

NILIOVARDEN

Quick Start



Written By

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NUOVARDEN

Quick Start (Beta)

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Introduction

In the time before the Emergence, the Lanplac people lived among the plants and animals of a lush garden. The sky crystal shone unceasingly, and the people enjoyed an easy existence where the ancestors created legendary technologies to enhance the farming and hunting efforts of their settlements. Time was of little consequence but for the aging who, gradually in their age, left the dimension for unknown places of rest and remembrance.

Little disrupted the life of the Lanplac. The land gave of itself and the people flourished in the garden.

When the Starnam arrived they did so by piercing the veil between the garden realm and the dimensions beyond. These powerful, formless beings brought into the realm the power to manifest all they needed merely by willing it into existence. In the garden they found a rich landscape for practice, and though their intentions were good, the outcome was disastrous . . .

The garden took delight in the new energies the Starnam brought, responding in ways that excited the visitors. But the disturbances across the land frightened the Lanplac, driving some underground while others closed themselves within the walls of their villages. And before the Starnam realized what was happening, the garden drained them of their abilities, absorbing their manifesting energies into the

landscape, and leaving them with only the power of the mind.

The sky crystal cracked, and something previously unseen descended over the garden - twilight, when the crystal dimmed to a mere ember of its normal radiance. Fatigue became a heretofore unknown burden, and the Lanplac and Starnam joined the rest of the garden's creatures in periods of repose, lasting ten hours each cycle.

When the Lanplac woke from this first sleep, they discovered a bizarre new presence in their village workshops and yards. Another life form had emerged; and another, and another, as the manifesting energy imbued the aspects of reality with sentience. As the sky crystal shone again in full brilliance, it revealed a new garden - Nuovarden.



Getting Started

Role Playing in Nuovarden

The game requires at least two players, but a group of four to six players is ideal. One player assumes the role of **Seer** who guides gameplay sessions and arbitrates rules, while the other players take on the role of explorers, cooperating to fulfill quests, follow plotlines, and otherwise engage in a dramatic storytelling experience. Dice rolls simulate success and failure as the explorers fulfill their adventure.

Players eager to create a character can jump to page 41. Seers can head to page 52 to prepare the sample adventure!

Using The Dice

The Fortunes D4 System is designed for broad player agency using a simple mechanical structure. In most instances, players roll up to two 4-sided dice, referred to as **Action Dice**, to determine success and failure when attempting to resolve an outcome. A player may have up to four dice in their **Dice Cache** (page 43) for use in combat, though we'll review that in more detail later.

Outcomes

When a creature attempts an action, it tries to accomplish a single **outcome**. Prior to rolling, players must define the primary intended outcome of their action. This outcome might be to harm an opponent, pick a lock, or scry on a distant subject - among many other options!

Outcome Properties

Mental

Outcomes can be defined as **Mental**, such as when manifesting a blast of mental energy, becoming Lucid, or manifesting knowledge.

Physical

Outcomes may otherwise be **Physical**, such as causing bodily harm, healing wounds, or feats of strength.

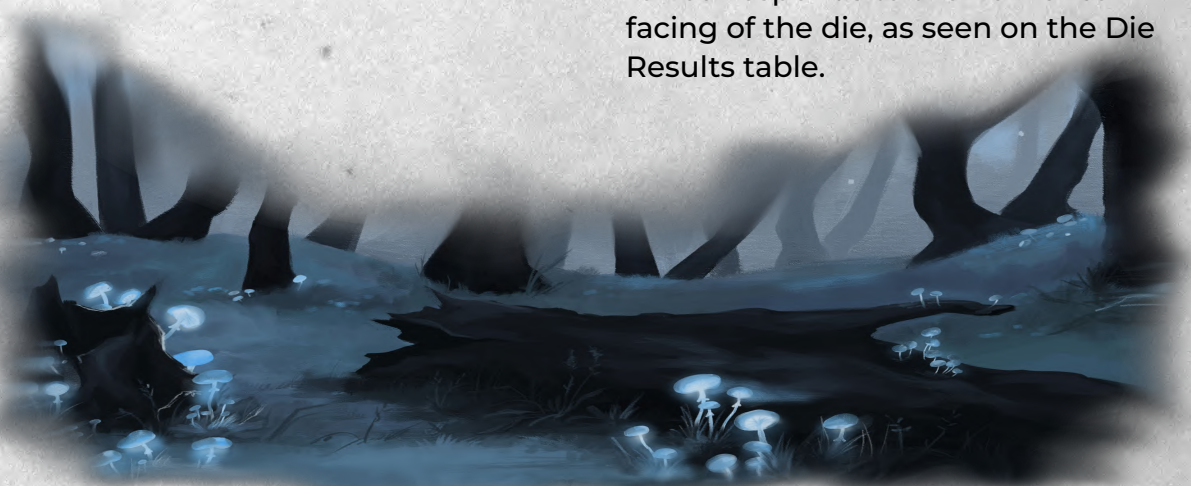
The player and Seer agree on the intended outcome and its Mental or Physical properties, after which the player rolls for the result.

Reading the Action Dice

Players roll one or two dice depending on the type of roll being made.

One Die

There are three primary results whenever a single die is rolled: High Failure, Standard Failure, and Standard Success. Each result of the roll corresponds to the numerical facing of the die, as seen on the Die Results table.



High Failure

A **High Failure** results in failure to the greatest possible extent. In addition, when a player rolls a High Failure on an Attack or Manifestation Action, the character faces a **Reprisal Roll** (page 8.)

Standard Failure

On a **Standard Failure**, the intended outcome simply fails.

Standard Success

On a **Standard Success**, the intended outcome succeeds.

Die Results		
1	High Failure	Outcome failure; Reprisal Roll
2 or 3	Standard Failure	Outcome failure
4	Standard Success	Outcome success

Two Dice

Rolling two dice increases the chance for a success and includes a potential High Success result. When rolling two dice, outcomes are determined based on the results as follows:

- Any **4** is a Standard Success.
- A combination of **2/3** is a Standard Failure.
- A combination of **1/2 or 1/3** is a High Failure.

Doubles

Doubles provide some kind of benefit to the roll, even in the case of Double 1s where a High Failure is elevated to a Standard Failure without the danger of Reprisal.

Doubles may also result in a High Success or Recovery Option.

High Success

Rolling a **High Success** fulfills an outcome to its greatest reasonable extent, and adds an additional effect.

When a High Success occurs on an Affected Area manifestation, the Affected Area doubles in size.

When a High Success occurs on a Damaging Attack, the attack deals an additional 1d4 injury and the player may choose to inflict the Slowed or Hobbled **status effect** (page 20) on the target. Alternatively, the Seer may allow the player to apply a different status effect based on the attack source or method.

In all other cases High Successes are intended to generate an extra benefit or extend the limits of a manifestation. Results depend on the intent of the manifestation, and require Seer approval. See the Manifestation Examples (page 24) for additional ideas on how a High Success improves a manifestation.

High Successes are intended to be fairly easy to rule. If a High Success generates no clear secondary outcome, the Seer may allow the character to receive a Recovery Option instead.

Recovery Options

In some cases a miss is not necessarily a complete failure. A missed strike might allow the opportunity to adjust defensive positioning, or a failed manifestation might reabsorb and restore a combatant's strength. In the event of Double 2s or Double 3s during an Attack or Manifestation action, the outcome fails but the player may choose one Recovery Option from the following list:

- The character may recover one **Injury Scale (IS)** (page 43).
- The character may remove one status effect from themselves.
- The character may recover one **Primacy** (page 43).
- The character may gain one **Armor Factor (AF)** (page 16).

Note: Non-player characters and other creatures may benefit from Recovery Options as well.

Double 1s

On a **Double 1s** result, the roll is elevated to a Standard Failure instead of a High Failure, and the character does not face a Reprisal Roll.

Doubles Results		
Double 1s	Standard Failure	Outcome failure; No Reprisal Roll
Double 2s or 3s	Standard Failure	Outcome failure; Recovery Option
Double 4s	High Success	Outcome success; Additional effect

Additional Die Results

In addition to the standard dice interpretation, there are special circumstances that can lead to unusual results.

Triples and Manifesting Events

During an **Assist Roll** (page 8), all three dice are read simultaneously creating an opportunity for **Triples**. When Triples occur, it results in a particularly significant confluence of energies called a **Manifesting Event**. In such cases the Seer rolls 3d4 and consults the Manifesting Event table on the next page. In addition to rolling for the Manifesting Event, the Seer determines success or failure for the active player's initial roll as normal.

Fives and Zeroes

Primacy, creature effects, and other circumstances can potentially change a die value to either a **5** or **0**, with the following interpretations:

Fives

A **5** applies to **Challenge Rolls** and increased **Difficulty Scale** (page xx) only. A character may apply Primacy to exceed 4, effectively changing the result to 5 in order to achieve a Standard Success or resist a status effect.

Manifesting Event	
3	Primacy Flash Participating characters double their <i>current Primacy</i> until the end of the active player's next turn.
4	Primacy Suspended Participating characters may not use Primacy until the end of the active player's next turn.
5	Sudden Blindness Participating characters are Bereft of sight until the end of the next round.
6	Primacy Surge Participating characters may use Primacy , if applicable, to adjust one die on their next roll by 2 before the end of the active player's next turn.
7	End Manifestations Any active manifestations controlled by the participating characters end immediately.
8	Permanence One active manifestation, determined by the Seer, becomes permanent for seven days.
9	Savage Strength Participating characters may roll an additional 1d4 for injury on their next successful damaging attack.
10	Incapacitated Participating characters fall unconscious until the end of the active player's next turn.
11	Affliction Participating characters are Afflicted until the end of the active player's next turn.
12	Total Healing Participating characters heal all injuries immediately.

Zeroes

For the Seer's purposes only, some creatures and environmental effects may change player die results to a **0**. When a 0 occurs, the outcome automatically fails and the Seer makes a Reprisal Roll against the character at a decreased Difficulty Scale. If successful, the Seer rolls 1d4 for injury and assesses any status effect if appropriate. Players may not use Primacy to reduce any die result to 0, though they may change a 0 to 1 at the Seer's discretion.

Difficulty Scale (DS)

A standard **Difficulty Scale (DS)** means success happens on 4 for an attempted action, as previously defined. The DS may shift up or down based on certain circumstances or factors determined by the Seer. When a DS is increased, success can only be achieved with a 5 or Double 4s. When the DS is decreased, a Standard Success occurs on any 3 or 4 instead. Treat a result of 3/4 as a Standard Success only, and Double 4s as a normal High Success. The DS does not stack and thus cannot shift more than one scale.

Double 3s and DS

In the case of Double 3s, the character may gain a Recovery Option, if applicable, and the outcome succeeds. When the DS is decreased, treat Double 3s as a Standard Success, and grant a Recovery Option. Damaging Attacks with decreased DS allow Double 3s to deal an extra 1d4 injury.

Opposing DS

If the DS applies from two or more effects, the scale shifts in favor of the majority. Otherwise, if the DS is equally opposed, it becomes standard.

Types of Rolls

Nuovarden employs five roll types as follows:

Action Rolls

Action Rolls occur specifically during turn-based combat order and require that the actor have the appropriate number of Action Dice in the Dice Cache. When making an Action Roll, one or two dice may be rolled, as available, to resolve a turn-based action. Action Dice are then “spent” from the Dice Cache, and may not be used again until the start of the actor’s next turn. Primacy applies with the relevant Discipline.

Assist Rolls

Once per turn at the Seer’s discretion, a player may attempt to improve the outcome of another player’s dice roll on that player’s turn. After a player rolls an Action, Called, or Challenge Roll, one (and only one) other player at the table may immediately elect to spend one of their available Action Dice to make an **Assist Roll**. The active player may apply Primacy and count the die result as part of the total roll, assessing Success or Failure according to the final result. Primacy may not be applied to the Assist Roll die.

If the assisting player rolls a **1** that does not result in Double 1s, that player loses one Primacy and has no effect on the outcome. If the assisting

player has no Primacy remaining in this instance, they incur one injury instead.

Called Rolls

Called Rolls occur outside of turn order and often at the request of the Seer. Such requests typically address a character’s effort to interact with objects and other people outside of combat, such as inspection, sneaking, persuading, etc. Roll 2d4 when making a Called Roll to determine the result. Primacy applies with the relevant Discipline.

Challenge Rolls

Some circumstances and attacks may threaten to impose a status effect upon a defender as an outcome. In such cases roll the attack as normal, and allow the defender to make a 1d4 **Challenge Roll**. If the defender rolls a 4, they win the challenge regardless of the attack result and the status effect fails. An attacker may, however, change a 4 to a 5 with Primacy. In such cases the defender must also change their result to a 5, if possible, to successfully defend against the effect. Challenge Rolls are free rolls and do not spend Action Dice from the Dice Cache.

When targeting multiple creatures, the actor only rolls once, and all defenders roll against that result.

Reprisal Roll

The dangers of combat and manifestation are often amplified by poor positioning or overexertion. Actors in this precarious position find themselves subject to a counter-effect referred to as a **Reprisal Roll**.

Simply stated, a Reprisal Roll is a response to a High Failure on an Attack or Manifestation action. In such instances the Seer (against PCs or NPCs) or player (against adversaries) immediately rolls 2d4:

- **Failure:** The actor suffers no effect.
- **Success:** The actor suffers one Injury, ignoring any AF.
- **High Success:** In addition to injury the actor is Slowed until the end of their next turn.

Primacy does not apply to a Reprisal Roll nor are Action Dice spent from the Dice Cache.

The actor has the option of sacrificing a handheld weapon or one AF, if available, rather than taking the injury. When sacrificed to prevent injury from a Reprisal Roll, a weapon breaks and becomes unusable and Armor permanently loses one AF until repaired, or replaced, at the Seer's discretion.

Other Roll Types

Other rolls may occur such as when *Dying*, *Harvesting*, or resolving a Manifesting Event. These rolls typically apply to specific circumstances and are defined in their respective sections.

Note: When making an Action, Called, or Challenge Roll, the Seer should refer to the appropriate Discipline for which Primacy applies. When written, the Discipline is noted in parentheses following the roll type as follows: Action/Called/Challenge Roll (Discipline).

Example: Kyrha's player wishes to have Kyrha look for a hidden door. Since this is a visual check it falls under the Body Discipline. Thus in the text it appears as "Called Roll (Body)."



Combat

Combat sequences are common in the land of Nuovarden, as all manner of danger lurks at the edges of the new civilizations. The Fortunes D4 system facilitates fast and engaging combat via the following process.

Rounds and Combat Order

Combat is played out in **rounds**. A round ends when all actors have completed their turns during **Combat Order**. There are four Combat Order positions, and at the start of combat, each player must choose one through four to determine the order. Each position may only be filled by one actor. If there are more than four players at the table, then the additional actors may backfill the Combat Order, with one additional actor per position as needed.

For NPCs and creatures, the Seer rolls 1d4 for each creature type in the encounter, or assigns a Combat Order position as desired. In the event of a tie in the order between a player character and a non-player character, the player character acts first.

After all players and opponents take their turns through the Combat Order, the round is over and a new round begins in the same order. Rounds continue until combat ends, by the Seer's determination.

Taking a Turn

During its turn, an actor may:

- Move up to its full **Movement Scale (MS)**, all at once or in segments.
- Take up to two **Actions** and one **Free Action**.

Note: A player is not required to use any dice (and therefore take no action) on their turn, and may simply choose to move and then end their turn if they wish.

Reminder: Action Dice used during combat, either as part of an Action Roll or an Assist Roll, are spent from the Dice Cache, and are unavailable until the start of that player's next turn. If a player has no dice left in the Dice Cache, they may only take a free action or move before ending their turn. Challenge Rolls and Reprisal Rolls do not deduct from the Dice Cache.

Movement

Standard **MS** is 32ft., including all representatives of the eight cultures (except the Starnam). Movement is counted by increments of four, and other creatures may have lesser or greater movement rates. Creatures may move, complete an action, and then move their remaining MS if they wish. Whether using a grid or hex, each space moved is equal to the same distance of 4ft.

Creatures with multiple means of mobility, such as flying, swimming, climbing, etc., may do so at a distance equal to the defined MS *in addition to* their standard movement.

Jumping

As a part of their movement, creatures may jump any direction up to their **size factor** (page 43) in feet, or twice their size factor horizontally with a 4ft. minimum running start.

Non-Standard Movement

In some instances, a creature may wish to move in ways that are not natural for them. Such movement, including climbing, swimming, flying, and burrowing, is made at half the creature's standard MS for that movement type.

Out-of-Turn Movement

One creature may be moved by another, such as when knocked aside or lifted to safety. Whether or not the creature is willing to be moved decides if the movement is Forced or Assisted.

Forced Movement

Whether knocking an enemy flat, tipping a gor on its side, or kicking a mimz off a ledge, moving a creature against its will is a statement in dominance. A creature may attempt to force an unwilling target (one size factor larger or under), to move up to 16ft. or be Slowed with a successful Status Attack. Slowed creatures remain under the status effect until the end of their next turn. With a High Success the creature may move the target up to 32ft. or impose the Immobilized status effect. When defending against forced movement, the defender may roll a Challenge Roll (Body).

Assisted Movement

Teamwork is important, as they say, and sometimes may even be a matter of life or death; a character may wish to pull, push, or carry an ally from the fire - literally or figuratively. When physically moving another willing creature, the character's MS is reduced by half. For each additional creature moved in this way, movement is halved again. A character may not move another creature greater than one size factor above its own.

Example: Algira attempts to carry a wounded Kyrha away from a crumbling cliffside. Moving a creature equal to her own size factor slows her movement scale to 16ft. Killik, also equal in size, leans on Algira's shoulder and attempts to move with her as well, despite his badly injured leg. Algira must not only carry Kyrha, but also provide mobility for Killik, thus reducing her MS further in half, to a mere 8ft.

Actions

Actions are divided into four major types: *attack actions*, *free actions*, *manifestation actions*, and *mundane actions*. During their turn, a player typically makes an Action Roll to fulfill each action. They may take up to two actions, depending on available Action Dice, in addition to a free action.

Attack Actions

In terms of gameplay, actions made to harm or impose a status effect upon a target are among the most common. Attack actions can be made by physical strike or harmful manifestation, as long as the outcome is intended to harm or otherwise disrupt another creature. There are two kinds of Attack Actions:

Damaging Attack

A **Damaging Attack** is an action intended to directly injure a target, such as a weapon strike, a blazing gout of flame, or mental assault. Damaging Attacks reduce a target's IS, and occur as an Action Roll. See Injury on page 15 for more.

Status Attack

A **Status Attack** is an action intended to impede the target's ability to act, such as a calming lullaby, a mind-boggling intrusion, or a deft leg sweep. Status Attacks occur as an Action Roll, where the defending creature may make a Challenge Roll to avoid the status effect.

Attack Range

Melee Attacks

In order for creatures to engage in melee combat they must be within 4ft. of each other.

Ranged attacks

Ranged attacks made with a weapon are associated with Technology, and have a maximum reach of 64ft. Without Technology, physical ammunition must be supplied; otherwise ammunition is manifested automatically as a part of the attack. Thrown weapons are associated with

Body, and have a maximum reach of 32 ft.

Minimum range for a ranged attack of any kind requires 8ft. of distance, or the DS increases.

Manifestation Actions

The denizens of Nuovarden draw upon a strange energy in the world to generate remarkable effects.

Manifestations can take many forms, and may include Attack Actions as well. Players may not stack the same manifestation except at the Seer's discretion.

Players use manifestations by defining an intended outcome and relevant Discipline. The player suggests narrative action to describe how the manifestation fulfills the outcome, and makes an Action Roll to determine success. A character must have the appropriate Discipline in order to create the intended manifestation.

Unless maintained, all manifestations last until the end of the manifesting character's next turn. Anything manifested during *Agile Perfection* or a **Surprise Round** (page 14) still fades at the end of the player's next turn, unless maintained.

Note: While manifestations are intended to be open to player creativity, the framework for managing consistent outcomes is covered more in the Manifestation Guide section on page 22.

Mundane Actions

A **mundane action** is any action made without using manifestation energy, such as sneaking, searching, lock picking, investigating, or consuming food or drink. The Seer and player decide which Discipline applies to fulfill the action, and Primacy in that Discipline may be used to affect the result. Mundane action examples start on page 24 under each Discipline.

Note: Mundane actions do not require that the character have the associated discipline. Furthermore, some mundane actions may not require a roll, such as consuming a couple bites of food or quaffing a tincture, but doing so still spends an available Action Die.

Respond

Respond is a special mundane action that allows a creature an attempt to recover from a status effect or otherwise adjust to a critical situation. When taking the *Respond* action, the character may choose a **Support** (page 20) from the list below, and impose it upon themselves with a successful Action or Called Roll (Discipline varies). An additional Support may be chosen from the list with High Success if desired.

Support	Discipline
Alert	Body/Mind
Braced	Body
Dismissed	Body/Silence
Lucid	Mind/Mystery
Mobilized	Body

Free Actions

A simple effort to throw a lever, open a door, draw a weapon, or pick up an item is a **free action**, and no roll is made nor dice spent. In addition to the two actions available, a character may take a free action during their turn. Similarly simple choices may be considered free actions at the Seer's discretion.

Visibility

An explorer's awareness of their surroundings may offer strong tactical advantages. From targeting to investigation, creatures need to be able to see.

Light and Darkness

Outside of daylight conditions, visibility can be greatly hampered by the dark. An individual from the eight cultures must either have a light source, or otherwise strain against the darkness to see. Not even a manifestation allows clear sight into darkness.

In low-light environments characters may use the Body or Silence Discipline to attempt to see. On a Success they make out objects and creatures within 16ft. enough to know they are there. A High Success allows the observer to make out fine details.

With a personal light source, such as a torch or manifestation of flame, the creature can typically see clearly to a distance of 16ft, but must succeed on a Called Roll (Body/Silence) to identify details at an additional 16ft. Generally

speaking, actions may only be taken against visible targets within range.

For utilizing cover during combat, see Protection on page 16.

Hidden and Invisibility

Manifesting invisibility or slinking through the shadows offers tactical advantages to the skillfully silent. But even the unseen may disturb the senses.

Treat hidden or invisible creatures as Obscured (see *Hide* on page 37). Hidden creatures make their first Attack Action at a decreased DS. At the Seer's discretion, the hidden creature may initiate a **Surprise** round with this action. Attempts to detect hidden or invisible creatures occur as an Action or Called Roll (Body).

Surprise

A kaqutz leaps from the shadows for a deadly attack. A coscutant swoops silently from the skies, dropping unawares upon its hapless victim below. In most cases, **Surprised** creatures suffer momentary vulnerability to unexpected attacks.

Prior to Combat Order, a Surprise Round allows one action, or full movement, for the surprising creature(s) or effect. Characters with *Agile Perfection* act within the surprise round. See Lanplaci Innate Ability (page 49).



Injury

Any outcome with the intent to harm a target results in **injury**. When a Damaging Attack is successful, the attacker rolls 1d4. The result is subtracted from the target's IS. High Success, **Damage Factor** (page 64), or a lowered DS may affect the amount of injury caused in a single attack. When a creature's IS reduces to zero, the creature is Dying (IS never reduces below zero).

Types of Injury

Injuries result in two primary forms: physical or mental, depending on the properties of the intended outcome as defined on page 4.

In either regard, an attack may be declared non-lethal. A creature reduced to zero IS by non-lethal attacks is considered unconscious and Stabilized (page 17).

Physical injury

The most common kind of Damaging Attack involves a Physical outcome. These attacks reduce a target's IS by means of bodily harm, and may be prevented by physical protection.

Unarmed Injury

Unarmed attacks are considered physical, weaponless melee attacks and cause *one injury only*. Creatures with the Body Discipline ignore this limitation and may roll for injury as normal.

Mental injury

A Damaging Attack with a Mental outcome bypasses physical protection to affect the mind. These attacks reduce a target's IS by means of psychological damage, and may be prevented by mental protection.

Other Injury

Some injuries may occur as a natural consequence of events, particularly in the case of falling from a great height.

Falling Injury

The wide and varied landscape of the New Garden offers plenty of physical hazards, and it is not uncommon for a creature to suffer an unfortunate fall. Furthermore, manifestations of flight may end suddenly, or a flying creature might carry an unfortunate victim high into the air only to drop them. A falling creature suffers 1d4 injury per 4ft. of distance to impact greater than its size factor, excluding leaping movement types.

Example: Algira finds herself perched on a narrow ledge 12ft. up when suddenly the edge breaks away and she falls. At size factor 4 she suffers 2d4 injury from falling the additional 8ft.

Protection and Armor Factor

Armors, energy shields, and empowered headbands define only a small portion of the kind of protection available. Protection provides mental or physical **Armor Factor (AF)**. When attacked, AF reduces a single point of injury per point. For every injury blocked, the AF of the protection is reduced by one.

During combat, when an equipped armor's AF is reduced to zero, it remains at zero until the end of the combat encounter, after which it is restored to full. Any AF provided by partial cover from structures, however, remains effective each round (by Seer's discretion).

Some protections stack with others, to a maximum of four AF in either physical AF or mental AF. Review the Protection Type table to determine the AF for a creature, item, or cover.

Cover

There are two types of **cover** in the Fortunes D4 System - partial cover and total cover. A creature with partial cover gains one AF. A creature with total cover cannot be injured by physical means, nor targeted by line of sight effects.

Protection Type	Physical AF	Mental AF
Hide/Plant Fiber Armor	1	0
Partial Cover*	1	0
Shield*	1	0
Chitin/Bone Armor	1	0
Manifested Protection**	0-2	0-2
Stone/Metal Armor	2	0
Empowered Accessory	0	1
Consumables	0-1	0-1

Protection Example	Physical AF	Mental AF
Calcium Balm*	1	0
Larkler Hide Armor	1	0
Energy Shield Manifestation*	1	1
Empowered Circlet*	0	1
Mind Shield Manifestation*	0	2

*May stack with other protections

**Manifested protection provides a maximum of 2 AF (or 4 with a High Success).

Dying

When a creature loses its last point of IS, it falls unconscious and is **Dying**. The player rolls 1d4 on the Dying Table at the start of their next turn (Primacy may be used with the Body Discipline) and attempts to recover. A Dying or Stabilized creature is considered Debilitated but cannot be woken by additional injury (page 20). If a creature receives further injury while Dying, it automatically receives one failure per successful attack. After accumulating four failures, the creature is permanently dead.

Stabilization

A **Stabilized** creature no longer rolls on the Dying Table and remains unconscious for 1d4 hours unless healed by other means. Any accumulated failures are cleared. A creature that suffers an injury while Stabilized returns to Dying.

A Dying creature can be Stabilized and returned to consciousness with manifestations, medicines, or medical knowledge. Successfully using a manifestation or medicine to heal a Dying or Stabilized creature restores consciousness and 1d4 IS. Upon returning to consciousness, creatures suffer the Afflicted status effect for 1d4 hours or until cleared.

Note: Healing manifestations with High Success results also clear the Afflicted condition upon return to consciousness.

Outside of combat, other creatures may attempt to *Stabilize* or otherwise restore a Dying creature one time each. If the attempts fail the targeted creature is still Dying or Stabilized respectively.

Dying Table	
1d4	Effect
1	Two failures
2	One failure
3	Stabilized
4	Heal 1d4 IS; Regain consciousness and become Afflicted.

Example: Kyrha receives a fatal blow, reducing her IS to zero. She falls to the ground, unconscious and Dying. Algira is unable to restore Kyrha before the start of her next turn and Kyrha must roll on the Dying table. She rolls a 3 and becomes Stabilized. Algira is able to apply a healing medicine, restoring two IS and returning Kyrha to consciousness with the Afflicted Status Effect.



Status Effects

A **status effect** reflects impediments or supports associated with certain types of manifestations, or as a natural byproduct of accidents or other happenstance.

Status Effect Types

Status effects are imposed by two main means: Natural or Status Attack.

Some status effects are the result of natural phenomena. Poison, exposure, injury, and intoxicants often come from natural sources within Nuovarden. Any source other than one specifically imposed by a creature is considered a Natural status effect.

Status Attacks may occur as a Manifestation or act of aggression by one creature upon another. Damaging Attacks with a High Success or manifestations may impose a status effect.

Natural Status Effects

Natural status effects are those whose source is environmental or situational. Natural status effects include some poisons, fatigue, illness, traps, barriers, etc. Natural status effects linger indefinitely, until the situation is appropriately resolved.

Example: Aljira's leg is crushed by a log, rendering her Immobilized. She remains trapped, unable to move the log on her own. Her companions then work together to move the log, after which Aljira is no longer Immobilized.

Status Attacks

Any outcome intended to impose a status effect on another creature is a Status Attack (page 12).

Status effects imposed directly by manifestation, such as Charm, Illusion, or Sleep, last until the end of the attacker's next turn (see Duration and Maintenance on page 23).

Status Effects imposed by a High Success from a Damaging Attack last until the end of the attacker's next turn, and may not be maintained.

Clearing Status Effects

Most status effects can be cleared with the following methods:

- Recovery items
- Recovery Option (page 6).
- Appropriate *Respond* outcome (page 13)
- Healing Manifestation (example on page 32)

Some status effects end by altering the circumstances, especially in the case of natural status effects.

Status Effect Definitions

There are sixteen status effects broken into two categories, with associated penalties or benefits for each.

Some status effects apply more readily as mental or physical conditions. Apply this in consideration of the intended outcome. Each status effect is marked with a (P) or (M) to signify type accordingly.

Impediments:

Afflicted (M)
Bereft (P)
Crushed (P)
Debilitated (M/P)
Hobbled (P)
Immobilized (M/P)
Slowed (P)
Smothered (P)

Supports:

Alert (M/P)
Braced (P)
Dismissed (M/P)
Empowered (P)
Hale (P)
Lucid (M)
Mobilized (P)
Obscured (P)



Impediments

Creatures often find themselves in a variety of compromising positions and vulnerabilities. Paralyzing poisons, blunt trauma, and mental assault act as just a few examples that impede a creature's ability to act. The following status effects negatively impact a creature.

Afflicted (M)

Jumbled thoughts, illusionary threats, or returning from death leaves one deprived of mental processing power. An Afflicted creature's Dice Cache is reduced by half (rounded down) until the effect ends. After a creature recovers, it cannot be Afflicted again for one round.

Bereft (P)

A blinding light, a deafening roar, or the black of darkness leaves one guessing at the sights and sounds around them. Bereft creatures cannot use actions requiring sight or hearing until the status effect ends. Attacks made against a Bereft creature have a decreased DS.

Crushed (P)

The dire scenario of finding oneself at the underside of a pile of logs or buried under dirt is an unnerving possibility. Any creature that becomes Crushed is Immobilized and suffers one injury at the end of its turn each round, and cannot Stabilize, until the effect ends. A Dying creature may still recover consciousness with a 4 result, but remains Crushed.

Hobbled (P)

A broken arm or smashed knee leaves the injured imbalanced, weakened, and unable to act at capacity. The DS increases for all mundane physical actions taken by a Hobbled creature until the status effect ends.

Immobilized (P)

Oftentimes an adventurer may find themselves bound, trapped, or paralyzed. Immobilized creatures have zero MS and all physical actions are made at an increased DS. The DS is also decreased for physical actions against them.

Debilitated (M, P)

Succumbing to a sleep manifestation, a knockout blow, or any other form of unconsciousness renders a creature vulnerable. Debilitated creatures cannot move, take any action, and automatically fail all Challenge Rolls. In addition, the DS is decreased for actions taken against a Debilitated creature. A Debilitated creature that suffers a new injury immediately recovers from the status effect. After recovery, a creature cannot be Debilitated again in the following round.

Slowed (P)

A crippling blow, gusting wind, getting knocked down, or bearing a great weight can reduce a creature's ability to move at a normal pace. A Slowed creature moves at half its normal speed for the duration of the status effect. Additionally, any creature affected by forced movement, such as a *push*, is Slowed until the end of its next turn.

Smothered (P)

Buried in sand, drowning at sea, or suffering under the clutches of strangulation - the inability to breathe is a dire situation. A Smothered creature suffers one injury at the end of each turn until the status effect ends or the creature dies. Once Dying (page 17), a Smothered creature cannot stabilize until the status effect ends.

Supports

Teamwork is a critical element to survival in the unknown wilds of Nuovarden. Empowered manifestations, restorative energy, and clever preparation can enhance a creature's effectiveness and lead a party to success. The following status effects positively influence a creature.

Alert (M, P)

Suspicious of danger sharpen senses and heighten awareness of hidden threats. An Alert creature detects hidden threats at a lower difficulty scale, and may take a Surprise Round prior to Combat Order if not already surprised itself. As another option, the Alert action may clear an active Bereft impediment immediately.

Braced (P)

A strategic defensive stance or nerves of steel can be the difference between life or death. Physical attacks against a Braced creature invoke an increased difficulty scale. As another option, the Braced action may clear an active Hobbled impediment immediately.

Dismissed (M, P)

Establishing an unassuming presence in combat avoids the wrathful eye of an enemy. An attacking creature that targets a Dismissed creature must succeed on a Called Roll (Mind) or choose a new target..

Empowered (P)

Igniting a blade with fire (Element), enlarging a limb (Body), or modifying a tool for leverage (Tech) can make efforts more effective. Empowered decreases the difficulty for actions taken with the affected limb or tool.

Hale (P)

Passing through a wall of fire, resisting the charge of a massive beast, or standing against a pummeling tide; restorative manifestations momentarily increase a creature's health to impressive levels. Hale allows the affected creature to ignore all injury from a single source until the end of their next turn.

Lucid (M)

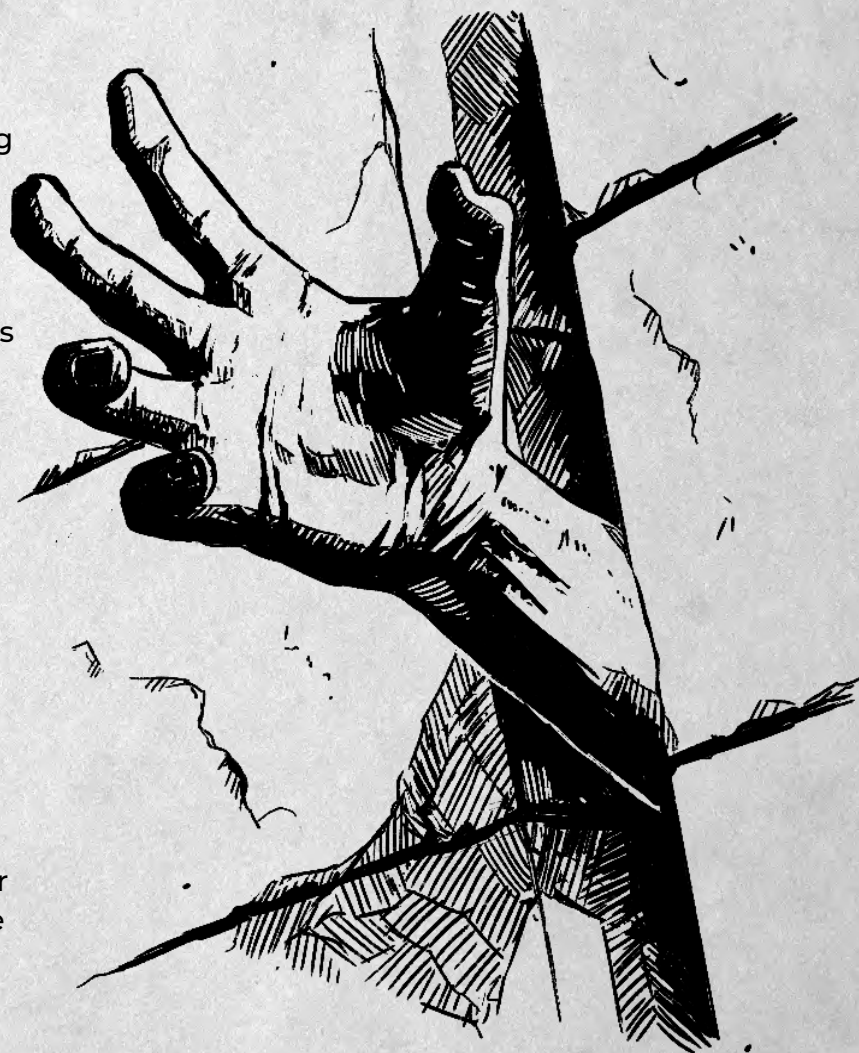
Sharpness of mind and clarity of thought can prevent confusion or disorientation. Mental attacks against a Lucid creature invoke an increased difficulty scale. As another option, the Lucid action may clear an active Afflicted impediment immediately.

Mobilized (P)

Increased speed, manifested wings, or an unnatural swimming ability enable a creature additional movement. Mobilized creatures gain double base movement, or normal movement by unusual means. As another option, the Mobilized action may clear an active Slowed impediment immediately.

Obscured (P)

Invisibility, camouflage, or slipping into shadow; the effort to hide one's presence from sight or sound, or to mask one's identity offers a clear strategic advantage. Attempts to detect an Obscured creature are made at an increased difficulty scale.



Manifestations

The denizens of Nuovarden know one Discipline, native to their origin, and from which they can manifest effects in the world around them.

Simple things like farming, solving riddles, or swimming might be accomplished respectively by checking the character's ability with Lore, Mind, or Body.

Similarly, a creature can draw the power of a geyser from the ground, accurately throw a stone dozens of feet, or fly through the air by activating the respective manifestations of Element, Body, or Mind.

As explorers of Nuovarden, players need only imagine how a Discipline may be manipulated to affect the world around them. Consider manifestation possibilities within the scope of a Discipline to fulfill an outcome, and roll it out!

Manifestation Guide

While the raw manifestation power is vast, the people of Nuovarden can only manipulate it within their scope. Manifestation is guided by player creativity, Seer ruling, and the details below. This framework is intended to provide a consistent model for all manifestation outcomes during play.

Mental vs. Physical Outcomes

As with all outcomes, manifestations will either affect a target's physical form or their mind. Manifestations that bolster, harm, or otherwise affect the target physically, such as a lifting gust, a sonic blast, or health recovery

generate a physical outcome. Manifestations that affect a target's mind or spirit, such as confusion, manifested knowledge, or inspiring song, generate a mental outcome. As usual, the Seer is the final arbiter of whether a manifestation affects mental or physical attributes.

Note: A character must have the appropriate Discipline in order to manifest outcomes within that Discipline. Primacy may not be restored by any manifestation outcome.

Manifestation Range

Manifestations may target a point at a maximum range of 128ft. Minimum range for a manifested ranged attack of any kind requires 8ft. of distance, or the DS increases.

Manifestations in Combat

Manifested attacks may come from a variety of Disciplines. Mental distortions, sonic attacks, and elemental assault derive from other sources besides Body. When manifesting an attack, the player applies the appropriate Discipline to generate the attack and makes an Action Roll to check for success.

Affected Area

Some manifestations may affect a three-dimensional area *up to* an 8ft. cube. This area increases by 4ft. for every odd Evolution; for example at Evolution 3, the maximum area becomes a 12ft. cube.

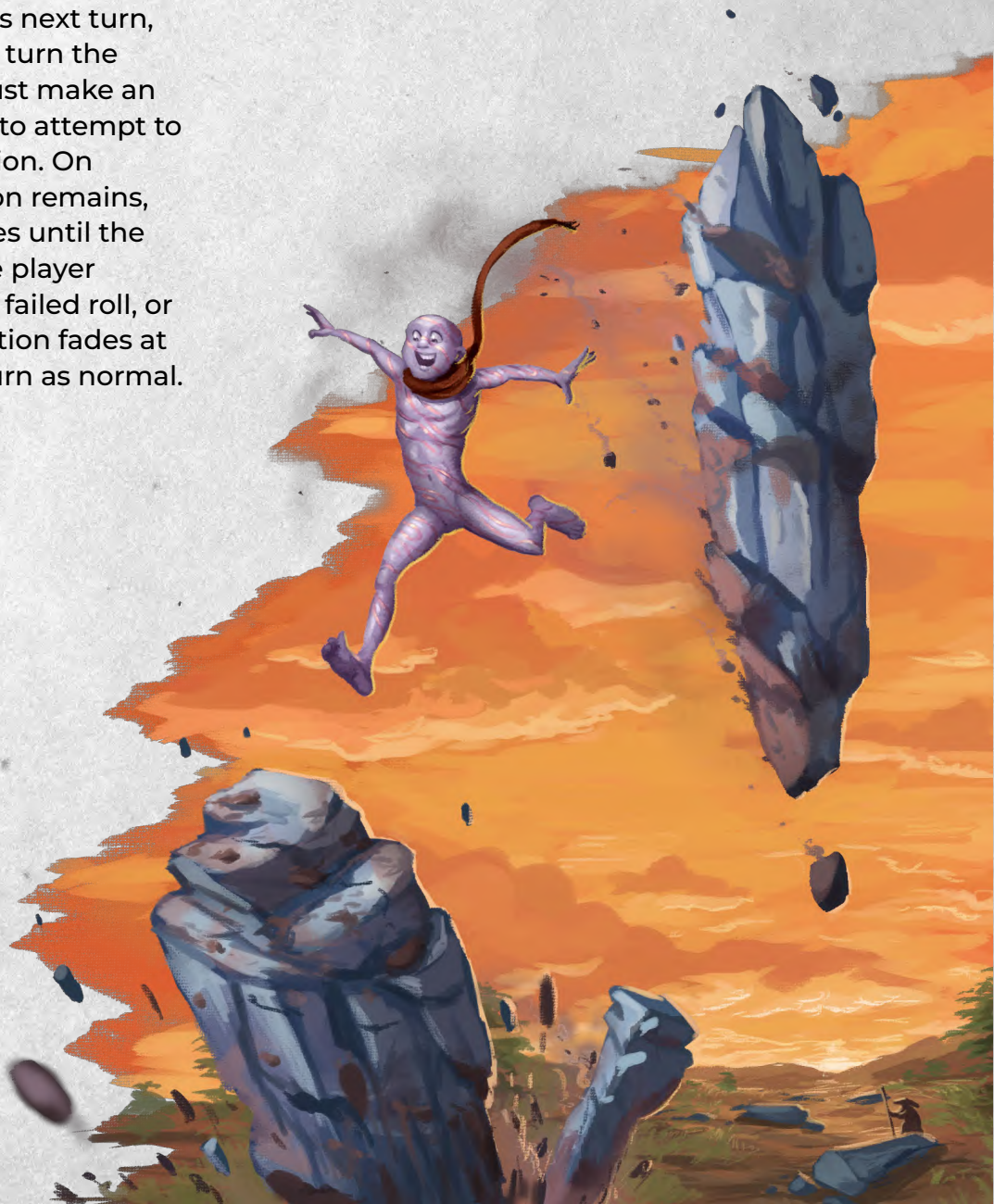
If desired, the manifester may "shape" the manifestation within the space to be shorter, narrower, and/or less wide than the potential maximum area. On High Success, the maximum Affected

Area may be doubled (see Two Dice page 5).

When targeting multiple creatures by an Affected Area Status Attack, the attacking creature rolls once, and all defenders make a Challenge Roll against that result. Any creature that enters an active Affected Area is subject to the effects of that manifestation at the end of its turn.

Duration and Maintenance

An active manifestation naturally fades at the end of the manifester's next turn, or after 8 seconds. Manifestations may continue beyond the end of the character's next turn, but for each subsequent turn the manifesting creature must make an Action Roll on their turn to attempt to maintain the manifestation. On Success the manifestation remains, and the pattern continues until the manifestation fails or the player chooses to let it go. On a failed roll, or by choice, the manifestation fades at the end of the player's turn as normal.



Disciplines

At the dawn of the Emergence, the paradigm of simplicity in Nuovarden changed, and the essence of all things grew in power. This power took the form of these Disciplines, and the cultures of Nuovarden emerged, fundamentally changed from what they once were. Each Discipline reflects the balance necessary to sustain life in a world where, like the people of each culture, all life forms shifted into things more mysterious, and dangerous, than previously known.

Each of the eight **Disciplines** in Nuovarden embodies aspects of both mundane ability and of manifestation energy. As explorers evolve they gain the understanding of additional Disciplines and extend their power. The following table identifies each Discipline and its polar opposition.

Note: Characters may not gain a Discipline in polar opposition to one already acquired.

Disciplines Polarity	
Pole A	Pole B
Element	Tech
Mind	Body
Mystery	Lore
Song	Silence

Manifestation Examples

The following descriptions define the various Disciplines in more detail, and offer examples of the manifestations possible within that Discipline. The examples offer a model for how the players and the Seer may apply the rules when deciding how to determine a manifestation outcome.

Each Discipline lists common Manifestations and Mundane Actions, demonstrating the kind of potential outcomes with each Discipline.

For the Quick Start, only Body, Element, Mind, and Lore are exemplified. Players and Seers may use the other Disciplines, however, applying the same framework to whatever they come up with. Players are encouraged to be creative and have fun exploring unique solutions to the many obstacles ahead!

Note: It is helpful to remember that each Discipline offers its own fundamental attack. From fists and melee weapons in Body, to flame bolts in Element and sonic shouts in Song, every character has a basic method of attack within their skillset. The flavor of that attack is up to the player and Seer.

Body

From great strength to pinpoint agility, creatures with the Body Discipline possess excellent power, health, and athleticism. All creatures rely on their bodies for basic physical actions, such as climbing, swimming, or lifting, as well as for melee attacks. Generally, a creature attempting a challenging physical action, whether mundane or manifested, must rely on the Body Discipline for success.

Common Manifestations

Enhance Body, Self Heal

- Enhance Body
Those Disciplined in Body have the ability to change the structure of their form and limbs for the purposes of enhancing physical abilities. Increased strength, temporary wings, increased speed; Body manifestations cover a variety of physical changes to the individual's natural physique by adding additional MS, faster MS, or decreased DS for actions taken with the enhanced limb.

Example: Algira decides to manifest rippling musculature across her back to enhance her strength. She makes a 2d4 Action Roll (Body), and gets a Success! She invokes the Empowered status effect, increasing her ability with physical actions and attacks. Alternatively, she could grow wings to gain flying movement equal to half of her base MS, toughen her flesh to add one AF, increase jump distance by half, etc. High Success doubles MS and AF outcomes.

- Self-Heal
Primacy in Body allows for incredible feats of recovery. This manifestation allows the individual to close wounds, dismiss illness, and recover fatigue. Outside of combat, Self-Heal may only be attempted once per encounter.

Example: After receiving a brutal spear stab from a mimz, Algira steps back to take advantage of the space and manifest restoration of her body. She makes a 1d4 Action Roll (Body) and gets a Success! Algira chooses to heal 1d4 IS. Alternatively she could remove a status effect if applicable. High Success allows Algira to heal 1d4 IS *and* remove one status effect if applicable.



Common Mundane Actions

Disarm, Melee Attack, Push, Respond, Thrown Weapon Attack, Wrestling

- Disarm
A creature may use an action to attempt to knock a held object from the grasp of an adjacent target. Make a Status Attack, and if successful the held object falls at the feet of the target creature. Target is allowed a Challenge Roll.

Example: Algira faces off against the leader of a local faction, who brandishes a dagger coated with an unknown toxic substance. Algira hopes to avoid any terrible effect of the substance and tries to knock the dagger out of the man's hand. She makes a 1d4 Action Roll (Body), and gets a Success! The leader fails his Challenge Roll and the dagger clatters to the ground at his feet.

- Melee Weapon Attacks
Melee weapon attacks rely on the strength and power of the Body. Melee attackers make an Action Roll (Body) against an adjacent target, dealing 1d4 IS on Success. See High Success for additional effects with Double 4s.

Example: Cornered by an angry grohf, Algira prepares to defend herself with a stone-tipped spear. As the grohf charges toward her she thrusts the spear. Algira makes a 2d4 Action Roll (Body) and gets a High Success! Her spear deals 2d4 IS and the grohf is Hobbled.

- Pushing
With a successful Status Attack a creature may attempt to force a target to move against its will. If successful, the creature moves up to 16ft. in a straight line or is knocked down. A High Success results in both outcomes.

Example: Algira faces off against a snarling mimz on a narrow ledge. Before the mimz has a chance to bite her, Algira throws herself into the creature to shove it away. She makes a 1d4 Action Roll (Body) for a Success! The mimz fails the Challenge Roll and stumbles back 16ft., running out of ground after 12ft., and tumbles off the ledge.

- Respond (Braced)
Square footing and focused patience make a substantial difference in self-defense. A responding creature makes an Action Roll (Body) to invoke the Braced status effect. High Success results in an additional *Respond* outcome, if desired.

Example: Algira anticipates the charge of an aggressive gor. She plants her foot and leans forward, holding her spear toward the beast. Algira makes a 1d4 Action Roll (Body) and gets a Success! Until the end of her next turn, if the gor attacks Algira it must do so at an increased DS.

- Respond (Dismissed)
A relaxed disposition, veiled appearance, or passive stance can deflect unwanted attention away from a target. A responding creature makes an Action Roll (Body) to invoke the Dismissed status effect. High Success results in an additional *Respond* outcome, if desired.

Example: Facing the wrath of her father's prized but highly agitated gor, Algira wishes to defend herself without injuring the beast. She attempts to enlarge her form in hopes of intimidating the gor and turning it away. Algira makes a 1d4 Action Roll (Body) and gets a Success! The gor fails the Challenge Roll, stumbling to a halt with a snort, before turning away from the Lanplac warrior.

- Respond (Mobilized)
Quickly moving from one place to another, or escaping from a binding restraint can mean the difference between life or death. A responding creature makes an Action Roll (Body) to invoke the Mobilized status effect. High Success results in an additional *Respond* outcome.

Example: Algira finds her legs trapped in a bog, the muck drawing her ever closer to her doom. She attempts to invoke the Mobilized status effect in an effort to escape. She makes a 2d4 Action Roll and gets a Success! Algira is able to free herself from the bog and escape a terrible demise.

- Thrown Weapon Attack
Thrown weapon attacks rely on the strength and power of the Body. Thrown weapon attackers make an Action Roll (Body) against a target between 8ft. and 32ft. away, dealing 1d4 IS on Success. See High Success for additional effects with Double 4s.

Example: Algira cuts down a mimz standing before her as a second mimz runs to sound the alarm. Hefting a spear in her hand, she throws the weapon at the fleeing target. Algira makes a 1d4 Action Roll and gets a Success! Her damage roll causes 2 injuries - not enough to stop the mimz, which scurries away to warn the others.



- Wrestle

A creature may attempt to wrestle another creature as a Status Attack. A successful wrestle (Challenge Roll applies) allows the attacker to Immobilize a target up to one size factor larger than itself. Moving a wrestled creature follows forced movement rules. If the target is willing, success is automatic. A creature that attempts to wrestle another creature two size factors or larger than itself may attempt to hold on, but cannot Immobilize or move the target. A wrestled creature may attempt to end the wrestle as an action.

Example: A suspected thief attempts to escape capture at the moment of recognition. Seeing the suspect's intention, Algira attempts to wrestle them so they can't escape. She makes a 2d4 Action Roll (Body) and gets a Success! The thief makes a Challenge Roll but fails. For the moment Algira has captured the suspected thief, and returns them to the group for questioning.



Element

The Element Discipline represents manipulations of the natural world with respect to the base elements. The abilities to move earth, part water, or throw fire are examples of what an elemental adept can do. Nuovarden hosts six primary elements (air, earth, electricity, fire, light, water) and what the manifesting creature can do with them is primarily limited only by the imagination. The Seer and the player agree on whether the effect does damage or imposes a status effect. Those who manifest Element often affect substantial areas with spectacular results.

Common Manifestations

Affect Air; Affect Earth; Affect Electricity; Affect Fire; Affect Light; Affect Water

- Affect Air
Howling winds, driving gusts, and dizzying cyclones are just a few examples of the power of air. Air manipulations launch objects, knock down targets, and dispel fog. Affected Area may apply.

Example: Swoosh gathers a swirling ball of wind and launches a miniature cyclone toward a mimz standing near a cliffside. The Leni makes a 2d4 Action Roll (Elemental) for a Success! The mimz fails its Challenge Roll and is lifted by the blast of air, hurtling it 16ft. toward the edge and the long fall down. High Success doubles the forced movement.

- Affect Earth
Stone walls, falling rocks, and devouring chasms - manifestations of an earthen nature invoke the devastation of weight and impenetrable fortification. Earth may be used to create barriers, tear holes in the ground, or launch projectiles, among other effects. Affected Area may apply.

Example: A band of howling mimz rush up a hill, and in response Swoosh attempts to manifest a rolling boulder. They make a 2d4 Action Roll (Elemental) and get a Success! The boulder forms, rolling down the hill and damaging each mimz for 1d4 IS.

- Affect Electricity
Blazing bolts pierce flesh; an electrified door handle stuns an unwary sneak-thief. Electricity courses through everything, and creatures of the Element Discipline harness this power to create crackling bolts of pure energy to attack targets, empower gear, or send high voltage coursing through materials. Affected Area may apply.

Example: A gor lowers its head to charge, but as it does Swoosh rubs their hands together forming tiny sparks that jump and dance across their knuckles. The Leni makes a 2d4 Action Roll (Element) and attempts to Immobilize the furious creature with a shock. Swoosh gets a Success while the Gor fails its Challenge Roll to resist. Electricity leaps from Swoosh's fingertips, sending the beast's muscles into spasms and Immobilizing the gor just in time.

- Affect Fire

A blazing wall repels a charging foe, while fire rains down upon their heads. Whether a single burning arc or an explosion of molten rock, no other element strikes terror in a living being like fire. Affected Area may apply.

Example: Swoosh smiles as a ball of smoke materializes in their hand, slowly changing to an orange glow as they manifest a fireball. Swoosh rolls a 2d4 Action Roll (Element) to launch the fireball for a devastating blast across an Affected Area. The Evolution 3 character gets a Success, damaging all enemies in a 12 ft. area for 1d4 IS as the fireball explodes on contact.

- Affect Light

A brilliant flare momentarily disorients a stalking threat in the night; a concentrated beam sears flesh and torches a wooden barrier. The fifth element, light offers another option to the Element Discipline. Affected Area may apply.

Example: Swoosh eyes at the rays of light shining from cracks in the cavern ceiling. They make a 1d4 Action Roll (Element) and attempt to blind a nearby mimz. Swoosh gets a Success as the mimz makes a Challenge Roll. Failing its challenge, however, the mimz suffers the flash of light, monetarily blinding it and leaving it Bereft.

- Affect Water

A burst of scalding steam blisters flesh, ice shards form dagger storms, and towering walls of water crush buildings and condemn living things to a watery doom. Affected Area may apply.

Example: Swoosh inhales deeply, drawing water from a pond into their lungs before exhaling a tidal wave to drown their enemies. A 2d4 Action Roll (Element) results in a High Success! The enemy takes 2d4 IS damage and becomes Slowed as the wave engulfs them.

Common Mundane Actions

None

The Elemental discipline deals with raw, natural energies of the world. Since the Emergence, these forces are interwoven with the manifestation energies. Therefore, no known manipulations to the Elements are capable outside of manifestations.

Song

Those skilled in the performing arts find themselves adored and sought out for their charismatic skills. Beyond music, the Song Discipline takes many creative forms, from sculpture to dance to painting. In the field, the power of the voice offers healing, support, and assault. Song can both afflict and heal the afflicted, depending on its application.

Common Manifestations

Calm; Charm; Confusion; Deafen; Healing Song; Sleep; Sonic Attack

- Calm
Fear and uncertainty prevail when the garden becomes an overwhelming and terrifying place. A gentle song restores focus and confidence to the listener, removing the Afflicted status effect on Success. Affected Area may apply.

Example: Afflicted by the terror of a bestial roar, an ally trembles in fear. Kyrha lifts her voice and makes a 2d4 Action Roll (Song), manifesting calm in her ally's mind. A Success versus her ally's failed Challenge Roll invokes Lucid, clearing the Afflicted status effect from her ally.

- Charm
Those gifted in Song can manifest especially powerful influences upon their rivals and enemies with a successful Status Attack. *Charmed* creatures are Afflicted, regard the manifester as an ally, and may even fulfill requests made

by the manifester. Attacks against the manifester are made with an increased DS. Affected Area may apply.

Example: Trying to get in good standing with the range camp manager, Kyrha plays a beautiful tune, attempting to manifest a charming effect. She makes a 1d4 Called Roll (Song) and gets a Success! The camp manager, failing a Challenge Roll, becomes Afflicted and temporarily regards Kyrha as a trusted friend.

- Confusion
Riotous music, discordant babble, and heavy drums distort the air, overwhelming the affected and leaving them disoriented. Success invokes the Afflicted status effect as victims struggle to act. Affected Area may apply.

Example: Kyrha raps her hands against her drum, uttering a chaotic litany that manifests confusion on a pack of aggressive larklers. She makes a 2d4 Action Roll (Song), and gets a Success! One larkler succeeds the Challenge Roll, while the other two fail, suffering the Afflicted status effect.

- Deafen
A piercing shriek; a thunderous explosion. Ear shattering sounds temporarily *deafen*, invoking the Bereft status effect and putting victims at considerable disadvantage. Affected Area may apply.

Example: What begins as a gentle note becomes a shrill scream as Kyrha manifests an attack upon a raging thoslo. She makes a 1d4 Action Roll (Song), and gets a Success against the thoslo's Challenge Roll. Unable to brush off the Status Attack, the thoslo suffers the *Bereft* status effect from the piercing sound.

- Healing Song

A gentle melody washes over a staggered warrior; torn flesh and cracked bone recovers from injury – music offers healing power! Healing Song restores 1d4 IS or removes a status effect on Success, and achieves both outcomes upon High Success. Outside of combat, a Healing Song may be attempted only once per target, between combat encounters. Affected Area may apply.

Example: After battle, Kyrha gathers her wounded allies nearby and plays a gentle tune on her flute. She makes a 2d4 Called Roll (Song) to manifest healing in the Affected Area where her allies rest. She gets a High Success, and all allies heal 1d4 IS as well as clear a status effect, if applicable.

- Sleep

An attempt to lull a creature to *Sleep* is one of the most powerful abilities of Song, as it controls aggression without harming the target. Many Nuovarden cultures prefer non-violent resolutions to conflict, particularly the Asgal. Affected Area may apply.

Example: Seeing fear in the wounded couqrell's eyes, Kyrha attempts to end the fight peacefully by manifesting a song of slumber. She makes a 2d4 Action Roll (Song) Status Attack to put the couqrell to sleep, and gets a Success against its failed Challenge Roll. The couqrell falls asleep with the *Debilitated* status effect, while Kyrha plans her next move.

- Sonic Attack

Pulsing reverberations and shrill cries form *sonic attacks*; the most basic Song attack. Sound energy tears at the physical form of the target causing injury. *Sonic attacks* behave like other standard attack types, and may be used at range or in melee. See Combat (page 10).

Example: Failing to lull the fate wyrm lamb to sleep, Kyrha fears that the savage beast will unleash its rangy breath weapon on all of her companions. She changes tactics and screams with all her might. Kyrha makes a 2d4 Action Roll (Song) and gets a High Success! The young fate wyrm is staggered by the injury and momentarily struggles to attack.

Common Mundane Actions

Entertain

- Entertain
A concert for patrons, a private performance for a notorious leader, or an enchanting dance, the performer often finds themselves welcome among varied company. Benefits of Entertain actions include persuasion, temporary alliance, or food and shelter among other things.

Example: After an unsuccessful foray into a nearby ruin, Kyrha and her companions find themselves broke and hungry. Kyrha offers to perform at a range camp in exchange for a meal for her and her companions. She makes a 2d4 Called Roll (Song) and gets a High Success. She and her companions enjoy a substantial meal and leave with a week's rations the next day.



Lore

The Lore Discipline represents knowledge and information. A person with Primacy in Lore can more successfully determine the answers buried in history or locked within the whispering landscape. Lore rarely has applications outside of research and investigation, but is a frequently needed and invaluable resource for advancing understanding about the important questions of life in Nuovarden.

Common Manifestations

Accuse; All Sight; Analyze Weakness; Deceptive Notion; Find Object; Hide Object; Know Object

- Accuse
A staggering shame, a consuming guilt; the truth may be enough to cause extreme pain. The accuser manifests a painful truth, overwhelming the target with shame, guilt, and anguish enough to cause mental damage.

Example: Janlakis' opens all four eyes, their redundant gaze shifting black as they manifest a revealing truth of the mimz' horrid actions. They make a 1d4 Action Roll (Lore) with Success, causing mental anguish on the target and dealing 1d4 mental damage. High Success does 2d4 damage and imposes the Afflicted status effect.

- All Sight
One doesn't have to see in the dark to know that hidden beings sometimes lurk nearby. All Sight is a deep Lore manifestation that allows the manifester to detect the presence of Obscured (including invisible) creatures with a standard DS. Success reveals the presence of such entities, while High Success reveals their exact location. Affected Area may apply.

Example: Janlakis suspects that negotiations with a rival faction are being observed by an invisible intruder. During a meeting they attempt to manifest awareness of such a presence within the room. They make a 2d4 Called Roll (Lore) for Success! While Janlakis isn't sure exactly where in the room the individual stands, they are aware of its presence.

- Deceptive Notion
Right a negotiation gone wrong or replace the beliefs of a suspicious guard. A creature manifests information to misdirect, misinform, or otherwise lead another astray of the truth. Success achieves the desired response while High Success also invokes the Afflicted status effect. Target is allowed a Challenge Roll.

Example: Janlakis attempts to manifest misinformation in a guard, implying that they are not the suspect in question. They make a 2d4 Action Roll (Lore) and get a Success! The guard fails the Challenge Roll and is convinced of the deception.

- Find Object
An ancient text holds key information; a lost artifact means salvation for a village at risk. Whether seeking a misplaced walking stick or recovering a lost artifact, manifesting knowledge of an object's location is invaluable. Success reveals the general location of an object while High Success denotes the precise location.

Example: Belcan, the lead hunter of a Lanplac village, has asked Janlakis to help find his missing spear. Janlakis makes a 2d4 Called Roll (Lore). They get a Success, and determine that the object lies east of the village.

- Hide Object
Artifacts and rare materials make common targets for explorers, collectors, and crafters. However, some items best remain hidden. Success Obscures the item from immediate location while High Success momentarily relocates the item(s) to a quasi-dimension.

Example: With the elemental stones in their possession, Janlakis attempts to hide the stones from prying eyes. They make a 2d4 Called Roll (Lore) and get a High Success! The stones physically move to a quasi-dimension, and thus out of reach, for as long as Janlakis maintains the manifestation.

- Know Object
A party discovers a cryptic mural; an explorer discovers a strange and bizarre item. Nuovarden is dotted with ruins and relics from times long past. Success in manifesting information of an object reveals partial details of the target while High Success reveals the entirety of the history and value of the same.

Example: Upon discovering the object of their quest, Janlakis contemplates an ancient dagger with great reverence. Already aware of the ceremonial history of the dagger, they attempt to manifest further knowledge of the item's lore. Janlakis makes a Called Roll (Lore) for a Success! They learn of the dagger's use in hunting and the symbolism of authority for the one that held it. High Success reveals a +2 damage factor.

- Analyze Weakness
An explorer manifests awareness of weak points around the carapace of an unfamiliar beast; an attacker recalls the susceptibility of a familiar foe. When encountering a foe in combat,

those skilled in Lore may manifest the knowledge of a creature's weaknesses to grant an edge in combat. Success decreases the DS on all attacks against the target until the manifestation ends. Affected Area may apply.

Example: As the disruptor grubs circle and threaten the party, Janlakis manages to get a successful 1d4 Action Roll (Lore) and manifests knowledge of the creature's weakness. Empowered with this knowledge, each of Janlakis' allies has a reduced DS when attacking the creature as long as the manifestation is maintained.

Common Mundane Actions

Barter; Deceive; Harvest; Recall History; Stabilize; Survival

- **Barter**
Trade negotiations greatly benefit those who know the historical value of the items they seek to exchange.

See Bartering on page 40 for more details.
- **Harvest**
The Lore Discipline often means those with the discipline know their flora and fauna.

See Harvest on page 40.

- **Recall History**
The Lore Discipline acts as a repository for past events. Lore serves the efforts to draw specific knowledge from past experience or events.

Example: Janlakis observes a mural preserved in a great hall in the city of Plac Plac and wishes to understand its story. Janlakis makes a 2d4 Called Roll (Lore). They get a Success! The mural depicts an account of the union between the Nalnics and Yalancs in the weeks after the Emergence, and the alliance they formed at that time.

- **Stabilize**
Attempts to close a serious wound require a degree of anatomical knowledge. A successful Called Roll (Lore) brings a Dying creature to Stabilized.

Example: Algira is substantially wounded in a fight and falls unconscious as she begins dying from her wounds. Janlakis is no healer, but they have some knowledge of anatomy. Janlakis makes an Action Roll (Lore) and gets a Success! They are able to stabilize Algira who, while still unconscious, is no longer dying.

- Survival
Understanding geography, food and medicine sources, and how to find water are some of the abilities afforded the informed explorer. Lore applies to rolls related to survival.

Example: An explorer party finds themselves in need of rest, but their rations are low and the water is gone. Janlakis searches nearby for a spring. They make a 2d4 Called Roll (Lore) for a High Success! Janlakis finds a fresh spring and a few baby red maws - enough water to replenish their supplies and food for all for the night!

invoking the Obscured status effect against checks to hear it or see it (player's choice). On High Success the benefit obscures both sight and sound detection, assuming reasonable cover.

Example: Kyrha realizes she is being followed and decides to slip behind a stack of crates down an alley. She makes a 2d4 Called Roll (Silence) and gets a Success! Her pursuers approach and attempt a 2d4 Called Roll (Body) at an increased DS to try and spot her. They fail to do so, and while they search Kyrha makes another Called Roll (Silence), successfully slipping out of the alley and back the direction she came from.

Other Discipline Actions

Mind, Mystery, Silence, and Technology Disciplines are not included in the Quickstart. Players may apply the rules in these areas as mundane actions or manifestations, using the list of sample manifestations found on the character sheet for inspiration. As always, a character is not required to have the associated discipline in order to take mundane actions. The following examples are mundane actions.

- Hide (Silence)
Hiding, such as dodging behind cover or slipping into a cabinet, is an action made in order to avoid detection (see page 13). A hidden creature may additionally make a Called Roll (Silence) and move at half MS,

- Influence (Mind)
Influence is an attempt to persuade, deceive, or negotiate some outcome. Success against a Challenge Roll accomplishes the influencer's intention, while High Success may result in an alliance or special favor.

Example: Talsinalc wishes to barter for a valuable item but doesn't have enough material to match the value. They attempt to persuade the merchant to give them a deal. The Seer determines that such an ask increases the DS, and Talsinalc makes a 2d4 Called Roll (Mind), spending Primacy to bump a 4 to a 5. The merchant makes a Challenge Roll of 3, and agrees to Talsinalc's offer.

- Discern (Mind)
The effort to see through a deception or tie-up loose ends

requires that extra insight. Success against a Challenge Roll reveals a person's true intent or identifies a clue. High Success may detect an outright lie.

Example: Talsinalc suspects that Urja is telling a lie of omission, but can't be sure. They make a 2d4 Called Roll (Mind) for a Success! Urja fails the Challenge Roll and Talsinalc is now certain they're being lied to.

- **Respond (Lucid) (Mind)**
Overcoming fear in the face of a dire threat; shrugging off the mind-wrecking influences of a confusion effect. Keeping a clear mind is part and parcel with a healthy body. A responding creature makes an Action Roll (Mind) to invoke the Lucid status effect. High Success results in an additional *Respond* outcome, if desired.

Example: As Talsinalc stoops to smell the aroma of a small, colorful flower, a spore cloud bursts in their face. Inexplicably, Talsinalc moves toward the shimmering pool of dread pond. Restricted to half their dice cache, Talsinalc uses their action to make a 1d4 Action Roll (Mind) and gets a Success! The affliction passes, but Talsinalc now finds themselves halfway between the pond and the tangle of spore flowers on the other side of escape.

- **Simple Repair (Tech)**
Basic repairs do not require deep skill or powerful manifestations. Success may apply a single AF to damaged

armor or structures, or restore limited functionality to a broken tool or weapon. High Success fully repairs the item.

Example: Midway into the fight, Algira's shield dangles in pieces from her arm. She decides to spend one action to try and repair the item. Algira makes a 1d4 Action Roll (Tech) for a Success! She wraps the straps of the shield around the pieces, restoring its protective properties for one more round of fighting.

- **Ranged Weapon Attack**
From the twang of a bowstring to the thwack of a crossbow, ranged weapon technology advances fighting to a new level. Ranged weapon attackers make an Action Roll (Tech) against a target between 8ft. and 64ft. away, dealing 1d4 IS on Success. See High Success for additional effects with Double 4s.

Example: Harried from the sky by diving corscutants, Algira draws her bow, taking aim as one of the monsters ascends, and releases an arrow. She makes a 1d4 Action Roll (Tech), and gets a Success! The corscutant suffers 4 injuries, screeching in pain as it flees the fight.

Items and Materials

Goods in Nuovarden take two primary forms: materials and items. See the Core Rulebook for the full Crafting system!

Materials

Materials are parts and pieces generally found in a raw, often unrefined form. Some of these materials may be used as they are, but generally these goods must be combined with others to create new items.

Items

Items are crafted, farmed, or as in the case of Asgal arts, manifested. These items assist travel, improve quality of life, aid in survival, etc.

Rarity

Goods may be more or less rare depending on the environment, complexity of design, and other factors.

Common (C)

Easy to acquire and used regularly among the populace.

Rare (R)

Harder to find and/or more difficult to design.

Very Rare (VR)

Difficult to acquire, and/or made from extremely complex designs.

As seen in the table, all goods are valued for barter based on general purpose, rarity, and/or complexity.

Items and Materials Table		
Materials		
Name	Rarity	Trade Value
Animal Parts (Functional)	C / R / VR	1 / 2 / 4
Animal Parts (Ornamental)	C / R / VR	0.5 / 1.5 / 5
Cord	C	0.5
Fasteners	C	0.5
Plants (Edible)	C / R	0.5 / 2.5
Wood (Plank)	C	1
Metal Ingots	R / VR	2 / 8
Elemental Stone	VR	7
Gemstone	VR	6
Items		
Name	Rarity	Trade Value
Ammunition	C / R	1.5 / 3
Armor	C / R / VR	4.5 / 8.5 / 13.5
Clothing	C / R	2 / 5.5
Crafting Kit	C	5
Cooking Supplies	C	2.5
Travel Gear	C / R	3 / 6.5
Tools	C	4
Weapons	C / R / VR	4.5 / 11 / 20
Bags/Satchels	C	2.5

Equipping Items

Due to the variation in size, some items such as staves, polearms, and large swords require two hands to wield rather than one. In addition, shields require one hand for use. Players should use common sense, and the Seer, as always, is the final arbiter. Equipping or changing an equipped item is a free action.

Harvesting

Every plant and creature in Nuovarden offers valuable materials for collection. Such materials may be gathered with a *Harvest* action. Common materials may be collected freely, while a Called Roll (Lore) must be made to detect special materials.

Outcome Result	Harvest
Failure	Collect common materials.
Success	Collect common and rare materials.
High Success	Collect all materials.

Failure: Harvesting the basic materials is a simple endeavor and succeeds regardless of the roll result. Harvest Common rarity materials.

Standard Success: In addition to the standard collection of Common materials, the character also harvests Rare materials.

High Success: Any rare or very rare materials are collected alongside common materials.

Rarer plants and animals provide rarer and more valuable materials. The Seer

determines the rarity, value, and number of materials recovered in reference to the creature listing.

Example: Algira tries to collect fangs and claws from a slain mimz. She makes a 2d4 Called Roll (Lore), and rolls a Standard Success. The Seer determines that Algira collects 2 fangs, 3 claws, and the rare poison sac.

Bartering

The financial system of Nuovarden is based on barter. Items harvested, crafted, or in some cases manifested, are exchanged for other goods of like value. The denizens of Nuovarden often negotiate trade deals along standard values, but some items may be more expensive or cheaper depending on local rarity or other factors.

When bartering for goods, a creature offers items in total value equal to the value of the desired goods, then makes a Called Roll (Lore) for negotiation. Failure increases the value of the desired item(s) by one. A Success results in an even exchange while a High Success affords a reduction in cost.

Example: Kyrha offers four food plants and six ornamental fangs (a value of 6 total) in exchange for one medicinal plant (a value of 6). The values of Kyrha's items are equal to what she wants, and now she makes a Called Roll (Lore) to barter. Kyrha's player rolls a 4 – Success! Kyrha exchanges the goods with the trader and now owns a much needed restorative herb.

Character Creation

The people of Nuovarden are varied and remarkable. Each group is recognized by its culture – those traditions and skills that make them unique. While each group of people has particular physical characteristics, the originating Discipline sets them apart from others. As each Discipline is a valuable element of life in Nuovarden, no culture sees another culture as a de facto inferior. The primary tensions between cultures stem from wariness, as with the Kaqutz toward all others, or from the pointed disapproval of the Selku who view the Starnam as the cause of the disruptive paradigm in the realm. Even so, each culture generally respects the others for what they bring to the world.

Creating a character is fast and easy. The open-ended manifestation system allows players to define their own unique way of seeing and interacting with the world. As characters evolve, the addition of new Disciplines increase the strength and power of the characters as they operate in the world.

Step-By-Step

1. Decide your character culture/subculture. Record the starting Discipline, IS, and Primacy, and determine height and weight.

2. Add your **Evolution One** Option Bonus.
3. All characters start with four days rations, a waterskin, and a satchel. Select four more items from the gear listed below as your starting equipment.
4. Players may select (or suggest) one cultural item from page 44.
5. Develop and record your character's background and appearance

You're ready to play!

Item	Description
40' Rope	When climbing; Decreased DS for climbing challenges; Full MS
Firestarter	Easily start a fire without Elemental Discipline
Sleeping Mat	Allows for full recovery during Repose (see page 55)
Small tent	Provide cover against elements and weather
Nav Lens	Decreases DS when navigating or finding direction
Lantern and Oil	Illuminates darkness up to 32 feet; 4 hours of oil; includes one refill
Basic Tool or Weapon	Choose a basic weapon or tool, such as a sword, bow, shovel, etc.
Second Waterskin	Carries half a day's drinking water, or 7 hours.
Snare Trap	When stepped upon, the victim suffers 1 injury and is Immobilized until the trap is removed.
Map of 10mi. Radius	When used with a Nav Lens, no navigation roll is required within the map's bounds.
One 4-dose Healing Tincture	Recovers 1d4 IS for each dose.

Character Basics

While human beings are not among the cultures of Nuovarden, most of the cultures resemble humans in body and appearance (bipedal, opposable thumbs, arms, head, and torso, etc.) In some cases, they also have similar lifespans. Each culture has their own unique features and subculture. As an explorer from one of these cultures, player characters follow a basic model of that culture's features.

Evolution

Those willing to venture out from the safety of their villages and communes carry little knowledge and understanding of the land beyond. As a character explores, fulfills quests, and interacts with the realm, they gain understanding, and thus evolve. Such experience allows them to access

other Disciplines. Evolution is considered a milestone achievement of a party's growth; milestones typically occur at the conclusion of a major goal or other reasonable activity, as determined by the Seer.

As characters evolve, their statistics increase via static and optional bonuses. In addition, characters acquire Primacy in new Disciplines and grow their Dice Cache. A character may not acquire Primacy in the opposing polarity of any Discipline they already possess. For the Quickstart, Evolution culminates at 4.

Primacy Restore

Once per day, a character at Evolution 4 and above may recover Primacy, up to their maximum, as a free action.

Evolution Table				
Evolution	Static Bonus	Option Bonus	Disciplines	Dice Cache
1	Starting Stats	+2 IS or +1 Primacy	1	2
2	+2 Primacy	+2 IS or +1 Primacy	1	2
3	+2 IS and +1 Primacy	+2 IS or +2 Primacy	2	3
4	Primacy Recovery	+2 IS or +1 Primacy	2	3

Injury Scale (IS)

Injury Scale (IS) is a measure of physical or mental damage your character can sustain before falling unconscious. See Injury on page 15 for more.

Primacy

Primacy in a Discipline allows the player some control over the dice results. When a character takes an action relevant to a Discipline they possess, they may change the result as follows, after rolling the dice:

- Spend **1 Primacy** to increase or decrease the value of a single die by one.
- Spend **2 Primacy** to reroll one die.
- Spend **4 Primacy** to reroll two dice.

Once the character's Primacy pool reaches zero, the player cannot manipulate any more dice. As the character evolves and becomes more powerful, they increase available Primacy as an aspect of their growth. Primacy may be restored with certain items, by Recover Option, the Primacy Restore ability, or after a Repose.

Note: Primacy may not be restored by any manifestation outcome.

Key Points

Great moments of heroism, memorable role-play, and clever tactical maneuvers are common in the tabletop gameplay experience. As an award, Seers may grant Key Points to players for notable gameplay moments. At Seer discretion, a single player's action may award a Key Point to all players at the table. Key Points

may be spent on **any** roll the character makes (including Assist Rolls and Reprisal Rolls) in order to change a die result by one. Players may carry up to two Key Points at a time.

Dice Cache

The Dice Cache is a collection of d4 dice used by the player to resolve Action Rolls. During Combat Order, Action Rolls spend Action Dice from the Dice Cache and, once spent, are unavailable for use until the start of the character's next turn. For more on how dice are spent and recovered from the Dice Cache, see Taking a Turn on page 10.

Movement

Each creature in Nuovarden averages a standard ground speed relative to their size or form. As a member of one of the eight cultures, your standard Movement Scale is 32ft. For more on movement, see Combat (page 10).

Size Factor

Size factor represents a creature's size. Creatures between 2ft. and 8ft. tall have a size factor of 4, so as a member of one of the eight cultures, player character size factor is 4. Size helps determine the possibility of certain actions, such as pushing or wrestling. See the table on page 65 for more on size factor.

Height

Each culture has an average height range, which varies among individuals as follows. Beginning with the base height (listed on the culture page), the player may use the base, or add 1d4 multiplied by three inches.

Weight

Each culture has an average weight, which varies among individuals as follows. Beginning with the base weight (listed on the culture page), the player may use the base, or add 1d4 multiplied by 25 pounds.

Character Background

The character sheet offers spaces to include your character's personal history, mission, relationships, and appearance. Fill these out to better define the flavor and identity of your character!

Personal History

For this section, generate a simple backstory that identifies where your character is from, and what has led them to becoming an explorer.

Mission

Decide your character's main motivating goal for leaving the relative safety of their home. This could be searching for lost artifacts, following a pledge to change the world, or the intent to return home with great information.

Relationships

Decide if your character has any notable relationships prior to beginning their adventure. Consider any family, friends, or rivals that your character may have known in their time. Feel free to collaborate with your fellow explorers to create mutual relationships as well.

Appearance

Describe your character's physical appearance, favored clothing, equipment, and whatever else you'd

like to help visualize your character for yourself and your party members.

Cultural Items

Each culture carries their own kind of trinkets and objects. The following table exemplifies only a few of the kinds of items one might see associated with the relevant cultures. Players may choose one from the list or suggest an alternate to the Seer.

Origin	Cultural Items
Asgal	Beautiful flowing garment
Asgal	First piece of jewelry
Asgal	Ornate paintbrush and a satchel of inks
Asgal	Personal instrument gifted by a loved one
Lanplac	Dual-tip bronze spear
Lanplac	Leather bracers signifying the wearer as a great hunter
Lanplac	Leather and copper mask
Lanplac	Pair of red-weave bracelets that remain worn with <i>Creature Morph</i>
Lēnī	Pair of stones that shower tiny sparks when knocked together
Lēnī	Rock of no notable value to anyone else
Lēnī	Small gemstone fitted to a necklace
Lēnī	Small icicle that never melts

The Cultures

The world of Nuovarden is dominated primarily by eight cultures: the Asgal, Ixa, Kaqutz, Lanplac, Leni, Selku, Starnam, and Woten. These cultures mostly co-exist in harmony, generally offering respect and cooperation to others against the wild unknown. Each culture represents a Discipline - a facet of vast manifesting power - and bears unique features and abilities based on their origin.

Innate Abilities

Each culture (and each separate subculture) possesses an Innate Ability uniquely available only to that culture. When another culture adds a Discipline outside of their core Discipline, they do not gain another culture's Innate Ability.

Starting Primacy and Injury Scale

Each Culture has its own starting values for IS and Primacy. At Evolution one, add the option bonus to the relevant starting figure.

Permanence

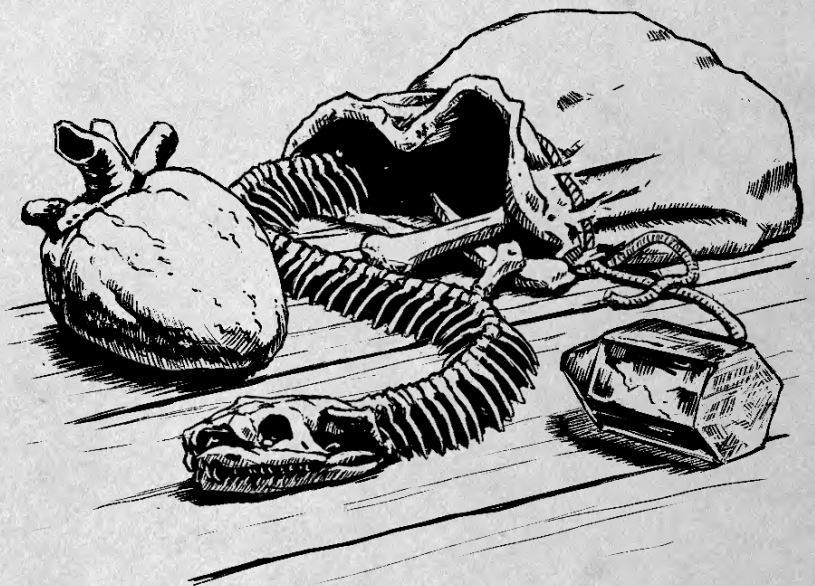
While most manifestations (page 22) have a temporary duration, some objects retain permanence after manifestation, especially those created by Innate Abilities. When a description refers to 'permanence,' the intent is to clarify the ability of the culture to create long-lasting items that do not fade after a short time. These items may still be destroyed as any normal object, and thus are not permanent in the sense of being impossible to lose.

Fantasy Tropes

To further relate the different cultures to common themes, consider the Fantasy Trope Comparison Table. This table is designed to suggest the closest comparison of the cultures of Nuovarden to common archetypes seen in other, perhaps more familiar worlds.

In the Core Rulebook, players can follow Hero Tracks to gain titles of honor in certain factions.

Fantasy Trope Comparisons	
Asgal	Bard, Healer, or Support
Lanplac	Fighter or Shapeshifter
Leni	Elemental Caster or Utility Caster



Asgal (AS-gahl)



Discipline: Song

Starting Stats

4 Injury Scale and 5 Primacy

Height and Weight

Base height: 5ft. 3in.

Base weight: 75 lbs.

Innate Ability

Permanent Artwork

As an action, an Asgal may attempt to manifest valuable permanent artwork once per repose. An Asgal may manifest a maximum of one artwork of value 6, one of value 4 and one of value 2, or three value 2 art pieces at one time. An Asgal may not carry

more than 6 value of their own manifested artwork at any time.

An Asgal may manifest a special piece of jewelry, for themselves or a loved one, imbued with a hum of power. These talismans are manifested with a Support status effect for a specific recipient of each piece, and only bestow their power to that individual. The owner of a talisman may invoke this status effect upon themselves as a free action once per repose. An Asgal may create one talisman per odd Evolution (maximum of 4 at Evolution 7). Creating a new talisman beyond the creator's current limit removes the power from a previous talisman (player's choice).

Features & Primary Culture

Asgal are generally lithe, lanky figures between 5 and 6 ft. tall on average. They have white skin covered in very fine, equally white down. The down is the only hair on their bodies.

Asgal facial features include small, pointed noses, high cheekbones, and large, tapered eyes that range in color from light blue to white.

The Asgal adorn themselves with bands of wrought metal, necklaces of crystal, metal, and colorful stone, and sheer fabric dyed with bright colors, which they wrap around their waists and drape over their shoulders and chest area to the midsection. In addition, the Asgal dye their skin and down, favoring bright colors and expressive patterns of every iteration.

In their home villages they generally go shoeless. Their hands and feet each have five digits, similar to humans.

Asgal villages feature bright, colorful murals, statues, and sculptures made from both found items and clay, in addition to practicing other forms of artistic expression. At any time a visitor will hear singing and see groups of dancers gathered in celebration. Asgal arts are popular throughout the land and make good barter for those willing to part with them. Tucked deep inside bioluminescent forests, an Asgal village is a place of harmony and celebration.

The Asgal grow their own food and eat a strictly plant-based diet. They cannot digest flesh and have no taste for it. The Asgal consider gardening as another art form, and approach the practice with a spiritual reverence that many of them project onto the Selku, whom the Asgal rightfully see as ambassadors of the primal world.

Subculture - Asgar (AS-gahr)

Innate Ability

Permanent Tattoos

Asgar tattoos are highly valued by some cultures and individuals. An Asgar may manifest tattoos in value 2 increments, to a maximum of value 6, per repose, as trade or gifts. See *Bartering* (page 40).

An Asgar may imbue a special tattoo, for themselves or a loved one, with a hum of power. These Enhanced Tattoos are manifested with a Support status effect for specific recipients, and only bestow their power upon that individual. The owner of an

Enhanced Tattoo may impose this status effect upon themselves as a free action once per rest. An Asgar may create one Enhanced Tattoo per odd Evolution (maximum of 4 at Evolution 7). Creating a new Enhanced Tattoo beyond the creator's current limit removes the power from a previous tattoo (player's choice).

Features

Some Asgal tend toward more aggressive and dramatic forms of expression. These individuals practice tattoo arts, which they favor over colorful dyes, creating stark, ornate designs across their pale skin. They add black pigments to their lips, eyelids, and nails, as well as their clothing, in stark opposition to the more common culture. Their music imitates heavy, reverberating tones and shrill vocals that the more common Asgal find off-putting. Referred to by their peers as Asgar, this subculture features art that depicts a darker, if not outright sinister, aesthetic.

Asgal Naming

Asgal name examples: Aethu, Arithny, Asilis, Beosusuri, Boanfa, Enurjue, Eularu, Ina, Inazi, Naffia, Nelpuros, Phalrithsii, Pyapari, Rahurjorye, Rapduedil, Rynardual, Sarrideu, Tylaera, Yayariaca

Asgar name examples: Aeckleend, Akyuesk, Azalsitch, Beolst, Bulnand, Chagal, Cajich, Gahnel, Horvol, Ijarbal, Jazcajori, Kanak, Kelnod, Malbo, Maldoris, Neeffren, Peiolh, Rissmok, Sser, Syan, Teppur, Zegeri

Lanplac (LAN-plak)



Discipline: Body

Starting Stats

6 Injury Scale and 4 Primacy

Height and Weight

Base height: 6ft. 6in.

Base weight: 175 lbs.

Innate Ability

Creature Morph

A Lanplac may attempt to change its form into that of another creature in order to benefit from its physical properties. The Lanplac must make a Called Roll (Body), and on a Success may take the form of a creature it has previously seen. The creature cannot

have more than 4 IS above the morphing Lanplac. On High Success the IS difference increases to 8. While morphed, the Lanplac adopts the creature's MS, IS, AF, and if applicable, the creature's Damage Factor. A morphed character may use any of the creature's Basic Actions. However, Special Actions are not accessible.

A morphed Lanplac retains any injuries it sustains in the morphed form after it reverts to its normal form. If this causes the IS to drop to zero or less, the Lanplac is Dying.

Features & Primary Culture

The Lanplac are strong, agile, and physically powerful beings. Their skin tone appears in a range of clay colors: brown, gray, russet, yellow, and white. Their hair similarly varies in color from black to wheat, with all colors in between. They average 6ft in height, with some individuals as tall as 8ft.

Lanplac physiques feature corded musculature regardless of age or sex, and they do not age in appearance beyond 40 years (their natural hair color rarely changes and their appearance becomes subtly more refined). Adults are both strong and dexterous, with speed and power matched only by the Kaqutz stealth in raw natural ability. Lanplac children grow increasingly powerful as they age, until maturing in their 20th year.

Lanplac men have round faces, large dark eyes, and no standard for hairstyles or facial hair, varying by preference from man to man. The women have longer, rectangular faces with dark, narrow eyes, and also favor no particular style.

Lanplac fashion is practical according to the environment, and they consider nudity as viable an option in warm temperatures as they do heavy furs in the cold.

The Lanplac first ruled the landscape as farmers, hunters, and builders before the Emergence changed the world. Physical artifacts of pre-Emergence Lanplac creation litter the lands where they once populated villages and cities. The modern Lanplac can no longer build grand structures as they once did (having in fact forgotten much of the pre-Emergence technology). They value trading for the relics of their ancestors.

When the Wōten emerged, many Lanplac people fled their homes in reaction to the sudden appearance of the strange creatures, and once in the wilderness founded new, albeit simply-developed homesteads and villages. In time these new settlements grew in sophistication.

Subculture - Lanplaci (Lan-plaa-SEE)

Height and Weight Calculation

Base height: 4ft. 0in.

Base weight: 50lbs.

Innate Ability

Agile Perfection

The world moves a little slower for the agile Lanplaci. Prior to the first round of Combat Order, Lanplaci may move their full MS and take one action. This turn occurs during a Surprise Round, if

applicable. Additionally, Lanplaci standard MS maximum is 48ft.

Features

After the Emergence, the Lanplac evolved to the heights of health, strength, and agility. Some, however, never fully develop the physique common among their kind. The Lanplac refer to these individuals as Lanplaci. The Lanplaci rarely reach 5ft. in height, and have none of the musculature of even the most average of their peers. Despite their small frames they are remarkably fast. This anomaly is not alienating, as Lanplaci hold a special place in the culture serving as scouts and infiltrators.

Lanplac Naming

Male name examples: Ale, Aln, Anlac, Clac, Dal, Dald, El, Elac, Gec, Gyal, Kal, Klac, Kual, Lac, Laal, Lan, Nal, Nalc, Pync, Raln, Rocal, Tal, Tcla, Val, Vecal

Female name examples: Ala, Alna, Alca, Cyla, Dalla, Dalca, Ecla, Ela, Galla, Gudla, Kal, Kycal, Lae, Lanla, Nala, Pala, Paln, Ral, Ralc, Talla, Valca, Voal

Community name examples: Alsaln, Almolc, Bannal, Blanc, Caal, Connal, Dollac, Dalniac, Gonal, Goplan, Kalninc, Langopac, Nalnic, Pylaln, Salpinc, Tornplac, Yalanc

Lēnī (LEE-nai)



Discipline: Element

Starting Stats

4 Injury Scale and 5 Primacy

Height and Weight

Base height: 3ft. 0in.

Base weight: 25lbs.

Innate Ability

Elemental Transmutation

Common Lēnī are masters of elemental manipulation. Not only can they manipulate the raw elements, they can alter them from one type to another, as when quickly changing solid earth to molten lava, or a spray of

water into an electrical shower. While *Elemental Transmutation* is rarely necessary, the Lēnī enjoy playing with it according to their chaotic nature; however it isn't easy.

When attempting Elemental Transmutation, rolls are made with an increased DS (page 7).

Features & Primary Culture

The Lēnī are small, pebble-skinned bipedal beings, with high energy and a youthful mischievousness. Their skin color varies according to the dominant element associated with their reincarnation. In addition to their primary coloration, Lēnī bodies feature striating patterns of colors associated with each primary element as follows: blue (water), brown (earth), gray (wind), white (light), and red (fire).

No village is composed entirely of one dominant element, and even within groups the primary element may vary among members. The Lēnī are not noticeably masculine or feminine, but rather appear as androgynous childlike humanoids. Lēnī grow no taller than 4ft. and generally weigh less than 50lbs. They are hairless, with rounded skulls and small, narrow faces. They have full lips and small, button noses. Their eyes sparkle with joy and, like their skin, feature striations of color punctuated by a black pupil.

The Lēnī do not wear clothing, and their bodies are sexless. They do use tools, though they prefer to manifest the elements whenever it suits their needs. They have five digits on each hand and foot, including opposable thumbs on their hands.

The Lēnī do not mate, but rather reincarnate when their population dwindles. Their lifespan is indefinite as the Lēnī do not die specifically of old age.

Like mini-tempests, the Lēnī sweep across the landscape causing mayhem and disrupting the most solemn of moments. True to their base nature they are wild and unpredictable, especially in large groups. They rarely gather into such force, however, and most prefer to stay near their home village where they frolic together at the bases of active volcanoes, near the basins of torrential waterfalls, or on high, wind-blasted plains.

A Lēnī “family” is more like a pod of individuals that favor a specific element than it is a nuclear family in the traditional sense. There are no children and parents in a Lēnī community - only the collective.

The Lēnī value tools and trinkets, and sometimes help develop wells, ditches, and landscapes in exchange for tradable goods.

Lēnī Subculture - Līnī (LAI-nai)

Innate Ability *Elemental Alacrity*

Being wholly in tune with their primary core element, Līnī are masters of one primary force: crashing waves (water core), tossing boulders (earth core), or blazing gouts of fire (fire core) with ease. When manifesting or affecting their core element, the rolls are made at a decreased DS. If they

must use Primacy to change a die result for an Element manifestation, however, the Primacy cost is doubled. Līnī cannot affect any other element besides their core element.

Features

A less common form of Lēnī periodically appears among the ranks, and is most notable for its singular elemental nature. Called Līnī, these individuals suffer the rare limitation of manifesting their core element only. Their skin adopts the singular color of their elemental denomination (with similar color striations only), and despite any effort their Primacy applies to the one element exclusively.

This form of Lēnī more often favors ice, lightning, or fire above all forms. Beyond that limitation, however, the Līnī function normally within the culture and are welcome members of the community.

Leni Naming

Lēnī and Līnī name examples: Aykern, Beabank, Dewsbol, Feldbow, Filatree, Gitterlef, Grenbrez, Hailstro, Icabolt, Kabonmoss, Lefstone, Murtbody, Nomnom, Phenipod, Rivolpeble, Ryhston, Skitobble, Thastrob, Usmitgerb, Yeisies, Zeehun

Weeping Witnesses

An Evolution 1-3 Adventure for 3-5 Players

This adventure intends to give players a feel for the kind of experiences Nuovarden has to offer. One player assumes the role of Seer, and will guide the other players through the adventure. The Seer is responsible for setting the scenes, managing the dice rolls, and narrating the storyline. The players will engage in combat, exploration, and role-play with accelerated evolutions to explore the mechanics. Once you choose a Seer and create characters, you're ready to start!

Overview

The party begins their experience on the road, following directions to a range camp in the western edge of the Glowing Deepwood, near the bluffs. They are attacked by a group of thieving larklers, likely agitated by other events in the area. Once at the range camp, they meet the camp leader who explains that disruptive mimz activity is upsetting wildlife and threatening travelers. Couqrell attacks have become more commonplace as a result, amplifying the crisis. The party is offered a reward for eliminating the mimz nuisance, and upon acceptance is tasked with meeting a hunter already on the trail. The party is also asked to recover a stolen wagon, if they can find it. The party endures more agitated wildlife

attacks before finding the hunter in combat with mimz. After helping defeat the mimz, the hunter directs the party further down a hidden trail to the mimz' main hideout before returning himself to the range camp. The party must defeat the mimz to complete their quest. Upon returning to the range camp, the party is rewarded for their help and the adventure ends.

Characters

Malnak (Asgal), the Camp Manager:

Malnak stands 5ft. 11in., with white skin traced in stripes and random threads of metallic orange. A smear of black body dye hoods the upper half of his gently-wrinkled face, starting from the crest of his cheekbones and fading away over the top of his bald head. From that darkness radiates the brilliant shine of two bright blue eyes. His jaw elegantly descends, forming a soft triangle to a firm chin where another black stripe wipes down from the center of the lower lip, and fading away into the neck. Malnak dresses in simple, free-flowing clothing primarily colored in hues of deep blues and shimmering yellows. As the founder of the Woods of the Witness range camp, Malnak resides here with a few other Asgal and Asgar. These residents frequently visit the cliffside vista nearby, which they call the Witness' Joyful Weep, as inspiration for their manifestations and artistic expressions. Malnak himself discovered the vista, named after his own experience weeping at the sight of its beauty. He is a well-natured individual and enjoys meeting

explorers for the simple pleasure of sharing this special place with them.

Klaczio and The Accumulator, the Traders

This unusual duo stands out among the camp's Asgal-dominated society, as Klaczio is a Selku and The Accumulator is a Wōten.

Klaczio stands a tall 6'7", with wrinkled pale skin that stretches across a bony frame. Cloaked in a long, simple blue gown, their slightly rectangular face is framed by long, silky white hair lined with small braids that run down their back. Their face is marked by two open black eyes, with a second set of closed eyes beneath those. The wrinkles of their face draw lines down to two slits of a nose, above a solemn downturned mouth. Their skin is marked with natural black lines and spots, and darkens to black entirely around the neck down to the upper chest. From behind the trade stand, Klaczio moves slowly compared to The Accumulator, pointing with long spindly fingers to objects of patron' interest. A font of pre-Emergence knowledge, Klaczio speaks with a warm and pleasant tone, spacing each word carefully from the next with intention. They take the lead on most sales, using their Lore discipline to get the best deals.

As a Wōten, The Accumulator is genderless construct of copper mechanisms and wood, linked to a hive mind, and identified only by a self-given name based on their hive role. This one chose their name with the purpose of accumulating goods to build The Tower, which all Wōten work

to construct. A round wooden pot-belly torso sits atop two thick wooden legs lined with copper bands. When speaking, an oddly cheery voice emanates from a motionless, onion-shaped, copper-plated head. The front of the head is creased into the visage of a pleasant though static smile, which remains motionless as The Accumulator speaks. Four arms branch two from each shoulder, seemingly always in motion as The Accumulator organizes goods, crafts new tools, or otherwise manages the trade stock. Concerned more with the organization of their supply than the actual moment of sale, The Accumulator is most often seen walking to and fro behind the trade stand, each arm active on one task or another. Occasionally, they take lead on sales, especially when a large quantity of raw material is on the line. Despite a pleasant cadence to their voice, however, the uncanny smiling face tends to cause a small degree of discomfort in their customers.

The following page lists what items they have available for trade.

Tacalc, the Hunter

Tacalc, a Lanplac, resides at the range camp for both the pleasure of Asgal company and the thick, bountiful forests around. Standing just over 7' tall, Tacalc's honey-colored skin bulges with rippling musculature. Dark, wild hair dangles loosely above the shoulders, framing a square, bearded face. Under bushy brows rest two piercing green eyes seeming to notice every motion from atop a broad, sloping nose. The residents and visitors of the range camp admire

Tacalc for his warm mannerisms and loud, full-hearted laugh. He speaks with a deep, resonating voice tinged with warmth and good humor. Known as a generous and kind individual, Tacalc is happy to help provide the camp with food from his trips into the wilderness, and sometimes brings rare materials to Klaczio and The Accumulator.

Items for Trade	Value	Quantity
Arrow	1.5	8
Larkler-Hide Armor	4.5	1
Asgal Clothing	2	3
Asgal Art (Basic)	2	3
Asgal Art (Advanced)	4	2
Small Trunk	3.5	2
One Day's Ration	2.5	12
Woten Cloths	2	3
Backpack	2.5	2
Small Satchel	2	3
Leather Pouch	2	3
Nav Lens	3	2
Tent	3	2
Sleeping Roll	3	4
Bronze-Tipped Spear	4.6	5

Items for Trade Contd.	Value	Quantity
Bronze Short Sword	4.5	1
Stone Chiseled Knife	4.5	3
Wood Shovel	4	1
Bronze Clippers	4	1
Asgal Skin Dyes	3.5	6
Simple Bow	4.5	1
Domesticated Gor	5.5	1
Cord	0.5	4
Copper Ore	1	3
Copper Ingot	2	2
Couqrell Hide	1	2
Set of Fasteners	0.5	2
Bundle of Harp Weed (Edible*)	0.5	4
Thickgrass Stalk (Edible*)	0.5	6

***Thickgrass Stalk:** Thickgrass is a blue and lavender grass that grows up to two feet tall and one inch in diameter. It is commonly harvested to be roasted or boiled as a flavorful, asparagus-like edible vegetable with a mildly sweet aftertaste.

***Bundle of Harp Weed:** Harp Weed is easily recognizable by its long yellow stem tipped with a hard, white bulb. It can be processed for medicinal uses, or boiled into a tasty, vegetable noodle. When holding the bulb with a gentle lift, the stalk tightens. If it plays an A4 note when plucked, it is ripe for harvest.

Important Concepts

Range Camps

Throughout the lands of Nuovarden, small, semi-permanent campgrounds serve as places of rest and resupply for travelers. These camps are often maintained by a small group of individuals, and function as a common place to seek respite, meet fellow explorers, find quests, and trade goods.

Sky Crystal

Instead of a rising and setting sun, Nuovarden is lit by a bright, centralized “sky crystal” that bathes the day in amber light. For a period of ten hours each day, the sky crystal dims to a dark plum twilight called “the darkening.” It is during this time that most creatures take their repose and relieve the day’s fatigue. The sky crystal does not move, but stays high above the center of Nuovarden’s central land mass, directly over Plac i’Laal Lake.

Navigation

Navigating the terrain of Nuovarden is a task guided largely by intuition and simple tools. Most directions are verbally given with relative landmarks and distance estimated by time; however, a compass-like device called a nav lens provides some additional direction. Used by focusing light from the Sky Crystal to triangulate a relative location, the nav lens is the primary navigation technology to reliably reach new destinations.

Repose

Since the Emergence and the fracturing of the sky crystal, the creatures of Nuovarden experience drowsiness and fatigue requiring rest each day. A “repose” is the common term for the rest taken during the *darkening*. A repose requires at least 8 hours of sleep to be effective, and most individuals typically take an extra hour of time before and after their rest to manage gear, work on a craft, or otherwise have a personal moment. Thus, a full repose typically lasts 10 hours.

Weather

Generally speaking, the weather in the new garden is consistently pleasant. Unlike polar planets and Earth-like worlds, Nuovarden is a planar dimension infused with manifesting energy. When the weather does change, it’s typically surprising and dynamic. For this adventure the weather will not change, but in the Core Rulebook and campaign play, Seers are encouraged to roll for random weather patterns that may cause a variety of unique effects.

Cultural Relations

While there are many subtle nuances between the ways one culture may interact with another, no two cultures are in general opposition to each other. As each culture is derived from an aspect of reality, each views the other with respect and even admiration. Some cultures and their subcultures, such as the mysterious Ixa and their Ixi, may have conflict within the culture, but otherwise the cultures maintain peace and sometimes support each other against the unknown wilderness.

Factions

Although factions do not make an appearance in this adventure, it might be helpful for understanding the world of Nuovarden to know that factions exist, and often bring conflict between various groups by virtue of their ethos. Harvesters skirmish with Reclaimers or Vard i'En, for example, at odds in their objectives. Most factions consist of a variety of individuals from various cultures, and so separate themselves from a specific cultural identity. While it's possible for a village, or even a region of settlements to clash with one faction or another, the distinction is important in noting that this is not a culture vs culture conflict. For more on factions see the core rule book.

Part One: Weeping Witness Range Camp

Allow your players an opportunity to give their character's name and appearance at this time, and assume that they met the day before and formed an agreement to travel together.

Read the following bold text to the players.

We begin near the northern shores of the mainland, beneath the peaks of Dreamgiver's Aspirations above the Asgal cultural center in the Forest of Stars, and into the Glowing Deepwood. You've spent a few days within this beautiful and savage bioluminescent forest; the glowing blue mushrooms and vibrant purple plants emitting soft radiance grace your travels en route to a nearby range camp. The gentle blues and violets that glimmer under the canopy break now and again for amber light from the sky crystal above, as you sense the subtle shift toward the impending darkening. You follow the path through the trees, a breeze flowing damp across your face following the sounds of the sea that play a soft rhythm in the background.

Just ahead, the trees break into a clearing where the crystal hangs high above, offering a place for momentary rest. Aiming your nav lens to the sky crystal, you see you've nearly reached your destination. As you sip from your waterskin, you catch the sight of a large, lizard-like

creature erupting from the ground near one of your companions. Another pops up from ground followed by another, each snapping its jaws at your pack for the rations inside. You barely have time to react before one snatches your bag! Claim your Combat Order.

Encounter: 4 Larklers

This encounter happens in the theater of the mind. When managing combat without a map, it is ok to be loose with relative distances. Give players the benefit of the doubt and make room for their intended actions and outcomes.

The larklers are hungry and are attempting to take food from the party's bags. If the party slays more than two larklers, the others retreat into their tunnels. After the fight, players may *Harvest* materials from any slain beasts.

Upon catching your breath after the larkler ambush, you continue on your way. Before long, a wooden palisade emerges as you arrive at the range camp. On approach, you see a swath of land where tents, tables, and stands of artwork form small pathways of activity. Two tall Asgar, protected in hide and carrying spears, step forward to meet you before the palisade entrance. One raises her arm, striped with shimmering orange lines, and turns her palm toward you to stop.

“Hail, visitors. You approach the Woods of the Witness Range Camp. We ask that you respect the residents and their works here.

Conduct your business with grace, and all is well. Whom do we welcome today?”

Allow your players an opportunity to respond and then continue.

“Very well. Come in, and settle yourselves before the darkening.” The guard motions to a space within that appears designated for visiting parties. “Malnak will meet with you after the darkening and introduce you to our facilities.”

As you pass through the range camp, you see several sculptures depicting a humanoid on their knees, with hands over their face, looking away at the edge of a cliffside. Some show the humanoid standing with arms open and raised. Painted images reflect a similar vision, and all artwork shimmers with vibrant color.

You take a moment to set up your camp as the light suddenly fades. Nearby your own camp, a small group of Ixa appear to have settled in for rest as well. Their blue skin and disheveled appearance reminds you of the stories you've heard: the Ixa are not known for their value in the material world, but for their sight and curiosity to planes and dimensions beyond.

The players may roll a **Called Roll (Body)** to overhear snippets of the Ixa's conversations. If they are successful, they overhear that the group is apparently seeking one of their kind, an Ixi, who are known to be outcast from their society. This group apparently wishes to find this one, and

return them to their people. If the party inquires, the group will ask whether they have seen a blue-skinned, seemingly blindfolded individual on their travels. The party, however, has not met this individual.

The amber light falls to deep plum twilight as you settle yourselves and eventually drift to sleep.

You awake the next day as the sky crystal's light returns to its natural radiance. As you prepare yourself for the day ahead, an Asgar dressed in a long, deep-blue gown with a shimmering yellow lining approaches your party. Standing tall, the figure's white down is traced with metallic orange stripes and other designs. A smear of black dye hoods the upper half of his gently-wrinkled face, starting from the crest of his cheekbones and fading away over the top of his bare head. Two bright blue eyes seem to radiate from the mask of black dye. His jaw descends elegantly, forming a soft triangle to a firm chin where another black stripe wipes down from the center of the lower lip and trailing the throat.

"Welcome visitors. I hope you had a bountiful rest. My name is Malnak, and I founded this range camp to give safe passage to travelers in this region, especially for those who seek the Cliffs of the Witness' Joyful Weep. I apologize for failing to greet you during the darkening - by the time I came round you had bedded down. Pardon me as well if I am making the wrong assumption, but have you arrived to help? I've

requested aid in eradicating a cabal of mimz in the area. Those scaly wretches. Recently a group of them appears to have settled nearby, agitating the wildlife and attacking travelers in the area. Passage from here to the cliffs has been considerably dangerous since. I fear these attacks will continue, and perhaps increase, until the beasts are stopped."

He sighs and looks around furtively.

"There is another problem," he says, conspiratorially. "Our resident hunter Tacalc left during the darkening to find this mimz camp. He is alone, and we are worried he may not return. If you can help us and eliminate this threat and find Tacalc, we'd be happy to offer you food, water, and supplies. What do you say?"

Presumably the party will accept the quest, for which Malnak is very grateful. Answer any questions they may have to the best of your ability and continue reading.

"Ah, thank you so much! Come with me, I will introduce you to our traders in case you need anything before heading off."

Malnak leads you through the range camp to a merchant's stand. A number of barrels and boxes sit near a pair of massive, bored looking Gor, flicking flies with their tails and huffing loudly from their noses. Two figures, wrapped in conversation over the purpose and organization of goods, stand behind the counter. One, a Woten, stands upon two thick

legs, apparently made of wood and lined with copper bands. Their wooden, pot-belly torso seats a round, onion-shaped copper-plated head. Its face, also cast of copper, is that of an eerily warm smile, with no other discernible features. Their lips do not move as they speak to their companion. Four arms, two angled from each shoulder, stay in constant motion moving items from one place to another.

The other, recognizably Selku, stands much taller with an air of quiet dignity. Their long blue gown ripples in the soft breeze, trailing with it long silver hairs that run down their back. Their skin appears pale and stretched over their bones, marked with small black blemishes and lines. Around the neck, the skin is entirely black, accenting a long, wrinkled face. Two black eyes, fixed on their companion, rest above another set of closed eyes just below the first. Instead of a nose, two angled slits flair and relax with each breath. They speak with slow, carefully considered words, and pause entirely when you arrive.

“Accumulator, let us discuss this later.” they say with a calm and pleasant voice before turning to face your group, “Malnak, who are these fine visitors?”

“They are explorers who’ve agreed to help us with the mimz. I’m sure you have something in that collection of yours that may help.” Malnak turns to you, “This is Klaczio and The Accumulator. A most capable

pairing. They can get what you need.”

“Of course we can, with appropriate exchange of course,” responds Klaczio.

A cheerful voice emanates from The Accumulator’s static face. “If you seek the mimz, please keep an eye out for a wagon of ours. It was supposed to arrive a few days ago, but we fear it may have been intercepted. We’d be happy to reward you accordingly.”

“Listen,” Malnak interjects, pointing a finger to an exit in the palisade across the camp. “Tacalc headed that way into the woods. He seemed sure of his path, and likely left us a trail, but please take caution. The wildlife here has been very aggressive as of late. We hope to see a swift return.”

With that, Malnak nods a gesture of respect to you and the traders and turns back into the range camp, leaving you some time to prepare yourselves before heading out.

At this point, players may speak with Klaczio and The Accumulator for trading or jump straight into the quest. Trading for restoratives or armor is recommended. Give the players a 0.5 value discount from the trade list.

The party may evolve to Evolution 2 and, when ready, continue with *Part Two*.

Part Two: Into the Woods of the Witness

Read the following to the players:

Once ready to depart, you leave the protection of the palisade. The trail is easy to follow, as a myriad of humanoid footprints clearly mark the dirt path. The trail leads you into the woods, north toward the nearby cliffs. You press past teal and lavender bushes and glowing mushrooms as the trail merges into another, less frequently traveled path. The footprints fade between tufts of grass, but the way is still clear enough to see.

The path continues until the trees open slightly, exposing a clearing gently glowing under the azure shade of the trees. The air feels unusually still, as if the very space was holding its breath...

Encounter: 2 Couqrell

Use *Woods of the Witness* map on the next page.

The couqrell will attempt to ambush the players. Before they attack, give the players a chance to make a **Called Roll (Body)** to catch sense of the creatures before they leap out. If one of the creatures dies, or both are reduced to less than half their health, the survivors will retreat as quickly as they can.

Part Three: The Coastal Clearing

Read this to the players:

With the dust settled over the clearing, it's clear to see the path forward, inviting you deeper still into the woods.

You step along the trail once more, the treetops thickening overhead and shadowing the scene to dim blue. The sound of waves roaring against an unseen coast calls along the cool breeze, shaking loose leaves down in gentle spirals that drift by your party. As each step crunches in your pursuit of Talcalc and the mimz, you reach for the serenity and reverence of the forest held in Malnak's voice when speaking of the woods. The moment is all too brief as the sound of guttural, bovine baying and gargled cries shatter the peace.

As you round a bend in the trail, you see a medium-sized Gor, perhaps 10ft at the shoulder, javelin protruding from its side, in fierce combat with two mimz. One of the mimz appears to be wounded, growling in pain as it raises its weapon against the Gor. **Claim your Combat order!**

Encounter: 2 Mimz

The Gor is Talcalc, morphed into the animal's form to fend off the attacking mimz. He continues to target the mimz, who will fight to the death even as the party arrives. Reduce his health by 2 IS at the start of the fight, and one of the mimz' health by half.

After the fight the players evolve to Evolution 3.

As the last mimz falls, the Gor's form shrinks, its legs thinning and its humps merging back into its torso. It stands on two legs, hooves shifting into feet, rough flesh changing to honey-hued skin, and its face taking the shape of a strong-jawed, friendly-eyed Lanplac. The wounds he suffered as the Gor persist, and he presses a hand over an open wound near his abdomen.

Tacalc is grateful for their assistance, and explains that he tracked the mimz back to their camp. He was on his return to the range camp when these two ambushed him, attempting to slay him before he could expose their location. He insists that he must return to inform Malnak of his safety and of the mimz' camp. He points the party down a side trail, barely perceptible, and explains that it leads to the mimz who have established camp along the cliff sides. He warns the party to be careful, mentioning their poison bite and ferocious manner, before heading back on his way.

You follow Tacalc's direction along a tiny footpath, barely visible between the dense thickets. You push through and the path widens ever slightly before the dark of the trees breaks just ahead, and a wave of cold ocean air pushes past the gaps. As you approach the edge of the treeline, you see the path has led you to a beautiful bluff. The sky crystal shines brightly above, reflecting a stunning golden sheen from the

ocean. An old, torn and dilapidated tent snaps in the buffeting wind. Before the tent, two mimz appear to be arguing near a wagon and stack of crates, one apparently having dropped and broken one crate, its contents spilling out. Another wrestles with a wounded couqrell tethered to a rope. The forest shadows allow you a quiet approach to calculate your next move.

Encounter: 3 mimz, 1 couqrell

use the *Coastal Clearing* map on the next page.

Mark the couqrell's IS at half its maximum, and if the players didn't kill the couqrells before, they will recognize this as one they fought earlier. The mimz will not see the party unless they move outside of the treeline or generate considerable noise. If the mimz spot the party, they will release the couqrell to attack.

If the party slays the mimz without attacking the couqrell, it runs back into the woods at its first opportunity. When the encounter is complete, continue reading:

With the creatures slain and the threats upon the range camp stopped, you stand victorious on the bluff, taking in the surroundings. The wagon resists the blasts of wind, with most of its crates still closed and ready for transport. A strange wooden platform pokes over the edge of the cliff behind the tent.

Investigating the platform reveals a rickety wooden staircase built into

the side of the cliff, leading down along the sheer cliff face.

Allow the players to explore and interact as they see fit. If any characters rummage through the crates, allow them to find 2d4 random items from the common items list.

The party will need a beast-of-burden to move the wagon, or pull it themselves at half **MS**, if they wish to return it to Phyralii.

Read the following passage for any character(s) investigating the wooden platform:

Descending the steps leads to a natural cave in the cliffside. Within the small cave sits a single wooden crate containing a handful of valuable items. This must have been the secret stash of those greedy mimz.

Cave Items:

1 Asgal Artwork (value 2)
1d4 Plants (edible)
1 small drum
1d4 waterskins

When the party is ready to move on, read the following passage and continue to the Conclusion:

Satisfied with your time here, you return to the range camp to inform the Malnak of your success!

Conclusion

Read the following to the players:

Your return to the camp is relatively peaceful without the threat of the mimz. Between the bluff's gorgeous view and the unusual calm, it is easy to see why the Asgal revere this land.

As you approach the village, the guard recognizes you and grants entry. Your return is met with warm glances and smiles as Malnak and Tacalc find their way to you.

"Ah, you have returned! I trust the mimz are no longer a threat?" Malnak asks. "Good, good! Thank you, kind explorers."

Tacalc asks, "While you were gone, we collected a supply to give as payment should you return. You have certainly earned this!"

Malnak hands a satchel over, apparently stuffed with a variety of goods.

Satchel Contents:

6 plants (edible)
1 Statuette of the Witness (Value 4)

Tool: Tendril Bola

Three unusually round stones secured by strings of tendon and an unknown adhesive tied together at the center, forming a three-headed sling. The bola is swung round and released horizontally at a target's legs. Imposes **Slowed** on a target with a Success and **Immobilized** on High Success.

If the party is able to return the wagon, read the following passage:

The old wagon inevitably catches the attention of Klaczio, who walks gracefully over, followed by a waddling Accumulator.

“I see you found our wagon!” they say calmly, barely laced with excitement, “I was sure we’d ever be seeing that again.”

“We are very grateful!” The Accumulator’s cheery voice emanates, “Please, take this as thank you.”

They rummage in one of the crates, handing you a small pouch.

Pouch Contents:

4d4 larker teeth (ornamental)

2d4 larker claws (functional)

1d4 couqrell hide

“You are welcome to stay, if you’d like. The paths to view the Witness’ Joyful Weep are safe now, and I recommend that you see the vista before you go, if you haven’t already. I have to arrange some matters with Tacalc, thank you again!”

With that, Malnak bid farewell and heads off to his tent.

From here, the party may choose to poke around the range camp, trade, or conclude the adventure! If the Seer wishes, the characters may evolve one more level.

If any characters wish to travel to the vista of Witness’ Joyful Weep, describe

to them a similarly peaceful and serene forest path leading to a stunningly beautiful cliff overlook. The sky crystal shines reflects gold off the green surface of the ocean, which breaks into gray capped waves where it washes against the rocks far below. The party now realizes the connection between the art of the range camp residents, and the beauty of the experience they had at the bluffs.

Reading Creature Details

Creatures operate differently than cultural individuals, with their own abilities, dice cache, and methodology. The following entries offer the Seer a comprehensive understanding of Nuovarden wildlife.

Combat

Life on Nuovarden has adapted means to protect itself and survive, whether in defense or attack. These entries define whether the creature engages in melee combat or ranged combat.

Damage Factor

Not all creatures have the same physical prowess. While humanoids have a standard range of damaging power, some creatures may fall under or over that range. **Damage Factor** adds or reduces from the damage roll. Generally, Damage Factor increases damage dealt by +1 per size factor, beginning at 12. Negative Damage Factor reduces damage dealt, to a minimum of 1.

Basic Actions

Basic Actions serve as the creature's most common means of attack or defense, and utilize the core physical features of a creature. Basic Actions can include attacks, movement options, or sensory abilities.

Creatures may take as many actions during combat as they have Action Dice available in their Dice Cache.

Special Actions

While most cultural residents pull from the emergent energy all around,

other life forms carry a more passive manifested energy that expresses itself in unique ways. **Special Actions** include the unique abilities and functions that creatures demonstrate in the world. Often, these include fantastic effects or great physical effort. A player may not use Special Actions during *Creature Morph*.

Harvest

Residents of Nuovarden commonly harvest materials from plants and animals alike. These materials are used for trade, or as ingredients for craft. The entries for each creature define exactly what kinds of parts may be collected. Each harvestable material is marked with an (O) or (F) to denote if it is considered Ornamental or Functional respectively. Some materials may have special properties, noted under asterisk.

Size Factor

While the average individual of a culture stays within the same range, the wildlife of Nuovarden fit a wide variety of shapes and sizes. **Size Factor** increases along the scale given in the Size and Weight table.

Weight

Weight is most closely determined by the size of the creature, though relative density may vary. Consider the Size and Weight table to determine weight estimates based on size. Keep in mind that a variety of creatures may fit within the same range of weight, and Seers are encouraged to consider a creature's specified sizes in their descriptions when determining weight.

Size and Weight Table				
Size Factor	Max IS	Size in Feet	Max Weight	Keyword
2	8	To 2ft.	To 100 lbs.	Small
4	12	To 8ft.	To 400 lbs.	Humanoid
8	16	To 12ft.	To 1200 lbs.	Large
12	20	To 16ft.	To 3000 lbs.	Huge

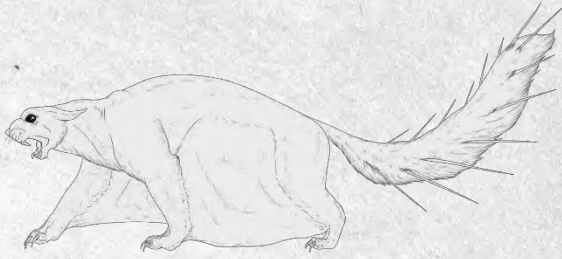
Encounters

An encounter is an instance of combat or interaction, organized by the Seer. The Seer decides on the difficulty of an intended battle, and then selects the appropriate creatures for the scene accordingly. Typically the encounters in an adventure are planned prior to the start of a session.

Difficulty is managed by a simple formula. If the total IS of the creature(s) is equal to half the party's total IS, the encounter is considered "easy." If the total IS of the creatures is equal to the total IS of the players, the encounter is considered "hard."



Couqrell



Armor: No **AF:** 0
IS: 8 **Dice Cache:** 3
Primacy: 6 **Damage Factor:** +1
Speak: No
Size Factor: 4 (to 8ft.)
MS: 36ft. Ground/Climb, 16ft. air
Discipline(s): Body, Silence
Combat: Melee, Ranged
Special Actions: Mute

Harvest			
Material	Value	Rarity	Quantity
Fangs (O)	0.5	C	1d4
Claws (F)	1	C	1d4
Quills (F)	1	C	1d4
Couqrell Pelt (F)	1	C	1

Basic Actions

Melee Attack: The Couqrell has the option of any melee combination of claw, bite, or tail. It favors its claws and bite for offense, and generally reserves lashing the tail for hind defense.

Range Attack: At range, the Couqrell slings one to three quills (rolling separately for each), or may opt to cast one quill before swooping in for a melee attack on a nearby target. The natural ability of the Couqrell allows it to use Body for ranged attacks.

Glide: The Couqrell has a unique gliding ability as part of its MS. The creature may move through the air at a gradually descending angle up to 16ft. per round as long as it leaps from a height of 8ft. or greater. Calculate the descent at 4ft. down for every 4ft. forward.

Special Actions

Mute: The Couqrell is naturally stealthy, and when stalking its prey can benefit from silent footfalls equivalent to the *Mute* manifestation associated with the Silence Discipline.

Description

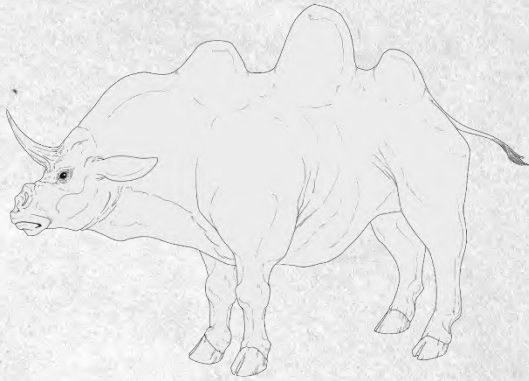
A common but reclusive predator, the Couqrell pairs stealthy ground movement with a sudden leap-and-glide attack to complete a stunning ambush.

The agile Couqrell possesses cunning and stealth, hiding in trees or along cliff ledges where it can get the advantage on its prey. Once in position, the Couqrell has several options for the attack.

The tail of the Couqrell contains numerous long spikes, which the animal can sling with deadly accuracy. The animal uses these quills to strike down flying creatures, which it then pounces on for a quick meal. In addition, the beast can swing its tail and employ the spikes for a stinging strike to drive off threats.

A Couqrell positioned at an elevated location has the extra advantage of an enhanced pounce. A thick membrane between each front and back leg grants the animal the ability to glide short distances for a stunning aerial attack, offering both surprise and advantage.

Gor



Armor: Yes **AF:** 1
IS: 16 **Dice Cache:** 2
Primacy: 4 **Damage Factor:** +2
Size Factor: 12 (to 12ft.)
MS: 32 ft. Ground
Speak: No
Discipline(s): Body
Combat: Melee
Special Actions: None

Harvest			
Material	Value	Rarity	Quantity
Horn (F)	0.5	C	1
Hooves (F)	1	C	1d4
Gor Hide* (F)	1	C	2
Flesh (F)	1	C	2d4

*Armor crafted by an Advanced Design with this ingredient provides 2 AF.

Basic Actions

Melee Attack: Massive and powerful, the gor attempts to impale a creature on its massive horn, or trample it into the ground. If a melee attack made by the gor is successful, the Seer may add *Knockdown* or *Impale* to the outcome.

Knockdown: When a gor makes a successful attack, the target may be knocked prone, becoming Hobbled.

Impale: When a gor makes a successful attack, it may ignore one AF. Target retains the ignored AF.

Special Actions

None

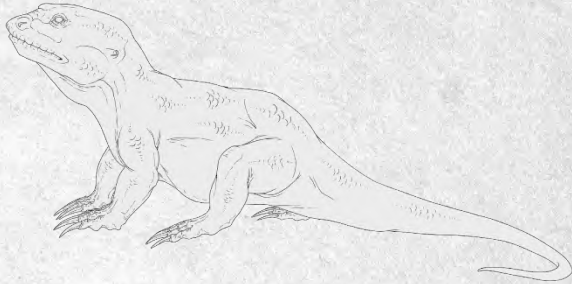
Description

Gor stand approximately 6ft. tall on four legs, with a massive horn that reaches 8 to 12in. from between a pair of black eyes. Gor have one to three humps along their backs that store water and fat as they roam between the plains and deserts of Nuovarden. Gor have prehensile tails that extend 5 – 8in. long and are used to swat pests or grab objects of simple curiosity within reach. Gor have no fur, though their body is covered in thick, dark, calloused skin.

Gor are generally peaceful creatures, and travel in packs. They are herbivores, favoring flowers over grass and travel for the sake of finding such flowers. Gor may be domesticated and are commonly used as beasts-of-burden by traders.

Gor startle easily and are angered when harassed, turning into terrifying and dangerous beasts. An agitated herd can become a stampeding mass of muscle and spikes capable of completely destroying entire range camps.

Larkler



Armor: No **AF:** 0
IS: 4 **Dice Cache:** 1
Primacy: 2 **Damage Factor:** -1
Size Factor: 4 (to 3ft.)
MS: 24ft Ground, 32ft. Burrow
Speak: No
Discipline(s): Body
Combat: Melee
Special Actions: Tunnel, Ground-sight

Harvest			
Material	Value	Rarity	Quantity
Teeth (O)	0.5	C	2d4
Hide (F)	1	C	1
Claws (F)	1	C	1d4
Eggs (F)	1	C	1d4
Claws (F)	1	C	1d4

Basic Actions

Melee Attack: With a weak bite on its own, a common larkler strategy is to latch onto a target and drag it into its tunnel, where it then rends the victim to death before consuming it. After biting, a larkler will *Wrestle* its target into its tunnel.

Tunnel: Larklers enjoy inhibited movement within their tunnels, which they form as part of their natural

burrowing. The tactic of dragging prey into the tunnel gives the larkler advantage over its Slowed victim.

Ground-sight: The Larker's blindness has evolved into an extreme sensitivity to vibrations. A larkler can effectively identify its surroundings and any creatures, including those otherwise undetectable, within a 40ft. range regardless of visibility.

Special Actions

None

Description

Larklers are 2 to 3ft. long, quadrupedal reptilia with sharp-edged, scoop-like claws used for tunneling. Larklers have thick bodies, short legs, and are covered in dark blue scales. They have short snouts, blind eyes, and rely on vibration to identify surroundings and entities.

Larklers build warrens near sources of food and water, as they typically don't travel far. During the day, larklers hunt prey, tracking them underground before bursting from their tunnels to attack. Larklers also surface to warm their blood under the sky crystal, but otherwise live and travel underground just a few feet below the surface.

The larkler's bite is quite painful. Their preferred method of subduing prey is to drag their target back to their warren where they mangle their meal in peace. Larklers hunt two to three at a time, and share nests as mated pairs.

Mimz



AF: 1 **Armor:** Yes
IS: 8 **Dice Cache:** 2
Primacy: 4 **Damage Factor:** 0
Size Factor: 4 (up to 2ft)
MS: 32 ft. Ground
Speak: Yes
Discipline: Body, Technology
Combat: Melee, Ranged
Special Attacks: Venom

Harvest			
Material	Value	Rarity	Quantity
Fangs (O)	0.5	C	1d4-1
Claws (O)	0.5	C	1d4
Gland* (F)	1	R	1d4

*may be applied to a weapon or one serving of food or drink, and causes one injury and Hobbled after a successful attack or 4 hours after being consumed. Damage increases to 1d4 if crafted into a rare tincture.

Basic Actions

Melee: Mimz may typically employ weapons such as wooden javelins and sharpened stakes, or their own fearsome bite to make melee attacks. After a successful *Bite*, the mimz may apply *Venom*.

Ranged: Mimz may make up to two ranged attacks, most commonly by throwing javelins or slinging stones.

Special Actions

Venom: A mimz automatically deals one additional injury of poison damage on a successful *Bite* attack. High Success from a *Bite* imposes the Hobbled status effect.

Description

Mimz are an evolved, bipedal lizard-like humanoid, approximately 2ft. tall, with dense scales of mottled green and brown. The scales provide natural armor, and they do not wear conventional clothing of any type.

Mimz culture is even more rudimentary than the earliest of Lanplac cultures. Though they are intelligent enough to organize against common foes and use basic items, their communities are little more than hovels with some lean-to technology. Mimz are scavengers and raiders, and generally attack to seize food and tools for their survival. Occasionally they will trade with travelers, though they rarely offer anything of real use outside of safe passage on a momentary basis.

We hope you're enjoying our game!

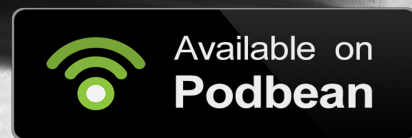
Watch for our upcoming crowdfunding campaign in late Spring 2023, and help us bring the full Core Rulebook to your door!



We invite you to explore the other aspects of the Adventure Slang family, including VODs of past Nuovarden actual plays, and our very own Adventure Slang podcast, chock full of wonderful guests discussing all things TTRPG. Keep an eye on our calendar for play test opportunities and upcoming events!



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