

# Designer Notes

## 06/28/2025

Hey there, goobernuts here. This is the first version of the Mangayaw: Folk Hero Edition I have been ruminating about on my blog and Patreon. I finally unlocked enough pieces and found enough time to work on it.

This version is a *bare minimum playtestable draft*. That means:

- it is incomplete (so, so incomplete),
- I will be doing playtests, using material from other games to supplement what still isn't here,
- I will change, add, and refine as I playtest.

If the draft reads like I stole a lot of mechanics from Chris McDowall's Mythic Bastionland ([amazing game, check it out](#)), that is because I did. I felt that Mangayaw was moving towards exploration of a small region, and I think Mythic Bastionland really nailed hexcrawl exploration. I didn't copy every mechanic 1-to-1, I tried adapt most of the mechanics to fit more of my vision, but there is a base of Mythic Bastionland still there. They say copying is the best form of flattery, and I am a huge huge fan of how Chris McDowall refining, adapting, and innovating on his previous games to fit the vision he has of a new game. It is inspiring, and I wish to do that with Mangayaw. I'm still very much in the copying stage, but I will no doubt diverge when I get a clearer vision of what this edition of Mangayaw is.

With that being said, I hope this draft will show a more concrete concept of where I'm taking Mangayaw.

## 09/30/2025

Some changes:

- Took out Techniques, Traits, and Arts,
- Gave more focus and depth to Names,
- Made Fatigue work more like Mythic Bastionland
- Added Heroic Techniques (like Feats from Mythic Bastionland)

After running Mythic Bastionland for 3 sessions, I realized the mix of mechanics I had in the previous version might not have the effect that I wanted. For now I'm going to

stick close to Mythic Bastionland, at least for the playtest. We'll see where it goes from there.

# Folk Hero Creation

# FOLK HERO CREATION

## The Elements of a Folk Hero

### Essence

Essence represents different elements of Folkhood. Each is used for different circumstances.

- **Body** represents the physical form and ability of a Folk.
- **Spirit** represents the intellectual and moral powers of a Folk.
- **Bond** represents the social and environmental oneness of Folk.

### Names

**Names** are declarations of a defining aspect of a character, the Communities they are tied to, or how the Locality sees them. To invoke a **Name** is to call upon its power. A **Name** informs what bodies of knowledge or specific information a Folk might know. A **Name** allows a Folk to attempt actions that may be impossible for others, or accomplish at no cost an action difficult for most. It can be used by the Chanter or the player to push the fiction and affect the world, to both positive and negative ends.

A character can have as many **Names** as they can gain.

## Create a Folk Hero (temporary)

*(Designer note: this character creation process does not reflect what I want it to be. I want it to be more like life paths, but I currently don't have the time to make that.)*

### What discipline did you train for?

1. You were a BEAST HUNTER. You gain:
  - Crossbow trap
  - Bait
  - **ART**: Hunting

- **TECHNIQUE:** Prey Stalking. Move slowly and hide your presence from a target. Pass a **Body/Spirit Save** or gain **Fatigue**.
2. You were a BOAT GUIDE. You gain:
    - Block of sealant wax (3 uses)
    - Boat paddle
    - **ART:** Seafaring
    - **TRAIT:** Sea Legs. It is difficult for you to lose your footing.
  3. You were a CAVE DELVER. You gain:
    - Handpick
    - Rope (50')
    - **ART:** Spelunking
    - **TRAIT:** In complete darkness, your hearing is heightened.
  4. You were a CROP CULTIVATOR. You gain:
    - Gourd hat (1 Armor)
    - Hoe
    - **ART:** Agriculture
    - **RITUAL:** Take Root And Grow. Spend **Seconds** singing to a seed or sapling, costing d6 **SPIRIT**. The plant will grow to its maturity at the end of its song.
  5. You were a CURSE WHISPERER. You gain:
    - Veil
    - Abaca doll
    - **ART:** Witchcraft
    - **RITUAL:** Swarm Curse. Spend **Seconds** calling to swarm of insects, costing d4 **Spirit**. The insects will do your bidding for **Minutes**.
  6. You were a FEAST COOK. You gain:
    - Cooking pot
    - Salt block
    - **ART:** Cookery
    - **RITUAL:** Start Flame. Spend **Seconds** breathing onto a flammable target, costing d4 **Spirit**. The target lights on fire.
  7. You were an HERBAL HEALER. You gain:
    - Medical supplies (3 uses)
    - Mortar and pestle
    - **ART:** Herbalism

- **RITUAL:** Mend Wounds. Spend **Minutes** mending a target's injuries, costing 1 medical supply or d6 **Spirit**. The target will regain as much **Body** as the **Spirit** you lost.
8. You were a RAID GRUNT. You gain:
- Plated chain armor (2 Armor, *bulky*)
  - Bamboo javelins (3 uses)
  - **ART:** Warfare
  - **TECHNIQUE:** Power Strike. The Attack becomes either *Enhanced* or *Blast*. Pass a **Body/Spirit Save** or gain **Fatigue**.
9. You were a SPIRIT CHANNELER. You gain:
- Incense (3 uses)
  - Brass gong
  - **ART:** Mediumship
  - **RITUAL:** Ancestor Call. Spend **Seconds** in request to the spirit of a grandparent, costing d6 **Spirit**. Your grandparent's spirit (8 Grit, 0 Body, 12 Spirit, 12 Bond, spear (d8 Spirit damage)) will fulfill your request, given it is not unreasonable.
10. You were a TOOL CRAFTER. You gain:
- Polishing oil (3 uses)
  - Hammer
  - **ART:** Ironsmithing
  - **TECHNIQUE:** Sunder Armor. The Attack will destroy one piece of the target's Armor. Pass a **Body Save** or gain **Fatigue**.

*Everyone knows how to fight. Gain a dagger. How else were you taught how to fight?*

1. Be deceptively dangerous. Gain a stick or staff.
2. Keep your enemies close. Gain a sword.
3. Put strength into your strikes. Gain a long sword.
4. Adapt to any situation. Gain a tethered spear.
5. Attack from a distance. Gain a bow or blowpipe.
6. Overwhelm the enemy from the start. Gain a musket.

*Gain your Essence.*

Roll 10d6 and assign the results to the following:

1d6 to **GRIT**. This represents a character's ability to avoid hits and wounds.  
3d6 to each **Essence**.

**BODY:** Strength, coordination, fortitude.

**SPIRIT:** Intellect, inspiration, bravery.

**BOND:** Charm, connection, communication.

## *Gain your Name.*

Give your Folk Hero a Name that aptly defines who they are and how they are seen by their Community and Locality. Use the format below:

*[Given Name], [Role] of [Community]*



# General and Combat Rules

# GENERAL AND COMBAT RULES

## Saves

When performing a risky maneuver or making a dangerous choice, a character makes a **Save**. To pass a **Save**, the players roll a d20 equal or below the relevant Essence. A failed **Save** means negative consequences, but not necessarily a failed action.

## Time

Timekeeping in **Sites** is tracked in turns of **Seconds**, turns of **Minutes**, turns of **Hours**. While travelling, **Days** are divided into 3 **Watches**. A **Moon** is 30 or so days. A **Season** varies from 5 to 7 **Moons**, and alternates between **Dry** and **Wet**.

## Items

Items are generally something that can be comfortably carried in one hand. *Bulky* items are items that are carried with two hands, or are otherwise awkward. Carrying more than two *Bulky* items makes a character *Exposed*.

Some items have limited uses. When used up, the item must be replenished before it can be used again.

## Exposed

Characters who are caught defenseless are *Exposed* and are treated as if they have 0 **GRIT**. This lasts until they remedy their situation. Traps and ambushes generally leave victims *Exposed*.

## Initiative

Combat is played in turns of **Seconds**, alternating between Folk Heroes and NPCs.

1. The Chanter telegraphs the most likely actions taken by NPCs.
2. Unless ambushed, Folk Heroes take the first turn. If not readied for combat, Folk Heroes must make a **Spirit Save** or miss the first turn.

3. Those who can act in a turn can **Move** from one **Range** to the next and then take one **Action**.
4. All who are attacking the same target roll their dice at the same time.
5. Attackers may perform **Plays**.
6. Take the highest die remaining. Add any extra damage from attackers who are **Reinforcing** the Attack.
7. Subtract the target's total **Armor** score.
8. The Chanter adjudicates damage dealt per target and narrates the results of actions in the turn in any order they wish.
9. The opposing side takes their turn, starting from step 3.

## Movement and Ranges

Ranges are ordered as **Close**, **Near**, **Far**, and **Distant**.

- **Close** is melee weapon range
- **Near** is the start of projectile weapon range
- **Far** is the extent of projectile weapon range
- **Distant** is outside projectile weapon range and beyond

**Moving** in **Seconds** shifts a character position from one range to the next, in relation to an NPC, object, or location.

## Actions

Actions may be attacking, making a second move, fumbling through items, activating something, or anything that is plausible to do in one turn.

Players must declare what they are doing before dice are rolled. An action may require having an Art, Technique, or Ritual, gaining Fatigue, or a successful **Save** before it can be done.

## Attacks and Damage

An attacker rolls their weapon damage die, subtracts the target's **Armor** to the result, then deals the remaining value to the target's **Grit**. Unarmed attacks are generally *Impaired*.

# Multiple Attackers

If multiple attackers target the same target, only keep the single highest result. The same is done when attacking with dual weapons or bonus attack dice.

# Impaired Attacks

If an attack is done from a weak position, it is *Impaired* and the attacker rolls d4 damage instead of their usual damage die.

# Enhanced Attacks

If an attack is done from an advantageous position or if the target is helpless, it is *Enhanced* and the attacker rolls an extra d12 alongside their usual damage die.

# Blast Attacks

*Blast* attacks affect all targets in a noted area, rolling damage for each separately.

# Heroic Techniques

**Heroic Techniques** are actions in combat only Folk Heroes can perform. Each Heroic Technique can only be used once per Attack by each combatant involved. After using a Heroic Technique, the Hero must pass a Save or become **Fatigued**. Fatigued Folk Heroes cannot perform Heroic Techniques until they rest for a Watch.

**Powerful STRIKE** - Unleash your overwhelming strength or combos

- Use before rolling a melee Attack
- The Attack gains either +d12 or Blast
- Pass a BODY Save or become Fatigued.

**Careful GUARD** - Deny an attack from reaching you

- Use after an Attack roll against you or an ally within arm's reach.
- Discard one Attack die from the roll
- Pass a SPIRIT Save or become Fatigued

**Focused PLAY** - Open up your foe to your cunning

- Use after rolling an Attack

- Perform a Play without using a die.
- Pass a BOND Save or become Fatigued

## Plays

Attackers may use any number of Attack dice of 4 or higher to perform **Plays**. **Plays** can cause one of the effects below to the target of the original attack, if the weapon used for the attack is appropriate for the **Play**. Attack dice used for **Plays** are discarded and can't be used for damage.

Aside from Reinforce and Move, targets can make a **Body Save** to avoid the effect.

- **Reinforce** the Attack for +1 total damage
- **Move** after the Attack, despite any other circumstance
- **Repel** a target away from you
- **Stop** a target from moving next turn
- **Impair** a target's weapon on the next turn
- **Trap** a shield until your next turn
- **Dismount** a target
- **Other effect** of a similar level of intensity

A die result of 8 or higher to perform a Power Play, causing one of the effects below:

- **No Save** is granted to the target
- **Greater effect** such as disarming an item, breaking a shield, or removing headgear. There is no bonus damage for **Reinforce**.

## Armor

Before dealing damage to a target's **Grit**, subtract their **Armor** from the damage dice results. Armor can be stacked together, but only up to 3 **Armor**. Shield and headgear may provide other benefits, according to their use.

## Grit

**Grit** reflects a Folk Hero's ability to avoid damage. It does not indicate health or fortitude, nor do they lose it for very long. At 0 **Grit**, excess damage is deducted from a relevant **Essence**.

# Retreat

Fleeing from a dire situation requires a successful **Body Save** and safe destination to flee to.

# Essence Loss

Aside from damage in combat, **Essence** may be damaged as the cost or consequence of an action or event in the fiction.

# Critical Damage

Characters that lose half or more of a remaining **Essence** are **Critically Damaged**. **Critical Damage** means different things for each **Essence**.

**Body Critical Damage** means the character is down and mortally wounded. They will die if left untended for **Hours**, but can be patched up in **Minutes**.

**Spirit Critical Damage** means the character is demoralized and fearful. They will regain courage in **Hours**, but can be forced awake in **Minutes**.

**Bond Critical Damage** means the character is momentarily feral. Their rage will subside in **Hours**, but they can be snapped back to their senses in **Minutes**.

# Death

Characters can die three different ways based on which **Essence** they were depleted of.

At 0 **Body**, the character becomes a spirit. Without a physical form, it must be tied to an object, another Folk, or Site to avoid wandering.

At 0 **Spirit**, the character's Spirit flees its Body, leaving it ill and unresponsive. The Body cannot survive long in this state.

At 0 **Bond**, the character becomes a monster, its Body and Spirit becoming distorted. Monsters bring Ruin in their wake.

# Recovery

**Grit** is recovered within **Minutes** of peace after the danger has passed.

**Essence** can be fully restored by various means:

- Performing a specific **Action**
- Undergoing a specific **Ritual**
- Skipping to a new **Season**

# Scale

Folk Heroes live alongside beings that surpass the common Folk. Scales define either size or power, or both.

## *Small*

Cat, water buffalo, log boat, sword strike, musket fire.

- *Small* **Attacks** against *Strong* targets, if sufficiently powerful or accurate, are *Impaired*.
- *Small* **Attacks** against *Overwhelming* targets are ignored.

## *Strong*

**Warband**, elephant, demi-god, plank-built boat, log club, cannon fire

- *Strong* **Attacks** against *Small* targets are *Enhanced* and *Blast*.
- *Strong* **Attacks** against *Overwhelming* targets, if sufficiently powerful or accurate, are *Impaired*.

## *Overwhelming*

Moon-eating serpent, mountain god, galleon, storm wind, meteorite crash

- *Overwhelming* **Attacks** against *Small* targets leave them *Exposed*, and are *Enhanced* and *Blast*.
- *Overwhelming* **Attacks** against *Strong* targets are *Enhanced* and *Blast*.

# Warbands

Two-dozen or so coordinated combatants fighting together are treated as a single **Warband**. They are treated as **Strong**.

- When they are **Critically Damaged** they are routed from the battle.
- At 0 Body they are wiped entirely, at 0 Spirit they are demoralized, and at 0 Bond they are turned into monsters.

# Divination

Some situations are completely random and out of the characters' control. In such cases, the Chanter rolls a d6 called the Divination Die. High rolls are favorable to players, low rolls are not.

## **General Divination**

- 1: Something immediately bad.
- 2-3: Something potentially bad.
- 4-6: A welcome result.



# Rituals and God Tools

# Rituals

**Rituals** are ceremonies done in reverence and request of spirits and gods. **Rituals** are made of **Action, Duration, Cost** and **Effect**. Intensifying the **Effect** or **Duration** typically means equally intensifying the **Cost** or **Action**.

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**Rituals** can generally be gained after a **Season** of uninterrupted training with a skilled teacher, but can also be gained with a **Trigger**.

Some **Rituals** are common knowledge:

- Mend Body. Spend a **Watch** wrapping injuries and filling bellies, costing 1 sustenance supply or none if in warm hospitality. Participating characters recover all of their **Body**.
- Regain Spirit. Spend a **Watch** in meditation and concentration, costing 1 sacrament supply or none if in the presence of divinity. Participating characters recover all of their **Spirit**.
- Bolster Bonds. Spend a **Watch** partaking in betel nut quids and wine, costing 1 stimulant supply or none if in a feast. Participating characters recover all of their **Bond**.

# God Tools

**God Tools** are objects that have gained **Names**. Weapons of gods, talismans of heroes, tools of change. They can exhibit power in ways relevant to their **Names** and up to their wielder's interpretation. They can gain more **Names** in the same ways as characters do.

**God Tools** can be gained by exploring the **Locality** and taking them from **Landmarks** or their wielders. A Folk Hero's items may also be elevated to **God Toolhood** through **Triggers**.

# Debt, Economy, Community

# DEBT, ECONOMY, AND COMMUNITY

## Debt

Debt is a central part of the lives of Folk and Folk Heroes. Debt is trade, social connections, and community. Debt is often the force that pushes Folk to do anything.

## Value and Trade

Trade is an exchange of commodities, services and **Debt**. The values below are determined by rarity of commodity or intensity of service:

*Petty*. No value, free labor.

*Common*. Widely available, a day or more of labor.

*Precious*. Made for or by a specialist, a moon of labor.

*Grand*. Treasured by chiefs and kings, a season of labor.

*Life*. A matter of life and death.

10 of one value is equal to 1 of the next higher value (e.g. 10 Common Debt is equal to 1 Precious Debt).

Perceived values of commodities and services may change for whatever reason. A surplus or shortage may lower or raise values. Generosity may cause one to consider a service as Petty. One may throw in a few extra commodities for a lowered or Petty value to build good relations. In general, keep trade in the broad strokes, rather than calculating exact amounts.

## Obligation

In a Locality, all Folk are connected to each other in a web of Debts. To not be indebted to any Folk is to not have any social connection. These Debts may be of any value, from Petty to Life.

At the end of a Season, Folk with Debt are obligated to pay 1 Debt of a value below their Debt (e.g. Folk with a Grand Debt have to pay 1 Precious Debt at the end of a Season). Payment of Debt can be in the form of commodities, service and ventures. Risking one's life is also a way of paying back Debt.

If a Folk is not able to pay the amount of Debt they are obligated to pay in a timely manner, their Debt may increase.

## *Life Debts*

Life Debts are the heaviest kind of Debt. These are Debts built and severed in situations where one's life is in the hands of another. Life spared in a fight, life saved from certain doom, lifelong allegiances, prices not even death can repay.

Though not an area of complete exemption, Ventures are generally not situations where Life Debts may be earned. Danger and risk are understood and accepted as part of the job, lessening the weight of life and death.

Folk who owe a Life Debt are called **Debtors** and the Folk they owe a Life Debt to is called a **Patron**. Debtors can only have one Patron at a time. Patrons can have multiple Debtors, and together they make up a **Community**. Debtors are not disqualified from being Patrons of other Folk, but they are still obligated to work for their Patrons Season after Season. In exchange, Patrons are obligated to care for their Debtors, like they are family. Failure to do these obligations may be cause for severance of the Life Debt.

Folk Heroes collectively can owe another Folk up to a Life Debt. With a Community, opportunities to owe Debt to other Folk opens up.

## *Folk Heroes and Community*

For Folk Heroes, Community is support and opportunity. Folk Heroes generally start a campaign as a Patron to 1 Debtor.

Debtors can be called on to do labor equal to a Grand service. This can be partitioned into 10 Precious services. Common service can be considered Petty.

A Debtor can be used by Folk Heroes as collateral to owe Debt to one other Folk. A Debtor can be used to owe Debt as many times until right before the value becomes a Life Debt. At Life Debt, Patronship of the Debtor transfers to whom the Folk Heroes owe.

Folk Heroes should be careful about taking on Debts they cannot pay, or they run the risk of losing their Community. Folk Heroes without a Community are limited in what

they are able to do socially and economically. Folk Heroes without a Community is a paradox.

## Mapping Debt

Folk Heroes have the responsibility of keeping track of their Debts. They may do so through any method, but it is suggested they do so with a map or diagram.

A Debt Map consists of two major elements: Plates, Links, and Beads.

Plates contain the following information about Folk:

- **Folk Name:**
- **Short Description:**
- **Assets:**
- **Patron:**
- **Debtors:**
- **Disposition with Folk:**

Links are connections between Folk represented on the map with lines between Plates.

- Petty Debts are drawn as dotted lines in between two Folk.
- Common, Precious, Grand, and Life Debts are drawn as a solid arrow, pointing from the Folk that owes Debt to the Folk they owe Debt to.

Beads are placed on Links representing the Debts Folk Heroes are obligated to pay. There should be one Bead for each value of Debt they have to pay on a Seasonal basis.

- Common Debts are represented by triangle Beads.
- Precious Debts are represented by diamond Beads.
- Grand Debts are represented by circle Beads.
- Petty and Life Debts do not have Beads.

Folk Heroes should refrain from keeping track of Beads of Folk with other Folk.

## Equipment

### Armor

**Headgear**, +1 Armor, Common

- Made of thick cloth, bamboo, rattan, bottle gourd, carabao horn, shark skin, or other tough material.

**Plated chain armor**, 2 Armor, Bulky, Grand

- Brass chains linking together plates of hardwood, bamboo, buffalo horn, tortoise shell, elephant hide, or other tough material.

**Shield**, +1 Armor, Common

- Circular or rectangular, hardwood or corky wood.

**Weaved armor**, 1 Armor, Precious

- Woven of braided abaca or bark cords

## Weapons

Damage is tagged with 1H (one-handed) or 2H (two-handed).

**Fighting stick**, d6 1H damage, *Petty*

- Crafted from fire-hardened rattan or polished hardwood.

**Bamboo javelin**, d6 1H damage, Near, *Petty*

- Weighted at the top end with sand

**Dagger**, d6 1H damage, *Common*

- Leaf-bladed, wavy-bladed, or push daggers
- Can be used as spear heads, tied to the ends of staves or blowpipes.

**Short blade**, d6 1H damage, *Common*

- Single-edged swords, general utility tools, weapons of war.

**Blowpipe**, d6 2H damage, Near, *Precious*

- Crafted from bamboo or wood.
- Uses fishbone or iron darts.

**Staff**, d8 2H damage, *Common*

- Crafted from fire-hardened rattan or wood.

**Bow**, d8 2H damage, Far, *Bulky, Precious*

- Crafted from bamboo or wood.
- As long as its user.
- Uses arrows with iron or bamboo heads.

**Long blade**, d6 1H damage/d10 2H damage, *Precious*

- Forked war swords, heavy chopping tools, raiding axes.

**Tethered Spear**, d6 1H damage/d10 2H damage, *Near, Precious*

- Wood or bamboo shaft with leaf-shaped iron heads.

**Matchlock gun**, d10 2H damage, cannot be used after Moving, *Bulky, Precious*

- Arquebus as long as its user.

**Swivel cannon**, d12 2H damage, cannot be used after Moving, takes Minutes to reload, *Bulky, Strong, Grand*.

## *Gear*

### *Common Gear*

Bamboo pole, beeswax (3 uses), clay pot/jar, crossbow trap (3 uses), hammer, honey glue (3 uses), leather waterskin/bag, oil (cooking/polishing/fire, 3 uses), rope (50'), salt block (3 uses), shovel, thorn caltrops, weaved tray/basket

### *Precious Gear*

Antidote (3 uses), brass gong, log canoe, enchanted oil (skin-hardening/fireproof/bat-wing), firefly torch, fishing net, incense, pickaxe, sacrament supply (1 use, *bulky*), saw, snake rope (50'), stimulant (1 use, *bulky*), string instrument, sustenance (1 use, *bulky*), web net (3 uses), wine (strong/spicy/aromatic, 3 uses), venom (flesh-eating/paralyzing, 3 uses).

### *Grand Gear*

God Tool with only one Name, plank-built boat.



Triggers

# Triggers

Folk Heroes are inevitably changed as they engage with the Locality and the fiction. Some of these adaptations are minor and rarely revisited again. Others are cumulative, representing a collection of related experiences. And some experiences are so powerful that their impact is immediate and unparalleled. For each of these it can be helpful to assign **Triggers**, or opportunities for growth. These represent significant turning points in a character's life and should be met with a permanent and related change. Good triggers depend on characters engaging in at least two of the following:

- A focused, consistent pattern of behavior around a single objective or course of action.
- Taking an obvious risk with potentially serious consequences, especially when the outcome is unknown.
- Interacting with a unique item, creature, or entity.

Examples of **Triggers**:

- Interacting with something (Or Someone) They Do Not Understand
- Long-Term Exposure or Manipulation of a God Tool
- Forging a Relationship With a Being of Great Power
- Overcoming a Long-time Woe, Misdeed, or Foe
- Injury or Contamination
- Learning Through Trial And Error
- Success or Failure Despite a Natural Talent or Ability
- Advancement in the Community

After every session, the Chanter and players are encouraged to take the time to discuss the session and see if an event, either a positive or negative one, had a **Trigger**. Any participant can contribute to any of the Folk Heroes present in the session. Even if an event is not yet enough for a **Trigger**, it would still be useful to keep note of it. If a **Trigger** has been determined for a Folk Hero, the Chanter and players decide if they gain a **Trait, Technique, Art, Ritual**, or maybe even a **Name**.

Travel

# TRAVEL

Travelling takes a whole **Watch** in 3 kinds of speeds based on terrain:

- **Crawl:** 1 Hex per Watch. Prohibitive terrain, like dense forests, swamps or mountains.
- **Trek:** 2 Hexes per Watch. Light terrain, like grass plains, riversides, or seashores.
- **Sail:** 3 Hexes per Watch. Over rivers and sea, by boat.

When ending a **Watch** outside of a friendly Habitat or unsafe Landmark, Folk Heroes make a Travel Divination.

## *Travel Divination*

- 1: A **Presence** is encountered.
- 2: The Hex's **Obstacle** is encountered. Ignore if encountered already.
- 3: The **Weather** shifts.
- 4-6: The Hex's **Landmark** is encountered. Ignore if encountered already.

## *Presence Divination*

- 1: The Presence of a random Ruin
- 2-3: The Presence of a random Dwelling
- 4-6: The Presence of the nearest Dwelling

## *Dry Weather Divination*

- 1: Ominous weather. Same effects as Unpleasant. If rolled twice in a row, treat as a Calamity.
- 2-3: Unpleasant weather. A **Trek** slows down to a **Crawl**, and **Sail** slows down to a **Trek**.
- 4-6: Fair weather. Travel as normal.

## *Wet Weather Divination*

- 1: Calamity. You cannot leave the Hex without gaining **Fatigue**, nor sleep without a shelter.
- 2-3: Unpleasant weather. A **Trek** slows down to a **Crawl**, and **Sail** slows down to a **Trek**.
- 4-6: Fair weather. Travel as normal.

# Shelter

Folk Heroes are given due hospitality in friendly Habitats. Longer stays warrant a Debt.

# Supplies

Folk Heroes are experienced in travelling Localities. Food, water, and fire do not need to be tracked. If any situation causes characters to be deprived of these essentials, they each lose d6 **Body** each morning.

# Sleeping

Any character who does not get a **Watch** of sleep every day loses d6 **Spirit** each morning.

# Night

The night contains horrors none are equipped to handle for long. Anyone travelling or exploring during the night lose d6 **Bond** come the morning.

# Obstacle

**Obstacles** are normally not traversable during travel. Locals might know a way through. Attempting to traverse an **Obstacle** wastes a **Watch**.

# Lost

In situations where the Folk Heroes are travelling without a proper sense of direction, they might make a Divination when travelling to another Hex.

## *Lost Divination*

- 1: You are unable to leave the Hex.
- 2-3: You drift towards the left (2) or right (3)
- 4-6: You were able to find your way.



# Localities

# LOCALITIES

## *Creating a Locality*

### *During Session 0:*

1. The players suggest 2d8 Features using the spark table provided. The geography of the map that the GM will make will be based on these Features. The players and GM can elaborate more about these.
2. Each Locality starts with 10 Sites, divided between Ruins and Communities.
  - a. Roll 1d4. This is how many Ruins there are in the Locality.
  - b. Roll 1d4. This is the number of Folk there are in a Community the Folk Heroes' Community is at war with.
  - c. Roll another 1d4. This is the number of Folk in a neutral Community.
  - d. What is left over from the 10 Sites are extra Folk in the Folk Heroes Community.
3. Players collaborate to create their Community.
  - a. Create the Folk Heroes' Patron, Debtor, and any other Folk in the Community using the spark tables provided.
  - b. Place all of these Folk in Dwellings anywhere in the Locality.
4. Players collaborate to create 1 Ruin that is connected to their Community.

### *Before Session 1:*

1. The GM creates the two remaining Communities.
  - a. Create the Community's Patron and Debtors using the spark tables provided.
  - b. Place these Folk in Dwellings in the Locality
  - c. Repeat for each Community.
2. The GM creates the remaining Ruins.
  - a. Use the spark tables provided to detail each Ruin.
  - b. Place the Ruins in the Locality.

## *Features*

Biomes that are home to one or more Folk. These are distinct areas of forest, water, mountain, and everything in between. Use the spark table below to generate a Feature.

### **Nature**

1. Foggy
2. Flooded



3. Overgrown
4. Collapsed
5. Luminous
6. Illusive
7. Twisting
8. Hanging
9. Flowering
10. Mossy
11. Volcanic
12. Secluded

### **Form**

1. Forest
2. Peaks
3. Swamp
4. Flatland
5. Coast
6. Island
7. Reef
8. Sea
9. Lake
10. Hills
11. Tunnels
12. Ridge

## *Rivers*

Water connects Folk in one Locality to one another, and rivers connect the land to the sea. Every Locality has 2d4 rivers.

To create rivers, draw a wiggly line from an elevated Feature, to a lower Feature.

- Rivers may branch out into different directions.
- Lakes can be hubs for ingoing and outgoing rivers.
- The sea is a logical stopping point for most rivers. If the Locality doesn't have a sea, the river can continue on off the map.

## *Sites*

Major points in a Locality. Sites can be Dwellings or Ruins. Each Site has a Presence that can be felt throughout the Locality.

# Dwelling

Places of concentrated life, inhabited by Folk. Use the spark tables below to create Folk's Dwelling.

## Style

1. Gilded
2. Stilted
3. Hanging
4. Hidden
5. Fortified
6. Carved
7. Mobile
8. Buried
9. Floating
10. Indulgent
11. Expansive
12. Makeshift

## Form

1. Village
2. Longhouse
3. Cave
4. Nest
5. Boat
6. Remains
7. Tree
8. Stone
9. Camp
10. Shrine
11. Hive
12. Beast

# Folk

Creatures, beasts, and gods that are capable of forming social bonds and community. The term is used at the individual and group level. Folk are united by whatever reason; appearance, trade, culture, purpose.

The group count of Folk is abstracted. One Folk can deploy 1 Warband to fight, if need be.

## Style

1. Tattooed
2. Glittering
3. Armored
4. Pierced
5. Fanged
6. Scarred
7. Vibrant
8. Ragged
9. Pristine
10. Silky
11. Decorated
12. Ancient

### **Form**

1. Stout
2. Scrawny
3. Small
4. Brawny
5. Giant
6. Plantlike
7. Reptilian
8. Avian
9. Mammalian
10. Buglike
11. Aquatic
12. Amphibious

## *Assets*

Key individuals, skills, structures, tools, weapons. Anything that a Folk possesses that they can call upon or use to their advantage.

## *Ruins*

Areas devoid of life and social connection. Ruins are created from great injustices or devastation, caused by Folk. These are places that are inhospitable and hostile to Folk and turn them into Monsters.

Ruins must be wiped out or rehabilitated, else the Ruin will spread. Either way, the root cause must be understood.

### **Cause**

1. Neglect

2. Betrayal
3. Estrangement
4. Disrespect
5. Greed
6. Shortage
7. Curse
8. Opportunity
9. Grief
10. Revenge
11. Abuse
12. Progress

### **Ruination**

1. Massacre
2. Demolition
3. Burning
4. Extermination
5. Sterilization
6. Poisoning
7. Disease
8. Infestation
9. Stampede
10. Deluge
11. Demonization
12. Starvation

## *Monsters*

Creatures, beasts, and gods changed and corrupted by Ruins. Monsters leave Ruin in their wake.

## *Presence*

Patrols, legions, machinations. Presence is a series of 6 encounters connected to a Folk or Monster. These encounters intensify and move towards the Goal of a Folk or Monster. If all 6 encounters have been witnessed by the Folk Heroes, the connected Folk or Monster will achieve their Goal by the next Season.

A Presence is eliminated if the connected Folk or Monster is wiped out or if their Goal has changed.