the Artifact you've constructed, give it a name.



*Artifacts are even more terrible
in the hands of world leaders.*

INVENTING NEW ELEMENTS

You'll probably find that you need or want more elements in your game than are provided. It's perfectly fine to add or make up any new elements, especially in the areas of lore and characteristics.

OTHER WORLDS

The Auras and Halos metaphysical system includes no invisible forces nor distant dimensions, all the world is one. This means that the lands of the dead, the strongholds of the Power Pools, and any strange other-worlds must exist somewhere in the same dimension as the "normal" one. Typically, they are tremendously far away, though there are often transits, portals, or beings that will transport one from one region to another. Examples might include valkyries, hellgates, and death itself.

Your world can contain as many or as few of these otherworlds as you wish. You may make the PCs aware of some or all of them, or you may hold some of them back for when the time is right to reveal them.

Once you've detailed out one or more of these otherworldly lands, mark their positions on the map.

Kroom is from another world entirely.





The Plagueborn are among the most hideous of adversaries.

ADVERSARIES

An army of lamia ten thousand strong waited, hissing softly, as the thing crested the ridge. Or that's what it seemed. Thousands of feet in the air, above the snow-capped mountains, it entered view. But what hove into view was not the whole giant. It was merely the top of its head.

This section presents creatures, beings, demons, and monsters the GM can field against the PCs. PCs are advised to avoid this section and leave it to the GM. This is not an exhaustive, detailed bestiary. Instead, it is a collection of attributes, aspects, ideas, and archetypes that the GM can use to construct challenges appropriate to their specific game.

Each Portfolio and Pool is presented with a general description, a Motivation, one or more GM Moves, and several examples of varying power levels. Motivations are basic drives the GM can use to provide direction for the adversary. GM Moves presented here work the same as the ones presented in the Fate chapter, except that they're only available to the beings in question. Rules for creating specific creatures are presented in the NPCs subsection of the Fate chapter.



*A powerful but low-ranking
agent of the Uniformity*

CREATURE PORTFOLIOS

These creatures are organized into rough “portfolios” organized around a cluster of traits or themes. A given Portfolio can often be used as a single invading force or army by itself. Since each is modular and self-contained, the GM can drop in whichever Portfolios make sense for the game.

THE BENTHIC ONES

Motivation: Feed on the Abundance of the Land

Moves: Bring the Flood, Entangle a Foe

The Benthic Ones are creatures from the depths of the sea. They often have hard shells, pale forms, worm-like appendages, feelers, tentacles, and usually lack eyes.

Benthic Ones on the surface tend to gorge on anything they can before returning to the depths; food here is far more abundant than it is in their watery homes. Their comings and goings often coincide with storms and hurricanes, and their arrival brings tidal waves and flooding.

- ▶ **Weak:** hardshelled snailshrimp
- ▶ **Tough:** humanoid hermit crab
- ▶ **Powerful:** worm-headed mega-crab
- ▶ **Great:** armored land whale
- ▶ **God:** benthic trench crown-city

CHTHONICS

Motivation: Take revenge on the perfected

Moves: Hit Them With Primordial Power, Change Form To Their Advantage

The Chthonics are unfinished, discarded peoples that hail from the beginning of time. They hate the refined, elegant people who came after them, but they hate the gods who made them even more.

Chthonics generally aim for wrecking the greatest beacons of beauty and culture. They take sinister pleasure in hurting the gods by destroying their favorites. Often this puts them directly in conflict with heroines, who are seen as beloved, perfect Chosen Ones.

- ▶ **Weak:** faceless hunter
- ▶ **Tough:** profusion of wiry limbs missing a torso
- ▶ **Powerful:** hundred-armed giant without hands
- ▶ **Great:** boiling titan bereft of love
- ▶ **God:** misshapen primordial godling devoid of soul

THE CORRUPTION

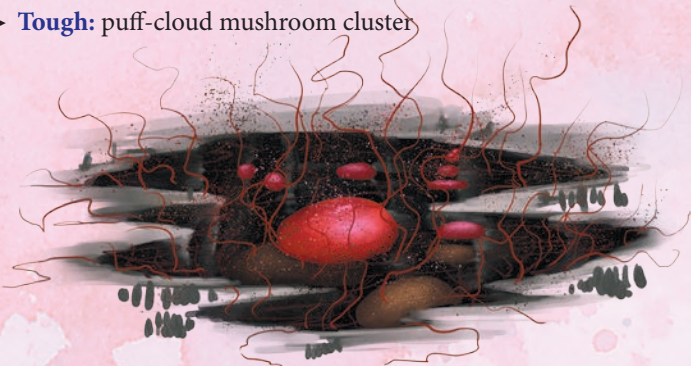
Motivation: Subsume the entire world

Moves: Colonize a new Carrier, Infect the Land Itself

The Corruption is a creeping phenomenon very similar to some Power Pools, except that it does not grant any magical power, aura, or halo. It is purely biological. The Corruption feeds on all life it comes across, infecting it and devouring it like a geologically-sized fungus.

The Corruption has one goal: to spread. It is itself mindless, but infects animals so that they track its spores to the far edges of the map.

- ▶ **Weak:** mushroom dwarf
- ▶ **Tough:** puff-cloud mushroom cluster



Some worship may worship a portfolio, but they care nothing for us.

ADVERSARIES

- ▶ **Powerful:** mycelial invasion space
- ▶ **Great:** central fiber mind
- ▶ **God:** prime decomposer pit

THE FORSWORN

Motivation: Make good on all vows

Moves: Enforce an Oath, Lay a Curse on a Liar

Made up of forgotten promises and broken oaths, the Forsworn are a strange mix of ghost, word, and disappointment. They are perpetually watching, lurking in the shadows and waiting for one to break their word or renege on a deal.

The Forsworn come into being as the result of vows and oaths, but are crippled and wounded when the promises that make them up are broken. As such, they deeply loath those who do not keep their word and seek them out to punish them for the pain they have caused.

- ▶ **Weak:** little white lie
- ▶ **Tough:** forsaken witness
- ▶ **Powerful:** mad lawbinder judge
- ▶ **Great:** rejected blood contract
- ▶ **God:** vengeful shattered divine covenant

GIGAS ARMY

Motivation: Defend its territory

Moves: Smash the Area to Rubble, Crush Someone in its Grip

The Gigas Army is composed of enormous, mountain-sized, heavily armored titans. They trundle across the landscape, gouging swaths of destruction. Though each Gigas is unique, they share similar traits, such as stony armor, boulder-like scales, leathery skin, and humongous bodies.

The Gigas Army usually contends directly against the “civilized” races of the world, trying to push them from the land and wipe them out. The Gigas Army has a feudal structure, with each member owing fealty to another, greater titan.

- ▶ **Weak:** -
- ▶ **Tough:** huge ogre vassal
- ▶ **Powerful:** massive cyclopean knight
- ▶ **Great:** valley titan lord
- ▶ **God:** mountain king

THE GILDED

Motivation: Serve their master's whims

Moves: Release Their Energy All at Once, Collapse Into a Pile to Deceive

The gilded are a host of finely tailored suits of armor, robes, and vestments that contain no physical body inside them. Instead, colored light props up the clothes and peers out through veils and props up their weapons. The Gilded are notoriously hard to actually destroy.

Gilded do not arise naturally; they are created. Most serve powerful masters who charge them with specific duties, such as the guarding of a lair or the protection of an important person, such as themselves.

- ▶ **Weak:** twitching electric scarf
- ▶ **Tough:** generic armor shell
- ▶ **Powerful:** high-arcantist cape
- ▶ **Great:** mighty glowing form of plate and cloak
- ▶ **God:** sentient hurricane of armed garments

MEGABEASTS

Motivation: Ignore the little folk and go about its business

Moves: Destroy a Settlement, Level a Terrain Feature

Not unlike the Gigas Army, Megabeasts are huge titanic creatures that roam the world individually. Unlike the Army, they are animalistic and have no specific goals other than to consume and breed.

Megabeasts are the size of mountains. Their leathery skin is thick like a whale's blubber, and their horns are the size of towers. They are so vast and powerful they hardly notice the actions of civilized folk.

ADVERSARIES

- ▶ **Weak:** -
- ▶ **Tough:** huge dire elk
- ▶ **Powerful:** cottage-eating mega-bear
- ▶ **Great:** glacial mammoth
- ▶ **God:** snowcapped alpine tortoise

PAPERLINGS

Motivation: Destroy all words and languages

Moves: Fold Away the Written, Burst Into Independent Scraps

Paperlings are sentient origami. Their bodies are multicolored and varied, and their leaders are foiled with gold leaf and marbled with lapis and quicksilver. But these textures are part of them, not merely marks upon the surface.

Words, to a Paperling, are an existential threat. Marks define them, cage them, trapping their spirits within a crude shell of utterance and cultural reference. For this reason, they seek to eliminate all sources of this plague of writing.

- ▶ **Weak:** handsheet crane on papyrus
- ▶ **Tough:** cotton rag paper swan
- ▶ **Powerful:** large ricepaper snake
- ▶ **Great:** glowing foil phoenix
- ▶ **God:** everchanging non-euclidian manifold

PILLAGERS

Motivation: Plunder and escape

Moves: Raid and Retreat, Set it All on Fire

Pillagers, barbarians, and invaders come from many foreign lands. Mostly they are technologically and magically inferior, choosing to raid existing civilizations rather than develop their own.

Some groups of pillagers can be reasoned with, while others cannot. Those that can usually demand great rewards in exchange for leaving lands intact.

- ▶ **Weak:** skulking raider bandit
- ▶ **Tough:** solid barbarian spearman

- ▶ **Powerful:** hulking berserker thane
- ▶ **Great:** massive savage conqueror
- ▶ **God:** -



Pillagers are often members of barbarous rival tribes.

PLAGUEBORN

Motivation: Remake the world as one being

Moves: Infect a Host, Rebuild a Fallen Warrior

The Viridian Plague is an abominable disease that animates the bodies of the dead and gives them a terrible thirst for life. The Plague itself tries to reassemble its hosts, making it particularly terrifying; even dismembering the Plagueborn isn't enough to put them down, they must be burnt to be destroyed.

Due to their decomposition and reorganization, the Plagueborn are neither quick nor intelligent. The Viridian Plague imbues them only with the most basic instinct to hunt and spread. At least until they reach critical mass.

- ▶ **Weak:** slimy risen dog
- ▶ **Tough:** reconfigured mortal zombie
- ▶ **Powerful:** blood ooze
- ▶ **Great:** cemetery amalgam
- ▶ **God:** undead fiend titan



SKY THINGS

Motivation: ಹೆಸರಿನಲ್ಲಿರುವ ವ್ಯಕ್ತಿಗಳು ತಮ್ಮ ಹೆಸರಿನಲ್ಲಿರುವ ವ್ಯಕ್ತಿಗಳನ್ನು ತಿಳಿಸುವ

Moves: Abominable Polymorph Other, Induce Madness

The Sky Things are strange abominations from the sun, moon, and stars. They have feathery wings, bird-like talons, hawkish eyes, lethally venomous tentacles, and great bags and mantles like airborne jellyfish. Their bodies are polypoid, though there are occasionally some that have humanoid shapes.

Sky Things have alien motivations inscrutable to mortals. Though they are immensely intelligent, their value systems are so far beyond mortal understanding that it is almost impossible to communicate with them.

- ▶ **Weak:** cloud of sharp aeroplankton
- ▶ **Tough:** large feathered medusozoa
- ▶ **Powerful:** hydrozoan hawk jelly, polypoid angel
- ▶ **Great:** enormous multi-winged air medusa
- ▶ **God:** stellar tentacled seraphim astronaut

POWER POOL CREATURES

These are the minions of the Power Pools. As such, they are much stranger, and often much more powerful than creatures from a Portfolio. Their influence is much more vast as well, because mortals rely on their power.

Remember that these are only the *minions* of a Pool. The Pools themselves are far grander than these base bodies. Combating one is a challenge worthy of entire pantheons.

Left: A glimpse of the Sevenfold Seal of Transcendence, a powerful agent of the Ink, in the process of translating from Signature 1 to Signature 2.

THE INK

Portfolio: Writing, knowledge, communication, immortality.

Motivation: Cultivate thought and absorb knowledge

Moves: Force their Flaws to the Forefront, Hide Among Innocent Thoughts, Grant Great Mental Faculties

Creatures of the Ink are made from the thoughts and desires and crimes of civilized folk. They are curses, fears, and desires, given form. Their black and purple bodies are composed of inky characters and forbidden words, and their powers are drawn from word.

The Ink wants to absorb knowledge, and it's more than smart enough to seduce even the most righteous priests and sorceresses. It can live easily inside anyone harboring great intellect.

- ▶ **Weak:** floating glyph-scout
- ▶ **Tough:** curse-faced phantom
- ▶ **Powerful:** word-shifting ghost of passion
- ▶ **Great:** walking library of curses and maledictions
- ▶ **God:** corpus esoterica of forbidden knowledge

THE EVENING

Portfolio: Time, aging, death, night, change, the inevitable.

Motivation: Find the greatest and bring them to an end

Moves: Possess the Living, Terrorize the Brave, Depress the Joyful

The hands of the Evening are gray, ghostly folk, often clothed in the shrouds of burial. Their transparent forms are nearly indestructible, and they hunt like wraiths.

They thirst for the life of those who shine brightest. They haunt heroes and sun worshipers, and try to bring on the dusk of civilization. Their domain is the quiet of night, and during the night they are strongest.

- ▶ **Weak:** grave ghost
- ▶ **Tough:** silvery nightwalker
- ▶ **Powerful:** moldering cryptborn
- ▶ **Great:** king of the lonely dead
- ▶ **God:** tides of endless extinction



The Gigas Army frequently serves a greater Power Pool.

EVERBLOOD

Portfolio: Vitality, predator & prey, circle of life, animal tyranny, sex.

Motivation: Kill. Eat. Adapt. Breed.

Moves: Wounds Become Mutations, Enhance a Combatant, Latch On and Shake It

Everblood manifests itself as powerful mutations among beast and person alike. These mutations sometimes occur at birth, but also occur as the result of infections during the healing process. The result is a ferocious creature rippling with animal power whose mind is awash with passion and rage.

While folk may like to think that the fell spawn of the Everblood are mindless and insensate, they are the tools of a great intelligence of vicious cunning and lethal savagery.

- ▶ **Weak:** savage little fangbrood
- ▶ **Tough:** ferocious hunting vulpine
- ▶ **Powerful:** huge blood-drinking werebeast
- ▶ **Great:** brutal regenerating mutant hulk
- ▶ **God:** symbiotic armor titan

GREENTIDE

Portfolio: Foliage, plants, trees, eons, food, time, roots, endurance.

Motivation: Return the world to nature

Moves: Subsume the Artificial, Reach Out an Enormous Tendril, Plant Unseen Seeds

The Greentide creates autonomous, mobile plants from soil, sun, and rain. It uses these hulking, woody combatants to subsume and erase all traces of a society. Even when killed, saplings present a threat; they must be removed or burned to neutralize their spread.

Possibly more-so than any other Power Pool, the Greentide wishes to destroy all traces of civilization. The Greentide considers cities and organized societies to be counter to the natural order, and it seeks to remove them.

- ▶ **Weak:** whippy vinewalker
- ▶ **Tough:** oaken bramblesnatch
- ▶ **Powerful:** megavine octopus
- ▶ **Great:** redwood treant
- ▶ **God:** jungle mind

NEBULA

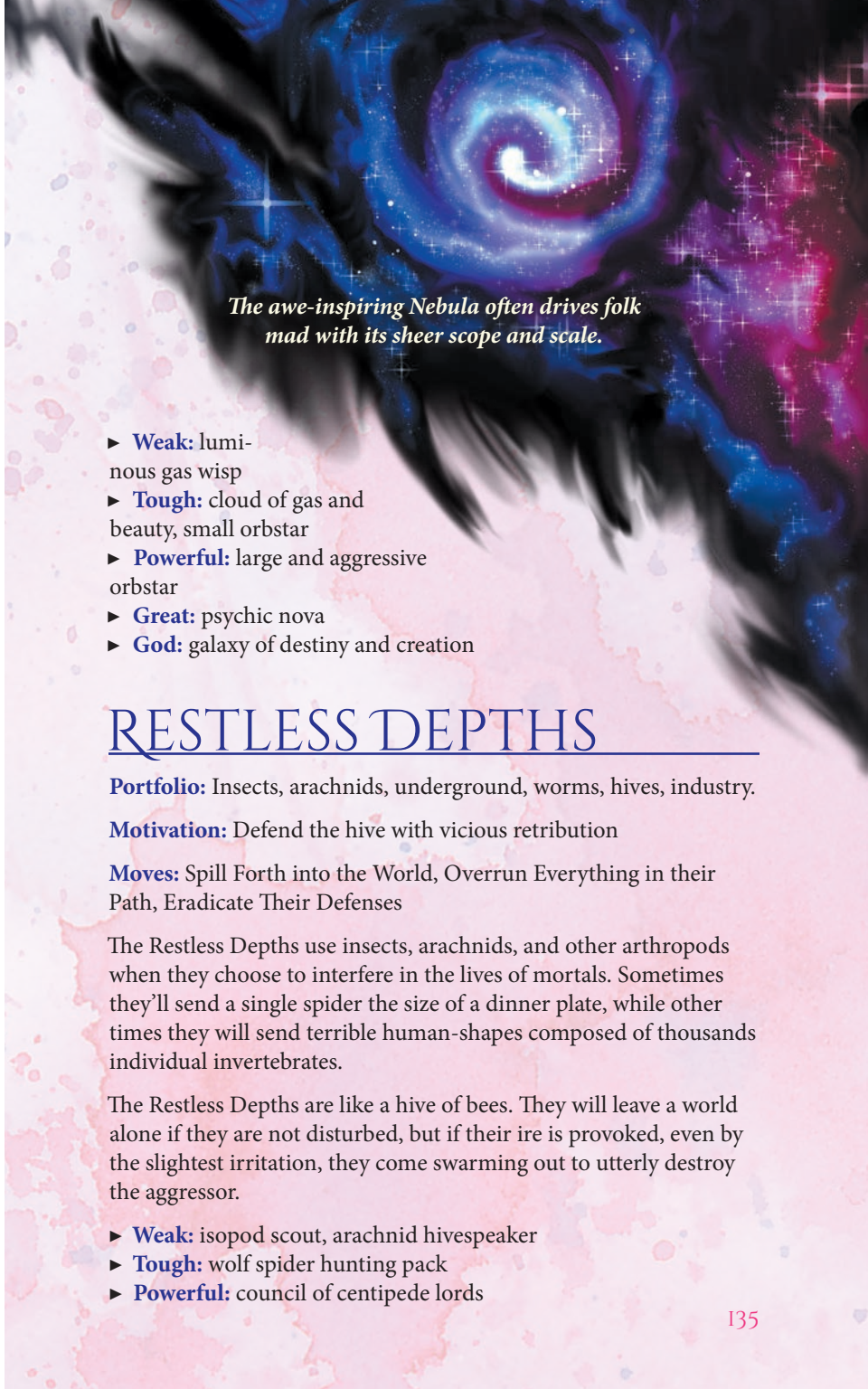
Portfolio: Sky, night, stars, fate, time, beauty, creation.

Motivation: Create beautiful order from violent chaos

Moves: Call Forth a Storm of Chaos and Light, Forge an Awesome Power, Reincarnation through Fire

When the Nebula sends avatars to the surface world, it sends beings that are so bizarre that they are usually misinterpreted as arcane ghosts. They are made of veils of light and twinkle with stars, and their hands are as dark as a black hole.

The Nebula is ambivalent of the affairs of its creations at best. At worst, they learn that everything made by the Nebula is merely fuel for the next creation. It thrives on creation, but fuels that creation with a dark hunger.



The awe-inspiring Nebula often drives folk mad with its sheer scope and scale.

- ▶ **Weak:** luminous gas wisp
- ▶ **Tough:** cloud of gas and beauty, small orbstar
- ▶ **Powerful:** large and aggressive orbstar
- ▶ **Great:** psychic nova
- ▶ **God:** galaxy of destiny and creation

RESTLESS DEPTHS

Portfolio: Insects, arachnids, underground, worms, hives, industry.

Motivation: Defend the hive with vicious retribution

Moves: Spill Forth into the World, Overrun Everything in their Path, Eradicate Their Defenses

The Restless Depths use insects, arachnids, and other arthropods when they choose to interfere in the lives of mortals. Sometimes they'll send a single spider the size of a dinner plate, while other times they will send terrible human-shapes composed of thousands individual invertebrates.

The Restless Depths are like a hive of bees. They will leave a world alone if they are not disturbed, but if their ire is provoked, even by the slightest irritation, they come swarming out to utterly destroy the aggressor.

- ▶ **Weak:** isopod scout, arachnid hivespeaker
- ▶ **Tough:** wolf spider hunting pack
- ▶ **Powerful:** council of centipede lords

ADVERSARIES

- ▶ **Great:** humanoid colony riding a siege isopod
- ▶ **God:** hellish pit of whispering invertebrates

RIVER DRAGONS

Portfolio: Water, unstoppable, disaster, floods, bounty, avalanches.

Motivation: Avenge misuse and carve new paths


Moves: Wash Away a Settlement, Ruin Crops and Supplies, The River Takes Them Away

Avatars of the River Dragons usually take the form of pillars of muddy water writhing back and forth like large snakes standing high and preparing to strike. Some are more or less muddy than others, and some contain rocks, stones, or downed foliage.

The avatars of the River Dragons are primarily concerned with the health of their river-bodies. Blockages, damage, pollution, overfishing and other mortal interference can draw them up from the waters to put an end to the source of irritation. Many demand tribute in exchange for safe passage.

- ▶ **Weak:** watery pseudopod
- ▶ **Tough:** large python of mud and stone
- ▶ **Powerful:** giant muck crocodile
- ▶ **Great:** flood-born megapod
- ▶ **God:** miles-long mudslide dragon avalanche

*When roused to anger, the Depths
consume worlds whole.*



SCREAMING SKY

Portfolio: Destruction, violence, ends, metal, fire, disaster.

Motivation: Make big things into small things

Moves: Meteoric Smite, Leave Flame in its Footsteps, Enchant Metals

Children of the Screaming Sky split off from larger meteors to streak to the ground. When these molten metal figures climb out of their craters, they lay waste to the area until they run out of heat.

Individual avatars are intelligent enough to know how to cause maximum damage, but they typically ignore all attempts to communicate. Catching one's attention is a quick way to get immolated.

- ▶ **Weak:** ominous skyspark
- ▶ **Tough:** burning metal humanoid
- ▶ **Powerful:** walking monolith of cobalt and iridium
- ▶ **Great:** asteroid-delivered calamity
- ▶ **God:** rain of cometary titans

THE SILKEN

Portfolio: Fabric, cloth, comfort, deception, refinement, disguise, emptiness.

Motivation: Cause havoc; make them fight

Moves: Sew the Seeds of Chaos, Induce Distrust and Rage, Reveal Second-Hand Lies

Avatars of the Silken are most often found in the harems of important folk, where deception, fashion, and luxury are at their heights. They disguise themselves as concubines and enjoy gossip and political maneuvering.

Silken avatars do not usually take on a particular cause or position, but enjoy stirring up trouble for the sake of entertainment. For them, there is no greater pleasure than causing calamity through misunderstanding.

- ▶ **Weak:** wisp of intelligent cloth
- ▶ **Tough:** secret servant



- ▶ **Powerful:** cunning silk wardrobe
- ▶ **Great:** perfect shapeshifter
- ▶ **God:** hurricane of silk and lies

UNIFORMITY

Portfolio: Homogeneity, union, hivemind, cooperation, purity.

Motivation: Become One

Moves: Enhance and Release a Prisoner, Back the Side of Order, The Light Reveals the Truth

The Uniformity is well known for its ability to subvert the bodies of those it captures. The Returned, as they are called, come back from Uniformity with the same sorts of smooth, white ceramic armor and black silky underclothes as all other members of Uniformity, and they return with great power.

Silken agents often infiltrate the harems of powerful leaders.

Uniformity does not seek to destroy civilizations. It seeks to bring them all together, in glorious, harmonious Uniformity.

- ▶ **Weak:** sculpted drone
- ▶ **Tough:** unarmored returned scout
- ▶ **Powerful:** ceramite-armored battle maiden
- ▶ **Great:** polymer-covered supernal mage
- ▶ **God:** glorious porcelain goddess of symmetry

THE MYRIAD

Portfolio: Balance, objects, places, beauty, awe, nature, imperfection.

Motivation: Reward politeness, punish disrespect

Moves: Awaken an Object or Tool, Bring Feast or Famine, Introduce a God Even Greater

Spirits dwell, sleeping, within all things great and small, and their number is untold. These spirits sometimes come forth as floating balls of light, while other times they animate their object-homes.

The world of the Myriad is vast, hierarchical, and impossibly complicated. Spirits owe fealty to their elders and superiors and protect their juniors. Duty rules all, status is vital, and promises are always kept. The Myriad sometimes forms compacts or bonds with mortals, and expects the same discipline from those it contracts with.

- ▶ **Weak:** cluster of forest spirits
- ▶ **Tough:** pack of divine vulpine messengers
- ▶ **Powerful:** grove of landed tree-spirit lords
- ▶ **Great:** ancient council of legendary heroes
- ▶ **God:** regional spirit empress and ceremonial guards

THE GREAT ONE

Portfolio: Planet, world, stone, life, biosphere, size, mass.

Motivation: I Grow. If I cannot Grow, I Sleep. If I cannot Sleep, I Waken.

Moves: Earthquake, Spawn Life, Scratch an Itch

The Great One is the world. In ice ages, it slumbers. In volcanoes it bleeds. In the warm light of the sun it grows. Its children populate its surface, growing and waiting for the day they will take flight and obtain their own orbits.

The Great One does not fear. It rarely hungers. It barely notices anything less than utter cataclysm. However, sometimes certain activities irritate it. Irritating the Great One is unwise.

- ▶ **Weak:** small living stone
- ▶ **Tough:** perfectly spherical sentient boulder
- ▶ **Powerful:** floating stone topiary gyre
- ▶ **Great:** slumbering overgrown rubble mountain
- ▶ **God:** minor planet

APPENDICES

LANGUAGES

The spider stared at me. "Lubok? What kind of name is that?"

"What kind of name is Kitshiritt? It sounds like dropping a bunch of sticks!"

These are sample languages you can use to give thematic names to regions, places, and characters. It's recommended that if you decide not to use these, that you print or find another list of sample names to pick from easily, because you'll need many through the course of the game.

CALLERYON

Ilicas, Hantasia, Parma, Tos, Inthyacus, Psyche, Tosia, Pantharme, Pntha, Arma, Tlintha, Incanthia, Parus, Bellerophon, Ica, Hama, Hyacinth, Thanton, Elicemcus, Evadne, Canus, Pnos, Incaelia, Pandorion, Atlanta, Icantocia, Ganymede, Paron, Icedos, Antiope, Ixion, Orion, Astinos, Antos, Tocus, Ebecallia, Tharma, Tharus, Aethantar, Coronis, Pandora, Imerus, Geryon, Tolgrus, Callisto, Icaelilli, Aronus, Ibebus

KYUWAVI

Vuazi, Pyashua, Kuveuashea, Kwa, Yrkua, Pyra, Klyras, Lyasekyu, Yazi, Kuaseklyas, Pye, Sien, Veklyrasek, Kyeku, Vekyran, Fwara, Kworga, Ataga, Kura, Fwazi, Pyrga, Kwashi, Sasefwa, Fworen, Shuga, Yan, Piekyashi, Zauoo, Shyaua, Shuazarga, Kuas, Yaga, Lyрку, Lyza, Shurata, Kuaza, Vurgas, Sasi, Lya, Klyuren, Aua, Veshi, Klyrga, Fwa

NASNATHIAN

Arl, Riasna, Uracasna, Urbati, Darbuk, Kagore, Brilarit, Karakt, Arbeloss, Chasnara, Qorari, Daritari, Hathorga, Nag, Burl, Col-rass, Vosnat, Basnat, Rolosh, Urach, Kariasna, Cassna, Basnara, Volr, Carbrita, Belosnar, Dasnach, Chath, Narnen, Tetylar, Dacarla, Belras, Urloti, Monosh, Asnar, Greth, Vorlot, Ktchar, Vos, Vosnatha, Urita, Carmot, Dara, Qothia

PELGRAMISH

Fengarel, Gamborn, Erdom, Ena, Ultarn, Arn, Felborn, Somhorn, Sarom, Penari, Garom, Barn, Elgom, Elenaria, Arena, Garagath, Fena, Argra, Ram, Agarena, Garworn, Pelegorn, Pen, Sarendor, Arworm, Felgram, Argargra, Elth, Grim, Felbori, Sarathor, Ingram, Pelegria, Felgr, Feria, Ederom, Sarworm, Fendorn, Egram, Sargrath

CALRADIAN

Ilvor, Ilveir, Calimbor, Balrenia, Cuionir, Cuion, Ilwen, Vistaril, Nindor, Cuion, Ibonaril, Ildor, Guilras, Cournael, Feinir, Estunaire, Berriac, Athradan, Niarvenar, Arvon, Indor, Ibarvena, Benoir, Endulil, Fonclar, Kiarveni, Nociril, Ardaryl, Eir, Arilor, Feindion, Olume, Ilweniar, Avaribor, Isoldor, Ilom, Courna, Elindee, Yarime, Ionclar, Landion, Ilwenarth, Neiwen, Dorilvor, Doramarth, Firwen, Englor

RUNJAESE

Sulbang, Hyun, Wuban, Rakon, Sak, Raefong, Sunjag, Dansaejun, Saeon, Kung, Wulbag, Rung, Daejung, Saeyubin, Reyoo, Graesukon, Song, Sulbinsong, Hyeon, Sunsuk, Wunsul, Raefonsuk, Rejyaesul, Daefansu, Reyak, Ran, Sulbanjya, Wunga, Yunjae, Sunjyaefon, Kin-souk, Sonsu, Hyan, Lefang, Ransu, Wouk, Gaefok, Raefou, Sulbin-sou, Soulbim, Gaeon, Dak

HAZAZIAN

Axolozug, Qleggho, Xlooth, G'leria, Zeeth, Shaqlogh, Khaghag, Khazaiyat, Kroola, Culon, Suphurel, Pnazagho, Zelok, Khethraqt, Esh, Zerom, Zaza, Eelogh, Qlesa, Xokrai, Aelok, Eliyai, Phuren, Oowrk, Xloozrom, Zenagg, Drool, Xon, Zrgeel, Kroz, Kha, Ygnren, Shriyak, Zazloze, Kraiyaze, Sashulai, Ktath, Akh, Yali, Xoon, Dhogh, Khetha, Athathug



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