



KARANDUUN

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Make God Bleed

CORE RULEBOOK



Make God Bleed Edition - Official Release

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Icons from: <https://game-icons.net/>

Special thanks to these people for playtesting and offering valuable advice!

Joo Enrile (@moonytuned), Theo (@Thoobn), Eric Dacuma, QK Guingcangco, Brian Maniquis, Donn Christian Corpuz, Wechsler Tupas, Pam Punzalan (@TheDoveTailor), Tamara Catada, Mark Beltran

Another special thanks to my patrons! EvilMegaCookie (for both being a patron and supporting the game), Alessandro Arena-DeRosa, entropyrat, HellaDrawings, Gabe Ongkiko, Apollo, Aryelle Sison, Togidemi, Lowell Francis, Diwata ng Manila, Theodore L. Rivera, and Kim Dela Cruz!

Special Thanks as well to: Dungeon World, Apocalypse World, Broken World, Ryuutama, Exalted le Quickstart, Black Hack, Godbound, Scarlet Heroes, and Exaltalypse for inspiring the creation and rules of this game!

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If Karanduun inspired you, please go ahead and let me know! Hack it, make concepts for it, or Verses.

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“They shall arrive when God is killed and the Universe is destroyed.

Their names shall be heralded by a song of exploding suns and falling stars.

They shall wield the Spear of Lies, they shall brandish the Armor of Despair, and they shall cut themselves with the all-bleeding Sword of Hatred.

They shall arrive and cast down the three and one false gods and shatter their thrones and make them bleed.

And they shall be named:



~~BATHALA~~ IS DEAD, AND THE HOLY TRINITY KILLED THEM

The Universe is doomed to death, but in its last gasps, it was a beautiful thing.

Burning with skin gleaming like stars, wielding weapons that dare go against the Holy Trinity, and shouting proclamations against the Empire. The deeds of the Karanduun stand as a bright light cast upon a fading shadow, never to be remembered. But maybe, in the dying throes of the universe, you will burn brightly, a final testament to might and majesty.

WHAT IS KARANDUUN?

Karanduun is a modern Filipino Epic RPG about worthless heroes dismantling God, whatever cycle of oppression that must be. Inspired by Filipino Folk Epics, novels, komiks, history and high octane shounen anime.

A **Tabletop RPG** is a game that you play with your friends where you play the roles of characters within fictional settings. Sometimes stories come out of this, sometimes not. To play Karanduun, you will need around 3 - 6 players. Read on to learn how to play.

The Tone: The prevailing tone of Karanduun is struggling against oppression while having the strength and abilities of a to-be epic hero, a modern twist on the ancient Filipino Epic. Many kinds of genres can be played using Karanduun: from mystery, action, to drama, to wuxia, to even horror and dread. I advise pulling from many character action video games such as Devil May Cry, Asura's Wrath, or Bayonetta. For fiction, I advise looking into stuff

from the New Weird, along the lines of China Mieville or Jeff Vandermeer, or strange science fantasy like Roger Zelazny and the "Dying Earth" fantasy genre of Jack Vance and Gene Wolfe. For films, films like Akira and Metro Manila inspired the cities, while General Luna and Goyo inspire the settings outside the cities, grimy and stricken with war.

Karanduun's own setting, **SANSINUKOB**, the Center of All Creation, in the middle of the Never-ending Ocean, wherein an infinite number of other universes float. In the midst of this, there is no hope, for Bathala is dead. As the first few sprouts of heavenly flowers choke abandoned glass towers, little gods dance upon the shadows cast by acid light, and disenfranchised people begin to hope for a sword against the veil.

While Sansinukob is built with Filipino Myth and Culture in mind, feel free to make your own settings with your own cultures!

WHO ARE THE KARANDUUN?

written by the tambay down the street

THE NAME ECHOES ACROSS ALL TIME, ALL UNIVERSES. WORTHY
OF SONG AND EPIC. WORTHY OF KANDU. LONG LOST, FIND IT
AND RECLAIM IT, AND MAKE GOD BLEED.

ALL FIGHT, LIVING IN PERPETUAL VIOLENCE, TO ATTAIN THAT
SACRED, UNATTAINABLE NAME, NOW FORGOTTEN IN THE MINDS
OF THE SAINTS AND ANGELS. THIS IS THE TRUTH OF LIVING:
VIOLENCE BEGETS VIOLENCE, AND SO THE WHEEL TURNS. BREAK
THE SKY.

TO ATTAIN THE SOBRIQUET OF KARANDUUN IS TO ASCEND THE
HEAVEN-EARTH LADDER AND REACH THE LEVEL WHERE YOUR
NAME IS IMPRINTED UPON THE VERY FABRIC OF THE UNIVERSE.

OVERTHROW USELESS REGIMES, CAST ASIDE FALSE IDOLS, LIVE
IN LOVE, LIBERTY, REVOLUTION AND RIGHTEOUSNESS.

MAKE GOD BLEED.

WHAT DO YOU DO?

The players play as worthless heroes that resist against the worthless and broken rule of corrupt lords. You hunt and kill adversaries, sail the seas to search for lands, delve into the vaults of corrupt Dragon Saint Kings, slay corrupt Island-Emperors, cast down false thrones, dismantle broken systems, and collect hearts of all. Rouse the rabble. Gain power through love and righteousness. Dismantle false idols. Destroy abusive structures, from people to systems.



TRESPASS. *“It is fit for a Datu to venture.”* You must travel across the multitudes of lands, seas, and skies of Sansinukob, from Kalangitan to Kalagitnaan to Kalaliman, or even beyond to the other universes, in search for glory or wealth or love or more.

CONQUER. *“Only when even the mountains bow at my feet will I be satisfied.”* Conquer challenges, risks, people and empires. Travel through the Perlesensya Archipelago and liberate it from the oppressive forces, or venture to the Continents and conquer their empires, lift the yoke of oppression.

COLLECT. *“Until the Universe is at the palm of my hand.”* Collect treasures, glories, weapons, and allies. Through this you will gain *power*, and true power that will let you achieve the sobriquet of Karanduun.

REBEL. *“Rage against the dying light.”* The universe is God’s coffin, and we are all walking on their mangled corpse, spiraling into oblivion. The Trinitarian Empire still searches for more power past the Neverending Ocean. The Universe is dead. Some say this is not a world worth saving, but that is up for you to decide.

Meanwhile, while the players play as these heroes, one player will take up the role of **Alamat (Legend) Chanter**, or **AC**, who tell the tale of these stories. The story, however, changes every time, for it is spoken and sung. Thus, the destiny of the heroes is up to them alone. **The Alamat Chanter has the role of setting up the world, roleplaying as the Non-Player Characters, and making the heroes’ lives interesting.** Unlike the heroes who roll with dice, the Alamat Chanter tells the tale through Withering, Decisive, or Ruinous Responses which puts twists upon the fate of the heroes.

To begin play, you will need a number of six-sided dice, henceforth noted as d6. Around 5 to 20 for each player. Of course you can always share around. Additionally, you will need around 3 to 6 players for this, with one taking the responsibility of an AC.

HOW DO YOU PLAY?

As a player, you have some responsibilities to make sure the game runs smoothly. There are three primary duties that you must do.

- ◆ **Do.** When the AC asks you “What do you do?” or if you want your character to do something, do it. Do not describe it in terms of mechanics: “Can I roll to see what’s in here?” Instead, describe what your character does: “Can I look around among the books to see if there’s a book that might help me?”
- ◆ **Immerse.** You must work with your table to deliver a fun and enjoyable game. Try your best to immerse yourself in the play experience that the AC is helping you through. Keep in line with the agreed mood and themes of the game at the table. Remember that this is your story, and you are telling it along with the AC.
- ◆ **Enjoy.** Rules are lies, and so is fiction. Try to have fun and help others have fun. Subsequently, remember that if you yourself are not enjoying or you are not comfortable with situations currently happening, bring it up with the AC. It is one of your duties.



TESTS

During the heroes' adventures and travails, they will inevitably arrive upon challenges wherein their fate will be dubious. When this happens, they must **Test** their skills and personal abilities. A Test only happens when you perform an action and the AC decides that either its outcome is dubious, can have a horrible consequence, or if it triggers an **Act**, described below.

Your **Natures** are the measure of your character's innate attributes, nature, and approach to things. These are Violent, Rebellious, and Renitent: three qualities that all heroes must have to make God bleed. Your **Skills** are the measure of your character's abilities and skills when interacting with the world itself.

You build a dice pool by adding your relevant Nature and relevant Skill, and then adding any other situational bonuses or modifiers, as dictated by the AC. Nature defines how the action is done, and Skill defines what the action is.

The dice pool represents how good of a chance you have of succeeding in an action according to a mix of your skill, luck, equipment, spiritual might, power, moxie, coolness, and outside factors.

When the AC tells you that something is a Test, pick up a number of d6s equal to the Nature and Skill that the AC deems relevant, adding any relevant modifiers that add or subtract dice from your dicepool, and then roll them together. Each d6 that comes up as 4, 5, or 6 is a Hit, otherwise, that's a Miss. All mentions of "+ds" always deals in six-sided dice.

Count the number of Hits against a Threat Number. If it's more than the Threat Number, you **Full Success**. You get what you want.

If the number of Hits are equal to the Threat Number, you get a **Partial Success**. You get what you want but there's some sort of complication or consequence.

If you don't get the required number of Hits for a success, you **Failed**. You don't get what you want and a (usually interesting) consequence befalls you. This usually entails that the AC gets to use a Decisive Response against your action to keep the game flowing and to give you interesting outcomes.

If you fail on a roll and have two or more 1s that come up on the result, that is considered a **Critical Failure**. Narrate hard consequences as with a normal failure but the AC gets 1 Ruin Die.

If you fully succeed on a roll and two or more 6s come up on the result, that is considered a **Breakthrough**. Narrate what happens and the players get +2 Favor Dice to their Favor Pool.

DIFFICULTY AND THREAT NUMBERS



The AC sets how difficult an action is. There are 5 difficulties: Challenging, Risky, Daunting, Heroic, and Legendary. The AC will usually tell you what the difficulty of an action will be before rolling for it.

Each difficulty has a Threat Number, or TN. Gaining a number of Hits equal to the TN is considered a partial success, while gaining more Hits than the TN is considered a full success. Usually, a partial success is where you do what you set out to do, but suffer some sort of drawback or consequence. A full success is when you do what you set out to do completely, without fail.

Challenging actions are actions where a normal, run-of-the-mill person's ability would be challenged. Challenging Tests have a TN of 1. Some examples include trying to grab a running person, resisting temptation from a traveling sitan, trying to unlock a door with an incoming guard, persuading a traveling merchant to lower their prices, and lifting more heavy sacks of rice.

Risky actions are actions that pose large consequences for normal people to attempt, but they can still usually tackle. Risky Tests have a TN of 3. Some examples include: killing a patrolman from a roof, fighting with a pack of untrained pulis, leaping from one roof to another, and diplomatically trying to persuade a lost angel to help you.

Daunting actions are actions even heroes might second-guess at, and normal people might only do when they have nothing to lose. Daunting Tests have a TN of 5. Some examples include killing a patrolman in the night of a storm from a roof, wrestling with mythical creatures, scaling a steep tower, resisting the holy poisonous

love charm of witches, lifting large steel containers, and swaying the mind of an indoctrinated cult.

Heroic actions are actions worthy only for heroes, and something they might be daunted by. Heroic Tests have a TN of 7. Some examples include beseeching a powerful Diwata, trading sword-strikes with a powerful arkanghel, charming someone that hates you, lifting huge boulders that are crashing down on you, shattering an incoming cannoball, and decapitating a shadow spirit in the night while chased by demons.

Legendary actions are actions would feel impossible even for the greatest of warriors and heroes. Legendary Tests have a TN of 9. Some examples include charming the hearts of gods too proud for your help, deflecting the temptations and soul-sucking poison of temptress devil-empresses, dueling with the bathala of dueling, and lifting an entire city wall and shattering the gates of heaven.

Risky, Challenging, and Dauntless actions are the most common. Heroic and Legendary are reserved for truly epic feats.

Situational Bonuses: A situation that you are in might raise your chances of succeeding. This can happen anywhere, from combat to the court. If the AC says so, you gain +2d to the Action you roll where you have some sort of advantage or edge, as befits the fiction.

Any roll that isn't part of an Act should be facilitated by the AC. They set the difficulty, the consequence, possible outcomes, and what Natures and Skills the player would have to roll.

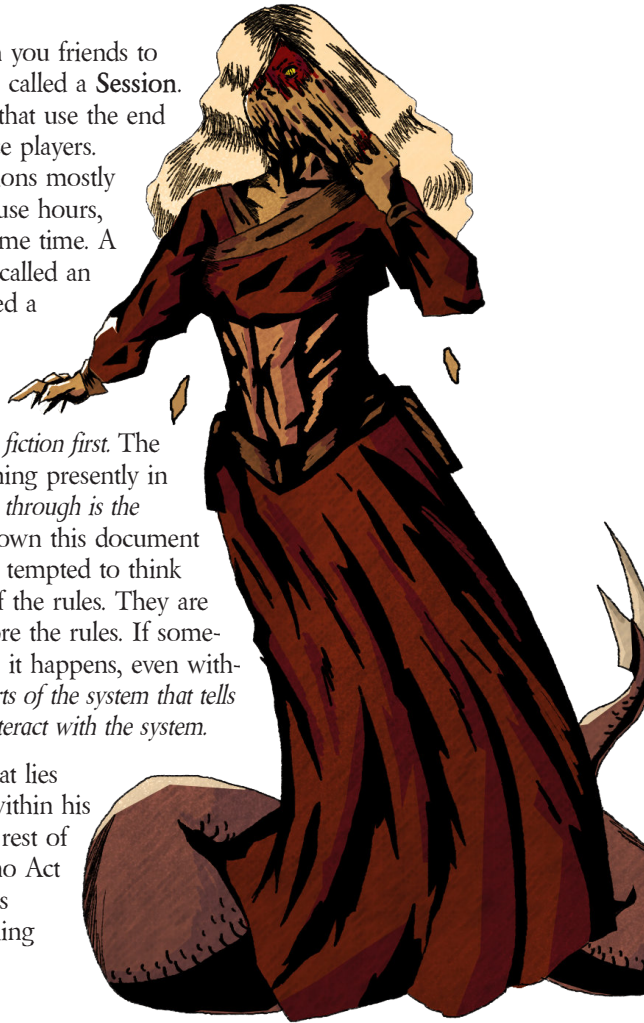
SESSIONS AND GAME TIME

Each time you get together with you friends to play a few hours of this game is called a **Session**. There are some important Acts that use the end of the session as ways to advance players. Other than that, the game functions mostly on days and weeks, and Verses use hours, days and weeks to refer to in-game time. A collection of Sessions is usually called an **Arc**. A collection of Arcs is called a **Campaign**.

THE EVERLIVING RULE

The most important rule is this: *fiction first*. The fiction being whatever is happening presently in your game. *Whatever Lie you live through is the Truth that you experience*. Later down this document you will find Acts and might be tempted to think they are the be-all-and-end-all of the rules. They are not. The fiction comes first before the rules. If something makes sense in the fiction, it happens, even without an Act. Think of Acts as *parts of the system that tells you when you need to roll or to interact with the system*.

If you're trying to kill a King that lies drunkenly and in a deep sleep within his chambers, and you've killed the rest of his guard, the AC can say that no Act nor Test is needed for slitting his throat. You just do it, and the King dies. Suffer the consequences.



ADVENTURES IN A DEAD WORLD

WHAT IS KARANDUUN?

Resist Oppression. Fight back against the oppressive empire that labels you as terrorists or monsters. They do not care about you. They only care about the profit from exploiting you. Fight back.

Alamat Punk. The Perlesensya Empire is a festering crucible of crime and exploitation from those in power. You have the potential to fight back, to struggle unafraid against the powers that care not for your nor yours, nor your own land. Struggle against capitalist exploitation of the workers and the poor in Biringan, or organize rebellious groups in the mountains to strike against the putrid angels that treat people as machines.

Overthrowing Tyrants. The land of Karanduun is filled with them, filing in after the vacuum of the last war, the Murder of God. The Current Hari of the Kahariang Perlesensya, Desideryo, is the latest in a long line of puppet rulers, exploiting the masses to nourish the Trinitarian Empire. Make God bleed by destabilizing the Empire, break them, and establish yourselves as heroes worthy of becoming Karanduun. Shatter the chains of worthlessness.

Burn the Dregs of God. With nothing but the blade upon your back and your friends that spit on you, go against the Hatreds: Sitan, Demons, Corrupt Angels, and other beasts that travel across the land as the Kings of the Earth. The vestiges of the invading empires still linger: abandoned military bases with mechs, churches with chained Seraph, abandoned camps with walking ghosts. Time to retake what is yours.





GAHUM



Gahum is the spiritual power that flurries within every living being's breath. Through Gahum, you can change the Lie. Gahum is accrued through the killing of beings, as well as stealing their personal belongings which are filled with their power, or beating them in games of wit or skill, as defeat is concession. Through doing this, you gain power and experience, and you move up in power through the world.

GAHUM, THE CURRENCY OF THE CORPSE

In the dying corpse of God, only those with power can purchase items. When currency lost all value, quantified motes of spiritual power became the replacement. Only power matters now, when ~~SABAL~~ is dead. There is the unfortunate side-effect that those in poverty are actively pushed down by those in power so that they get all the Gahum, and only keep getting Gahum.

The rich are powerful, and the poor are taken advantage of.

You use Gahum to buy things in Sansinukob. Gahum is used for all purchases, and when dealt with in markets, are crystallized into umalagad idols.

USBONG

Power and Will demand to be shown, for only through them can glory harness glory. Usbong is the Gahum of the Karanduun burning through them, marking them and warming their skin, beginning from the tips, the farthest from their center, and as they show more and more of their power, begin closing in on the liver, the seat of power. This Usbong can cause the Hero to take on various holy (or unholy) visages and forms.

When creating a Hero, choose a color or range of colors. That color shines through as their Usbong.

NATURES

In Karanduun, there are three **Natures**, the innate capabilities and soul of a worthless hero, each one exalted by to ~~BATALA~~~~IN~~~~MA~~~~IN~~~~CTRAL~~. All worthless heroes are expected to be Violent, Rebellious, and Renitent. Natures begin at 1, and never go past 9.

VIOLENT

≡ ~~BATALA~~'s First Commandment: *Violence against Violence*. This is the measure of a hero's social, spiritual, or physical aggressiveness and raw strength. Roll this if you're doing things forcefully or through brute force.

REBELLIOUS

≡ ~~BATALA~~'s Second Commandment: *Thou shalt not suffer the Iron Fist*. This is the measure of the hero's physical, spiritual, or social finesse and dexterity. Roll this if you're doing things with finesse or with trickery.

RENITENT

≡ ~~BATALA~~'s Third Commandment: *Protect you and yours*. This is the measure of the hero's social, spiritual, or physical resistance and constitution. Roll this if you're doing things protectively or with safety in mind.

SKILLS

Skills are the abilities and developed skills of a Karanduun, how well he interfaces with the world, with the destroyed world of Sansinukob. Skills begin at 0 up to 9.

PRESENCE is connected to Nasirakna, and measures your ability to lead, to influence others with magnetic charisma, or lead armies.

COMBAT is connected to Nabahadna, and measures your ability to fight with whatever means you have.

EXPRESSION is connected to Odto, and measures your ability to perform, express yourself through the arts, and charm others with your skill.

CREATION is connected to Tungana, and measures your knowledge and ability to deal in all things constructed by man. From swords to gender to intelligence.

CONNECTION is connected to Apuna, and measures your knowledge and ability to connect with other people or entities in every situation.

TRICKERY is connected to Saktol and measures your knowledge and ability to deal in things not normally accepted by society, usually crime or subversive thoughts.

INOUTSITION is connected to Igsirinto and measures your ability to sense the environment around you, gleaning information from both the seen and unseen.

WHAT IS KARANDUUN?



THE KALIS OF BATELA: VIOLENCE

“Violence against violence.” - The First Commandment of ~~BATELAN ENMAVICTUAL~~.

These are rules for when you fall into combat. However, remember that the Combat Acts and then an adherence to fiction will suffice for most combats.

Turn Order: Only the players take turns, as the AC only responds, although a conflict might arise as a response to the players’ actions. Follow the fiction. If you need a help in turn order, simply choose an order and call out each player and ask what they do for a round.

Round: A round is usually six-seconds of violence where all Player combatants Act once and are properly reacted against, but time is a lie. Once all player combatants have taken their turn once, that round is done and a new round is moved into.

Wounds: The amount of damage you inflict upon others, and the amount of damage others inflict upon you. Wounds is a term used for damage done upon sentient beings. Otherwise it is simply called damage.

Armor: Armor that you wear has *Armor Points*. Spending an Armor Point reduces the Wounds you suffer by 3. You can spend as much Armor Points as you want against one source of damage. Spent Armor Points returns on a Rest. An Armor without Armor Points is considered broken.

Range: Due to the nature of the fights of Karanduun, distances and ranges change very quickly. Simply state the

positions of each character relative to other combatants. These are called range tags. **Melee** if they’re close enough to fight close quarters, **Close** if they’re in the immediate vicinity but not close enough to reach with melee weapons, **Far** if they’re too far to normally speak to, necessitating shouting and far ranged combat, **Distant** if even normal ranged weapons cannot reach them, and they’re more or less specks in the horizon. **Gone** if they’re anywhere past that.

Status: The Status of a combatant:

◆ **Bleeding.** Usually inflicted through the bleeding tag. Character suffers 1 skewering Wound every time they do anything or move until they remove it.

◆ **Exposed.** When a Combatant loses all Armor Points, they are Exposed.

◆ **Incapacitated.** Combatant is unable to do anything.

◆ **Restrained.** Usually inflicted through the restraining tag. Character cannot move from their current space, and according to fiction, might not be able to move their limbs. They have to remove the restraints to be able to move again.

◆ **Stunned.** Usually inflicted through the stunning tag. Target cannot do anything their next action, and must recover.

◆ **Crippled.** Usually inflicted through the crippling tag. One part of the target is rendered unable until they fix it.

GINHAWA

ギンハワ

Each hero begins with 3 Ginhawa, and a Ginhawa Limit of 3. Ginhawa is the measure of your vital force and bodily stamina. All damage and Wounds subtracts from your Ginhawa. If you are brought to 0 Ginhawa, you must **Defy Tadhana** (p. 26) or fall **Incapacitated**. Incapacitated beings will die within an hour if not given medical attention. If they suffer anymore damage while Incapacitated, they die. If healed by Verses or medicine, they stabilize and must get to a safe place and Recuperate to wake again. You can only raise your Ginhawa Limit up to 10, and must find Ginhawa Containers out in the world.

WOUNDS AND DAMAGE

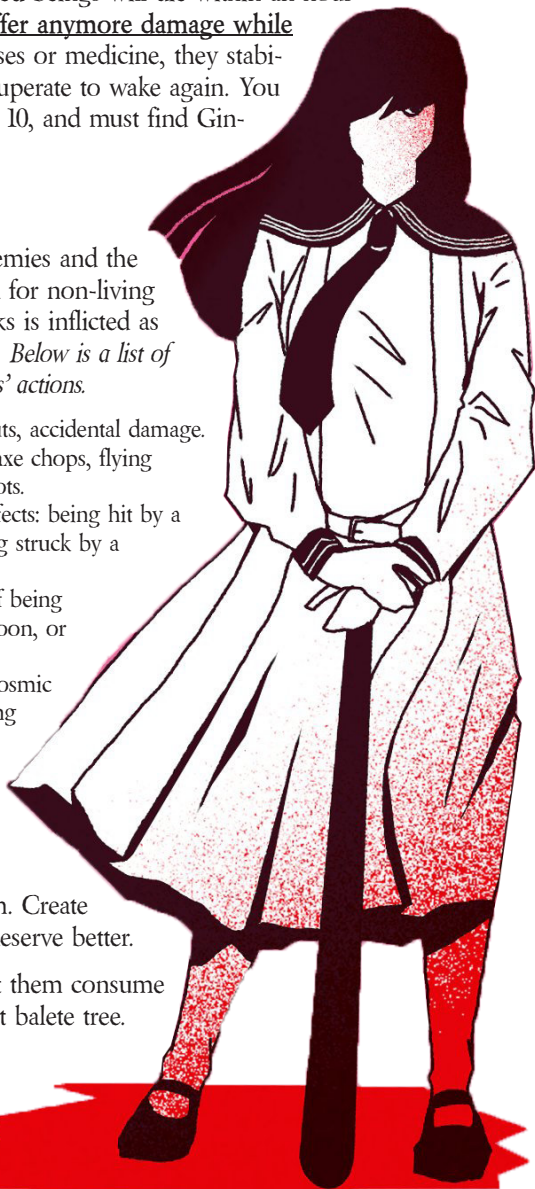
Wounds are damage inflicted towards enemies and the player characters. Damage is usually used for non-living beings. Damage from weapons and attacks is inflicted as Wounds against the target's Wound track. *Below is a list of what damage looks like outside of the players' actions.*

- ◆ 1 point of damage usually means little cuts, accidental damage.
- ◆ 2-4 points of damage are sword blows, axe chops, flying arrows, falling from far heights, and bullet shots.
- ◆ 4-6 points of damage are very violent effects: being hit by a cannonball, being crushed by a boulder, being struck by a halimaw, or falling from great heights.
- ◆ 9+ points of damage is along the lines of being submerged in lava, or being hurled onto a moon, or struck by a powerful sitan.
- ◆ 18+ points of damage is usually almost cosmic in scale: being crushed by a violent saint, being ravaged by the ultimate martial art of a Dimunyu, or being hurled and crashing through the firmament of the universe.

DEATH

When a hero dies, that is the end of them. Create a new one. God cares not or those that deserve better.

OR if you want to be more forgiving, let them consume all their Gahum to wake up in the nearest balete tree. Ask or tell the AC where.



ACTS - THE WAY WE CHANGE THE UNIVERSE

When you narrate your character doing something, sometimes there are narrative triggers built into this game to facilitate how to resolve such an action or conflict. These are **Acts**, little system-setting widgets that enforce the narrative of a Karanduun game. Any action not under an Act is solved either as a Test or not rolled at all, but roleplayed.

When playing, don't go looking around for Acts to use. *In fact, most of the time, you won't be using these Acts at all.* They're narrative triggers that are there to guide the narrative somewhere interesting. They're not buttons to press as with a video game in response to something. Additionally, only players roll in Karanduun. The AC Responds.

The rest of the actions must be arbitrated and ruled by the AC. Remember that Acts are only there to help guide the narrative into interesting, unknown places, one that would take even the AC off guard. Actions that trigger a Act is usually stated on its first line, or in bold:

PIERCE THE VEIL

When you try to find out the motives of a person by extrapolating from their words or reading their body language, roll your **Rebellious Connection** against the target's Threat.

On a full success, you find something useful that you can use.

On a partial success, you find something, but they also find out something about you.

On a failure, the one you're reading learns something about you.

This means if your character performs an action that is the trigger, the Act, activates and the AC solves the action through the Act.

Usually the difficulty is not stated, and this is usually because it is up to the AC to arbitrate if their action is *challenging, risky, daunting, heroic, or legendary*.

Some Acts will grant you a number of fictional currency, usually in these <brackets>. These are currency that you can use for effects from that Act as long as you are doing that Act's trigger. Each Act will tell you what you can spend the generated currency on and when you can. You can usually only spend this currency one at a time.

ACTS OF FAVOR

THE FAVOR OF THE UMALAGAD

The Umalagad are the famed Ancestor Spirits of all creatures, who have either become powerful spirits or gods that are worshipped in the land, or angels and servants of the gods.

The heroes are always under the watch of the Umalagad. You gain Favor Die whenever you do or describe something cool or in a cool way, which is added to your Favor Pool.

CURRY THE FAVOR OF THE UMALAGAD

The hero's exploits and actions are made to appease the everwatching ancestor spirits. Whenever you do something cool, describe an action in an interesting way, or do something that is risky for yourself and others and the table agrees, add 2 Favor Die to the pool which is shared across the players. The Favor Pool always begins at 0 at the start of a session.

Most heroes do well to announce their names and titles before combat ("I am Jaime Dimapaslang, the Eater of Saints!") or call out the name of their attacks ("Burning Gumamela Spear!").

EXPLOIT FAVOR

The hero calls upon the favor of the umalagad that they have curried through heroic deeds. Through the umalagad's help and blessing, they change the world. When you add Favor Dice from the Favor Pool to your dice pool for an action, that action becomes blatantly supernatural.

If you do not have Favor Dice in the Pool, you cannot trigger this Act. The umalagad will not grant reality-bending supernatural power upon those that have not curried their favor.

If you fail a roll, you will still suffer some kind of retaliation or consequence. Destiny and heaven conspire against hubris, and the umalagad are fickle. **The AC gains 1 Ruin Die if you fail the roll.**

Through this, you can do things that are impossible to normal people: the pillar you're trying to move is shattered, that arrow you're aiming becomes a spike of light, that attempt to outrun a horse turns you into a blazing bolt of lightning.

Through Exploit Favor, you can express your character's special powers and abilities, if they have any. Perhaps they move really quickly as if teleporting, or they can, for a quick instant, grow blades out of their arms. Anything is possible with the favor of the Umalagad.

- ◆ Your attacks summon lightning
- ◆ You turn into a being of flame.
- ◆ You grow horns, or take upon yourself a kind of devil form.
- ◆ Parts of you enlarge.
- ◆ You become impervious to falling.
- ◆ You smash someone through solid stone.
- ◆ You subtly warp time to avoid attacks.

ACTS OF GAHUM

U T T U P U F U T U F

RESPIRE

When you are in the midst of violence, you may spend 3 Gahum to recover 1 Ginhawa.

GAHUM ARMOR

When you are in the midst of violence, you may spend 2 Gahum to cancel 1 combat tag from an attack dealt against you.

TRANSCEND LIMITS

Gahum can be used by all beings to Transcend Limits. Whenever you roll, spend 3 Gahum to bring it up a success. (Ex.: If the player rolled a Partial Success, they may spend 3 Gahum to bring it up to a full success). They may only Transcend Limits once per rolled action. (So one cannot bring a Failure to a Full Success, for example.)

Every time you Transcend Limits, the AC gains a Ruin Die.

USBONG

Whenever you spend 1 or 2 Gahum, or whenever you wish, you can let the color of your Usbong shine through your body, whether it be in your eyes, the tips of your fingers, or the ends of your hair.

EMANATION

Whenever you spend 3 or more Gahum at a single time, or whenever it is narratively appropriate, your Gahum bursts through your body and manifests as a saint-devil larawan iconography. Choose or let the AC choose 1 or 2 below.

- ◆ An immense halo with the color of your usbong explodes from your brow.
- ◆ Your body morphs into the image of a god-being.
- ◆ You appear taller, like saint iconography.
- ◆ Parts of your body shift and change.
- ◆ Your surroundings begin smoking or it gets bleached by your light.
- ◆ The color of your usbong pours out from your every orifice, tainting your movements with color.
- ◆ Your name is inscribed into the air in a forgotten script.





ACTS OF VIOLENCE

U # C U 3 F 0 3 T T #

WHAT IS KARANDUUN?

MAKE GOD BLEED

When you engage in violence, roll Violent Combat or Rebellious Combat against the target's Threat. You exchange earth-shattering blows with monsters, fire arrows that split the sky, or engage in intense sword-dances with your foes.

On a partial success, choose 1 below.

On a full success, choose 2 below.

On a failure, you get none and you suffer consequences.

- ◆ **Atake:** Inflict your weapon's Wounds.
- ◆ **Sangga:** Avoid retaliation.
- ◆ **Ipinsala:** Give your attack one of the following tags: restraining, brutal, penetrating, or crippling, your choice.

FLUTTER

When you move dexterously in combat, test your Rebellious Trickery either against a difficulty set by the AC, or the Threat of an appropriate target.

On a full success, choose 2. On a partial success, choose 1. On a failure, get none and you suffer consequences.

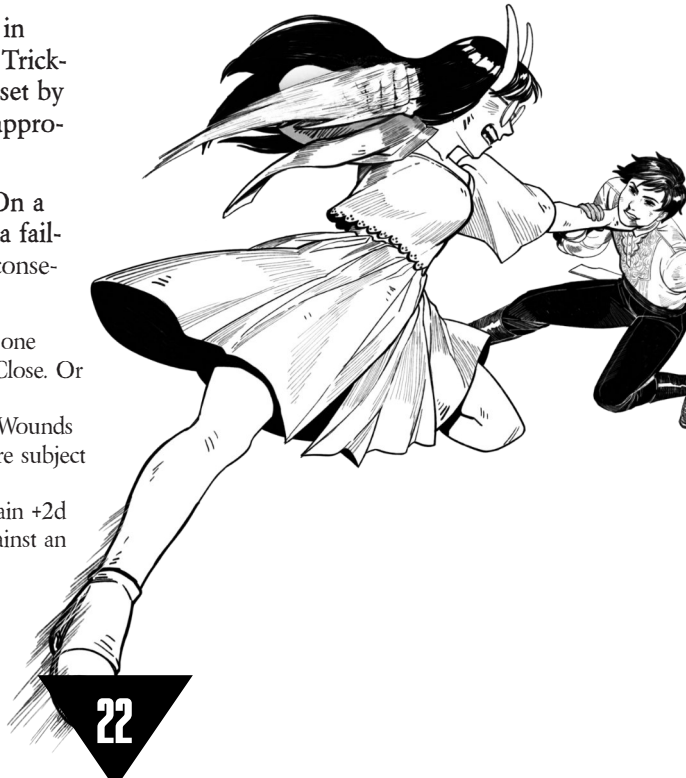
- ◆ **Fluttering Paru-Paro:** Move one range tag. (Move from Melee to Close. Or Close to Far, etc.)
- ◆ **Lumalahong Multo:** Avoid Wounds until you stop moving, but you are subject to other effects.
- ◆ **Quivering Tutubi Spear:** Gain +2d to your next Make God Bleed against an enemy.

WRESTLE GOD

When you use your physical might or deft violent instinct to restrain an enemy, roll Violent Combat vs their Threat.

On a full success, choose 2. On a partial success, choose 1. On a Failure, get none and suffer consequences, and you do not grab them.

- ◆ **Dumog - Sunggab:** Restrain the target.
- ◆ **Dumog - Hamakin:** Cripple the target.
- ◆ **Dumog - Bardagulin:** Stun the target.
- ◆ **Dumog - Kalogin:** Inflict 1 skewering wound.
- ◆ **Dumog - Patagusin:** The next attack from your ally against the target gets +2d.



OUTSMART THE SKYSEA

When you use your wit, quick-thinking, and/or the environment to overcome your enemy, roll **Rebelious Inquisition** or **Combat** against the target's **Threat**.

On a **full success**, you peer close into the actions of your enemies or take advantage of the environment, and you use that knowledge to take advantage of the enemy's weakpoints. You gain 3 <tactic>.

On a **partial success**, the enemy sees you and challenges your mental wit. You gain 1 <tactic>.

On a **failure**, get 1 <tactic>, but suffer consequence or retaliation.

You can spend 1 <tactic> at anytime to achieve an effect below, as long as you are outsmarting your enemy or using the environment against them

◆ **Buffer:** Subtract 1 Wound from the next instance of damage from the target.

◆ **Let Heaven Fall:** Add one tag from the following: smashing, shattering, area, crippling or restraining to the next source of damage against the enemy.

◆ **Open the Gates:** Let the next action performed against the target gain +2d.

Reading means you're watching that enemy's movements precisely and then reacting accordingly, countering and exploiting chinks in armor, or looking for something in the environment that can help in the fight against the target. If you stop reading that enemy, all <tactic> for that enemy vanishes.

HOLD THE SKY GATES

You rush to an ally's aid, stand fast to defend an area, or you distract an enemy with wit and skill. **When in combat**, you defend or aid a place, object, or ally, roll your **Renitent Combat** against the **Threat** of the appropriate target.

On a **full success**, you gain 3 <gate>. You manage to hold a steel defense.

On a **partial success**, you gain 1 <gate>. You move in line with the strikes, or you manage to stop a boulder, but some harm goes through your imperfect defense.

On a **failure**, get 1 <gate> but you suffer consequence or retaliation.

You can spend 1 <gate> to achieve an effect below as long as you are aiding or defending the one you've chosen:

◆ **Rabid Dog Defense.** Redirect an attack aimed at what you're defending towards yourself.

◆ **Kunat-Pagong.** Reduce the Wounds inflicted upon what you're defending by 2.

◆ **Kapit-Bisig.** Give an ally you're aiding or defending +3d on their next roll.

◆ **Rise.** Remove the Stunned or Restrained status from the one you're defending.

◆ **Counter.** Inflict your Wounds upon whatever is hostile against the one you're defending or aiding.

Defending or aiding means you have to be actively focused on working or defending the certain person or place or object. If you stop helping or defending them, your <gate> disappears.

IGNITE A FLAME

When you ignite emotion and instill passion into a group of people, make a Violent Presence or Expression roll against the highest Threat in the group.

On a full success, your chosen emotion or passion is ignited within that group of people.

On a partial success, you succeed, but you gain unwanted attention or a dangerous consequence.

On a failure, your performance falls flat, and you suffer some consequence or unwanted attention.

You may also choose to Ignite a Flame within an Army, bolstering their spirits and inflaming their warrior passions. If you do so, on a full success, add +1 to two of their traits temporarily, until the end of their next combat. On a partial success, only add +1 to one of their traits, and you suffer unwanted attention or a dangerous consequence.

SHAPE THE LIE

The Universe is a lie, and the only truth is the one you shape from it, Liar. You call from the depths of your wisdom your truth, whatever truth that may be, but sometimes the Lie exerts itself back. It is, after all, still the Word of God.

When you seek answers for yourself or give knowledge to your allies from your own knowledge and memory, make a Violent Creation, Connection or Inquisition (whichever is more relevant) roll against a

difficulty set by the AC.

On a partial success, the AC will tell you something useful or interesting about the situation at hand.

On a full success, at the AC's discretion, you tell something useful or interesting about the world. This lets you shape the world as you see fit.

On a failure, the AC will tell you something dangerous or malicious instead that is detrimental to yourself. This can be something like the AC pointing out that the room you're in is trapped, or that the person you know of hates one of the player characters. Something to that extent, following the fiction.

STEAL THE SECRETS OF GOD

When you try to gain more information about some place or something, roll Rebellious Inquisition against a difficulty set by the AC.

On a partial success, ask 1 question from below, and the AC will only give hints and other indirect answers.

On a full success, ask 2 questions from below. The AC will answer truthfully.

On a failure, ask 1 below, but the answer may not necessarily be true.

- ◆ Is there something false or deceitful going on here?
- ◆ What has just happened here?
- ◆ What is useful to me here?
- ◆ Who or what is in control of this situation or place?
- ◆ What's about to happen?

STRUGGLE UNAFRAID AGAINST GOD

When you resist adversity and oppression, roll your Renitent (Skill), (Skill) being the one of the seven skills most relevant as dictated by the AC. Roll this against the Threat of the one you are resisting or a difficulty as set by the AC.

For example, if you're resisting by physically moving out of the way, you'd roll Renitent Trickery. If you're resisting by crafting something or using your knowledge in construction and creation, you'd roll Renitent Creation.

A **full success** allows you to get away unscathed. A **partial success** allows you to resist, but you suffer some form of consequence or complication from the AC.

On a **failure**, prepare for a decisive complication.

AID

When you help one of your allies outside of violence, dictate what you're doing and how you're specifically trying to aid your target. They gain +2d on their next roll. Even if multiple people aid someone, they always only get +2d to their roll.

GAUGE THE OMENS

When you perform a ritual and ask the diwata or the umalagad (ancestor spirits) if a specific course of action is blessed, ask what action you wish to be divined and offer 1 Gahum, 1 Ginhawa, or 1 sacrificial animal. Roll

Violent Expression or Connection against a difficulty set by the AC.

On a **partial** or **full success**, the diwata tell you the truth, and those that act upon that knowledge gain +2d.

On a **failure**, the diwata will not answer, and the omen is bad.

RECUPERATE

When you have a few hours to a few days of rest in a relatively safe place, recover all Ginhawa up to your Ginhawa Limit and Armor Points.

DEFY TADHANA

Rise, rabble, it is not yet your time.

When you are brought to 0 Ginhawa and still wish to live, spend a number of Gahum and roll Renitent plus the number of Gahum spent vs. 3. On a **full success**, you rise up again, with half Ginhawa. On a **partial success**, you rise up with half Ginhawa, but choose or let the AC choose 1 from below. On a **failure**, you are Incapacitated. If you Defy Tadhana again without Recuperating, your soul passes on to Kalaliman on a failure.

- ◆ You are disfigured. Reduce one of your Natures by 1.

- ◆ You lose something important: a limb or a memory.

- ◆ A strange being past death speaks to you.

ESTABLISH A CONNECTION

The hero must help others to help herself. She will perish alone. When you establish a connection with a person or people, ask or tell the AC if that person wants to bond and what the nature of that relationship is. Write it down. It begins with 1 Bond. Bonds are your character's connection and relationship with other characters.

Bonds can go up to 3, and whenever you do an action where the Bond is relevant (ie., protecting someone you love, or trying to outdo a rival, or fighting someone you hate), gain or lose a number of dice equal to the Bond rating. (If you're fighting someone you love that you have a Bond 2 with, for example, you lose 2 dice).

Whenever you spend a scene with another person to get to know them

better, play it out or tell or ask the AC how it goes. Roll your Bond vs. 1. Remember that Favor Dice can be used here. If this is a roll between two Player Characters, either the one with the higher Bond rolls or the one that initiated the scene.

On a failure, the Bond breaks. You cannot raise your Bond until you reconcile with what you've done wrong with them. Play it out or tell or ask the AC how it goes.

On a partial success, raise your Bond by 1 but they expect more from you and look for something in you, tell or ask the AC what it is.

On a full success, raise your Bond by 1.

Once a Bond has been raised to 3 and they spend another scene solidifying their relationship, that Bond can never be broken.

"THERE ARE, IN THE WORLDS OF MAN, ONE THING THAT IS
THEIR SIN, AND THAT IS PEACE.

WHEN ADAN, WHO IS HUSBAND TO EVA, BOTH KNOWN ALSO AS
ADAN MALAKAS AND EVA MAGANDA, BIT THAT FRUIT THAT HUNG
FROM THE KABALYERO TREE, THERE WAS VIOLENCE.
HOWEVER, IT WAS NOT THEY WHO INFLICTED VIOLENCE.

IT WAS GOD."

ACTS OF ATTAINMENT

U 3 7 4 5 6 7 8 9 10 11 12

WHAT IS KARANDUUN?

GAIN GAHUM

Gahum is the spiritual power of all things. Everything has Gahum, at least 1 spark of it. However, a being can lose Gahum and be turned into a powerless creature that can only be spurred to action and cannot act on their own.

Whenever you gain Gahum, you gain power. Through Gahum, you can buy and spend things in Sansinukob, use Verses taught to you by ancestors of old, and more.

Gain 1 Gahum if you do any of the following below with another PC.

Optionally, your table can choose to tally things up and dole out Gahum after a session. Keep in mind that if you do this, Gahum becomes a resource that can get depleted during play and replenished only after sessions.

You gain Gahum when you do the following in play:

- ◆ Gain (Threat of the creature) Gahum when you kill a creature.
- ◆ Gain (Threat of the creature) Gahum when you defeat them in a game of wit or skill. (Gahum is like air, flowing to you when someone concedes defeat.)
- ◆ Gain 1 Gahum when you steal something important from someone. (Gahum burns through the person's own belongings.)
- ◆ Gain 1 Gahum when you eat something raw (cooking melts the Gahum and turns it into flavor).
- ◆ Gain 1 Gahum when you fail a Roll.
- ◆ Gain (Threat of the creature) Gahum when you create a new Bond with someone.
- ◆ Gain 2 Gahum when you find places of power in the world.
- ◆ Gain 4 Gahum when you find legendary places of power in the world.

SEEK POWER

When you have time (hours, days) and actively seek to grow powerful, choose 1 below. If you have a lot of time (weeks or months), you may choose 2.

- ◆ You find a Ginhawa Container in the world. Ask or tell the AC how and where. Trigger Consume Ginhawa.
- ◆ You find an Umalagad that can teach you a new Verse. Trigger Attain Verse.
- ◆ You find a good spot to better yourself. Trigger Break Limits.
- ◆ You make friends and establish some important connections or strengthen them. Trigger Establish a Bond.
- ◆ You immerse yourself in something that causes you to get stronger, somehow. Gain +1 Gahum. Ask or tell the AC how you got this Gahum.

While the following Attainment Acts after this can be triggered during play, the Seek Power Act works well as a downtime action if you ever need it, or if the player characters have a long break and seek to get stronger during it. The number of times they can trigger this depends, but per month should work well, if the downtime lasts for more than a month.

CONSUME GINHAWA

Ginhawa is the spiritual life force of all things. It bolsters those with diwa into action. Inactive things (such as cars and boxes, things that might be called inanimate) do not have Ginhawa.

When you find a Ginhawa Container in the world, consume it and raise your Ginhawa limit up by 1. Ginhawa Limit goes up to 10.

ATTAIN VERSE

Verses are the burning powers and techniques of the Karanduun of old. It is said that the art of crafting Verses is long gone now, but what are limits to the Karanduun? You, worthless hero, who has chosen in their hearts to follow a Tungkulin, can seek the help of the Umalagad of past Karanduun to teach you their ways.

When you find an Umalagad in the world that can teach you a Verse that you want to learn, choose 1 below.

- ◆ Consume 10 Gahum and be taught a day for a Basic Verse.
- ◆ Consume 15 Gahum and be taught for a week to learn a Advanced Verse.
- ◆ Consume 20 Gahum and be taught a month to learn a Maestro Verse.

Play it out or tell or ask the AC how you meet the umalagad and what kind of umalagad they are.

Ask or tell the AC who you find and how you train with them. Umalagad are beings with feelings and agency: if you appease them, they might keep teaching you new Verses. If they feel like their time is done or you displease them, they will leave, and you have to look for another umalagad that can teach you. *Some Umalagad can be strong or important enough to become NPCs that you can bond with, but most of the time they are simply beings in the world that teach you your Verse before leaving.*

You can only buy a number of Verses equal to 7 + your Ginhawa limit.

BREAK LIMITS

The Natures and Skills can be honed and trained on their own. **When you have time (a day or more) and you train your skills,** choose 1 from below.

- ◆ You get stronger through training. This might be physical (physical training), spiritual (gaining more knowledge) or social (practicing speeches). Consume 3 Gahum and gain +1 Violent.
- ◆ You get quicker through training. This might be physical (dodging arrows), spiritual (a quick dialectic debate with an umalagad), or social (carousing the rich). Consume 3 Gahum and gain +1 Rebellious.
- ◆ You get tougher through training. This might be physical (conditioning), spiritual (offering prayers and sacrifices to the diwata), or social (weathering harsh criticism from a writer's workshop). Consume 3 Gahum and gain +1 Renitent.
- ◆ You participate in activities that strengthen your leadership and speaking ability. Consume 2 Gahum and gain +1 Presence.
- ◆ You participate in activities that strengthen your combat ability. Consume 2 Gahum and gain +1 Combat.
- ◆ You participate in activities that strengthen your ability to express yourself. Consume 2 Gahum and gain +1 Expression.
- ◆ You participate in activities that strengthen your creative and critical ability. Consume 2 Gahum and gain +1 Creation.
- ◆ You participate in activities that strengthen your social ability and skill in making new friends and navigating social situations. Consume 2 Gahum and gain +1 Connection.
- ◆ You participate in activities that better your criminal ability and skill in doing things... not usually socially acceptable. Consume 2 Gahum and gain +1 Tricky.
- ◆ You participate in activities that strengthen your researching ability and skill in using or finding knowledge. Consume 2 Gahum and gain +1 Inquisition.

WHERE CAN YOU FIND GINHAWA CONTAINERS?

Ginhawa Containers are usually kept within devil-idols of the diwata of fertility and the land. They can be found almost anywhere, the last vestiges of the quickly vanishing ancient faith. Roll 1d20 or choose 1:

WHAT IS KARANDOUN?

Roll 1d20	Places with Ginhawa Containers
1	Burnt down houses where families used to live.
2	In front of a lost balete tree, in a place where a tree is not supposed to be in.
3	On top of a broken titanic weapon or war mech that has now been reclaimed by nature.
4	At the end of a dark labyrinthine complex.
5	Somewhere in the house of a long forgotten chief, which has a hundred annexes.
6	In a lost spring, guarded by a flying python diwata.
7	At the end of a river, where it kisses the mountain.
8	In the middle of an isolated island in the sea.
9	Atop a pile of useless diwata-idols behind a church.
10	Deep within a slum city, where people survive on love and altruism.
11	In the middle of a dead jungle, where witch-gods watch you upon windwhistle songs of times murdered.
12	In a huge bleached ribcage of a dead anghel, where the heart would be.
13	In a floating karakoa by the bay, void of people.
14	At the mouth of a river, where the barangay has been emptied.
15	Atop a mountain, nestled within a grove in the stone, guarded by a giant eagle.
16	In an underwater cave, guarded by a giant crocodile.
17	Kept as a secret idol by a sabongero, a fighting cock breeder.
18	Tucked away underneath the statue of the Bleeding Maria in the middle of a plaza.
19	In a cave that is a physical gate to Kalaliman, the underworld.
20	When you get lost in the jungle, one appears in front of you.

Here's a table of some Umalagad that you can find in the world if you want to quick-make an Umalagad that can teach you a Verse. Choose 1 or roll 1d12. This is not an exhaustive list: use this as inspiration for your own umalagad. Unless otherwise stated, umalagad can teach all tiers (Basic, Advanced, Maestro) Verse of a Tungkulin.

Roll 1d12	Verse-Teaching Umalagad
1	Nawawalang Dragon. A crowned serpent with six feet. He grins and speaks in famous speeches. He can teach you Nasirakna Verses.
2	Kidlat Tahimik. He knows the colors of lightning. He wields a sword of thunder and a shield of cloud. His head is a film camera, ever-rolling. He can teach you Nabahadna Verses.
3	Mawmaw. An ever slightly-smiling binturong. Never gets off of the balete tree he hangs off from. Speaks in terse sentences and likes thinking more than speaking. With his tail, wields the powerful sword of Yugyog. His laugh is carried by the wind. Can teach you Saktol and Basic Tungana verses.
4	Morgan Pearl in the Sunset. A beautiful young woman with pink hair, usually takes the form of a dove. Wields song to better trees. She can teach you Odto Verses.
5	Obob. A giant wild hog that carries a furnace on his back. Can disappear at will. Wishes to bring back ancient smithing techniques. Can teach Basic and Advanced Tungana Verses.
6	Wali Parawali. A smiling dog. He sits like an old man. He chews on a lot of betel nut. He knows all things, he says, and eschews philosophy. Can teach Basic and Advanced Igsirinto/Saktol Verses.
7	Killersmile. A crocodile with a killer smile. Has eyes growing all over his body. Has a palanquin on his back. He appears out of any body of water. Can teach Igsirinto Verses.
8	Stone Saint Chained to Rock. A reverse bodhisattva. Instead of transcending the material world, Stone Saint has become nature, become material. He never moves from his spot, against the face of a mountain. Can teach Apuna Verses.
9	Bleeding Steel Liquid. A cock, crowing once in the middle of the night. He is a handsome rooster, with indigo and magenta feathers. He grins at you and then lies to you. If you see through it, he can teach you Basic and Advanced Saktol/Odto Verses.
10	The Burning Word. Shaped like a man, bit with a floating book for a head. Flame burns around him. Pens turned Swords fly around him, crafting ink constructs. Can teach Tungana/Nasirakna Verses.
11	Makatang Oripun. A mouse-deer poet that sings days-long epics. He winks at you and always speaks in rhymes. Has an infinite supply of bamboo scrolls. Can teach Basic and Advanced Odto Verses.
12	Hidalgo Hadjiluya. A knight in the form of carabao armor. Wields a great kris and kalasag. If you look inside, you don't see anyone. She never fights, she never clashes weapons against anyone. Can teach Basic and Advanced Nabahadna/Apuna verses.

THE

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WORTHLESS

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HERO

וְהַיְהוָה





CHARACTER CREATION

The world has ended. Rise, ye disenfranchised, and tell God what you will do.

Create your own worthless hero, who must gather power to make God bleed. Internalize injustices and form them into the motivation for your character. Through your character you interface and interact with the dead world that you and the AC has/is being/has been created.

FIRST STEP: CHOOSE A CONCEPT.

This is your Worthless Hero's main concept, something that is the core of who they are. This also defines their starting equipment. Choose from the list or make your own. Go to page 36.

If you make your own concept, go over to the Equipment page to choose your equipment at pages 90 - 95.

SECOND STEP: CHOOSE A TUNGKULIN

Choose a single Tungkulin from the seven. Find out about them on page 44 and 45, and then read through them at page 48.

Once you have chosen a Tungkulin, find Skill connected to them over on page 45 and put that at 3. If that's already at 3, choose another Skill and put that at 3.

Then, choose 2 Basic Verses from your own Tungkulin.

THIRD STEP: RECORD GINHAWA, VERSE THRESHOLD, AND LOOKS

Over on page 46, record your Ginhawa and Verse Threshold. Everyone begins with 3 Ginhawa Limit and a Verse Threshold equal to $7 + (\text{Ginhawa Limit})$. Record what you look like.

FOURTH STEP: FIND OUT YOUR BONDS

Over at page 47, find out what your character's connections to each other is. You will usually begin with a single bond to another.

FIFTH STEP: ANNOUNCE YOURSELF

Choose your name, or otherwise what you will be called. Determine pronouns. Once done, make God bleed.



FIRST, CONCEPT

Your concept is the burning crucible upon which your character's being revolves. This is usually a short two to three word descriptor, maybe even a short sentence describing who you are and what you were.

A Player who makes a Test may invoke their Concept on a relevant action. If the AC agrees, add +2d bonus to the roll.

If you create your own Concept:

◆ Write down the concept in a few words.

◆ Describe what they are, what things they can do, where they come from and why they're trying to make God bleed. You don't have to write this down.

◆ Choose starting traits:

- **Nature:** You begin with 3 in one Nature, 2 in another, and 1 in one more.
- **Skills:** Begin with 3 in one Skill, 2 in another, and 1 in one more.

◆ You begin with the following, ask or tell your AC what they are:

- One item for combat or violence. (p. 93)
- One utility item (usually with 3 uses, medicine falls in here). (p.91)
- One item that is a secret about themselves, an item tied to a past they want to forget, or dangerous to them and everyone around them.

The following entries are a 1d20 roll concept generator, if you wish to choose a concept quickly and/or get a concept that is rooted in Karanduum's own lore. Ask or tell the AC for adjustments if you want any.

ROLL 1D20 FOR A CONCEPT FROM THE DIVINE CORPSE

IF YOU ROLLED A 1, YOU'RE AN IMPERIAL MONK

You come from the Sword Monastery in the mountain ranges of the Archipelago, established by Imperial friars. You know the Trinitarian Doctrine extensively. Nothing about the Trinity escapes your grasp. You left, and with your knowledge of the Trinity, you wish to make God bleed. Why did you leave?

Begin with 3 in Renitent, 2 in Violent, and 1 in Rebellious. You have 3 in Inquisition, 2 in Creation, and 1 in Presence. Start with a *staff (medium weapon), religious raiments (light armor), and a broken symbol of your faith, ask or tell your AC why it's dangerous to you.*

IF YOU ROLLED A 2, YOU'RE AN CONVENT OF CROWNS

APOSTLE

Obedience is better than sacrifice, God higher than man. That is the invocation you pray everyday. You are an apostle, coming from the Convent of Crowns, the academy that breeds warlords, leaders, and kings. You know how to rule with the iron fist, in the image of the Trinity. You saw the problems with the Trinity and left, and now you wish to make God bleed.

Begin with 3 in Violent, 2 in Renitent, and 1 in Rebellious. You have 3 in Presence, 2 in Inquisition, and 1 in Creation. Start with *rich clothing (light armor, +1d when exerting social influence)*, 3 *Gahum*, and *gold diadem that belongs to the Convent of Crowns (ask or tell the AC why the Convent is chasing you down)*.

IF YOU ROLLED A 3, YOU'RE A GHOST BLOODED HEIMIN

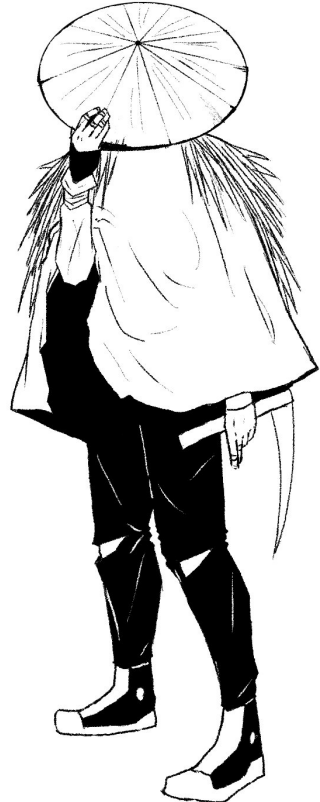
You're a commoner and one of your parents is a ghost. You can hear the dead, you can see phantasms. Faces where there are supposed to be walls. They whisper to you, and you know where they are. You sometimes carry a ghost flame. The ghosts cry out their injustices to you. Make God bleed, they say.

You begin with 1 in Violent, 2 in Rebellious, and 3 in Renitent. You have 3 in Trickery, 2 in Inquisition, and 1 in Connection. Start with *a paper talisman (+1d when dealing with the dead or with ghosts, 3 uses)*; *commoner's clothes*, and *a vial of ectoplasm that does not belong to either you or your ghostly parent (ask or tell the AC who or what it is)*.

IF YOU ROLLED A 4, YOU'RE A SITAN SIBAT DISCIPLE

You are a demon martial disciple of the Sibat, the bamboo spear that slays angels. Your spear breaks steel and it guides the road of your life. You are pliant, but unbreaking. Like the spear, you fly straight and true, sure with your aim. You become the spear, piercing heaven, and you are taught to be the lance that pierces God.

You begin with 3 in Violent, 2 in Rebellious, and 1 in Renitent. You have 3 in Combat, 2 in Inquisition, and 1 in Expression. Start with *your spear (name it. This is a medium weapon; ranged (close), brutal, penetrating)*; *Sibat bahag and robes (light armor)*; *a fragment of an anghel that you look for (ask or tell the AC what it is and why you're looking for that anghel)*.



IF YOU ROLLED A 5, YOU'RE AN ESCAPED SIKOY SLAVE

You are a freshly escaped *bihag*, a war slave, a fish-headed dwarf relegated to mining and oil extraction. You fled from the clutches of the blackmetal medieval kingdom of Ysparanza. You were born into slavery because of who you are. Shatter your chains and use the fragments to kill your slavers.

You begin with 3 in Rebellious, 2 in Renitent, and 1 in Violent. You have 3 in Trickery, 2 in Inquisition, and 1 in Connection. *You start with a knife that you used when you escaped (light weapon; brutal), Ysparanzan plate armor that you stole from a warden (medium armor); a light nail piercing through your hand (tell or ask the AC why this is bad for you).*

IF YOU ROLLED A 6, YOU'RE A MANANANGGAL BINUKOT

You are a princess, kept within the sealed off royal attic of the chief's longhouse. You were used for political marriages in the Unconquered Isles. You left, either in rebellion or as a pilgrimage. The Empire seeks to exploit you, resist. None know about your ability to bisect yourself with oils.

Begin with 3 in Renitent, 2 in Rebellious, and 1 in Violence. You have 3 in Presence, 2 in Connection, and 1 in Expression. You start with *a kris (light weapon; brutal, penetrating), 3 Gahum, and striking golden jewelry that you never remove (tell or ask the AC why).*

IF YOU ROLLED A 7, YOU'RE A TINBALANG CONQUERING GENERAL

You are a young, hot-blooded horse-headed general for a Chief from the Unconquered Islands. Your chiefdom has been put under the power of the Empire, now, however, and so you travel, a vagabond, chased down by the Empire's dogs. Free your chiefdom, conquer God.

Begin with 3 in Violent, 2 in Renitent, and 1 in Rebellious. You have 3 in Presence, 2 in Combat, and 1 in Expression. You start with a ceremonial *kampilan (medium weapon; brutal), the iconic ironwood and carabao horn mail of your Chiefdom (heavy armor), and the bloodied knife of your Datu (ask or tell the AC why you have the knife, and why it's bloody.)*

IF YOU ROLLED AN 8, YOU'RE A BAYANI

You are a powerful and esteemed spirit-warrior blessed with *batuk* tattoos and wielding the great weapons of your ancestors. Your esteemed *nuno* follow you judge your every move. You are on a spiritual pilgrimage to kill your old mentor, an unchained angel.

Begin with 3 in Violent, 2 in Rebellious, and 1 in Renitent. You have 3 in Combat, 2 in Inquisition, and 1 in Presence. You start with *your blade* (name it and give it shape. Medium weapon; penetrating); *batuk tattoos* (Light armor; enchanted); *a piece of demonwood that is the only way to kill your angelic mentor* (explain how you have this).

IF YOU ROLLED A 9, YOU'RE A LOST CHILD

An Inquest cabal accused your barangay of heresy and killed them all. You still cry for their deaths. Your hand burns with revenge. You've lost one part of you, what is it?

You begin with 3 in Rebellious, 2 in Renitent, and 1 in Violent. You have 3 in Connection, 2 in Trickery, and 1 in Combat. You begin with *ragged clothes*, *a core memorial piece from your barangay* (ask or tell the AC why holding on to this is dangerous), *an angelic weapon* (ask or tell the AC what it is; medium weapon; brutal, penetrating, blessed, crippling).

IF YOU ROLLED A 10, YOU'RE A DUWENDE STREET BUSKER

You are a diminutive dwarf-goblin *engkanto* wielding a crooked *kudyapi* and singing heartbreaking songs at the peed on boot of a 300 foot tall statue, once a walking war machine used by God. All people deserve to feel, you say. The people ignore you, but you're used to that. You know your music reaches their ears. Maybe one day people will appreciate your music, but not while God tells them what to listen to.

You begin with 3 in Renitent, 2 in Rebellious, and 1 in Violent. Begin with 3 Expression, 2 in Trickery, and 1 in Inquisition. *Start with your crooked kudyapi* (+1d when you try to stoke emotion through song), *worn down musician's clothes*, *a bamboo scroll for a song that you cannot sing* (ask or tell the AC why).

IF YOU ROLLED AN 11, YOU'RE GALURA KALYE ORATOR

You're a galura, an eagle-man, but your wings have been chopped off. You squat near the golden statues of the rich and espouse the teachings of philosopher-shamans killed by the Empire. Your truth is just and correct—you get whispers from ~~the BATALA~~ Themself.

You begin with 3 in Rebellious, 2 in Renitent, and 1 in Violent. You have 3 in Expression, 2 in Inquisition, and 1 in Creation. Start with *poor clothing, bamboo scrolls (+1d when you stoke people's emotions or try to convince people with your speeches), a medallion in the shape of a triangle with an eye in the middle (it whispers to you the teachings of the Dead Creator, how and where did you find it? Ask or tell the AC).*

**IF YOU ROLLED A 12, YOU'RE TAMAWO SINASWELA
PLAYRIGHT**

The tamawo are the elf-like, blue-eyed, platinum-haired and -skinned aristocracy of the engkanto. Of course, under God, you mean nothing. However, you still enjoyed the benefit of studying among the prestigious Sinaswela union, a union of playwrights, writers and composers. You wish to get one of your plays performed in the Iroga Ampitheater in the island of Baculan, a repurposed technosorcerous cannon.

You begin with 3 in Renitent, 2 in Rebellious, and 1 in Violent. You have 3 in Expression, 2 in Creation, and 1 in Inquisition. Start with *3 Gahum, writer clothes (you're known somewhat among playwrights), a copy of your fa-*

vorite play written on bamboo scrolls (ask or tell the AC what it is, and why it's almost impossible to turn into a play), and a pen with ink that never runs out.

IF YOU ROLLED A 13, YOU'RE AN UNCHAINED ANGHEL

Anghel are the tools and instruments of God. From a low rung in the hierarchy of angels, you released yourself. Your chains haunt you. You are hounded down by your brothers. You are Anomaly, and you must be purged. Your clockwork heart is fueled by angelic smokeless flame. Your skin has seams, betraying your mechanical underworkings. Escape and protect you and yours.

You begin with 3 in Rebellious, 2 in Renitent, and 1 in Violent. You have 3 Trickery, 2 Combat, and 1 Inquisition. You start with *an angelic weapon (ask or tell your AC what it is. Medium weapon; Enchanted, crippling); chains that belonged to your sleeping cocoon (ask or tell the AC how the Empire hunts you down because of it); begin with a Bond 1 with a fellow Anomaly (ask or tell the AC who it is).*

IF YOU ROLLED A 14, YOU'RE A SANTELMO TEAHOUSE

BABAYLAN

Santelmo are flaming balls of smokeless fire that led people into water. They've adopted humanoid forms. You own a teahouse on top of a stack of bahay kubo where the poor are forced to live in. No one can find your teahouse unless they know what they're looking for. Within, you speak with the spirits of the world, for a price. You wield the masks of demons and drink psychedelics and dance the ancient spirit dances. The Captain of the Guwardya Sibil in your district is hunting you down.

You begin with Rebellious 3, Renitent 2, and Violent 1. You have 3 Presence, 2 Expression, and 1 in Connection. You start with *tawas* (*alum, 3 uses, +1d when you speak with spirits*), a *salted bolo* (*light weapon; blessed, enchanted*), and a *rosary* (*with the mandala-eye instead of a triangle*) that is used to pray to a single bathala (*ask or tell the AC who this bathala is and why you can communicate with them.*)

IF YOU ROLLED A 15, YOU'RE A SCHOLAR FROM THE

PAMANTASAN

The Pamantasan is the premier university in Biringan, the capital of the Perlesensya Kaharian. It is well known to document an extensive list of things, and they teach all things, but they are severely underfunded. You suffer here, but being a Pantas has its advantages, such as access to knowledge others normally wouldn't have. Knowledge that has now caused the Guwardya Sibil to hunt you down.

You begin with 3 in Rebellious, 2 in Renitent, and 1 in Violent. You have 3 Inquisition, 2 Creation, and 1 in Connection. You start with *your study notes* (*+1d when you Shape the Lie*), a *bamboo scroll that you're not supposed to have* (*ask or tell the AC what it is*), and the *address of one of your helpful professors* (*ask or tell the AC who this is; you can go to them for help and they begin with 1 Bond*).

IF YOU ROLLED A 16, YOU'RE AN AGHOY HERMIT RED

SECRETIST

Aghoy are tall tree beings with disproportionately long limbs beholden to beautiful haunting whistle-songs. You are a red secretist in the jungle mountains, living in a humid cold cave filled with constructed diwata-idols, spliced yawa devils, and experimental sitan and anghel mixtures. You are branded a heretic and a blasphemer, and the Empire will stop at nothing to end you.

You begin with 3 in Rebellious, 2 in Renitent, and 1 in Violent. You have 3 in Creation, 2 in Inquisition, and 1 in Expression. You start with a *firecaster* (*light weapon; enchanted, brutal, area*); *forgotten surat scripts written on bamboo scrolls* (*+1d when dealing with the supernatural*); a *piece of the Trinity* (*ask or tell the AC what it is and how you came upon it*).

IF YOU ROLLED A 17, YOU'RE A BAKULAW PANDAY SA ENKANTO

You are a bakulaw, a large ape. You have been trained in the ways of stitching together magical items and anting-anting to create new ones. However, you've lost much of your knowledge due to a rival Panday having stolen it from you with the help of an Empire Angel. Take it back from her, or rebuild your skill and surpass her.

You begin with Violent 3, Renitent 2, and Rebellious 1. You have 3 in Creation, 2 in Inquisition, and 1 in Combat. You start with *crafting tools (+1d when you perform Pagpapanday), the hammer of your enemy, which they left behind (medium weapon; enchanted, smashing, crippling; tell or ask the AC what it looks like), and 3 Gahum.*

IF YOU ROLLED AN 18, YOU'RE A TAWONG LIPOD LUCIFER ALBULARYO

Tawong Lipod used to be the flying handmaidens of the moon bathala Bulan before he died. Now they wander Sansinukob seeking his moon fragments. You are a Lucifer Albulario. So called because you are a practicing sorcerer-shaman-healer, but you have not been approved by the Kaharian. You do not use the Empire taught way of medicine nor healing. You learned your healing from the dreams of the world, and it works. All lucifer albulario are hunted down by the Empire.

You begin with 3 in Rebellious, 2 in Violent, and 1 in Renitent. You have 3 in Connection, 2 in Inquisition, and 1 in Creation. You start with *healing tools (herbs, knives, stitches, poultices; 5 uses, +1d when you attempt to patch up someone); a devil-idol of the Trinity (but it does not look like the Trinity. Ask or tell the AC why this is so); a bag of explosive fireleaves (light weapon; ranged, area, ammunition).*

IF YOU ROLLED A 19, YOU'RE A PILANDOK CHILD

You were orphaned by the edge of the river, but you were found and adopted by the Diwata of Tricksters: Pilandok. He left you when you turned 13, but he taught you everything you needed to survive on your own: how to steal, how to lie, how to undermine oppressive structures. Due to this, you have amassed quite a mass of followers going for your throat.

You begin with 3 in Rebellious, 2 in Renitent, and 1 in Violent. You have 3 in Trickery, 2 in Inquisition, and 1 in Connection. You begin with *criminal tools* (lockpicks, knives, clean gloves; 5 uses, +1d when performing criminal activity), a *light weapon* (ask or tell the AC what it is; concealable, penetrating); a *many pocketed scarf-cloth* (you can carry 1 non-concealable item within).

IF YOU ROLLED A 20, YOU'RE AN ULUPONG CONSCRIPT

You have been trained by the serpent assassins known only as The Ulupong in the Spear-City of Sibatan, where the houses are made of spears. As an Ulupong, you are versed in the ways of disguising, face-changing, acting, and most importantly, poisoning. You are regularly hired by barangay chiefs, dragon false-kings and ganglords to kill their rivals. During training, they are constantly envenomed to heighten their resistance against poison.

You begin with 3 in Rebellious, 2 in Violent, and 1 in Renitent. You have 3 in Trickery, 2 in Combat, and 1 in Connection. You start with a *poisoned balaraw* (light weapon; bleeding, brutal); *disguise kit* (3 uses, +1d when changing your appearance); and a *bamboo scroll* containing your mission (ask or tell the AC why this has to remain a secret and why it's dangerous).



THE TUNGKULIN



After choosing a Concept, choose a **Tungkulin**. **Tungkulin** grant you power.

The **Tungkulin** are the seven heroic roles patterned after the Seven First Karanduun, who saw **BATALA** and survived. They passed their teachings to the spirits, so that they will not be forgotten. Worthless heroes must look for the umalagad that can teach the ways of a **Tungkulin** to learn and master **Verses**.

Verses are the techniques of the Karanduun to express their **Gahum** upon the world, taught as ways to harness a hero's **Gahum**. Beings that do not seek out **Verses** cannot use them. **Verses** work similarly to **Acts**, unless noted otherwise. **Unless stated otherwise, you can only buy each Verse once. If you wish to learn a Advanced Verse outside of your Tungkulin, you must know 2 Basic Verses from that Tungkulin.**

When creating a character, choose a **Tungkulin** that your character has set their soul upon. Ask or tell the **AC** how they found their **Tungkulin**. Alternatively, choose or roll 1d6 below.

1. You found a sword that sung your sorrows. When you touched it, you resolved in your heart to protect those that have their own sorrows, and received your **Tungkulin**.
2. You died near a forest, but the diwata raised you again. You're not yet done. They gave you your **Tungkulin**.
3. The village priest condemned you to die and hung you from a tree. Three days later a tigmamanukan removed you and a crocodile gave you your **Tungkulin**.
4. An elderly laughing man watched you as your arm was torn off to pay for a debt you couldn't pay. He gave you a replacement flower arm and gave you your **Tungkulin**.
5. The Moon watched as the Empire crucified you for being a witch. It smiled at you, removed your restraints. A demon caressed your face and you received your **Tungkulin**.
6. A wandering knight visited as you were bound to a tree, and listened to your song of heartbreak. When you finished, he was gone, you were free, and you received your **Tungkulin**.

After choosing your **Tungkulin**, you get 3 in the **Skill** that they're connected with (if that **Skill** is already 3, choose another **Skill** and set it to 3). Then choose 2 **Basic Verses**.

NASIRAKNA

The Calling of the Imperial Daybreak, are the preservers, administrators, kings, chiefs, and lawgivers. They embody the Virtue of Leading, connected to Presence.

NABAHADNA

The Calling of the Rising Sun Sword, are the warriors, destroyers, weapons-masters, and warlords that embody the Virtue of Violence, connected to Combat.

ODTO

The Calling of High Noon are the performers, passionates, and artists. They embody the Virtue of Expression, connected to Expression.

TUNGANA

The Calling of the Falling Sun Hammer, are the artisans, crafters, and creation. They embody the Virtue of Creating, connected to Creation.

APUNA

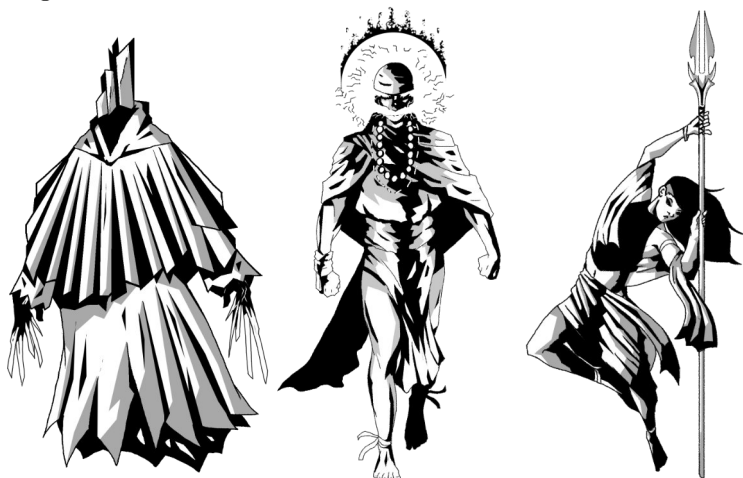
The Calling of Harmonious Twilight, are the speakers, mediums, healers, travelers, and explorers. They embody the Virtue of Harmony, connected to Connection.

SAKOOL

The Calling of the Witch Moon, are the disrupters, tricksters, and rebels. They embody the Virtue of Rebellion, connected to Trickery.

UGSIRINTO

The Calling of Unrecognizable Darkness, are the scholars, keepers, guardians, and watchmen. They embody the Virtue of Knowing, connected to Inquisition.



LAST FEW THINGS

GINHAWA

You begin with 3 Ginhawa Limit. You cannot gain more Ginhawa than your Limit. You can find Gahum Containers in the world to raise your Ginhawa Limit.

VERSE THRESHOLD

You can only buy a number of Verses equal to 7 + your Ginhawa limit.

LOOKS AND FOLK

One important thing to note about the setting of Sansinukob is that it can gather thousands of races across all the universes. You can play as a human, but you can definitely also play as a tikbalang (a horse-headed demon), a duwende (a trick-stery goblin dwarf), a tiktik (a bird creature that is also sometimes an aswang), a technospiritual automaton, a sentient tree, a diwata living in a stone statue that gives them human emotions, an anghel (an angel, has a human body), a sitan (a malevolent spirit that has also possessed a human body), and so much more, across all folklores and myths in history, or you can even make up some of your own. Biringan is the City of Cities, Capital of the Engkantos and Spirits, and in their eyes all Folk are the same: made to die.



BONDS

Establish one Bond with another person or entity or people or thing and set it at 2. This is important to your character.

Afterwards, establish Bonds between the player characters.

Ask one of the following questions to the person sitting to your right, or make one up on your own. You may roll 1d10 if you wish. Establish your relationship through the questions and write it down as a Bond at 2.

1. *I think I'm in love with your sibling or friend, do you know this? What do you think of it?*
2. *I think I've seen you before. Do we know each other?*
3. *We had a relationship before. What happened to us? Do you want to repair what we had?*
4. *We're siblings. What do you hate about me?*
5. *We're rivals. Where did we first meet and why do we have such a rivalry?*
6. *I hate you. What did you do to make me hate you?*
7. *I'm in love with you. Do you know this? What do you think of it?*
8. *We were childhood friends. What was your favorite memory of us?*
9. *I look up to you. Why is that?*
10. *I look down on you because you did something I didn't like. What was it?*

ANNOUNCE YOURSELF

Write down a name for yourself, determine pronouns. Then, you're good to go.





NASIRAKNA

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RULERS.

The Calling of the Imperial Daybreak. Preservers, administrators. Priest-Kings, Devil-Kings, chiefs, lawgivers. They embody the Virtue of Leading.

Nasirakna burn with the flame of Leading. Given the burden of administration, what kind of leader are you? Do you lead as a gentle river guides a riverboat, or as a sea current dictates a galleon? Do you strike with an iron sword, or do you bear the crown of wisdom?

In the ancient of days, the **Uncrowned King** was the first Nasirakna, who bore a halo of unburning flame, who moved faster than lightning. His eyes were not eyes, but spikes of light, for he could see all. His tongue was not a tongue, but a lash of flame, and his every decree was truth and reality. Through that, he led the rest of his Karanduun peers, and made God bleed, ensuring a better governance, a more competent administration, a better world.

Nasirakna must be leaders and rulers. Those who must take up the mantle and burden of leadership. They must be wise, but not fickle. You probably felt some sort of calling to lead your people. In other universes, examples of this might be *Moses, King David, or Lapu-Lapu*.

Choose Nasirakna if your Hero faces challenges with command, manpower, and presence.

ANNOUNCE YOUR NAME:

Choose 1 or make 1 of your own: *The Fire Flower, Burning Crown, Pudong-Takes-The-Skies, Sangayon-Ayon, God's Crown Vindicates Evil*

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own): *bored eyes, piercing eyes, well-toned figure, hunched over figure, tall and imposing*

NASIRAKNA VERSES

BASIC VERSES

Choose 2 that you begin with:

SAGISAG NG PINUNO, MARK OF THE LEADER

The king of kings is a moniker that is hard to ignore when you know what that means in the hierarchy of duties. Once per session, when you Sway the Flock or Pierce The Veil in a bureaucratic setting, you may spend 1 Gahum to turn a failure or a partial success to full success.

EFFICIENCY OF THE DICTATOR

With a snap of a finger, the Leader twists the cogs of change. You may Commit 1 Gahum to instantly create an organization or business or service focused on one specific thing, like food or tax-managing, as befits the fiction. The organizations lasts for as long as the Gahum is Committed.

AUTHORITY IS POWER

Your training in ruling has made it so that your own Ruling will is imposed upon the Multiverse. When you Shape the Lie, you can roll Violent Presence. Additionally, when you or your allies act upon that knowledge, you and your allies' weapons and armor gain the *blessed* tag.

BALANI

Your strength is hard to ignore. When meeting a new NPC, once per session, you may roll Violent Presence vs their Threat. On a partial or full success, they join you as a follower.

You can only have a number of followers equal to your Presence.

Followers have two traits: Skillful and Loyalty beginning at 2 each. Skillful is their inherent ability to perform the service or thing that makes them useful to you. Loyalty is their adherence to you. Whenever you ask them to do something risky or something that might require a lot of their time, roll Skillful Loyalty. A partial success makes it so that they do what you ask them to, but they will demand something afterwards, which if you don't fulfill, lowers their Loyalty. A full success makes them do it without question. Everytime you roll a partial or full success, you may raise their Skill or Loyalty by 1, to a maximum of 9 for both.

Each follower has one thing that they want from you when they first agree to join you. The AC must outline this, but usually it's one of the following: Resources, Protection, Knowledge, or Fame.

Followers are not Bonds, although they might grow to be in play.

THE SCRIPT OF GOD

Your written art is second to none, filled with gumamela prose and sampaguita poetry. When you Sway the Flock or Pierce The Veil through written form, add +3d.

MAY LAMAN OUYAN, THERE IS A RULER THERE

When you gather people around with the intent of creating a group (a cult, nation, village, etc.) and you have material or social leverage, roll **Rebellious Presence** vs. a **Threat of 5**, with difficulty rising as befits the fiction if the leverage is not enough.

On a **full success**, choose 4 below.
On a **partial success**, choose 2. On a **failure**, choose none and the people disband.

- ◆ The people become a small community that answers to no kingdom.
- ◆ The people become a cult that worships you.
- ◆ The people will not eventually conspire to overthrow you.
- ◆ The people will not eventually attack your allies.
- ◆ The people will not eventually be broken due to a lack of leadership.

The cult or small community begins as a **Size 5, Strength 1, Discipline 0 Army** that you can also call upon for help. As befits the fiction, they work as a small community wherein you can avail help and other kinds of needs. If you succeed and create a small community or cult, choose 1 from the services they can give below.

Info: They can give you info on a single specific subject, as chosen by you. This must be general and cannot be info or secrets of some other place.

Smith: They can craft for you, although you must pay the Gahum. If you want **Enchanted Weapons** crafted, you must seek out legendary smiths and/or get enchanted materials for them.

Income: They can give you a number of **Temporary Gahum** once per month equal to their size, or you can choose instead that they give you **Permanent Gahum** equal to their **Size** divided by 2, rounded down.

Perform Hostilities: This is the general service for performing hostile actions against other communities and kingdoms etc. This includes trying to gain intel, trying to invade or conquer, or trying to steal some sort of trade route, among other things. If you ask them to do this service, roll their **Strength** vs. the enemy's **Discipline**. On a partial success, they do it, but you lose 1 **Size**. On a full success, you gain what you want to gain.

Additional Services: Define 1 mundane service that they can provide.

Growth: Whenever you have the time, you can focus on improving one aspect of the community. If you do, roll **Renitent Presence** vs. either their **Size**, **Strength x2**, or **Discipline x2**, depending on what you wish to raise. On a full success, it rises by 1. On a failure, nothing happens. On a partial success, it rises by 1, but you have to give something up in return, as befits the fiction.

As a general rule, your community will break up if their **Size** goes to 0. You can also take away a portion of their **Size** to accompany you into war, should you need them.

ARING SINUKUAN'S COMMANDMENT

The Unconquerable Diwata Warrior passes down its commandment to you: to let those that fight against you surrender to your will. **When you are in a fight and you command one of your enemies to fight for you, roll Violent Presence against their Threat.**

On a full success, they will fight for you and will be indebted to you.

On a partial success, they will fight for you for one action, and then leave.

On a failure, they will attack you first, and that attack has the *brutal* tag.

ADVANCED VERSES

BLASPHEMING THE WORD OF GOD

Your word must be heeded, no matter the cost, for that is the truth of the ruler. **When you call out a person to redirect their attention to you or someone else, spend 2 Gahum and they must do so.**

If you do this in combat, the next time an ally attacks the target in combat, they inflict 2 extra Wounds.

Powerful creatures can resist against this, necessitating a Test as decided by the AC.

THE AVENGING GRACE OF MUNSAD BURALAKAW

Your ruling comes from ~~BATALA~~ Themselves, and thus you carry with you Their burning authority and holiness. **When fighting against a Trinity-aligned being, inflict an additional 1 Wound and gain 1 AP against their attacks.**

RULERS BEAR THE SWORD OF REASON

When you command a being with the sheer power of your authority, **commit 5 Gahum.** You impose an unbreakable Oath with terms and conditions dictated by you, but they must gain something in return. If they should break it, horrible disaster will befall them, usually in the form of physical form. If they break the Oath, all Committed Gahum returns to you or you can null the Oath prematurely by giving up the Committed Gahum.

TO THE PROMISED LAND

When you spill your own blood upon the ground, and you sanctify it with holy Gahum, **Commit 3 Gahum.** All ground up to Far of you is considered ~~BATALA~~-blessed land: your enemies cannot enter or they suffer 1 *skewering* Wounds whenever they enter it.

RENDER UNTO GOD

You must have Sagisag ng Pinuno to buy this. **You will never fail Sway the Flock nor Pierce the Veil moves in a bureaucratic setting.** Additionally, you may choose someone that you used Sway the Flock in a bureaucratic setting and hang the Broken Blade over their heads, an invisible curse invented by an ancient witch that lets you kill them when you wish, as they are the target of your scorn.

FIST OF MERCY

Your fists carry your ideals, and you will always stand up for them. When you Make God Bleed, spend 1 Gahum to also instill within them a single emotion of your choosing. This emotion ends up in their heart, even if the attack fails.

LICALIBUTAN'S BURNING SOUL

You must have Aring Sinukuan's Commandment and Balani to buy this. The Autocrat demands subservience. When you command someone or something with Aring Sinukuan's Command, spend 2 Gahum to automatically make it a full success. Spend another Gahum to automatically make them one of your followers.

TELL ME THE TRUTH

You may roll Rebellious Presence when you Pierce the Veil. If you do, you instantly understand their true motivations and intentions on a success.

THE WORD OF THE FOREST

You may use Sway the Flock upon animals. They will understand you as normal mortals do, although the leverage needed with them might be baser. Your Sway the Flock can influence multiple animals at a time. You may spend 1 Gahum to make them do what you want immediately.

I SHALL DELIVER THEM

Choose a group of people or a person. Whenever something bad happens to them, you immediately know, no matter where you are. You may spend 2 Gahum to travel instantly toward where they are.

MAESTRO VERSES

Maestro Verses can only be learned if you have 3 Advanced Verses known in this Tungkulin.

KING OF PEACE, PRINCE OF VIOLENCE

You become a burning sun, a symbol of overwhelming power and commandment. Commit 6 Gahum. As long as that Gahum is committed, all your Followers gain +3d to all their rolls, and all your allies are considered Followers as well.

THE EARTH SHALL BOW TO ME

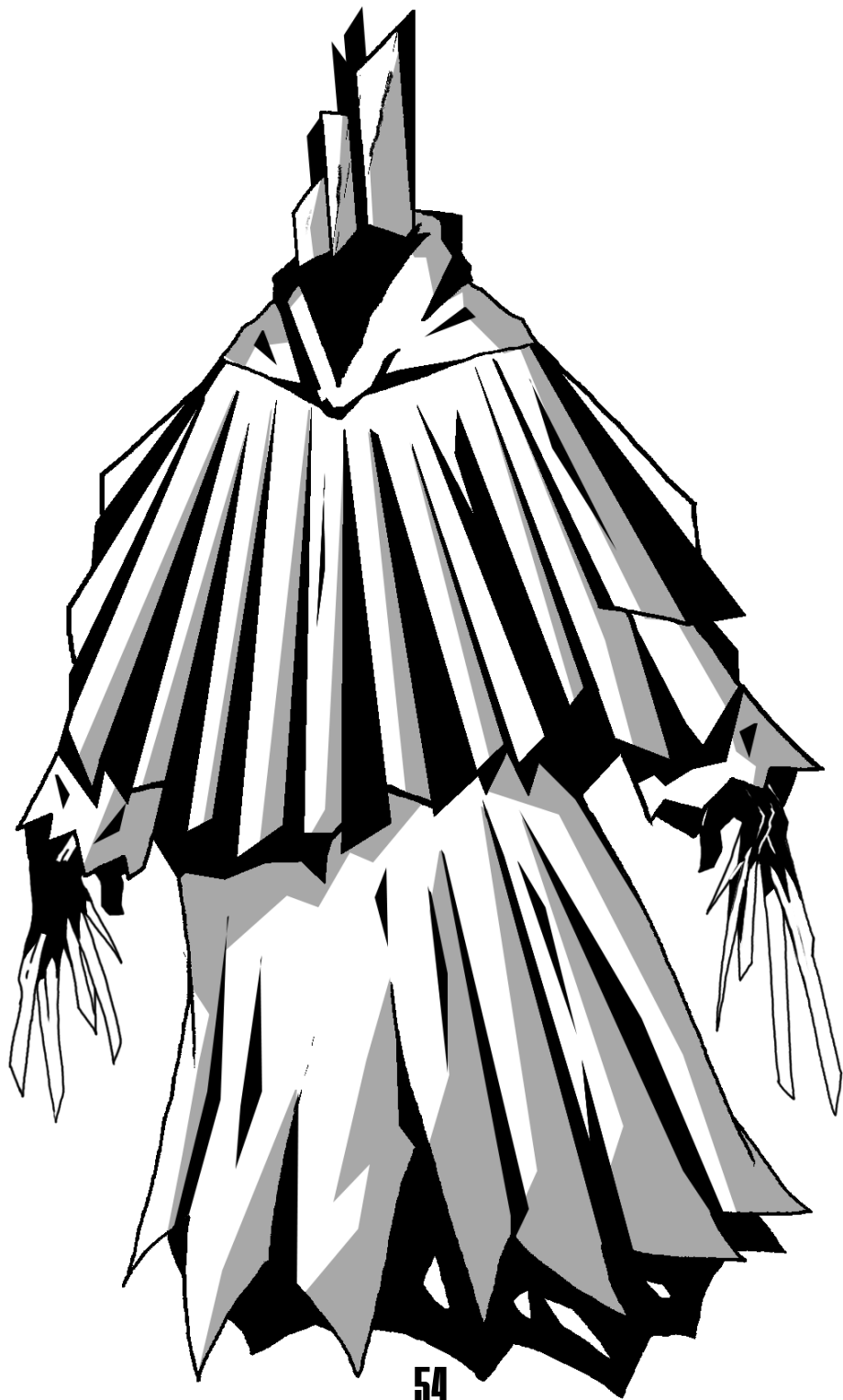
When you command the earth to do something, commit 4 Gahum. If you do, you can control all earth: rock, soil, and sand to your bidding, moving them with simply a wave of your hand. Adhere to the fiction.

THE ULTIMATE COMMANDMENT

When you command a being, commit a number of Gahum equal to their Threat x 2. They will follow what you command them, as long as it doesn't mean certain death. You can command a number of beings equal to your Presence You only have to Commit the Gahum once, not per person you bring under your Command. They will follow you until you release the Commitment of Gahum.

EVEN GOD SHALL KNEEL

When you command beings that are not supposed to be commanded (God, the Bleeding Maria, Empire Archons, the Trinity), and you have more than 13 Gahum, spend all your Gahum. That being will follow you for a single action, although this action cannot be self-harming.



NABAHADNA

T O ~ E T

WARRIORS.

The Calling of the Rising Sun Sword. soldiers, generals, and commanders that embody the Virtue of Violence.

Nabahadna fulminate with the lightning of Violence. Given the burden of violence. What kind of warrior are you? Is your body sharp enough to rend the sky? Or do you hold a Cabal of Swords and Spears at your beck and call, ready to annihilate tragedies of hell and heaven with a simple announcement of who you are? Do you strike to release violence as it is necessary... Or do you fight for a semblance of a liar's peace?

In the ancient of days, the Lamentable Sword-Saint was the first Nabahadna, who bore a cloak of sunsteel rays. His body was made of constantly cutting flesh, for he himself was the weapon. When he walked, the earth cracked, and heaven trembled. His very being was violence against reality. Through that, he paved the way for victory and peace for his Karanduun peers, and made God bleed, ensuring an everlasting peace and harmony with nature.

Nabahadna must be fighters and fearless warriors. The sword and fist must come naturally to them. Perhaps they have a calling of combat? In other universes, these might be *Antonio Luna, Samson, or Herakles.*

Choose Nabahadna if your Hero faces challenges with violence, ferocity, and moxie.

ANNOUNCE YOUR NAME:

Choose 1 or make 1 up: *Blade Cuts Grass, Petal-Wielder, Siwasak, Ang Bololero, Sundang sa Buwan*

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *large, bulky, muscular, long hair, wild-eyes, stoic eyes, firm face, grim scowl, covered in tattoos*

NABAHADNA VERSES

BASIC VERSES

Choose 2 that you begin with:

CHANGE THROUGH VIOLENCE

Your combat prowess is enough to change the minds of the staunchest saints and spirits. When you perform Sway the Flock on someone you have beaten in combat, you may roll Violent Combat.

ASSAULT OF BUKANG-LIWAWAY

When you Make God Bleed or Wrestle God, spend 1 Gahum to gain +3d and gain the following options:

- ◆ **Breaking Sword of Makapatag:** This is a new option for Make God Bleed. Add the *stunning* or *shattering* tag to your weapon.

- ◆ **Strength of Labaw Donggon:** This is a new option for Wrestle God. Throw the target up to Distant range away, dealing 3 Wounds if they hit anything.

FLITTERING DRAGONFLY BREATH

Your hand flurries, quickly, unseeable, a manifestation of violence. When you Make God Bleed, you may move a range tag away.

THE SOUL OF FULMINATING VIOLENCE

You have been trained by some Martial Art. By buying this, you have access to a single Martial Art and its Form Technique. Ask or tell the AC how you learn it. By buying this again, you may buy another Martial Art's Form Technique, or you may learn the Skill Technique of one Martial Art you already know the Form Technique of. You may buy this again to learn the Mastery Technique if the Martial Art has it.

ANG GALAWAN NG IMMORTAL NA DATU, THE IMMORTAL DATU TECHNIQUE

Your weapon is not your only instrument for destruction. Once per battle, when you Wage War, choose one, which goes away after the end of the battle:

- ◆ Your Army's Strength goes up by 1.
- ◆ You Army's Discipline goes up by 1.

Usually an Army is gathered by paying Gahum, or managing to persuade a crowd. However, as the Immortal Datu, your scorn shines through, and infects others with passion. When you Wage War and you don't have an army, Commit 1 Gahum and every souled being close to you will fight with you, creating a Size 1, Strength 1, Discipline 1 Army. Ask or tell the AC how they come and who they are. The Army lasts as long as the Army is Committed, but if you Commit the Gahum for longer than a week, they stay together and serve you even without Gahum.

THE SPIRIT SWORD OF THE WAR GOD TRIAD

When you Outsmart the Skysea, spend 1 Gahum to gain +2d and gain the following options to spend <tactic> on:

- ◆ Barangaw's Sagisag of Victory: The next source of damage against the target is stunning.
- ◆ Inaginid's Poisonous Sibat: The next source of damage against the target is bleeding.
- ◆ Makanduk's Sacred Ngayaw: The target is considered Exposed until they take an action to rebalance themselves.

BASTARD BRINGS THE HORIZON

When you Hold the Sky Gates, you may roll Violent Combat. You gain the following option:

- ◆ Witch Time: Spend all your <gate> against 1 creature doing something hostile against the one you're defending to stop them from doing it.

ADVANCED VERSES

ATTACK AND DETHRONE GOD

You are a symbol of unmovable determination. As long as you have 1 Gin-hawa left, all your attacks deal +2 Wounds, you gain +2 AP, and you cannot be knocked down or moved forcefully in any way. Additionally, all your attacks gain the *penetrating* and *blessed* tag.

CAST DOWN FALSE TOOLS

When you Wrestle God against something that is larger than you, spend 3 Gahum to get an automatic full success.

DEFLECT THE SWORD OF MAKABROS

When you Flutter to avoid an attack, you can choose to roll Violent Combat instead. If you do, on a partial success, you cancel the attack. On a full success, you cancel the attack and deflect half of the damage of the attack back at the attacker.

I COME NOT WITH PEACE, BUT A SWORD

You are the symbol of pure, unadulterated destruction, and then some. When you inflict Wounds, spend 3 Gahum to double the Wounds (before Tags) inflicted and add the *stunning* tag to your attack. However, in subsequent times that you use this, you also inflict 1 *skewering* Wound upon yourself.

ANCESTOR OF VIOLENCE

You must have Change through Violence to buy this. When you Make God Bleed against an army, you may make a Sway the Flock roll with Violent Combat. On a full success, that entire army and their commander will follow your persuasion. On a partial success, only the army will follow your persuasion, and the Commander might hold vengeance in his heart.

FIELD-REAPING STYLE

Face armies. When you Make God Bleed, Commit 3 Gahum. As long as that Gahum is committed, you cannot be moved forcibly, and you cannot die. However, you cannot be healed, and once you remove the Commitment, if your Ginahwa is reduced to 0, you die. You can only Commit the Gahum for 7 weeks.

WRATH OF GOD FURY TRANCE

This technique is passed down to all combatants by the Heretical Warrior-Saints of the Crimson Order. When you envelop yourself in killing instinct, Commit 3 Gahum. As long as that Gahum's committed, you gain the following:

- ◆ You cannot use any Acts outside of Combat Acts.
- ◆ You inflict +2 Wounds, but you suffer an additional +1 Wounds from any source.

The Trance ends after the conflict ends. You must rest before using your trance again.

PALAYAZIN MO KAMI SA IMPYERNO. LIBERATE US FROM HELL

Your killing instinct spreads to your allies. Commit 3 Gahum. As long as that Gahum is committed, your allies' attacks gain +2d, inflict an additional 1 Wound and they gain 1 AP.

HURL HELL TO HEAVEN

You must have Assault of Bukang-Liway-way to learn this. When you Wrestle God and fully succeed, you may spend 3 Gahum to hurl the target in any direction. They will fly in that direction until they hit an object any solid object, dealing 3 skewering and stunning Wounds. Afterwards, you will be Exposed until your next Rest, no matter how many AP you have left.

TEAR APART THE WINGS OF ONE MILLION ANGELS

When you are fighting more than 3 creatures or an army, you may spend 3 Gahum. If you do, you may Make God Bleed against all of them, no matter how far they are, as long as you can see them.

MAESTRO VERSES

Maestro Verses can only be learned if you have 3 Advanced Verses known in this Tungkulin.

COME UNTO ME, O BATAALA, MY DELIVERER, MY STRONGHOLD

You become an avatar of pure destruction that brings the white flame of birth: a many-armed, fire-tongued, star-eyed Manifestation of Violence. Commit 6 Gahum. As long as that's Committed, all your damage inflicts at least 4 Wounds and you cannot be Incapacitated, although you can suffer 5 Wounds and die. You only die after the current battle or conflict.

SLAY SIX BILLION DEVIL-KINGS

You must also have Tear Apart the Wings of One Million Angels to learn this.

When you Make God Bleed against more than 3 creatures or an army, spend an additional 2 Gahum to give your attack the *skewering* tag. You also destroy all the objects you wish to destroy that you can see.

REJOICE IN THE GLORY OF COMBAT

When you attack a creature with a Threat lower than 7, you may spend a number of Gahum equal to their Threat x 2, and suffer Wounds equal to their Threat to incapacitate them instantly.

GOD WILL BE CUT

When you fail a Make God Bleed against anything, spend 5 Gahum to make it a Full Success.





EXPRESSORS

The Calling of High Noon. Performers, passionates, and artists. They embody the Virtue of Expression.

The Odto shine with the gleam of Expression. They are given the burden of artistic expression, of dance, of culture, of emotion and soul. Joy roils from their fingertips, and sadness flies from every note of their harp. What kind of Artist are you? Do you bear with you an instrument, or is your body the canvas? Do you paint, or do you sing, or do you dance? Do you hold on the tips of your fingers the voice of the oppressed?

In the ancient of days, the Sensual God-Courtesan was the first Odto, who wielded the terrible spear of Nirvana. With every song, they bowed horizons, split mountains, and crystallized oaths. With every look, with every flick of their body, they amused demons. With every supplication to the gods with a dance, they broke the heart of reality. Their very being was Expression, and through that, they strengthened their Karanduun peers, and made God bleed, ensuring everlasting serenity and happiness and expression.

Odto must be sensual expressors, mighty with their voice and with their art. Perhaps they were called to the canvas or to the stage or to the masses? In other universes, they might be *Juan Luna, Orpheus, or Saraswati*.

Choose Odto if your Hero faces challenges with art, vocality, and grace.

ANNOUNCE YOUR NAME:

Choose 1 or make 1 up: *Flower Pandanggo, Buko, Tilakuha, Teresa Lansangan, Ink Covering Canvas*

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *large, bulky, muscular, long hair, wild-eyes, stoic eyes, firm face, grim scowl, covered in tattoos*

ODTO VERSES

BASIC MOVIES

Choose 2 that you begin with:

SOUL-MIND DIWA

Your ability to feel has put you in accord with Hiyang, the Harmony of the Universe. As long as you're Performing, you may roll **Rebellious Expression** when you Shape the Lie.

THE HARMONY OF ART

Art is the easiest way to connect with another soul, and your creation does that exactly. When you Pierce The Veil or Sway the Flock using an artistic medium, you have +2d to the roll.

ART IS THE BLADE

Your art, your performance, is the only weapon you need. When you're performing something, you may Make God Bleed to attack with the performance, and you may use Violent Expression. Additionally, you treat the performance as a Medium Weapon with the *Ranged (Close)* and *Area tags*.

HEED NOT THE VOICE OF THE PAROPARO

Your training has taught you not to heed the paroparo, or the butterflies, in your stomach, but make it strength. Whenever you Struggle Unafraid Against God resisting a social or mental effect, you may spend 1 Gahum to add +3d to the roll.

THE DANCE THAT BURNS WATERFALLS

When you perform to bolster your allies roll **Rebellious Expression** against the Threat of the most dangerous enemy. A partial success lets you choose 1, while a full success lets you choose 2.

- ◆ Remove 2 Wounds from an Ally.
- ◆ Remove 1 Wound from all Allies.
- ◆ Grant +1d to the that ally's next action.

ATTUNE WITH HIYANG

Hiyang is that sacred state of oneness with all things around you. Becoming unity with the universe, your own soul individualism being twin and partner to the others collective. When you're in a place that you want to Steal the Secrets of God from, you may perform your performance to attune with your surroundings. When you do this, you gain +1d to the Steal the Secrets of God roll and you get to choose the following questions in addition to the already existing ones.

- ◆ Why is this place hiding secrets from me?
- ◆ Who can benefit the most from a thing that is hidden here?

RONDALLA OF THE STARS

Give your fate to the effervescent stars, as you perform in line with the movement of the constellations. When you perform in an effort to connect with Tadhana, roll **Rebellious Expression**. The number of Hits you get determines what effect you achieve.

◆ **The Kota.** On a 1 - 2 Hits, you invoke the Kota. The next **Struggle Unafraid Against God** by you and your allies gains +1d.

◆ **The Copperplate.** On 3 - 4 Hits, you invoke The Copperplate. Write a single sentence or word into the heart of someone else (this can be a player hero, if they consent). They will always remember those words, and will act upon it as if their lives depend on it.

◆ **The Coconut Tree.** On 5 - 6 Hits, you invoke The Coconut Tree. Choose one:

- Your next **Aid** action will stack with another character's.
- Gain +4d when you next **Hold the Sky Gates**. If you succeed partially you gain 2 <gate> instead of 1.

◆ **Tala, the Morning Star.** On 7 - 8 Hits, you invoke Tala, the Morning Star. Your weapons gain the **Blessed** and **Enchanted** tag until next morning.

◆ **Tres Marias.** On 9 - 10 Hits, you invoke Tres Marias, the Three Virgins. You may, at any point in that day after performing, say that you have one piece of **General Equipment** (3 uses) even if you haven't bought it beforehand.

◆ **Torong, the Approaching Storm.** On 11+ Hits, you invoke Torong, the Approaching Storm. Gain 5 Gahum.

ADVANCED VERSES

INNUMERABLE SPOTLIGHTS

When you perform in the midst of a group of people, spend 3 Gahum to immediately grab their attention. The people, no matter who they are, will watch your performance, whatever it may be, with rapt attention until it ends. They will not notice anything that happens to them, or anything that happens around them during the performance.

THE SHOW MUST GO ON

When you perform in the midst of people, you may spend 3 Gahum to make them immediately perform along with you, making them immediately friendly to you. For an hour the people will follow what you do, and will do as told, as long as it is part of the performance.

LOVE AT THE END OF ALL THINGS

You must have Heed Not the Voice of the Paroparo to buy this. As long as you are performing, commit 4 Gahum for an hour. You cannot be hit by any physical attack until you give up **Commitment**.

TO WRITE THE SONG OF REALITY

Your rewrite the performance that is all of reality. You may spend 3 Gahum and roll **Expression**. The Hits you gain you may give out to your allies as +Ids to any roll that follows what you wish to happen, which you must dictate before spending the Gahum. You may only use this once per day.

UPON THE ALTAR OF JOY

Your become the soul of skill. Every action, every twitch: all part of an intricate play. **Commit 4 Gahum for the rest of the day.** As long as that Gahum is committed, anything you do, even other Acts, is considered as a performance.

THE WORLD IS YOUR STAGE

Your performance is absolute, and is one with the world and nature at large. While performing, **Commit 4 Gahum to manipulate all things that are within Close range of you as if you have telekinesis.** These can be used to attack, defend, or move physical objects. Trying to move unwilling subjects would require a Violent Expression Test against their Threat. On a full success, they are moved, but a partial success would befall some kind of consequence upon you.

SONG OF THE SIREN

The song of the siren is the one that is impossible to not heed. **When you inspire someone else to express themselves, Commit 4 Gahum and both of you gain +2d on all your rolls until the next day.**

DIYAN MASALANTA'S SMITTEN HEART

There comes a time when ending is the only way to begin. **If you want to extinguish the desire within someone's heart for something, whether it be a person, objective, object, or place, perform a heart-wrenching song that the target can hear, spend 3 Gahum and roll Violent Connection.** On a partial or failure, nothing

happens. On a full success, they forget whatever they had in their heart for that thing.

AWAKEN THE INFINITE FIRE

Sometimes, the only thing keeping the person from the edge is a little nudge. **When you Ignite A Flame by performing, you may choose to center the emotion on a single person, and you may choose to instill within them a desire for something, like a person, place, thing, or some other goal.** If you do this, **Commit 4 Gahum.**

On a full success, that person is overcome with desire for that emotion and they will go and do all within their limits to obtain that goal. They lose all passion for it when you release Commitment.

THE SONG THAT BURNS THE SEAS

You must have The Dance That Burns Waterfalls to learn this. **When you perform, you may commit 3 Gahum.** If you do, you may add the following effects to The Dance That Burns Waterfalls.

These cost 2 <soul> to activate.

- ◆ Make 1 Ally invincible against the next attack against them.
- ◆ Grant an Ally +3d to their next roll.
- ◆ Grant 1 Ally's next attack one of the following tags: shattering, penetrating, bleeding.

MAESTRO VERSES

Maestro Verses can only be learned if you have 3 Advanced Verses known in this Tungkulin.

SAYAW, THE FINAL PERFORMANCE

You become a shining beacon of perfect performance, the Dancer Expressing. Commit 6 Gahum. You cannot be attacked, and if you are, you automatically inflict the Wounds you receive at the attacker. All beings that can see you immediately fall in love with you during the duration of your performance, as you yourself are the Expression, the truest performance. Threat 9 and up beings can resist.

SILENT PRAYER

You must also have Upon The Altar of Joy to learn this. When you meditate and turn your performance inward, Commit 6 Gahum. As long as this Gahum is Committed, you are considered performing as long as you are silent and unspeaking. Additionally, you gain +2d to all actions that would require you to be performing.

A BEAUTIFUL SONG

You sing louder as your hearts ascend to heaven. Spend 5 Gahum and you and your allies gain +2d to their next roll and your next attack gains the *skewering* tag.

CHRIST WEEPS TO THE SONG OF THE ANCIENTS

When you sing a song so sorrowful or emotional that all those around you are affected (although you may choose not to affect your allies), spend 5 Gahum. You instill within their hearts a single overpowering emotion that will taint all they wish to do. Upon allies, if they act out of the emotion instilled, they gain +4d for that action.



TUNGANA



SMITHS.

The Calling of the Falling Sun Hammer. Artisans, crafters, and scholars. They embody the Virtue of CREATING.

The Tungana blaze with the wick of Creating They are given the burden of knowledge, creation, and invention. Their ultimate end is the creation of humanitarian structures, the attainment of reason, and the invention of innovations. What kind of Smith are you? Do you travel far and wide, opening your mind to new experiences which you then condense into new creations? Or do you stay and write new governments or hammer new weapons into being within closed rooms?

In the ancient of days, the Peerless Wise was the first Tungana, wielding the great forging hammer and anvil of Cosmogony, from where all things come. With every strike of the hammer, they created a new truth, which others deem to be knowledge. With every gaze into the stars, they pry apart the skin of reality and exposed the Secrets of the Multiverse. Their very being was Knowing, and through that, they armed their Karanduun peers, and made God bleed, ensuring everlasting knowledge and power.

Tungana must be ingenious creatives or unceasingly innovating eccentrics. Perhaps they were called to the book, or the ruins of mystery? In other universes, they might be *Hephaestus, Albert Einstein or Panday Piray.*

Choose Tungana if your Hero faces challenges with creativity, innovation, and invention.

ANNOUNCE YOUR NAME

Choose 1 or make 1 up: *Piray, Tumatagaktak na Martilyo, Busilak, Antonio de Maupay, God's Breath Breaks Clouds*

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *slender, wears glasses, long hair, scholars raiments, has a book, carries writing implements, well-toned*

TUNGANA VERSES

BASIC VERSES

Choose 2 that you begin with:

REPAIR THE TEMPLE

You are learned in the ways of creating medicine and methods of healing. When you take time to heal another's wounds, roll your Renitent Creation against a difficulty set by the AC. On a partial success, heal 1 Wound, and 2 on a full success.

PERFECTION OF FORM

Your body is a perfected spirit-body, as perfection is a consequent of creation. You have 1 natural AP.

HANDS OF SIDAPA

As the Creator creates, so can they Uncreate. When you Make God Bleed, you may do so with Violent Creation. Additionally, you can automatically unravel any creation that you've made.

PAGPAPANDAY

You perfect a Craft, whichever one it may be. With hammer and forge, or pen and paper, your craft is indispensable in creating a standing monument in an already-dead reality. Whenever you have time to create or modify something out of existing materials, roll your Rebellious Creation against a difficulty set by the AC. On a partial success, you have 1 <component>. On a full success, you have 3 <components>. You can spend <components> as detailed below.

◆ A light weapon costs 1 <component>, a medium one costs 2, and a heavy one costs 3. Armor costs the same +1.

◆ A utility item with 3 uses costs 1 <component>, one with 5 costs 2, and 7 costs 3.

◆ Adding a special detail to the weapon (it trips enemies, it grabs enemies, it deals additional 1 Wound) or a tag costs an extra 1 <component>.

◆ Adding a drawback to the weapon or armor (cannot be hidden, breaks after a 3 uses, deals damage to the wielder) gives 1 <component>.

CONTEMPTIBLE WALL

There is nothing that can pass the Smith's vision. When you Hold the Sky Gates, you can spend 1 Gahum to gain +2d and the following options to spend <gate> on.

◆ Earthen Gates of Makalaon: Grant yourself +2 Armor Points.

◆ Burn Bridges: You may put up some sort of obstacle between the person or thing you're defending and the one enacting hostilities. This obstacle will force the hostile party to look for another way to get to the place.

SECRET OF THE ENKANTO

When you enchant your own or someone else's equipment with a touch of your hand, Commit 1 Gahum. The commitment is an act of blessing that item with your Creator Gahum, thus rendering it having the *Enchanted* tag for as long as the Gahum is committed. You can enchant as many items as you'd like, provided that you have enough Gahum to do so.

SEEKING THE SEAMS

Nothing gets past the eye of the creator. When you Steal the Secrets of God, you may roll with Rebellious Creation.

ADVANCED VERSES

PEERLESS RESEARCH ASSISTANT

Commit 3 Gahum. As long as that's Committed, a research Diwata inhabits a vessel of your choosing. When you Steal the Secrets of God, you also glean information about the Multiverse in general, as long as its something that can be found normally. The AC provides this information, forming the Lie that you live in.

IN THE IMAGE OF ~~BATALA~~

You must have *Pagpapanday* to purchase this. When using *Pagpapanday*, a full success now gives 5 components while partial gives 2. Additionally, one may spend an additional +1 component on any created item to permanently give it the *Enchanted* tag.

HELL'S UNRELENTING REBUKE

Hell hath no fury, and it manifests in your form. You are the vengeance in the shadows cast by Haribon, monkey-eating eagles. When you suffer Wounds, or must Struggle Unafraid Against God against a physical threat (such as a falling boulder or city), you may spend 3 Gahum and return double the Wounds at the enemy or deflect the physical threat perfectly.

SOUL OF THE MAKER

When you create something, you can see through that thing you created as long as it's not destroyed. Additionally, if you die, spend all Gahum to reappear at the location of one of your creations. However, doing this causes that creation to be destroyed, and you cannot use this again until after you create something new.

THE TOOLS OF GOD

You must have *Pagpapanday* to purchase this. When you perform *Pagpapanday* but you don't have time, spend 3 Gahum to perform *Pagpapanday* instantly, although you still need implementations.

PERFECTION OF THE WORLD

When you spend the time to perfect bodies, spend 3 Gahum. Grant the being that you perfect 2 natural AP.

AWAKEN DIWATA

Commit 3 Gahum when you touch a commonly inanimate object. This rouses the Diwata within, giving it human level sentience and intelligence and the capacity to answer your questions as long as the Gahum is committed.

KATAWANG DALISAY

Commit 3 Gahum. As long as that Gahum is Committed, you do not need to eat, drink, sleep, breathe, and you cannot be surprised.

THE PERFECTIONIST SOUL OF TOLUS KA GOMANAN

You must have Pagpapanday to learn this. When you create armor with Pagpapanday, you may spend 2 Gahum to let it have 4 AP instead.

THE CREATIVITY OF THE MAGINOO

You must have Pagpapanday to learn this. You may spend 1 <component> to create some kind of strange contraption that has one of the following functions. It will have 3 uses.

- ◆ This removes 1 Wound from an Ally if activated according to fiction.
- ◆ This deals 1 Wound against the enemy according to fiction.
- ◆ This grants an Ally 1 Armor according to fiction.

MAESTRO VERSES

Maestro Verses can only be learned if you have 3 Advanced Verses known in this Tungkulin.

PROUD SYMBOL OF THE CREATOR

The great forge of ~~BALALA~~ never ceases untill all is complete. Once per scene, whenever you create or repair something through any means, that created thing will never be destroyed, and you can create it in an instant and without materials. Alternatively, you may Commit 6 Gahum to an ally. As long as that Gahum is Committed, they cannot die and cannot be incapacitated.

THE SKIN OF DUMAKULEM

You partake with your allies the bread of invincibility. If you have time, you may attempt to strengthen you and your allies' souls. If you do, Commit 5 Gahum for a day and roll Renitent Creation vs. 3. On a full success, choose 1 thing below that you are immune against until the Gahum Commitment is removed. On a partial success, choose 1 thing you are immune to below, and 1 thing you are vulnerable to, from which you will suffer an additional Wound.

- ◆ Fire
- ◆ Extreme Cold
- ◆ Drowning
- ◆ Falling
- ◆ Falling objects

REMOVE DIWATA

You remove the soul of an object, and in doing so, it cannot be that anymore. Spend 5 Gahum when you touch an inanimate object and roll **Rebellious Creation** vs the **Threat of the Diwata**.

On a full success, you remove the diwata within, and that object cannot be used for its intended purpose anymore (chairs cannot be sat on, tables cannot be dined upon, swords cannot cut).

On a partial success or a failure, the Diwata is deaf to your plea, and you cannot speak to other Diwata until the next morning.

SPIT ON GOD'S FACE

Nothing will go past you, not even violence. You shall create eden, paraiso, kaluwalhatian. When you or your allies will suffer some sort of consequence or damage, you may Commit 4 Gahum per creature or object you want to protect to a minimum of 3 creatures or objects. Objects held by you or your allies are part of the Commitment to the holder. As long as that Gahum is Committed, all those you protect suffer no Wounds or any kind of damage.



APUNA

U J T

SPEAKERS.

The Calling of Harmonious Twilight. The diplomats, mediums, healers, travelers, and explorers. They embody the Virtue of Harmony.

The Apuna glow with the rays of Harmony. They are given the burden of healing, connecting, and perfecting. They must bring together the now broken Multiverse, for only together can they rebuild something good from it. What kind of Harmonizer are you? Do you travel to the edges of Kalagitnaan to bring it together under love? Or do you stay as a constantly connecting healer? How does your harmony help the oppressed?

In the ancient of days, the Fractal Charcoal Spider was the first Apuna, wielding the six flails of Hiyang, the Harmony with Nature. With every strike of a flail, they healed, and with every retraction of the flail, they connected. Their web was metaphysical, and their soul all-loving, binding demons and gods, devils and angels. Their very being was Harmony, and through that, they perfected their Karanduun peers, and made God bleed, ensuring everlasting peace and togetherness.

Apuna must be ingenious diplomats, translators, and benevolent healers. Perhaps they were called to action to help their fellowman, or through anger at discord, pledged to harmony? In other universes, they might be *Al-Zahrawi*, *Felipe Agoncillo*, and *Apollo*.

Choose Apuna if your Hero faces challenges with sympathy, harmony, and diplomacy.

ANNOUNCE YOUR NAME

Choose 1 or make 1: *Gagamba*, *Walang Puwang*, *Andrado San Isidro*, *Leaf Dropping from Dew*, *He Who Hates Lies*

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *slender, wears glasses, long hair, scholars raiments, has a book, carries writing implements, well-toned*

APUNA VERSES

BASIC MOVIES

Choose 2 that you begin with:

TO THE ENDS OF THE EARTH

You walk the length of the ruined universe to bring it together. When you Flutter or Struggle Unafraid Against God while riding any kind of mount, gain +3d.

SPIRIT-WORDS THOUGHTFORM

When you speak, your words penetrate the souls of your audience. When you Sway the Flock, you may use **Rebellious Connection**. When you Pierce the Veil, you may use **Violent Connection**.

FRIEND TO ALL PEOPLE

Your visage burns with friendliness and amity. Something is soft about you, soliciting friendliness even in a broken universe. When you speak with someone that you have just met, you always make a good impression, and rolls to Sway the Flock and Pierce The Veil with them get a +2d bonus until the scene ends.

TAMBAL: THE WHITE SECRET

You know The White Secret of Blasphemy. Through your knowledge of medicinal herbs and items and with prayers to the dead Creator, you perform Tambal, also known as White Magic. You are called a Mananambal.

When you spend time collecting and mixing medicinal plants and items performing rituals, or memorizing orasyon incantations to the ~~BATALA~~ you may make a **Rebellious Inquisition Roll**. You gain a number of <tambal> equal to 1 + number of Hits.

You spend <tambal> on Herbalisms below. All <tambal> goes away at next sundown.

You may buy 1 Simple Herbalism when you first buy this Verse. You can buy this Verse again to buy 1 Simple Herbalism. Herbalisms are in page 99.

ANCIENT SALITA GLOSSOLALIA

Nothing gets in the way of the uniter. When you promise to someone that you will speak with them, you may **Commit 1 Gahum**. As long as that Gahum is Committed, you can speak to that person in spite of any distance or language barrier or physical barrier.

THE RED STRING OF FATE

No matter how far, no matter when. Like a dream. We will be like a dream. When you meet an NPC and interact with them, you may choose to **Commit 1 Gahum** to them. As long as that Gahum is Committed, you can choose to unwittingly bump into them at any time, or have a vague idea of where they are, if it makes sense following the fiction. All actions that deal with protecting or helping this person gains +1d.

TALO: THE GREEN SECRET

You know The Green Secret of Reverence. This is the knowledge that, in everything: from guns to trees and stones to concepts like eye ailments or rebellion, there live divinities known as Diwata, and one can change reality by beseeching them favors.

When you beseech these divinities for a favor, make a **Rebellious Connection** roll against the **Threat of the Diwata**. Diwata of smaller things and concepts would be low Threat, from 0 to 1. Diwata of more common things (such as swords) would be 1, 3, or 5. Beseeching Bathala Diwata would be high Threat, 7 or 9, and don't expect Failure or a Partial Success to be something trivial.

On a **full success**, the Diwata will grant you that favor or give you relevant counsel to your present situation.

On a **partial success**, the spirits will still help you, but at a hard, tangible cost. It is not unusual for a Diwata to need to possess you for a particular effect as well, especially if it is a powerful and large favor. For example, beseeching a war Diwata to fight for you might mean they will possess you and fight through your body.

This Verse can trigger Acts. If you beseech a Diwata to attack, for example, you would **Make God Bleed**. If you ask them to sway the opinion of someone, you would **Sway the Flock**. Actions rolled through Diwata gain +1d.

ADVANCED VERSES

HIGHER BLASPHEMY

Your mind is cleansed of blasphemy, and you embody God. **When you learn this verse, you may buy 1 Whiter Herbalism**. You must buy this Verse again to buy more Whiter Herbalisms.

THE LORD IS THE GREAT DIVIDER

As the harmonizer, you keep your allies together, in word and deed, a mesh and web. **When your allies Struggle Unafraid Against God, spend 3 Gahum to grant them +4d.**

WALK THE DEADLIEST WEB

Your soul is connected with even those in power. **When you pull upon your various powerful connections, tell the AC who you're calling upon and roll Rebellious Connection against a difficulty set by the AC.**

Gain 3 <favor> on a **full success**, and only 1 on a **partial**.

On a **failure**, gain 1 <favor>, but suffer a horrible complication and that connection no longer wants to associate itself with you.

You can spend favor, 1-for-1, to ask for favors from you connections. These favors can be items, equipment, backup, passages into places you wouldn't be able to go to before, etc.

CRUCIBLE OF DIVINITY

You have a Diwata bound to you, and they are your best friend. Choose what thing they live within, and they are a diwata of that thing. **Once per day, you may call upon them to help you in some sort of action that is relevant to what thing they live and personify.** This can allow you to do things that you cannot do yourself (such as a Cloud Diwata allowing you to fly) or help you in things you can already do (such as cutting better with a sword). When you call upon the Diwata for help for an action, add +3d to that action.

PUDONG OF UNITY

You are no longer bound to the confines of the earth. **When you leap and leave the earth, Commit 4 Gahum.** As long as the Gahum is Committed, you can fly and do not suffer damage from falling.

CURSE OF DISHARMONY

As the spider weaves, so does the spider cut. **When you sever your ties with a person commit 4 Gahum for 24 hours to make them forget you for that time.** If you Commit the Gahum for more than 33 days, they will forget you permanently.

THE PATHS OF ANAGOLAY

Within Anagolay's eye, there is nothing gone, being the Diwata of lost things. **When you lose something, forget something, or wish to return to place that you've been to, spend 4 Gahum.** You may then begin walking in any direction, for 30 minutes straight, and then you will arrive at the place you want. You may use this once per day.

THE BUTTERFLY BECOMES THE STORM

When you manage to do some kind of effect upon a being or object, you may choose to "hold" the effect by Committing 4 Gahum. The effect does not happen yet.

When you release the Gahum the effect that you inflicted happens. This can be used to stagger Wounds, for example: you can slash someone and then hold that Effect, so they can only feel the slash later at night when they're asleep.

CUT SPACE

In harmony, all things are one. **When you move dextrously, you may spend 3 Gahum to teleport to another place in Far range of you.**

WEAVE THE THREADS

You must have The Red String of Fate to learn this. **You may choose to bind two characters together similarly to The Red String of Fate by Committing 4 Gahum.** They gain all the benefits of The Red String of Fate to each other, and the bonus they gain for protecting or helping their partner is +2d if it's with a player hero.

MAESTRO VERSES

Maestro Verses can only be learned if you have 3 Advanced Verses known in this Tungkulin.

ABOVE GOD

You know the secret of secrets. The white darkness beneath God. When you learn this verse, you may buy 1 Zenith Herbalism. You must buy this Verse again to buy more Zenith Herbalisms.

FULMINATING EMBLEM OF THE HARMONIZER

Under your watchful eye, even the sky above heaven honors the promises you sanctify. When you witness an oath between two parties, you may Commit 6 Gahum to sanctify that oath with your emblem. As long as the Gahum is Committed, if either party breaks the oath, the disastrous calamity befalls the one that broke it.

KALULOWA HARMONY

You bind things that must not be bound. You may choose two things or beings that you can see and bind them by Committing 6 Gahum. Whatever happens to one of the things also happens to the other.

CUT ALL

In harmony, all things are one, and one is all. When you touch someone or something, Commit 6 Gahum to cut all threads of existence from them. While the Gahum is committed, they will exist in some nether elsewhere where they are frozen in time until you bring them back by releasing the Commitment. They cannot be found by normal means.

CALL A BATHALA TO SLICE GOD IN HALF

You may call upon a Bathala, the most powerful of the Diwata, by offering up a taste of 5 Gahum. This Bathala is a powerful God of a singular conceptual realm (such as justice or war) or a collection of natural realms (lightnings and winds). You may ask this Bathala to do one thing for you. You can only do this once per month. When you roll with the help of the Bathala, gain +4d.



SAKDOL



REBELS.

The Calling of the Witch Moon, are the disrupters, tricksters, criminals and rebels. They embody the Virtue of Rebellion.

The Sakdol vibrates with the promise of Rebellion. They are given the burden of disrupting, causing social unrest, and making sure norms are challenged. They must change the world in any way they know how. What kind of Rebel are you? Do you travel and utter mockeries, like a street dog? Do you disrupt the workings of administration, like a stray butterfly? How does your rebellion uplift the oppressed?

In the ancient of days, the Dog-Bat Scorpion was the first Sakdol, wielding the double-paired swords of Disruption, which spoke in tongues that mocked society and reality. With every stride, societies turned. With every swing, governments were toppled. With every victorious cry, a new kingdom underwent terrible change. Their chimeric nature burned into reality, and none could escape. Their very being was Rebellion, and through that, they challenged their Karanduun peers, and made God bleed, ensuring better rules and a sharper people.

Sakdol must not be afraid to challenge and rebel against authority and law. They never punch down, for you cannot rebel against the oppressed. Perhaps, they were inextricably struck with a horrible realization, or they saw a terrible event in society that forced them to awaken? In other universes, they might be *Dionysius*, *Andres Bonifacio*, and *Loki*.

Play a Sakdol if your Hero faces challenges with rebellion, divergence, and madness.

ANNOUNCE YOUR NAME

Choose 1 or make 1: *Devil-Bat Scorpion*, *Flying Fox*, *Ang Terorista*, *Pasaway*, *Tambay*, *Suwail*

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *slender, wears glasses, long hair, scholars raiments, has a book, carries writing implements, well-toned*

SAKDOL VERSES

BASIC VERSES

Choose 2 that you begin with:

BALAT-KAYO

No face is beyond your reach, and so you use devil's makeup and angel clothing. When you pass yourself off as someone else, roll **Rebellious Trickery** against a difficulty set by the AC.

On a full success, you disguise yourself within reason. On a partial success, the disguise is believable but it attracts unwanted attention or consequence.

DEVIL-MONKEY STYLE

The devil-monkeys will not be glad when they come to Sansinukob and find you've stolen their technique. When you rummage through another's pockets discreetly, trying to steal something from them, state what you're trying to get and roll **Rebellious Trickery** against the target's Threat.

On a full success, get both. On a partial success, get one. On a failure, get neither.

- ◆ You get it.
- ◆ You get away without being noticed.

CIVET DEFENSE

You can keep things safe with your quick wit, criminal instinct, and fast hands. When you **Hold the Sky Gates**, you can roll **Rebellious Combat**.

SILVER-TONGUED TRICKERY

Your lies are more truthful than your truths, blessed by moon-spirits and whetted by devil-tongues. When you **Sway the Flock** or **Pierce The Veil** but lie about yourself, your leverage, or your promises, gain +1d. You can spend 1 Gahum to gain +3d instead.

KULAM, THE BLACK SECRET

You know **The Black Secret of Violence**. To earn this secret, you must be trained in the ways of the malign magic by a teacher, and then they must establish a relationship with a sitan or engkanto that will be the foundation of their power. Those that practice this Secret are known as Mangkukulam.

When you spend time to ready your implements, perform malign rituals, or confer with your patron, roll **Violent Trickery**. You gain a number of <kulam> equal to 1 + number of Hits. All <kulam> goes away at the next sundown.

You may buy 1 **Simple Witchery** when you first buy this Verse. You must learn this Verse again to buy 1 **Simple Witchery**. Witcheries can be found on page 99.

BULAN'S MADNESS

Bulan is the diwata of the moon, and the moon is fickle and induces madness upon their subjects. You may **Commit 1 Gahum** and roll **Rebellious Inquisition** vs the being with the highest Threat. On a partial or full success, create a particular hallucination or false sensory impression that all visible targets around you can perceive. These cannot hurt the targets and they cannot be harmed because of them.

MALAS

Your rebellion weaves fates of others. **Commit 2 Gahum** and choose one person. They always lose against games of chance and have continually bad luck until the Gahum is released. Additionally, if anyone were to perform any actions against them, they gain +1d.

ADVANCED VERSES

LADDER OF SMOKE

Your feet burn with Gahum as you go to places you weren't meant to be: the palace of the Living Saint, the broken teahouse of the crocodile-god. When you go into a place you're not supposed to go, **Commit 4 Gahum**. As long as that Gahum is committed, you will go unnoticed. You may **Struggle Unafraid Against God** with **Rebellious Trickery** against more powerful beings. Additionally, as long as that Gahum is committed, you can walk upon that solid or liquid surface, even if it is impossible to walk upon.

TO ATTAIN THE BURNING EYES OF THE WITCH

Yours is the rebellion, and you know it.

When you learn this verse, you may buy 1 **Blacker Witchery**. You must buy this Verse again to buy more **Blacker Witchery**.

RENDER UNTO THE DEVIL

Your mind dictates that what you offer, is anything you wish. Be the ultimate salesman. When you offer something that you think that person truly wants, **commit 4 Gahum**. You now have that thing and give it to that person, and that person will be indebted to you. However, when you remove Commitment, the item disappears, or causes strange harm upon the target. You must not show your face to that person again. You can only use this once every 6 months.

APOSTLE OF PILANDOK

Pilandok is the Mouse-Deer Trickster, one the spirits cannot find, and one that God has laughed at. *You must have Silver-Tongue Trickery to buy this.* When you lie, **Commit 4 Gahum** to automatically make those that hear you believe the lie.

SHALL RECOMPENSE

You help the cat, or dog, or whatever, right now, and then the next thing you know, the boy who cried beside it is king. This is the truth of the Lie. When you do something inconsequential, **spend 3 Gahum**. When you do, you have a 1 <trickster> that you can spend whenever you wish to enact whatever effect you want, as befitting the fiction, and it will all stem from that one inconsequential thing you did. You can only do this once per year.

JUAN TAMAD'S CONSUMMATION

Take the name of a fresh Folk corpse and commit (Threat of the target) Gahum. You take their identity and fate for yourself. This is an impenetrable disguise, although powerful beings (usually in the upper echelons of Threat) can still attempt to see through your disguise.

AS LICALIBUTAN BREAKS THE SKY

Commit 4 Gahum and suffer 1 skewering Wound to negate every effect that happened to you between your last action and current action.

THE CARAPACE OF SHADOW

The Saktol is friends with rebellious gleam and darkness. Commit 4 Gahum to create a medium weapon or medium armor out of shadows. The weapon has the *Enchanted and Reflex* tag. The armor has the *Enchanted* tag.

SHAPE THE TRUTH

When you Shape the Lie, spend 3 Gahum to automatically succeed and gain +2d when doing things related to the newly established fact.

LIES NOT UNTRUTHS

You must have Silver-Tongued Trickery to learn this. When a person believes your lie, Commit 4 Gahum to make that Lie into truth. It is indistinguishable from the Truth. However, if you release Commitment, that Lie falls apart. This can affect physical things, but not other heroes. If you say a ceramic plate is paper, it is paper, and has the properties of paper.

MAESTRO VERSES

Maestro Verses can only be learned if you have 3 Advanced Verses known in this Tungkulin.

LUCIFER FALLS FROM GRACE

Commit the sin of Pride and violate God. When you learn this verse, you may buy 1 Nadir Witchery. You must buy this Verse again to buy more Nadir Witchery.

THE RAPTURE OF SILENCE

The expression of Rebellion becomes the Silence before storm. Commit 6 Gahum, and as long as that Gahum is Committed, you cover yourself in the silent black wind. Choose one source of damage to be immune to, whatever it may be, once per day, as well as deal an additional 1 damage, and +4d in rolls concerning moving silently and stealthily.

LUCIFER REBUKES SATANAS

You revolt against all things, even things that would kill you. When you are dealt a blow that would kill you and you have at least 6 Gahum, spend all Gahum to negate that blow.

TOWERS SHALL CRUMBLE

When you call unto bear the misdeeds of a kingdom or some other institution, spend 5 Gahum. A little misdeed will cause the kingdom to go through a series of unfortunate events that will inevitably end in their destruction. The catch is the Sakdol must be there to experience it.

MOCK GOD

When you or one of your Allies fails a roll, spend 10 Gahum. The AC loses all Ruin Dice before narrating a consequence.



IGSIRINTO



WATCHERS.

The Calling of Unrecognizable Darkness. The guardians, hunters, keepers, watchmen, scholars. They embody the virtue of KNOWING.

The Igsirinto hums with the song of Knowing. They are given the burden of watching, protecting from the shadows, making sure that laws are kept even when omnipresent god is gone, protecting not just people, but also knowledge by making sure an eye is kept upon them all. What kind of Watcher are you? Do you dedicate your eye to hunting for knowledge? Or do you dedicate your eye to watching the shadows, making sure no alley is infested by crime?

In the ancient of days, the All-Seeing Owl was the the first Igsirinto, wielding the Jagged Shards of a Shattered Sky of Creation before Creation. He watched over all things, made no sound, and none could escape him. His watch pierced even through destiny and life, and he made sure things did not stray too far from the infinite strings of Tadhana, final destiny. With his unmoving feet, he saw all things before it began, and he saw all things after it ended. His very being was Inquisition, and through that, they oversaw their Karanduun peers, and made God bleed, ensuring better rules and a sharper people.

Igsirinto must always keep an open eye, always have their ears ready. All things fail without proper perception and vigilance. Perhaps, they saw something they weren't meant to see, and now they couldn't turn their back from that monstrosity? In other universes, they might be *Batman, Selene, or Apolinario Mabini*.

Play an igsirinto if your Hero faces challenges with justice, discretion, and vigilance.

ANNOUNCE YOUR NAME

Choose 1 or make 1: *Snake Eyes, Horizon Sees the Sunset, Situlog, Dikumurap, Apolinario Magbantay*

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *slender, wears glasses, long hair, scholars raiments, has a book, carries writing implements, well-toned*

IGSIRINTO VERSES

BASIC VERSES

Choose 2 that you begin with:

PAMUMUHAY NG GURD

The Igsirinto embodies ~~es-BATALA's~~ Virtue of Knowing. Thus, it only be virtuous to share this knowing with others. When you Shape the Lie, the first player character (other than you) to act upon that knowledge gains +2d. If they succeed, you and that player character gain 1 Gahum, once per session.

SHADOW CROWN

You are every shadow cast by the sun, easily seen but just as easily overlooked. By committing 1 Gahum, you immediately become impossibly nondescript as long as that Gahum is committed. You blend in with your surroundings, whether it be people or darkness, and you cannot be noticed for the scene, unless you do something to attract attention to yourself. This does not render you invisible, and you can still be found by people that know what they're looking for.

A GUARDSMAN'S BOND

Choose one ally and Commit 2 Gahum. Whenever they are attacked, you may swap places with them, as you rush in and take the blow for them, and you deduct 1 Wound from the damage you take.

ALL-SEEING EYE

Choose one being that you wish to know information from and Commit 2 Gahum for a month. If you do, you will be able to somehow find a way to eavesdrop on them just as they share some important information, without them knowing you're there.

BAMBOO-CUTTING PAMAARAANAN

Your blade is quick and deft and is not deterred by armor. When you are hidden and an enemy is not aware of your presence and you strike them to bring them down, roll Rebellious Combat against their Threat.

On a partial success, inflict your Wounds but they are not yet dead.

On a full success, if that enemy's Threat is below 6, you kill them outright. Otherwise, the effect is the same as on a partial success.

On a failure, you mess up your lunge, and the enemy knows you are there, and you cannot hide from them.

AGHAM: THE RED SECRET

You know The Red Secret of Science. You know that some things can be studied and rationalized and recreated, turning them into technologies or fields of study. Choose 2 specific academic fields of study (it can be mundane, like geology, or fantastical, like engkantology). You are master in those 2 fields, and when you Shape the Lie on those two fields your partial successes are always full successes.

THE MASTER'S PLAN

When you lay out a plan, spend 1 Gahum. If you do, the AC will tell you the most relevant complication or risk with the plan. Any action rolled when acting upon this knowledge gains +2d.

ADVANCED VERSES

THE PRESENCE

When Aiding someone, you may commit 4 Gahum to be able to give +4d and not just +2d. While the Gahum is committed, your Galawang Matsing gives +5d instead of just +3d.

INFINITE KNOWLEDGE IN ONE SAGLIT

Your mind is opened to the infinite possibilities and knowledges of the Multiverse in one infinitesimal *saglit* (instant moment). Spend 3 Gahum. You may use a single Basic Verse from any of the Tungkulin, once per session.

KNOWLEDGE EATS THE BODY OF CHRIST

You know the truth of things, the fickleness of causality. When you are hit by an attack, spend 3 Gahum and say that actually, they didn't hit you, but they hit some other non-consequential thing, and that is the truth.

TO SIGHT ALONG THE EYES OF GOD

Nothing will vanish from your sight, as Gahum burns through your scleras and imbues your mind's eye. When looking for someone or something, Spend 3 Gahum. You immediately find what you are looking for by sighting through the Eyes of God, even if it be in another universe.

KATOTIHANAN: THE SILVER TRUTH

The Paradox of the Karanduun is that they can create truths from lies. Speak it, and it materializes, out of thin air, for truth is abhorrent of the Lie. Spend 3 Gahum. You may state something to be true when you Shape the Lie, that thing is true, no ifs and buts. This can be even used to cause harm, like stating that something doesn't exist, or that you had a giant cannon all along. This cannot affect souled beings. *However, when you do this, the AC gains a Ruin Die. You cannot use this Verse again until you suffer a Ruinous Response.*

THE STEPS OF THE ALMIGHTY WATCHER

The first thing they mistake is that the watcher only watches, never chases. When you are chasing one of your quarries that you deem to be under your watch, whether it be person or otherwise, Commit 4 Gahum. As long as that Gahum is committed, you will always, unwittingly and inexplicably find a way to suddenly be beside them.

GLIMPSE THE LIMITLESS FABRIC

Your mind is the epitome of Creation, and Creation is inherently useful for destruction. When you Make God Bleed, you may spend 3 Gahum to instantly learn a single Martial Art and its Form Technique, but only for that single instance of Make God Bleed. You can only use this once per day.

GAZE AT THE ABYSS

When you Gauge the Omens, you may spend 3 Gahum to make the omens automatically good. However, the Diwata will be wary of you until next morning.

THE PARAWAL'S GUIDANCE

When you Shape the Lie or Steal the Secrets of God, spend 3 Gahum to give your allies +4d when acting upon the information you glean.

PERISH THE THOUGHT

Your all-seeing eye dictates what must be known. When you remove a single piece of knowledge from someone, commit 4 Gahum. They completely forget that knowledge, whether it be culture, an event, language, or a fact. If you Commit this for longer than 33 days, they forget it completely.

MAESTRO VERSES

Maestro Verses can only be learned if you have 3 Advanced Verses known in this Tungkulin.

KITA NITA, THE ILLUMINATION

You must have Infinite Knowledge in One Saglit to learn this. **Commit 6 Gahum for 11 days.** You can use a single Basic or Advanced Verse from any Tungkulin for a single action, without having to buy them.

THE EYE NEVER BLINKS

When you perform Shape the Lie or Steal the Secrets of God, you may **Commit 6 Gahum.** As long as that Gahum is Committed, you will never fail any Shape the Lie or Steal the Secrets of God roll.

GOUGE OUT THE EYES OF GOD

With your fate-cutting Gahum, you rend yourself from destiny, and you are completely outside reality. When you cut yourself from Kapalaran, or Tadhana, Fate and Destiny, **Commit 6 Gahum.** As long as that Gahum is committed, you cannot be remembered, you cannot be seen, except for those you want to remember or see you.

PICK GOD'S BRAIN

Commit 6 Gahum for 33 days. You can use a single Maestro Verse from any other Tungkulin.

SARI-SARI, ITEMS AND EQUIPMENT

Equipment is one of the most important aspects of a hero's life. Crafting equipment can be done by the Tungana Verse Paggapanday.

TAGS

Tags modify attacks or equipment.

Adding Tags usually cost an additional 1 Gahum when purchasing.

◆ **Ammunition:** Items with this tag have 3 <ammo>. Whenever you use that item and roll a failure, subtract 1 <ammo>. 1 <ammo> costs 1 Gahum from appropriate sources (merchants, smiths).

◆ **Area:** Weapons and abilities with this tag applies its effects to all creatures close to them.

◆ **Bleeding:** Weapons and abilities with this tag inflict a continuous 1 skewering Wound every time the victim does anything until the victim hit by the weapon removes it. Ask or tell the AC the nature of the wound and how it can be removed.

◆ **Blessed:** Equipment and actions with this tag inflicts +1 Wound against creatures deemed Unnatural by the AC or your table's Lie. If this is a tag on an Armor, negate 4 Wounds instead of 3 when spending a point of Armor against Unholy attacks.

◆ **Brutal:** Weapons and actions with this tag inflict an additional Wound.

◆ **Concealable:** Equipment with this tag can be hidden within a cloak or other kinds of clothing.

◆ **Crippling:** Weapons and attacks with this tag inflict crippled, rendering one part of the victim's body unusable. Ask or tell the AC the nature of the crippling and how to get rid of it.

◆ **Enchanted:** Equipment with this tag either have +1 Use, +1 Armor, or +1 Wound. A single piece of equipment can be enchanted up to three times.

◆ **Malakas:** Means 'Powerful' in Filipino. Weapons and actions with this tag deal double damage.

◆ **Melee:** Can only be used when in melee range.

◆ **Penetrating:** Equipment and actions with this tag cannot have their damage reduced to 0 by Armor. They always deal at least 1 Wound.

◆ **Ranged:** Usually noted is their maximum range. This is usually Close. Raising it to Far range costs 1 Gahum. Raising it to Distant costs 2. Extreme cannot be achieved if the item is not Enchanted.

◆ **Reflex:** Equipment with this tag means you use Rebellious Combat when you Make God Bleed.

◆ **Restraining:** Equipment and actions restrain the target. They cannot move until they remove the cause of restraint, which you establish.

◆ **Shattering:** Equipment and actions with this tag can choose to inflict its damage against the target's Armor instead, reducing Armor Points equal to Wounds inflicted.

◆ **Shielding:** Equipment and actions with this tag gain +1d when they protect another person or place. They grant +1 AP to the wielder.

◆ **Skewering:** Defenders hit by attacks from equipment and actions with this tag cannot spend Armor to reduce the inflicted Wounds.

◆ **Smashing:** Those with this tag can be pushed a range tag away (ie. Close to Far).

◆ **Stunning:** Defenders hit by equipment and actions with this tag are stunned: they must spend their next action to recover and they cannot deal damage. Ask or tell the AC how the target can remove the stun.

◆ **Thrown:** Equipment and actions with this tag can be thrown up to close range.

EQUIPMENT AND SERVICES



GENERAL EQUIPMENT

General Equipment, at its basest, is a +1d to some sort of action or situation. Most General Equipment has to be something that you can carry. Additionally, General Equipment's bonuses can stack, as long as you use different items for an action.

Equipment have 3, 5, and 7 uses. Purchasing these has costs relative to their uses: 3 uses cost 1 Gahum, 5 costs 3 Gahum, and 7 costs 5 Gahum. Equipment can also have tags, such as *concealable* or *enchanted*, which add +1 Gahum to the cost.

◆ Lore Textbooks: +1d when performing actions related to academics or education, such as figuring out an ancient language, the name of an ancient ruin, or remembering academic facts.

◆ Healer's Medicinal Lorebook: +1d when performing actions that deal with herbalism, as well as any action that deals in applying said herbs.

◆ Opyo: A native form of opium, smells of burning gumamela. +1d when you Make God Bleed while in the Nabahadna Advanced Verse Wrath of God Fury Trance.

◆ Writing Implements: +1d when using the Nasirakna Basic Verse Script of God move.

◆ Craftman's Tools: +1d when crafting something.

◆ Poison Kit: +1d when attempting to poison something or someone.

◆ Lockpicks: +1d when attempting to open a locked door.

◆ Betel Nut Chew: Important in the culture of Perlesensya. +1d when you Walk With Sheep with people from the Archipelago.

◆ Maskara: +1d when trying to hide from people or hiding your identity.

◆ Official Papers: +1d when dealing with government authorities and other situations that require redtape and procedures.

◆ Map of the Area: +1d when you are finding your way around the area.

◆ Smoke Bomb: +1d when trying to escape the capture of people.

◆ Climbing Gear or Ladders: +1d when attempting to scale a wall or some other steep place.

◆ Abaca Fiber Rope: +1d when attempting to restrain someone or something, or when trying to move acrobatically with the rope.

◆ Bamboo Mentala Scrolls: +1d when doing something inherently magical, such as when you use the Pagkukulam or Tambal Verses.

◆ Abaniko: In Biringan "High" Culture, among the nobles, women use a special "fan" language to convey their mood to potential suitors. +1d when trying to resist against people trying to figure you out, or when you're trying to catch someone's attention.

◆ Medicine: removes 1 Wound when used. Medicine with the enchanted removes 2 Wounds when used.

SERVICES

For the right amount of coin, it is easy to find all kinds of sundries and services, especially when in the Enchanted City. Here are just some services and sundries you can avail while in Communes.

◆ **Albularyo:** A folk-faith healer. Will remove all your Wounds for 5 Gahum. They can also remove any curses you need to deal with. Hard to haggle with. Will double the price if they don't like you.

◆ **Kawal:** A faithful peacekeeper of a barangay, who is usually in dire need of money. Can be hired for 3 Gahum per adventure.

◆ **Diplomat:** For 3 Gahum per hour, they will work as your diplomat and spokesperson. When testing any roll that has Connection, you may roll with +1d as long as the Diplomat speaks for you.

◆ **Babaylan:** A spirit medium, can speak for you when conversing with spirits, saints, and gods. +2d when speaking or dealing with such beings. Costs 5 Gahum per task.

◆ **Panday:** You can ask a Panday to craft equipment for you (anything craftable) or add tags to your equipment. You have to pay the equal amount of Gahum, as detailed from the Tungana's Pagpapanday Verse.

◆ **Pantas.** Scattered across the archipelago, the Pantas are academics and erudites who have studied in the Pamantasans, the learning centers of the Archipelago. When you Shape the Lie, they can help you, granting you +2d. Additionally, you can ask them something about a specific field. The AC can either say that they do know that, or they can roll 1d6. On a 4 - 6, they know that and answer truthfully. On a 2-3, they don't know it and answer truthfully. On a 1, they don't know it, but they are not truthful. They charge 4 Gahum whenever you ask

for their help.

◆ **Karakoa:** A fast moving warship used to chase down galleons and other slow moving ships of the sea. Once noble, now conflated with piracy. Verses quickly, and thus has less chances of something happening wrong. Costs 10 Gahum. Roll 1d6. On a 2, something interesting happens. On a 1, something dangerous happens.

◆ **Dambuhala Transport:** Repurposed mecha war machines in the shape of giant animals. Costs 3 Gahum only, but you must travel with almost 100 other people, as it is public transport. Gets you to and from Biringan, as well as the other capital cities of the Trinity: Alhambra of the Ysparanzan Empire in the Far East Continent, Lemuria of the Gunmetal Republic of the Near East Continent, and Shikyu of the Kikuyurei Empire in the Northern Continent.

◆ **Salimbal:** A flying ship that sails you across the sky, will get you from one isle to another even faster than a karakoa, or even past the Neverending Ocean. Costs 20 Gahum. Roll 1d6 on a Withering Response. On a 1-2, something dangerous happens when travelling on a Salimbal. Usually priceless, and can only be availed in return for difficult tasks or legendary deeds.

◆ **Mounts:** Horses, water buffalos, elephants, crocodiles, goats, wagons, kalesas. 5 Gahum to have quick trip between far destinations. Something bad happens on 1-2 of a 1d6.

WARRIOR EQUIPMENT

The important equipment for adventurers and would-be heroes of Kalag-inaan. Equipment for combat is sought after in a ruined universe, for it has nurtured a thriving economy of war, murder, and raiding.

WEAPONS

Split into three categories. The Gahum cost displayed in the tags is the cost to purchase from proper vendors, merchants and traders:

Light

Costs 2 Gahum as a base cost to purchase, and inflicts 2 Wounds, but all of them are concealable. Here are some example light weapons:

- ◆ Karayom, a popular assassin's tool, thin and can be worn as a hairpin and can have thin strands looped within. Light, Penetrating, Thrown, Melee, Reflex. 5 Gahum.
- ◆ Kris, a dagger with a wavy blade, usually a sign of nobility, used mostly by servants or Panginoo. Melee, Thrown, Brutal, Light. 4 Gahum.
- ◆ Buntot-Pagi, a stingray tail turned into a whip, popular against aswang and other monsters. Melee, Light, Reflex, Blessed, Restraining. 6 Gahum.
- ◆ Firecaster, a pistol that uses enslaved fire diwata to fire ammunition. Ranged (Close), Light, Reflex, Ammunition. 4 Gahum.
- ◆ Karayom-Cloudbuster, a ball of rattan that, when thrown, sends karayom needles into a small area. Ranged (Close), Light, Reflex, Ammunition, Area. 3 Gahum.

Medium

Costs 3 Gahum to purchase and inflicts 3 Wounds. Some examples are:

- ◆ Kampilan, a large blade with a spike used to spike decapitated heads. Melee, Medium, Brutal. 5 Gahum.
- ◆ Martilyo, (Filipino for hammer) A hammer used for forging, repurposed, of course, to break heads. Melee, Medium, Shattering, Smashing. 5 Gahum.
- ◆ Pana, (Filipino for bow). A bow made of ironwood. Ranged (Distant), Medium, Penetrating, Ammunition. 6 Gahum.
- ◆ Baril, a firecaster with a long barrel for further attacks, penetrates cleanly through armor. Ranged (Far), Medium, Penetrating, Ammunition. 6 Gahum
- ◆ Sibat, a spear made of bamboo with a head that can be removed and turned into a dagger. Melee, Medium, Brutal, Thrown. 5 Gahum.

Heavy

Costs 3 Gahum to purchase and inflicts 4 Wounds. Some examples are:

- ◆ Lantaka, a huge brass or bronze cannon with the head of a dragon, once mounted on fortresses and ships, now used by you. Heavy, Ranged (Far), Brutal, Area, Ammunition, Shattering, Smashing. 10 Gahum.
- ◆ Panabas, a blade with a long hilt and large, curved blade used mostly for cutting crops, now used to cut souls. Heavy, Melee, Brutal. 4 Gahum.
- ◆ Headhunting Axe, a huge axe with a huge blade. Heavy, Melee, Brutal, Penetrating. 5 Gahum.

ARMOR

Armor gives *Armor Points*. Spending an Armor Point reduces the Wounds you suffer by 3. You can spend as much Armor as you want against a single source of damage.

Is split similarly:

Light Armor costs 2 Gahum and grants 1 Armor Points. Light armor are usually stuff that covers you but does not cover you completely. This is stuff like *rattan undershirt mail that reaches the knees (haba-habay)*, *abaca fiber mail*, or *padded clothing*.

Medium Armor costs 4 Gahum and grants 2 Armor Points. This is stuff that are usually meant to be armor. This includes stuff like *steel escaupiles, pakil (breast and backplate) made of kalabaw hide or bamboo*, *cow or kalabaw leather vests*.



Heavy Armor costs 6 Gahum, grants 3 Armor Points, but imposes -1d on all actions to move stealthily and quietly. This is stuff that is meant to be worn in large full scale sieges and in the thick of war. This includes armor like *full-plate steel, engraved gold plate, elephant-hide armor*.

It's up to you to describe how your armor looks like.

Shields are basically any weapon or item with the *Shielding* tag. *You cannot use a shield if you're wielding a Heavy Weapon*.

Loss of Armor Points means your Armor is slowly being chipped away and losing its function. Armor Points come back on a Rest. If you lose all AP, you are Exposed.

ENCHANTED EQUIPMENT

Most Enchanted Equipment are known as Agimat. Every time a weapon, armor, or item is enchanted, they gain +1 to their function: Enchanted Weapons inflict +1 Wound. Enchanted Armor have +1 Armor. Enchanted General Equipment gain +1 Use. Equipment can be enchanted up to 3 times, and usually it takes either knowledge to enchant it or an engkantosmith.

THE WORTHLESS HERO



ARMIES

A large fighting force is integral to warring and combat in Sansinukob. Armies, which don't have to be actual armies, and can be mobs, gangs, or militias, are groups of NPCs that do battle and follow a Commander. Armies belonging to the heroes usually function differently from enemy Armies. They have the following stats:

Size acts as the number of Wounds the Army can take before they rout. This goes from 1 to 12. In fiction, this dictates the number of units of a certain army. Size 1-2 Armies number around 10+, 3-4 at around 100+, 5-7 at around 1,000+, 8-10 at around 5,000+ units, and 11-12 at around 10,000+ units. This can go further as the army gets larger.

Strength acts as the number of Wounds they inflict when attacking, from 1 to 5, with 1 being broken shards of glass and iron pipes, and 5 being enchanted weapons and siege weaponry.

Discipline acts as the army's Armor, ranging from 0 to 5. A hastily thrown together mob would be 0, while 3 is a tightly knit band, a black company, a highly trained regiment, or an elite unit. 5 is a magically equipped and trained unit or army.

Armies are usually used in conjunction with the following Act:

WAGE WAR

When you lead an army to war against an enemy, whether it be another Army or a single enemy, roll your Violent Presence against the Target's Threat.

On a full success, get both below. On a partial success, choose 1. On a failure, you're open to retaliation.

- ◆ Peerless Kumandante Pamaraanan: Avoid retaliation.
- ◆ Unrelenting Datu's Spirit Sword: Inflict 1 extra Wound.

THE WORTHLESS HERO



SINING

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Listen to the words of the tambay, for these words are truths, not obfuscated by the truth of God. The An is the original way, the principle of practice, of training, of doing. The An has grown and evolved into Sining--the shadows of the An--which is to say, Art. The two main arts: the Secrets and the Martial Arts, are hidden from general knowledge, banned by the Word of God the Three. Do not be afraid to showcase your will through the Art, for only then will we inflict true violence.

THE SECRETS

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In all of reality, there are four Secrets: the **Black Secret of Violence**, the **White Secret of Blasphemy**, the **Red Secret of Science**, known as Technology and the **Green Secret of Reverence**, the Secret used by Spirit Mediums, as it is the secret of the spirits.

The **Black Secret of Violence** uses knowledge of the malign occult and a connection to a dark spirit such as a sitan or engkanto. Violence it is so called for it is used to harm or forcibly change reality. Those that know the Black Secret are known as *Mangkukulam*. One can use this if one has the Sakdol Verse **Kulam: The Black Secret**.

WITCHERY AND HERBALISMS

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The Secret Spells are split into three tiers: **Simple**, which each costs 1 <kulam/tambal> to cast, **Whiter/Blacker** which costs 3 <kulam/tambal>, and **Zenith/Nadir**, which costs 5 <kulam/tambal>. Each of them denote their strength and effect upon reality. These currencies can be obtained through the respective moves **Tambal: The White Secret** and **Pagkukulam: The Black Secret**.

The **White Secret of Blasphemy** uses total knowledge of medicinal plants and animal parts, supplications to ~~BATALAN/MANGKULAM~~, and a peerless connection with nature itself to mend reality. Blasphemy it is so called because *Tambal* exists to heal and protect people through *orasyones*, prayers to God, but not he Trinity. These prayers are directed towards dead **BATALA**, who is in nature, and so nature answers. Those that know the White Secret are known as *Mananambal*. One can use this if one has the Apuna Verse **Tambal: The White Secret**.

Additionally, the spells from both Secrets must be bought before you can use them.

All those initiated in either Secret can perform the spell **Revealing**, a form of counterspelling used to unravel both Witcheries and Herbalisms You can spend 2 <kulam/albularyo> to dispel a Witchery/Herbalism, spend 4 to dispel a Blacker Witchery or a Whiter Herbalism, and 6 to dispel a Nadir Witchery or a Zenith Herbalism.

WITCHERIES

◆ **Oropok:** Simple. Spend 1 <kulam> to summon pests (mosquitos, rats). You may use these pests to Make God Bleed with Rebellious Presence with the tags *Light, Ranged (Close), Area*.

◆ **Whispershade:** Simple. Spend 1 <kulam> to whisper into stone or wood. The stone or wood hides you within it.

◆ **Hokot:** Simple. Spend 1 <kulam> to summon an invisible lance of force and Make God Bleed with Violent Trickery. This deals 1 wound with the tags *Skewering, Ranged (Far)*.

◆ **Hilo:** Blacker. Spend 3 <kulam> and touch a person. If you do, you attach upon them a corrosive poison. They are now bleeding until they get an albularyo or mananambal to heal them.

◆ **Tongue of Flame:** Blacker. Spend 3 <kulam> to summon flame to your fingertip after an utterance of a Secret. This can be used to Make God Bleed. It has the tags: *Skewering, Ranged (Close), Medium, Bleeding*.

◆ **Curse:** Blacker. The iconic sympathetic curse. Spend 3 <kulam> and choose one victim. This can only be used outside of combat and during the night, and you must have one of their personal belongings or a part of their body. After the night, inflict skewering wounds equal to 2 + your Trickery or Presence.

◆ **Barang:** Nadir. Sorcery, meant to kill. Spend 5 <kulam> and choose someone you know as a victim as the target. This must be done during the night, out of danger or combat. After the night, kill that person, but you can say whether they die the next day, the next month or the next revolution around the sun-that-is-a-corpse. Insects will appear out of their corpse.

◆ **Sail the Sky:** Nadir. Spend 5 <kulam> You must stay in a specific continent or island for a month, learning its geography and its people. After month, the island in which you performed the ritual is plucked out of Kalagitnaan and placed into the Neverending Ocean, ready to grow into its own universe.

HERBALISMS

◆ **Gamot:** Simple. Spend 1 <tambal> to create 1 Enchanted Medicine.

◆ **Sanggalang:** Simple. Spend 1 <tambal> to create markings or poultices that when applied gives +1 AP.

◆ **Ironwood Skin:** Simple. Spend 1 <tambal>. Your skin becomes as hard as mangkono, the unbreakable ironwood. For a day you are treated as having Heavy armor, with an additional +1 Armor, and your unarmed attacks become Medium weapons.

◆ **Change Wood:** Whiter. Spend 3 <tambal>. You can change the shape of a medium sized item made of wood, as if it were clay.

◆ **Ride the Lightning:** Whiter. Spend 3 <tambal>. The clouds hear your prayer to lightning. You may call upon lightning to bring you to place you've already been to.

◆ **Lunas:** Whiter. Spend 3 <tambal>. You or one ally you can see may negate all Tags from one attack.

◆ **Wave the Monsala:** Zenith. Spend 5 <tambal>. A Monsala is a kerchief filled with magic. Choose one person who has died within 3 days. They are revived, fully healed.

◆ **The Path of the Bahaghari:** Zenith. Spend 5 <tambal>. The Bahaghari is the King's Rainbow. Use this when it is raining. The rain will disappear, and a burning rainbow will teleport you into another universe.

MARTIAL ARTS

The Arts of Violence, practiced and taught in homes or schools all through out Sansinukob, have been banned by the Word of God the Three, for they know that it was the Art of Violence that allowed them to kill ~~BATALA~~. Heed not the false law. Practice as thou wilt, attain divinity through bloodshed, and rip and tear God until They are no more.

To learn a Martial Art and its Form Technique as well as eventually that Martial Art's Skill Technique, you must buy the Nabahadna Basic Verse **Soul of Fulminating Violence**. Each Martial Art will have Style Weapons and Armor. *You can only use that Martial Art when equipped with those Style Weapons and Armors.*

THOUSAND-ARMED BUSAW

The Busaw is a demon of ferocity, one that unnerves beings of all ages, and even strikes the hearts of rulers. The Busaw is a multi-armed devil, each movement a flurry of a million limbs. It prides itself in pragmatism, and doesn't care about flashy hits, only earth-shattering strikes. It focuses on making absolutely anything a weapon.

Style Weapon: Unarmed; **Style Armor:** Unarmored

◆ **Form Technique - Uncountable Lamentations Sung in Fist and Foot:** You ready your live hand, and prepare to intercept. Every attack you make is a flurry of blows, unseeable, and precise. Your veins burn with red flame. Anything you pick up that is not a weapon becomes a Medium Weapon (and counts as Unarmed for purposes of Style Weapon), and your Unarmed strikes gain the penetrating tag.

◆ **Skill Technique - The Heretical Act of Breaking the Sky:** When you ready yourself for the strikes of your opponent, commit 2 Gahum. As long as this Gahum is committed, every time you are attacked, whether they hit or not, you may inflict the Wounds you suffer (after spending Armor) back at the attacker.

ULUPONG STYLE

Also known as the Emerald Viper style is practiced by the Ulupong Agents of the Spear-City of Sibatan, which was ruled by an immortal Spear-King who can control the very fabric of the city, as the entire city is built from a billion tiny bamboo spears named sibat. Every fabric, every house. Hence why imports are never accepted here.

Style Weapons: Karayom, Unarmed; **Style Armor:** Unarmored but wearing a black cloak or a mask.

◆ **Form Technique - Toxic Tears Poisoning Wells:** All your attacks gain the bleeding and penetrating tag. This applies even if the "attack" is a simple touch.

◆ **Skill Technique - Cobra Poison Sizzles Skin:** Your skin is poison, and so is your gaze. Spend 2 Gahum to attack with poison up to Far away. That attack has the bleeding and stunning tag. If this attack is against a non-living thing, that thing corrodes unless it is enchanted or made of gold.

YAWYAWAN SA LANSANGAN

The Dance of Death, Yawyawan sa Lansangan focuses on kicks, knees, elbows, and palm strikes in a concerted beat and rhythm to create a dangerous dance, as well as incorporates items usually found on the streets: piss, broken glass, stray gravel, leftover food, beer bottles. More importantly, this style focuses on looking completely nondescript and unassuming until the time of violence begins.

Style Weapon: Unarmed; **Style Armor:** Unarmored

◆ **Form Technique - No Respect:**

If you are fighting at a disadvantage (eg. If you are outnumbered, or without weapon) or trying to hide your hostility from others, your Unarmed attacks become Medium weapons.

◆ **Skill Technique - No Rules:**

When you use a part of the environment or some other dirty trick, commit 1 Gahum and choose your target. While that Gahum is committed, you have +2d to all rolls against that enemy, they can only attack you, and your attacks gain the brutal tag. Examples of dirty tricks are kicking broken glass into an enemy's eyes, or you are fighting in a dirty environment you're intimate with.

ESPADA NI SAN MIGUEL

The Sword of San Miguel is all about mastering the art of the sword, of piercing, and stepping on the Fallen. Thus, the death of God must be avenged. San Miguel is dead, but his soul lives on in every bladed weapon in the Multiverse.

Style Weapons: Any bladed weapon; **Style Armor:** Heavy Armor

◆ **Form Technique - Hail! The Seraph's Sword Ripping the**

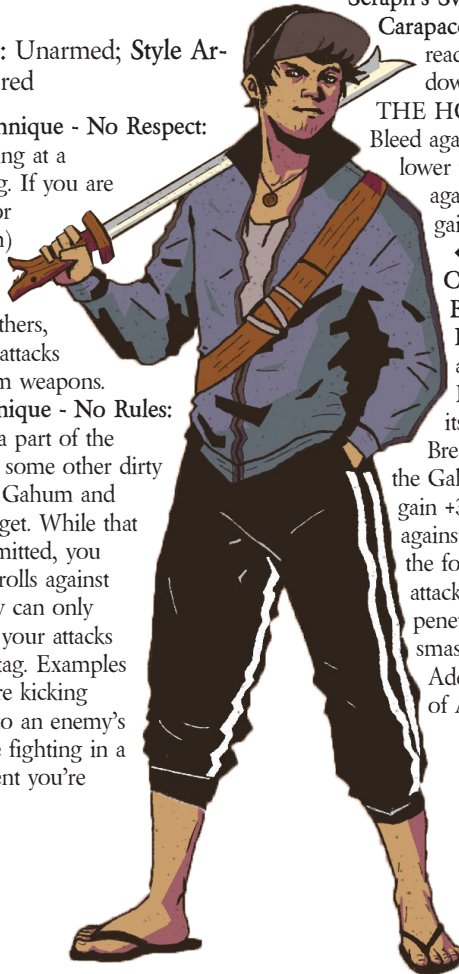
Carapace off of Demons: You ready your blade, pointing down, as if to say, FUCK THE HOLY. When you Make God Bleed against beings with Threat lower than your Gahum, or against sitan or aswang, you gain +2d.

◆ **Skill Technique -**

Confiteor, The Thundering Blade of Spirit, Cast Down False Gods! When fighting against the tools of the Empire or the Empire itself, Commit 3 Gahum.

Break your chains: as long as the Gahum is committed, you gain +3d when rolling anything against that being, and you gain the following tags to all your attacks against that being: penetrating, bleeding, malakas, smashing, brutal, blessed.

Additionally, you gain +1 point of Armor.



ANointed ASCENDANCE OF THE MESSIAH
ARCHETYPE

Just as the anointed archetype finishes their mission by ascending into heaven, so do you inflict violence and conflict: by breaking the laws of reality. Anointed Ascendance is a style that focuses on completely shattering the Laws of the Earth. Nothing can hold you down, and neither can others.

Style Weapons: Unarmed; **Style Armor:** Unarmored

◆ **Form Technique - Ascendance:**

When you enter combat, you may Commit 1 Gahum to float off the ground. Earth will not affect you while floating, and you cannot be knocked down, but you can still be pushed back. You may also Make God Bleed with this, attacking as if a Ranged (Close), Light weapon with the smashing tag.

◆ **Skill Technique - The Lash of the Judean Tax Temple:** With a look, and a snap of your wrist you break the chains of the Earth. When you make one or more allies float with you, Commit a number of Gahum equal to the Allies. They gain the benefits of Ascendance. Additionally, this can also be used with non-living objects and you can use them as weapons, using Violent Presence to Make God Bleed.

HULMA-DUGO

This Martial Art is only taught within the Scarlet Sisters, who live in a swampy island off the coast of the port of Buhawi. There, they practice the forbidden art of shaping their blood, turning it into weapons and armor. By bleeding themselves, they make God bleed.

Style Weapons: Knives, Needles, Unarmed; **Style Armor:** None

◆ **Form Technique: Shape the Unending River.** The Blood shall flow. You may summon weapons and armor made of your own blood or another person's blood. If you've inflicted a Wound upon someone, you may use their blood to create weapons. If not, you may inflict 1 Wound upon yourself to call upon it. Roll Combat. You gain <blood> equal to 1 + number of Hits. With <blood> you can conjure the following:

- Spend 1 <blood> to gain a Light Weapon. 2 if Medium, 3 if Heavy.
- Spend 2 <blood> to gain Light Armor. 3 if Medium, 4 if Heavy.
- Spend 1 <blood> to grant one of your weapons 1 tag. Spend more <blood> to grant more tags.

◆ **Skill Technique: Scarlet Rapture, Yawa ng Pagdudugo.** Blood binds. When you attack with a weapon summoned by blood, you may add the tags restraining and penetrating to them.

Additionally, you may spend 5 Gahum to command being you attack with the blood weapons to do one thing, as long as it's not self-harming. Powerful beings can resist this.

GHOST RABBIT HARNESS STYLE

To control another's movements is power. This style was invented by Kikuyurei masters of rope-binding with the intent of binding ghost-samurai and phantom-shinobi. This is one of the hardest art styles to master, needing years of practice to fully master, as one must learn how to bind a creature with the intricate floral-pattern bindings in a setsuna second.

The art of the Ghost Rabbit Harness has been used by the forces of SHINSEINA YUREI to bind diwata and yawa.

Style Weapons: Jute ropes, wires, whips; **Style Armor:** Unarmored

◆ **Form Technique - The Harness Unlashes:** The Ghost Rabbit opens its maw and the flower tendrils flow. When you ready your rope to bind, roll *Rebellious*. Gain a number of <binding> equal to 1 + number of Hits. You can spend <binding> on the below:

- Spend 1 <binding> to Make God Bleed with your binding ropes, which is a medium weapon with the penetrating tag.
- Spend 1 <binding> to gain 1 <gate>
- Spend 1 <binding> to grant your next attack the restraining tag.
- Spend 1 <binding> to grant your attacks the ranged (Close) tag.
- Spend 1 <binding> to move anyone you have restrained.

◆ **Skill Technique - Lotus Unfolds:** The Ghost Rabbit turns into a lotus that grabs all things within the vicinity, even spirits and souls. Spend 3 <binding> to Make God Bleed once against all that you choose that you can see, even if they're diwata or some other kind of spirit. This Make God Bleed has the restraining tag.

◆ **Master Technique - Lash the Rabbit; Unravel the Chrysanthemum:** You master binding, and thus you bind yourself. You wrap the bindings around you and spend all your <binding>. When you do, you turn into a bound shibari-demon. Stay in this state until you fall to 0 Ginhawa or choose to remove it. While you are a bound shibari-demon, you get the following traits:

- All attacks get the restraining tag.
- You get 3 <gate> instead of just 2 when you get a Full Success on a Hold the Sky Gates roll.
- When you Make God Bleed against a single person, you can spend 5 Gahum to restrain and hold that person in thrall to you, binding them with your own rope, controlling them as if they were your puppet. Powerful beings can resist against this.
- Gain +1 Ginhawa.

BULLET SYMPHONY STYLE

“Don’t fuck with a witch.”

The Bullet Symphony was crafted, honed, and mastered by the babaylan that lived in the windy northern mountains of Ilaya in the offshoot eastern islands of Batunay. Here in Batunay, the babaylan were cursed as manananggal and witches, despite not being them, due to their adherence to the old faiths. To ward off the In-questors of the Empire that seek to burn them, they developed a gun martial art in the middle of the Forest of Silence, where the lonely bathala Rirryaw Anitu sung to the babaylan that sought asylum. There, he taught them a way to sing a bulletsong through the sound produced by their guns, from explosion to ricochet. Through this, the Barilbaylan, the Gun Babaylan, were formed, and they harnessed the impossible art of the Bullet Song to protect the Forest of Silence.

Style Weapons: Baril, Pistol; **Style Armor:** Unarmored

Form Technique: Begin the Bullet Song. You become entirely silent, and then you engage the Bullet Symphony. You become silent and you let the harmony and rhapsody of the bullets do the talking for you. When you stay silent and let your bullets sing for you in violence, the following happens until the end of violence:

- ◆ Your song is a rapid one. You have +2d when you Flutter.
- ◆ Your song reaches all. Your attacks can go as far as you can see someone.

◆ Your song strengthens. You can choose to spend a turn letting your song make someone stronger, granting your ally +1d to their next roll.

Skill Technique: Let the Symphony Dance! Bring the Moon Down to the Earth! Your silence is shared by your song. Your song becomes infinitely quicker, infinitely faster, creating a complex weave of bullets and notes. When you bring down the force of the moon to the earth through your song, spend 2 Gahum. If you do, choose 1 from below:

- ◆ All enemies that you can see suffer 3 Wounds.
- ◆ All allies that you can see gets +1 AP.
- ◆ Walls become no barrier: you can see past walls while there is violence.



LIMANDAAN, THE FIVE WAYS

In the oldest annals of Sansinukob, lost in time but kept alive in still living souls, five diwata bequeathed their souls into the umalagad of five powerful martial artists. These umalagad bestowed the burning power of the diwata into their martial artist through specific and quickly performed kata and drills.

The five martial artists banded together and began training the Limandaan to great students that could master it. However, it ended in disaster as the four ways began showing their preferences over the other. Eventually, that great training place was burned down by the very people that established it. In the end, the Five Guro went their separate ways, teaching in their own schools.

One student eventually did the impossible: he overcame the pompous bickerings of the schools and learned all four Martial Arts, growing and mastering them all. When he did, his umalagad--now burning with the power of a diwata--arose from his soul and protected him.

He had unlocked the secret art of Umalagad Invocation, and with it created the Martial Art Umalagad Summoning. It is now said that Umalagad Summoning is the ultimate attainment of Limandaan.

The Limandaan are thus, modeled after the parts of the body: *Kaingin Fist*, *Bundok Body*, *Head of Barangaw*, *Alipuyo Legs*, and *Amihan Feet*.

KAINGIN FIST

Kaingin is the use of fire to burn trees away on the sides of mountains to produce fertile land for farming. You, however, have perfected this form with only your fists, as they burn and blaze through piteous nature. This is an intense fighting style taught to many well-meaning Bagani and spiritual warriors of Kalagitnaan.

Style Weapons: Unarmed; **Style Armor:** Unarmored, Light Armor, Medium Armor

◆ **Form Technique - IGNITE:** When you spend time to collect energy and flame, roll Violent. Gain <ember> equal to 2 + Hits. Spend <ember> to gain an effect whenever you Make God Bleed with the style weapon.

- When you strike, flames erupt from your hands. Deal an additional +1 Wound when attacking things vulnerable to flames.
- When you strike, one thing near you is cut, inflicting 1 Wound, whether it be living or not.
- Your attack gains the penetrating tag.
- Your attack gains the bleeding tag.
- Your attack gains the smashing tag.



BUNDOK BODY

Bundok Body embodies the mountain, with strikes focusing on the movement of the entire body, and with impacts made with the chest, shoulders, hips, and back. Every movement is slow to startup, but quick to hit, like the impacts of an earthquake. Pondering, slow, and ruminant. The most important part of this Martial Art is that it disrupts the earth itself: its movements, jitters, and katas summon the earth, create walls of root, veils of vines, shards of clay, and lances of stone.

Style Weapons: Unarmed; **Style Armor:** Unarmored, Heavy Armor

◆ **Form Technique - Ponderance of the Crow:** When you perform katas to summon the earth, roll Renitent. Gain <crag> equal to the 1 + Hits. You can spend <crag> on the following.

- Hinaggpis ni Meylupa. Spend 1 <crag> to summon stone and wood from the earth to strike the opponent when you Make God Bleed, giving your attacks the ranged (close) and smashing tag.
- Sanggalang ni Kalibtuan. Spend 1 <crag> to gain +1 AP.
- Biyaya ni Lakanbakod. If there is earth or wood nearby, spend 1 <crag> to manipulate that wood non-violently. You can only manipulate something as big as the wall of a house.
- Kalasag ni Mapulon. Spend 2 <crag> whenever you fail a Hold the Sky Gates to turn it into a partial success.

ALIPUYO LEGS

Alipuyo Legs embodies the whirlpool. It's an art of liquid movement, shifting legs, flowing strikes and swift evasions. Alipuyo Legs excels in misdirecting and restraining, as a whirlpool is wont to do. Most movements only use the legs, creating breakdancing motions as well as flowing kicks and vaults that embody the whirlpool.

Style Weapons: Boots, Legs; **Style Armor:** Unarmored

◆ **Form Technique - Haik's Meditations.** When you meditate upon your heart of hearts, becoming one with the flow of the world, roll Rebellious. Gain <whirlpool> equal to 1 + number of Hits. Whenever you perform martial arts moves with your legs, you can spend whirlpool on one of the effects below.

- Sayaw ni Amanikable. Spend 1 <whirlpool> to summon water from your soul whenever you Make God Bleed. Your attack gains the ranged (close) tag.
- Ginhawa ng Kalaliman. Spend 1 <whirlpool> when you successfully inflict Wounds to heal 1 Ginhawa from one of your allies.
- Patibong ng Dagat. Spend 2 <whirlpool> when you fail a Outsmart the Skysea Act to turn it into a partial success.
- Banwa ng Laot. Spend 2 <whirlpool> to create a pool of murky water around you, that impedes your enemies but does nothing to your allies.

HEAD OF BARANGAW

Head of Barangaw is an estoeric martial arts that focuses on headbutts and vocalizations. Low hums are sung all throughout a battle, emphasizing the ambience of nature and the inevitability of victory. They sing in the greatest battles the encouraging epics of heroes so long bygone that even the bygoners only remember them through song. With their vocalizations, they destroy barriers, and become victory.

Style Weapons: Unarmed, Headbands, Bandanas, Headwear; **Style Armor:** Unarmored

◆ **Form Technique - Song of the Bahaghari.** Sing a song. As long as you are singing that song, whenever you Make God Bleed with your head, you gain +2d and the smashing tag.

AMIHAN FEET

Amihan Feet is a quick moving martial art, made for moving across great distances quickly. It is a form of rebellion against the world, against the earth that pulls everyone down. Amihan feet practices quick thwips of the foot, pushing against the earth, and weaving motions with fingers and toes. Through this, they influence the current of winds that flow through the earth.

Style Weapons: Unarmed; **Style Armor:** Unarmored

◆ **Form Technique: Sariwang Habagat.** When you ready yourself by regulating your breathing, roll Rebellious. Gain a number of <zephyr> equal to 1 + number of Hits. You can spend <zephyr> on the following.

- Sakay Alapaap. Spend 1 <zephyr> to one range tag in any direction before or after the attack.
- Sibat ni Saguday. Spend 1 <zephyr> when you Make God Bleed to attack with the ranged (Far) tag.
- Bilis ni Ribung Linti. Spend 2 <zephyr> to avoid the next source of Wounds.
- Rumaragasang Bulaklak. Spend 2 <zephyr> whenever you Flutter. You always get at least a Partial Success.

UMALAGAD SUMMONING

*“Hear the call of your ancestors,
their calls are right behind you,
behind your ear,
the whispers of the earth, of nature,
listen, and gain their favor.”*

Umalagad Summoning is the ultimate natural martial art, the culmination of all the Limandaan. With Umalagad Summoning, they can summon their own ancestor guardian spirit, which every being has but has their own will. With Summoning, the Umalagad approves and acknowledges the martial artist’s power, and agrees to lend their form.

You must have learned all the techniques of Kaingin Fist, Bundok Body, Alipuyo Legs, Head of Barangaw, and Amihan Feet to learn Umalagad Summoning.

If you buy Umalagad Summoning, you get all the Techniques automatically.

What form the Umalagad takes is up to you. Describe your ancestral guardian spirit.

Style Weapons: Unarmed; **Style Armors:** Unarmored

◆ **Form Technique: Manifest!** Protector of my Soul!... When you pull from within your soul the power of your Umalagad and summon them, roll your Favor Pool. Don’t spend, just roll. The number of Hits is equal to the <manifest> that you gain. You can spend the <manifest> on the following.

- **Sandatang Pumapaslang sa Diyos.** Spend 1 <manifest> when you Make God Bleed to make your umalagad attack. This attack inflicts 3 Wounds and has the melee, ranged (close), brutal, and penetrating.
- **Kalasang na Sumasangga sa Diyos.** Spend 1 <manifest> when you Hold the Sky Gates. Double the <gates> you get.
- **Bilis na Nilalagpasan ang Diyos.** Spend 1 <manifest> when you Flutter. If you Fail, turn it into a Partial Success. If a Partial Success, turn it into a Full Success. If a Full Success, get all three options.
- **Talinong Nakakatalo sa Diyos.** Spend 1 <manifest> when you Outsmart the Skysea. Double the <tactic> you get.

◆ **Skill Technique: ...Let this be my final prayer...** While your Umalagad is summoned, commit 3 Gahum. As long as that Gahum is Committed, gain 2 AP.

◆ **Mastery Technique: ...Sunder God!** While your Umalagad is summoned and you have 3 Gahum Committed, spend all remaining <manifest> and spend that 1 Gahum you Committed to summon the Umalagad. Choose the object of your violent intent: inflict 3 Wounds with the skewering, malakas, and brutal tags.





THE ALAMAT CHANTER

The Alamat Chanter is the one that tells the legend built by the players. The AC is a player that facilitates the game, describes the world, and finds out the story as it happens within the game. They are expected to arbitrate the actions of the players according to the rules and laws of the setting.

As the Alamat Chanter, you build the world that you play in, which is called a Lie, one of the infinite lies. In your Lie, you describe the world and setting, and your players will rebel against it, forming their very own Alamat. Alamat, by the way, means *legend or saga*.

As an AC, you have **responsibilities** and **responses**. These are your bread and butter when it comes to facilitating play. Follow them to a T.

RESPONSIBILITIES

As an AC, you have the following Responsibilities that you must adhere to when arbitrating a game of Karanduun. Follow the following, and then add one or more of your own, to make the game really yours.

- ◆ **Call them by their names.** Call the Players by their Characters' names, not their real name. This of course extends to NPCs or characters you play as.

- ◆ **Play to find out.** You're a player too. Remember that. When you're running the game, focus on playing the game. Be as curious as your players in finding out: what will happen next? The dice and systems help to facilitate that.

- ◆ **Follow the Acts.** The Acts are there to facilitate action, so that the game doesn't just become a "he said, she said" kind of experience. Acts are the Players' way of answering a question posed by the setting or narration. It's your job to respond that with changes and responses in the setting. Always ask "What do you do?"

- ◆ **Describe the place and situation.** This is arguably one of the most important responsibilities, and hardest ones. You have to present and illustrate a situation and setting that your players can realistically exist in. Describe in detail and appeal to their five senses. When describing a sigben, instead say "you see a strange goat-dog, with larger hind feet than forefeet, and drooping ears, and you hear the sound of clapping, and you smell rotten eggs."

- ◆ **Put the heroes in danger, make their lives exciting.** The heroes of the story can only become the titular Karanduun if they're put in danger and come out victorious. Do that. It echoes the larger themes of the game as well: heroes put in a dead world, shining defiantly against a dying night.

- ◆ **Respond.** As an AC, it's your job to react to what the players want to do. The players drive the story forth, and you respond with moves and calling out Acts. Only the player uses Acts, you only Respond. Turn moves back to the players, give them the initiative. You must respond with the appropriate responses, as befits the setting, the fiction, and the actions of your players, in that order. Responses make sure that the story doesn't just stop.

◆ The Karanduun are going to be cool people so cheer them on. Don't hate them, but put them in danger, the darkest of dungeons, the largest of consequences, and cheer for them when they try to get out. Like watching an anime or reading a good fantasy novel. As worthless heroes, they will only reach the level of Karanduun if they impose their will through heroic pride.

◆ **Make a Living World.** Okay, funny, because the Multiverse is dead. What I mean is: the Karanduun are not the only creatures that live in the Multiverse, and it certainly does not revolve around them. They have to work to get noticed. Things change, people move. A good way to do this is if the Players come back to a place they've been to before? Change some things, kill a few people, demolish or build a few buildings. Create a living world that the Players can believe they live in.

◆ **Let them fill in some details.** The Multiverse is vast, and all things are lies. Let the players fill in some details, especially with the Shape the Lie Act.

◆ **Raise the Stakes.** The higher the stakes, the more exciting, and subsequently the more invested your players will be.

◆ **Embrace the Weird.** As with above, things are weird, and dying. Feel free to steal from weird urban legends, folklores, and myths. Folklores in general are weird, as they are usually oral and they change between people and social groups. Use that to your advantage: make all those folklores versions real, or make none of them real at all. Embrace weird mythologies, outside from the usual Greek and Arthurian and Egyptian: use Filipino Myths, Indonesian Folklore, Taiwanese Urban Legends, Thai Horror Stories.

◆ **Tighten the Social Order.** The ruined universe is clamped within a very horrible neofeudal system, with the Trinity Empires oppressing everything underneath it. Enforce it, make sure the heroes are always hunted down, as if heaven itself conspires against them.

◆ **Kill them All.** Show them what it means to make God bleed. Outside protected communes, Kalagitnaan is a realm of darkness filled with malignant monsters and halimaw. Kill them when they fuck up enough. Death is an everpresent consequence in this dying creation.



RESPONSES

Responses are your own “Acts”. Instead of rolling dice, you use Responses. Imagine the AC being a Character on its own. As an AC, you do not roll, you simply respond to the actions of your players. *You tell them what happens when they answer your question of “What do you do?”*

The following lists are guides for the starting AC. As you get a feel for what kind of game you want to run, and what kind of characters your players play, you can add, remove, or replace Responses as needed.

A quick way to know when to use Responses is when an Act tells the player that they suffer some consequence or complication. This means that you can use your Responses.

God, in the responses here, is supposed to be the oppressive structure within your game, whatever it may be.

WITHERING RESPONSES

These are responses of retaliation and warning, a nudging of the players in a direction. Use these when your players look to you, wondering what happens now, or when you retaliate, usually when the players partially succeed. Withering Responses usually don’t have immediate consequences. The following are some Withering Responses.

- ◆ Bring unwanted attention to the PCs.
- ◆ Let strange sorceries stir, things are not as they seem.
- ◆ Put the players at risk in some way.
- ◆ Present players something compelling, something they might not understand.
- ◆ Endanger a person, resource (like Gahum) or item they care about.
- ◆ Give them a hard bargain.
- ◆ Let one of their oppositions move.
- ◆ God stirs.

DECISIVE RESPONSES

These are responses to failed answers to Withering Responses, when the players mess up, or when a Act fails. These are hard actions that do not simply nudge the players, but affect them significantly and immediately. With power comes consequence.

- ◆ Inflict harm upon a player or someone/something they care about.
- ◆ Split the players apart.
- ◆ Take away important resources (Gahum, equipment, Bonds).
- ◆ Let their rivals or enemies get away with something important.
- ◆ God gets something they want, or God wins.
- ◆ Set the players back in some way.

RUINOUS RESPONSES

Ruinous Responses are responses to when a Hero pushes their luck and exults in their power, caught up in their hubris. Use this after a string of mighty successes. You, as the AC, must realize that Sansinukob is a broken paradise, and the heroes have to overcome obstacles worthy of the Gods if they want the Multiverse to remember their names. With power comes consequence. You can only use Ruinous Responses if you have Ruin Dice.

- ◆ Let someone or something be destroyed or die. One they care about.
- ◆ Let God win.
- ◆ Let their opposition beat them.
- ◆ Make all their progress be in vain.
- ◆ Change a part of the setting somehow, according to the fiction.
- ◆ Kill a player character, if the table allows for it.
- ◆ Cripple a character somehow. Let them lose a hand, remove Gahum from them as their social standing goes down, or maybe even incapacitate them for a while.



RUIN DICE

Some player actions will give the AC Ruin Dice. This does not go away at the end of the session and accumulates over the adventure. When you spend this, you may use a Ruinous Response, but always remember that these Responses must be in line with the fiction and narrative. The important thing about Ruin Dice is that they are your currency to remind the players of the game's theme: that power has consequences, and that the universe is a dying, corrupt, and oppressive thing.

At the end of every session, roll all the Ruin Die you have. All Hits (4, 5, 6) are kept. All Misses (1, 2, 3) are discarded.

You can't just randomly spend a Ruin Die when they're out shopping for bread to kill one of them (although, if it makes sense due to their past actions...). A good rule of thumb is to only spend 1 Ruin Die at most per session. This is to not make the lives of your heroes too hard and to encourage them to Exploit Favor.



ADVERSARIES

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Kalagitnaan is dangerous and filled with dangerous enemies. Here is how to make some dangerous enemies. This can also be important for the AC that wishes for more lore, as much Lore can be found within the confines of the adversary descriptions.

An adversary has the stats listed below. Using the descriptions below you can also use it as a template or guide to create your own adversaries.

Threat: The measure of power the enemy wields, as well as the difficulty to hit them. Their threat number is the number of Hits needed for a Partial Success, with +1 of that needed for a Full Success (as already stated in the first page of this book).

Threat goes from 0 to 9. 0s are easy mooks, the normal people unlearned in the secret of violence and as thus, an aspirant hero cannot really miss against. That's right, you cannot miss against Threat 0 enemies, and you get Full success on a single hit.

1s are combatants that can hold their own. 3s are capable beasts and dangers that even trained people have a hard time against. 5s are powerful beings, usually those that can take on low level Karanduun without a sweat. 7s are great mythological beasts and sung culture heroes.

9s being on the level of Archons and gods.

If two NPCs or adversaries fight each other, roll their Threats against each other. The one with the most Hits gets to inflict an effect against the other.

Name and Lore: Their name and place in Kalagitnaan. If they have the Giant or Army tag, it will say so here.

Giant: Giant creatures are huge and physically imposing. They deal +1 damage against, and they suffer -1 damage from, creatures that aren't Giant or Armies.

Tiny: Tiny creatures are small and hard to hit. Any attempts to attack or physically seize them suffer a -1d penalty.

Army: Armies are huge swathes of fighters, ranging from a drunk mob to an elite Panginoon personal guard. They deal +1 damage against, and they suffer -1 damage from, creatures that aren't Giant or Armies.

Ginhawa: The vigor, endurance, and constitution of the adversary. Usually this is their 3 + their Threat. If they're hardy, add another +2. If they're frail, subtract by 1.

Wounds: The damage they inflict upon players. This follows the weapon rules above, although magical beings deal an additional +1. Tags are put here after a semicolon, and are not automatically added onto the base damage. (Ie. If it's Brutal, add +1 to the Wounds dealt.)

Armor: Uses the same armor stats as the players.

Innate: This is an effect that the adversary or creature has all the time. Not all adversaries have Innate, and those that do usually have 1 to 3 Innates.

Here are some Innates that you can use for your own adversaries:

1. **Indomitable.** The adversary gains 1 Armor for every 1 Wound gained.
2. **Shadowy.** The adversary becomes an invisible shadow everytime they move.
3. **Fleet.** The adversary cannot be restrained.
4. **Destructive.** The adversary's attacks destroy whatever object they touch that's part of the scenery.
5. **Grace.** If performing any social-related actions against the adversary, treat their Threat as +1.
6. **Cunning.** If performing Outsmart the Skysea against the adversary, treat their Threat as +1.

Responses: These are the responses that the enemy can do. Usually they are tagged either *Withering* or *Decisive*. Use these when a player is open to retaliation or consequence. Remember that these are *additions* to the usual Responses you can do to give you an idea of how an Adversary works.

Example Responses:

These Responses you can use when you build your own adversary, or as guides for writing your own responses. Choose one or two, for each category. As a rule of thumb, Threat 0 and 1 get a withering response. 3 and 5 get either 1 to 2 withering responses and 1 decisive responses. 7 to 9 gets 1 to 3 withering responses, 1 to 2 decisive responses, and 1 ruinous response, wherein a ruin dice must be spent. Named or impor-

tant adversaries can have more, as befits their importance to your world.

When writing adversary responses, remember to keep them brief, impactful, and to the fiction, and follow the general conventions of a usual AC Response.

Withering: Use these when the player partially succeeds.

1. The next time this enemy deals damage, let them inflict another 1 if they're Threat 0 to 5, or another 2 if they're above that.
2. Let the adversary move out of range from the player.
3. Give the adversary's attack smashing or penetrating.
4. The adversary calls upon more allies or more danger.
5. They force the player to move to another location.
6. They force the player to make a choice between suffering more harm or letting their ally get hurt.

Decisive: Use these when the player fails.

1. Deal extra Wounds to the player (1 to 3).
2. The player is stunned by the adversary's attack.
3. The player is disarmed or has an item taken away.
4. The player is forcibly and violently moved into another area of battle.
5. The adversary gets to leave or escape.
6. Something in the environment changes that will hinder the player.

Ruinous: Use these if they fail and you spend a *Ruin Die*.

1. The land around you is permanently changed by might and magic.
2. A hero is killed or incapacitated.
3. An important friend or resource or object of the player hero's is destroyed.

COMMON ADVERSARIES

While you can follow the detailed creation rules, you can also choose one from here and reskin it to your liking. Here are some Common Enemies.

MORTAL FOLK

The Mortal Folk, who usually call themselves singularly as “tawo”, are a common enemy to heroes. Especially those in the employ of much powerful beings. Most of the people here can be of any folk.

TAMBAY, ARMY

(Army, Size 1, Strength 1, Discipline 0) These are the various folk that lounge about Kalagitnaan, usually Biringan, doing nothing but surviving and staying strong together.

If fought one by one:

Threat: 0 **Ginhawa: 3 Wounds: 2** (Rusty knives, broken shards of glass, stones) **Armor: 0**

Responses: *Withering: Hoy Tanginamo!* The player has to attack this army.

TULISAN

Bandits that steal from others to preserve themselves.

Threat: 0 **Ginhawa: 2 Wounds: 3** (Rifles, Bows and Arrows, Swords) **Armor: 1** (Leather paddings)

Responses: *Withering: Backup.* 1 more Tulisan joins the fight. Once per fight.

COURTIER

Noble seductresses and diplomats, indispensable when you need someone on your side.

Innate: Grace. If performing any social-related actions against the Courtier, treat their Threat as +1.

Threat: 1 **Ginhawa: 2 Wounds: 2** (Karayom) **Armor: 0**

Responses: *Withering: Butterfly Eyes Defense.* The player engaged with the Courtier must at least partially succeed on a Struggle against God action with Renitent Connection or they cannot attack the Courtier with their next action.

KAWAL

The once noble knights and protectors of the kingdoms of ~~SABALA~~, now mercenaries wandering this ruined universe, offering protection against the dangerous world.

Threat: 1 **Ginhawa: 3 Wounds: 3** (Sibat and knives) **Armor: 2** (Carabao horn plate and hardwood kalasag shield)

Responses: *Withering: Guard Tactics.* The next attack takes advantage of planned tactics, and inflicts +1 Wound against the target.

Decisive: Never Miss a Beat. The Kawal deals damage in response to even a full success, unless the player chooses an option that lets them avoid harm.

DATU

Those chiefs and leaders of warriors, usually riding upon enslaved crocodile spirits across the wastes of Kalagitnaan.

Threat: 3; **Ginhawa: 4 Wounds: 4** (Lantaka, smashing, area, penetrating) **Armor: 3** (elephant hide armor)

Innate: Dolohan. The chief always has a Size 1, Strength 1, Discipline 1 Army. This attacks for him

Responses:

Withering: Watch That. When the chief deals damage, mark the one damaged. When they fail an Act, the Chief may inflict Wounds automatically, even if they are not the one being attacked.

MAGINOO

The last vestiges of the old social order, the Maginoo are the nobles clad in shining crimson silks and golden jewelry.

Threat: 1 **Ginhawa:** 3 **Wounds:** 3 (Kampilan, Brutal) **Armor:** 3 (Protective Anting-Anting)

Innate: **Grace.** If performing any social-related actions against the Courtier, treat their Threat as +1.

Responses: *Withering: Accuse.* Accuse the attacking player of doing something wrong, and a group of men and women will gather and try to hear the Maginoo out.

BAGUANG DISCIPLE OF THE WAR ARTS

Also known as an Alagad, they follow the great martial art of inflicting violence with no weapons. This one is just a newbie, but has combat experience under their belt.

Innate:

Threat: 1; **Ginhawa:** 4 **Wounds:** 2 (Fists, Penetrating, brutal) **Armor:** 0
Responses: *Withering: Violent Arts.* The disciple leaps to the sky.

Decisive: *Hablot.* Grab the player's weapon and throw it Far range away.

MAHARLIKA

Maharlika are a type of feudal warrior that existed before the death of ^{SAJALAJA} that fought as free warriors that chose their own allegiances and could own their own alipin or helpers. Now only a few holdover Maharlika exist, some having submitted to the established Perlesensya administration and have become powerful Kapitan (or captains) of towns instead, or exist with their own band of followers somewhere outside the scope of power of the Kahariang Perlesensya. They are similar to Knights or Samurai of other cultures.

Threat: 3; **Ginhawa:** 5 **Wounds:** 3 (Melee; Kampilan/Ranged (Close); arcubus) **Armor:** 5 (Elephant hide

pakil and ironwood kalasag shield)

Responses: *Withering: Parry.* The Maharlika halves the number of Wounds they suffer.

Decisive: *Sinawali.* Can only use this as a response to a *Make God Bleed Act*. The Maharlika deals damage, and then allows the attacker to inflict its damage, only for the Maharlika to turn that damage upon them.

MAMBARANG

A sorcerer, labelled as an aswang (but usually not), known to send insects to kill people, hatching eggs within follicles of skin. Do not anger her. Will not heal you. Prefers to live outside of communities. Not inherently evil. Usually seen as an old hag, but in ~~post-SAJALAJA~~ times, it is common to take on less

Threat: 3 **Ginhawa:** 4 **Wounds:** 3 (Sorcerous Insects, Skewering) **Armor:** 3 (Protective Anting-Anting)

Responses: *Decisive: Accursed Ground.* The target of this curse cannot move or talk until healed by rubbing salt upon their feet and mouth.

DATU

The previous noble lords now relegated to becoming Kings and Gang Lords of either gang empires within cities or they have become Gobernadors (Governors) in charge of entire provinces underneath the Kahariang Perlesensya.

Threat: 5 **Ginhawa:** 7 **Wounds:** 4 (Lordly heavy weapon; crippling, area, brutal) **Armor:** 2 (Protective Tattoos/Anting-Anting)

Innate: **Dolohan.** The lord always has a Size 3, Strength 3, Discipline 3 army with them.

Responses: *Decisive: True Barrier.* The Rajah knows one thing that the players want, and they can create on barrier that they must pass or overcome before they can get what they want.

YAWA
DIWATA

Yawa means “devil” or “demon” in Bisaya. In Sansinukob, the term yawa refers to any evil spirit or creature that roams, and are usually enemies to the diwata. Sometimes they were diwata themselves before, until their fall to power that caused dissonance from nature. Other times All Yawa are weak against equipment with the *Blessed* tag.

BONGGO
DIWATA

Chilling demons of shadowy stature. They are small and their darkness blends in with the gloom of night. They attack with claws or with crises, stolen and fragmented. Their eyes burn with red fire. They are said to be the descendants of the ancient Fire-Stealing Bathala Asuang. Due to this, they roam the forests at night, attacking any sign of life they see.

Threat: 0 **Ginhawa:** 2 **Wounds:** 2 (Claws/Kris; *Penetrating*) **Armor:** 0
Responses: *Withering: Gubat Advantage:* If the Bonggo are fighting in darkness or forestry, they 1 Armor and deal an additional 1 Wound.

Withering: Claws of Asuang. The bonggo attacks twice.

SIGBEN
DIWATA

Large demon goat-dogs, with larger hind legs than front legs, and huge ears that make a clapping sound. Their aswang masters, known as Sigbinan, are usually close behind.

Threat: 1 **Ginhawa:** 3 **Wounds:** 2 (Claws; *Brutal*) **Armor:** 0 (Protective Anting-Anting)

Responses: *Withering: Dark Swiftiness.* The sigben, once per round, can Stun an enemy if the enemy doesn't apply Armor.

BUSAO
DIWATA

A powerful evil spirit that can show himself as a normal man in the morn-

ing, but turns into a huge corpse-eating ghoulish ogre at night. It collects corpses from graveyards and replaces them with the bodies of banana trees. Its nails are hooked and its tongue long and lolling.

If you should find their home, they will scream loudly and chase after you.

Threat: 5 **Ginhawa:** 6; **Wounds:** 3 (Claws); **Armor:** 2 (Natural Hide)

Innate: *Blessed Ward.* Herbs, vinegar, and salt can be used to ward off the Busao, prohibiting them from coming within too Close the warded area.

Responses: *Withering: Tongue Claims.* The busao uses its long tongue to pull any target up to Far range from them next to them.

Decisive: Returned Corpse. The busao grabs one of the corpses it still has in its repertoire and uses it to strike. It inflicts 4 Wounds and has the *bleeding* tag from the horrid rancid smell and disease.

BUSO
DIWATA

A black night shadow that haunts graves and the shadows of large branches. After a funeral, it will dig up a body and eat everything except for the bones. Can only be seen at night if one performs an intricate ritual beforehand with the use of tawas, salt, and a makahiya plant.

Threat: 3; **Ginhawa:** 5; **Wounds:** 2 (shadow claws; enchanted, skewering); **Armor:** 0

Withering Response: Stalk. The buso disappears into darkness and cannot be seen until it attacks again.

BANUMAWA GIANT
DIWATA

Once a bathala in love, her spawn has become a brood of sun, moon, and god eaters. She flies across the firmament and the Neverending Ocean for moons to consume. She is the length of seven moons.

Threat: 7; **Ginhawa:** 10 **Wounds:** 5 (teeth and scales and body; skewering, brutal, area, smashing, malakas) **Armor:** 4 (Moonscales)

Innate: Colossal. Fighting Bakunawa will need you to bring 3 parts of her down: the head, the body, and the tail. Each of them have similar stats. Additionally, she is as large as an entire island, so deal with that accordingly. Bakunawa can be good for an entire adventure on its own.

Responses: *Withering: Scales of Night.* Negate damage once.

Decisive: Swallow. Inflict 2 additional damage. If the damage of this attack reduces the target's Ginhawa to 0, that target is now swallowed whole.

ENCHANTO

Engkanto are spiritual beings that fell to the earth and were confined to earthly forms. As told in ancient stories, they are the beings that stood by as the Biraddali protected Maykapal from the attack of His children and their Dimunyu warriors. When all was said and done, Maykapal cursed them to wander the earth forever and only have one place to truly call their home: Biringan. When the Trinity came, their rule was overthrown. They have their own caste system, with the tamawo as rulers, kapre as workers and slaves, duwende as merchants and traders, and tikbalang as warriors.

They have a hatred for salt, and all things that are Salted are considered Blessed against them.

DUWENDE, TINY

A small, goblin-esque creature with a hat shaped like a mushroom head. The duwende is a kind of invasive engkanto that stays within nuno-sapunso mounds to curse unsuspecting humans.

Threat: 1; Ginhawa: 2 Wounds: 3 (claws, small weapons) **Armor: 0**

Responses: *Withering: Enchanted Sickness.* The player character loses 1 Ginhawa every day until they get an albulario or some other healer to remove the sickness.

TIKBALANG

A horse-headed demon creature, with the body of a man and the head of a horse. Usually harmless, and loves playing tricks, but its demonic tendencies tend to seep into its daily dealings. It can move faster than the wind, and it can cause you to become lost in an otherwise familiar place. Once noble warriors, they have been reduced to savage devilry and trickery.

Innate: Forest Demon. If the tikbalang is in a forest, the Tikbalang is treated as having +1 Threat when attacked.

Threat: 3; Ginhawa: 4; Wounds: 2 (Kris; brutal); **Armor: 0**

Withering: Lead Astray. The walls seem to shift, and then the target finds that they are walking around in circles. Perfect for getting away, but remember that this is an illusion.

Decisive: Faster Than Wind. The Tikbalang moves a range in a single instant, automatically evading all sources of Wounds.



GALURA PAKPAKTALIM

A Galura is a humanoid creature with the torso and head of a human, but with the lower torso and wings of a gigantic eagle. Galura used to be revered as wind spirits back then, but have since been degraded as demons by the Trinity. They still enjoy a modicum of worship from the Unconquered Isles, but in the rest of the Archipelago they have no respect. The Pakpaktalim, or the Wing Blade, is an elite force of Galura warriors that used to protect other spirits of sky and wind. They exist only in the sense that they are there, but none know about them, and only stories keep them alive.

Threat: 3; Ginhawa: 6; Damage: 3 (krabi; *penetrating, brutal*); **Armor: 3** (Full elephant hide plate)

Withering Response: To The Winds. The Galura takes to the skies and cannot be hit from the ground by any melee weapon. Any other attacks against the Galura suffer a -1d penalty.

Decisive Response: Talimhangin. (Wind Blade). This attack has the tags ranged (60ft.) and skewering.

TAMAWO PANTAS

Tamawo are fickle, and most are also disliking of horrid and loud noise. They are tall creatures, pale with platinum hair and lacking philtrums. Older ones are known to grow antlers that are branches of trees upon them. These antlers blossom when they're in good moods.

Their houses usually are glamoured to look like simple trees, but when removed through magic or other means, they reveal grand and magnificent palaces, which have mostly been taken from them by the Trinity.

The tamawo pantas is a student of arithmetics and sociology in the Paman-tasan.

Threat: 5; Ginhawa: 6; Damage: 2 (pistol; ranged [30ft.], *Penetrating*); **Armor: 0**

Innate: Cunning. If performing Out-smart the Skysea against the pantas, treat his Threat as +1.

Withering Response: Calculated Enchantment. The next attack against the engkanto pantas suffers -1d.

Decisive Response: Out-Enchant. The Pantas outsmarts the attacker and gets to choose 1 option from the Outsmart the Skysea Act against the attacker.

DATU PRAKASH ARSIYA

A powerful multidimensional kapre warrior who travels the multiverse in search for a challenge. None know who he truly is, other than he is known for being large, muscular, and only wears a bahag.

Threat: 7; Ginhawa: 8 Wounds: 3 (Fists, Brutal, Penetrating) **Armor: 3** (Anting-Anting of Protection)

Responses: Withering: Hm? You're too slow! Pick it up! The Datu performs two attacks next action which deal an additional +2 Wounds and have the *skewering tag*.

Decisive: Unholy Tearful Fist of God. The Datu attacks with the tags *malakas, shattering, smashing, and bleeding*.

KAPRENG MANDIRIGMA, GIANT

Kapres are tree giant engkanto that have been turned into slaves by the Trinity, but now set free once again. They like tobacco a lot, live in forest communities, and are affectionate. They used to be workers and slaves for the ruling tamawo class, but have since claimed freedom.

Threat: 3; Ginhawa: 6 Wounds: 5 (Huge tree) **Armor: 3** (Natural bark skin)

Responses: Withering: Worker's Toss. The kapre plucks up a nearby boulder and tosses it at the player. This inflicts 5 Wounds and has the tags *ranged (Close) and area*.

Decisive: House of Trees. The kapre, when near trees, can disappear into it.

UNDEAD

Those that still have something left in this world, or those that have been raised from the grave for some or by some infernal means. They are affronts against both nature and God.

MULTO

Ghosts. Phantoms. White Ladies. The invisible things that go bump at night. The beings that died horrific, violent, unpeaceful deaths. These are the Kalag of the souls that have died, but still have living grudges. Their stories are usually sad ones, or ones of anger. They cannot go. Not yet. They are dead, but death is not the end. They weep more tears than the Bleeding Maria's valley of tears.

A multo can only be permanently dissipated by giving it the peace it wants. If not, it will continue its haunt. Speak with the multo, ask it. Give it peace.

Multo are also the most varied when it comes to appearances: sometimes they appear as humanoid apparitions, other times like demonic imps, and other times like possessed tables or chairs.

Innate: Grudge. If the multo is killed, it returns in 6 days in the same place.

Threat: 1; Ginhawa 3; Wounds: 2 (Ghastly scratches, flung object, ranged [close]); **Armor: 0**

Withering Response: Multuhang Katawan. The multo takes no damage.

MARANHIG

A corpse that walks and avoids rushing water. Usually wanders around the forest, but occasionally finds its way into settlements. Usually alone, and they have the strength of inevitable death, but sometimes they come in hordes, and there they are even deadlier. Usually seen in normal farming attire. Sometimes with a salakot.

Threat: 0; Ginhawa 2; Wounds 2 (Claws); **Armor: 0**

Withering: The Coming Death. The maranhig rushes toward the attacker and claws them through. The attack has the skewering tag.

TIYANAK

Ghosts of aborted or miscarried fetuses. These have grown from the graves they have been buried in with a singular wish: to steal back the life that was robbed from them. Some of them wish to eat away from their mothers' wombs, wishing to return.

Innate: Grudge. If the tiyanak is killed, it returns in 6 days in the place where it was buried or thrown, unless that place is covered in salt and spice, or given any proper burial.

Threat: 3; Ginhawa: 4; Wounds: 2 (Ravaging Claws; *brutal, penetrating*); **Armor: 0**

Withering Response: Encroach. The tiyanak chooses one creature that is within Close range of it. Whatever they do, the tiyanak will do everything it can to stay within Close range of it.

Decisive Response: Give Me Life. The tiyanak scarfs down on the target, feasting with their demon maw. This attack adds the *skewering* and *malakas* tag, and also Stuns the target until someone else can remove the tiyanak from them.

ASWANG

Demonic, shapeshifting ghoulish creatures, civilization terrorizing monsters, and evil god worshipping witches. They are masters of going through civilization since they can take upon themselves perfectly passable human visages. Sometimes one can tell an Asuwang if they have reddened eyes or if you look in between your two legs and see no one there. Asuwang are affected by the *blessed tag*.

Here's a little lie, as a treat:

The Asuwang come from the old Bathala of Mount Malinao, the Mountain Without Fire, named Asuang. Asuang snuck into Mount Mayon, Gugurang's--the supreme Bathala of His region--abode, the Blazing Mount. There he stole the Flame of Mayon and traveled across the land to put it back to Malinao. However, the fire sputtered out, and Gugurang threw gigantic boulders to his mountain and stopped Mount Malinao from ever erupting, fire or not. Asuang is said to live within there, to this day, where he roars in fury and causes earthquakes. However, he covorts in the world through his children: the Asuwang. The first child of this was the Serpent Enchantress Oryol, who enchanted the great Karanduun Handiyong and helped him rid the world of the festering infestation of monsters.

The Asuwang live on today in the festering corpse of creation. They are the ghouls, after all. They are the corpse-eaters. And they shall devour God.

YOUNG ASUWANG

This is a young asuwang who has not been indoctrinated much into whatever asuwang coven there is. However, he has mastered and practiced with his new abilities, and has become a competent fighter.

Threat: 3 **Ginhawa:** 5; **Wounds:** 3 (katana; penetrating); **Armor:** 0

Withering Response: Fluttering Flying Fox Formation. The Asuwang transforms into a swarm of bats and evades the next attack and moves one range tag away.

Decisive Response: Binturong Savage. The Asuwang turns into a weredog, a large dog-man-beast, an unholy trinity, blessed by Hiyang but abhorred by the Holy Trinity. The Asuwang attacks with restraining and penetrating, and deals 4 damage. This lasts until they decide to turn back

BANGKILAN

The Bangkilan is a powerful aswang seductress that burns with the power of the black chick. She can transform into a huge black boar, and can turn others into her aswang with a simple kiss.

Threat: 5 **Ginhawa:** 8 **Wounds:** 2 (unarmed, woman form)/3 (heavy boar tusks, Brutal) **Armor:** 0 (Normal clothing)/ 3 (Black Boar hide)

Innate: **Shifter.** When doing an action, the Bangkilan can change her shape from woman to boar and vice versa.

Responses: *Decisive: Rush Down.* The black boar knocks the target prone and damages another target in Close range from them.

Ruinous: Black Kiss. The Bangkilan manages to kiss the target. The victim must go to a babaylan or albularyo within a day to rid herself or the curse, or she will die.

GABUNAN

The name is oft-whispered and almost never said aloud. A gabunan is the name reserved only for the eldest and most powerful of Aswang. They can fly without wings, break necks with their bare hands, and stand tall and burn with black flame. The most infamous of gabunan are said to have been the grandchildren of Bathala Asuang himself. Most gabunan have the striking visage of coal-black skin, blood red eyes, sword-like fangs, and long white hair.

A popular Gabunan is *Heneral Silim*, a powerful bandit general that owns the mountains and the swamps, and cultivates a complex society that integrates both spirits and people, all to dismantle the Empire.

Threat: 7; **Ginhawa:** 8 **Wounds:** 4 (fangs and might; skewering, Brutal) **Armor:** 5 (natural demon hide)

Responses: *Withering: Devil Speed.* The gabunan deals 5 Wounds to one creature in combat the next turn.

Ruinous: Kill the Penitent One. The gabunan grabs the neck of the attacker and snaps it in half, killing them immediately.

SITAN

Sitan are malevolent spirits that exist to do nothing but harass the good people of the world. They are not the legion of the Trinity, despite helping them in killing God. They can be considered demons or devils, but that is a reductive view. Most Sitan can possess human-appearing bodies or corpses. They are not born, they are spawned from *Pugad Impyerno*, a nest in Kalaliman where all the sitan arise into the world.

They go up in strength as they go advance in their Descent, which is their term for the ranks of Sitan. The higher Sitan are weaker, with the Lust Sitan being the weakest, followed by

Gluttony, Greed, Sloth, Wrath, Envy, and finally Pride. Each of their souls burn with a distinct flame: Blue for Lust, orange for Gluttony, yellow for Greed, turquoise for Sloth, red for Wrath, green for Envy, and purple for Pride.

All Sitan are affected by the *Blessed* tag.

LUST SITAN

Lust Sitan are the weakest of the sitan and are usually the smallest, appearing as little blue imps that seek only for desire for all things, wanting to violate all things.

Innate: *Lustful.* When being coerced with lecherous acts, treat the Lust Sitan's Threat as 5.

Threat: 1; **Ginhawa:** 2 **Wounds:** 3 (Claws; *Brutal*) **Armor:** 0

Responses: *Withering: Pukawin ang Kalibugan (Stir the Lust).* The Lust Sitan deals an additional Wound when attacking the character that triggered this response.

GREED SITAN

A sitan burning with yellow flame, three horns, and usually has a corpus of a gaudy human with more than six arms. Greed Sitan are the third in the Descent of the Sitan and the fifth strongest among the sitan. They are always seeking out more and more things, their pockets and holes and hands overflowing with items they cannot use.

Innate: *Greedy.* When being coerced with avarice or money, treat the Greed Sitan's Threat as 5.

Threat: 3 **Ginhawa:** 5 **Wounds:** 3 (Demon fists; brutal, area) **Armor:** 1 (Stolen bamboo armor)

Responses: *Decisive: Avarice.* The sitan steals something from the player and immediately gets away.

ANGHEL

The Anghel are, in essence, angelic beings taken human form and have come to live alongside us unclean in Kalagitnaan. They still have access to their wings and halos. However, the Trinity (of whom they are under employ, having been stolen from dead **BATALA** after their death) does not give them direct orders anymore, and thus many Anghel are left to wander, unknowing what to do with Kalooban, supreme free will. More powerful angels find that human-appearing bodies cannot sustain and contain their inherent Light, called Sinag, and thus they use powerful enchanted armors as soulsheathes instead.

All Anghel have **Innate: Brightly Burning Swords of the Lord**. When they are brought to 0 Ginhawa, they may choose to possess one other nearby mortal body that can contain their power. If not, they return to *Pugad Langit*, the nest of Anghel.

ANGHEL SWORDSMAN

The Anghel are the servants of the Trinity. While their looks, aesthetics, and names might be different depending on which of the three Trinity they are currently serving under, they all serve the same purpose. More in-depth knowledge is available in the Folk of Sansinukob section below.

This Anghel swordsman is clad in BDSM trappings--as most of the Anghel of Yezu are--to drill in the fact that they are not allowed to do anything their masters do not allow them. They are always blind-folded. That does not hamper their combat ability in the least.

Threat: 1; Ginhawa: 5; Wounds: 3 (Longsword); **Armor: 3** (Servant's Trappings and Shield)

Decisive Responses: Manifest Luminosity. The Anghel manifests their halo and wings and blinds the target. They can now fly.

ARKANGHEL GANGLORD

The Arkanghel are the second Order, higher in the Antas Anghel. While the Anghel are the servants and messengers, the Arkanghel are the rulers of the world and influencers of kings. This Arkanghel has become the Ganglord of a district in Biringan, disobeying orders and ruling on their own. They have amassed a following of religious zealots and lost causes alike, and threaten to become the new "God" in a land without one.

Threat: 5; Ginhawa 7; Wounds: 4 (Lantaka; brutal, ranged [Far], area, penetrating); **Armor: 0** (Beggar King Raiments)

Withering Response: Come, my Millennium Kingdom. The Ganglord summons another Threat 1 enemy under him to join the fray.

Decisive Response: Eternity Awaits. The Ganglord manipulates the environment around them, and it becomes inherently hostile. Buildings warp, trees become blades. All enemies will suffer 1 penetrating wound every round or six seconds that pass.

SERAPIN COMMANDER

A commander in the Hukbong Katihan (land army) of the Kaharian. The Serapin is the highest rung in the Antas Anghel and their Sinag, their light, is so powerful that normal flesh soulsheathes burn away. They have had to wear specially made soulsheathes for themselves: enchanted armor made from the gold of smelted down altars and trees and spirit houses that were dedicated to the diwata and the umalagad before. These enchanted soulsheathes are magically enhanced to contain the Sinag, but almost always have some form of opening somewhere to let the Sinag out in the form of an eye-filled flame.

This Serapin Commander is the perfect zealot. So far attached from humanity and mortality, the Serapin Commander orders and expects only complete compliance and reverence of the Trinity.

Threat: 7; **Ginhawa:** 9; **Wounds:** 3 (Enchanted fists and limbs; brutal, enchanted, penetrating); **Armor:** 3 (Natural enchanted soulsheathe; enchanted, blessed)

Decisive Response: Kneel or you will be Knelt. This attack targets the victim's soul, giving it the tags *malakas, restraining, and stunning*. The first time this attack is used against a creature, that creature is brought to their knees.

FORCES OF OPPRESSION

These are the members of the government, the instruments of the Trinity to enforce their iron hand down upon the people of the Archipelago. Treat them like humans--they might have good intentions, but they must learn that what they're doing is only supporting a broken system.

INQUESTOR

Inquestors come from the Inquest, a state-sanctioned part of the Kingdom's Military that seeks out detractors and critics of the Kaharian as well as "terrorists". They are widely regarded as abusers of power. It comes from the Ysparanzan Inquisition which hunt down heretics and demons and aswangs.

This is a stat-block for a more experienced Inquestor. Footmen Inquestors can use the Kawal Stat Block.

Threat: 3; **Ginhawa:** 5 **Wounds:** 3 (Ranged (Far); arquebus) **Armor** 3 (Steel Armor and holy protection)

Responses: *Withering; Dogged Pursuit.* The attacker cannot move away their next Act.

Decisive: The Tearful Blade of God Shines Upon the Valley of the Wicked! The Inquestor's attack deals an additional 3 wounds upon those that he believes are heretical to the Trinity.

INQUESTOR FRIAR MAHIKERO

The side of the Inquest, and the Congregation, that they don't speak of. The Staff of San Cipriano, the branch of the Congregation that practices and perfects the Word, the Gold Secret, sorcery that comes from the Trinity itself. Those that study here become Mahikero, Priests of the Word of God, who can change reality with the right nouns and the right verbs. While usually seen with disdain, they are considered important to the Church, and thus are not excommunicated. However, every Mahikero is inflicted with a lifelong penance for using the blasphemous Gold Secret.

This Friar Mahikero has decided to hunt down social deviants as his penance.

Innate: The Trappings of Penance. The Mahikero gains 1 Armor everytime he is attacked.

Threat: 3; Ginhawa 5; Wounds: 3 (The Word of Spears; penetrating, ranged (close), crippling); **Armor: 0**

Withering Response: The Greatest Sacrifice. The Mahikero begins incanting a powerful Incantation. His lifelong penance has allowed him to endure much pain. His incantation cannot be stopped unless he be brought to 1 Wound.

Decisive Response: To Usher In the Valley of Tears. If the Greatest Sacrifice is not stopped, this spell is unleashed. The Word of Overflowing is uttered, and water sprouts out from the deep, inflicting 4 Wounds with the tags *blessed* and *area* upon all creatures he chooses.

YOUNG EXORCIST

A man who comes at the behest of the Congregation of the Trinity, armed with nothing but Holy Water, his Book of Invocations to the Trinity, his Rosaryo, and his Inverted Triangle. Will not hesitate to attack those he deems "demons" in his pursuit of purification. He lugs around a pistol as well for non demonic threats.

Threat: 1; Ginhawa 3; Wounds: 2 (Pistol); **Armor: 0**

Decisive: Vade Retro. The Exorcist's burning faith cannot be changed. He throws his bottle of holy water at the target, infused with his belief. This attack has the tag area and blessed, affecting those he deems unholy.

ARCHON: SHOGUN SOLEMAN

A powerful Shogun under Shinseina Yurei, the Holiest Ghost. He wields the Most Rigueous Spear of Silence, and prefers to fight alone, even against armies and armadas. *He fears no death for he is dead, reborn through the love of the Holiest Ghost.* His skin is burning red, as he is an oni.

Threat: 9; **Ginhawa:** 10; **Wounds:** 4 (Spear of Swallowing Fear, Brutal, Smashing, Area) **Armor:** 4 (Alabaster Death Carapace)

Innate: *Reborn By the Love of our Most High.* When the Shogun is killed, he rises again with half Wounds, until his soul is cut out from the liver of a wild pig living in the forests of Gandara, far south of Biringan.

Responses:

Withering: Disappear. Soleman disappears. They can leave or attack from anywhere.

Decisive: God Values Silence. This and the next attack of the Shogun has the *malakas* tag, and the targets must Struggle Unafraid Against God their next turn. If they fail, they cannot do anything until they succeed on another Struggle Unafraid Against God.

Ruinous: And Hell Shall Tremble. Soleman picks up his spear and strikes the very ground that heretics dare walk. All land within 500 meters of him is turned into a sphere, sucking in all those that are within, including Soleman. Within this sphere, Soleman replenishes Armor every time he moves, and the players suffer 1 Wound everytime they Make God Bleed.





YEZU, THE IDIOT SON

Here is God. Make Him bleed.

YEZU does not tell where He comes from. He is said to have come down upon Sansinukob as a mortal child to learn the ways of Mortals, and then at the end died in the hands of the Gun-metal Republic to save all. The Gun-metal Republic became His patron. He became One with the Trinity. He forcibly baptized **BALALA** in the blood from the wounds that He suffered.

YEZU does not tell what He is. He is the Way, the Truth, the Life. When one would doubt, He tells them that to believe is to see. His Anghel look like beings wearing conservative clothing, with sinewy wings that drips with his holy blood.

Ask for Penitence from him, and then Suffer. Suffer as YEZU did to earn glory and heaven. His Churches are hidden away in the folds of buildings and homes. Little altars to his younger self are doused with perfume and sampaguita. Candles are lit. Rosaries are prayed for him.

SUFFER He says, for only through suffering can you reach Heaven. Only through suffering can you become one with God. Suffer as YEZU has, for none has suffered more than YEZU.

Believe in YEZU, the only Son of GOD. There is no other God.

A Prayer to YEZU, if you wish to invoke him. Speak in a montone voice, eyes bleed when they realize YEZU has always been listening:

*“You are the mirthful sadness,
Bind me in thy wounds,
Show me thy suffering,
Let me suffer,
Valley of tears,
You raise me to the highest,
Glory to the great suffering,
I am a speck in your universe,
Why*

*Bring me into your shadow
I consume you
When things vanish, you are there
Never gone, shadow psalm
Torturous deliverance
Lamb, I butcher you, my entrails sing.”*

Threat: 11

Innate: God. YEZU cannot be killed and you do not gain <tactic> or <gate> on a Failure.

Find out what can kill YEZU. Roll a **d3**, decide if it's true:

1. Only God can kill YEZU.
2. Only what has been killed can kill YEZU.
3. Only nothing can kill Yezu.

Ginhawa: 13; Wounds: 3 (???; *Skewering, enchanted*); **Armor: 3** (Suffering; *Enchanted*)

Withering Response: Valley of Tears. Struggle Unafraid Against God with Renitent Inquisition. If they fail, they begin bleeding through every pore. They cannot see unless they remove the blood.

Decisive Response: Shadow Psalm. Inflict Wounds upon all things that YEZU can see. This has the *malakas* tag.

Decisive Response: Great Suffering. Show the Sins of the worthless heroes. They are *stunned* and *restrained*. They must atone for their sins, or accept them in some way.

Decisive Response: Torturous Deliverance. Send the worthless hero into any other place. Anywhere but there.

Ruinous Response: Lamb. The worthless hero becomes the next vessel of YEZU. Kill YEZU. The worthless hero becomes the new YEZU.

Ruinous Response: My Entrails Sing. YEZU kills Himself, and releases Sin unto the world. Destroy a third of the Multiverse.





ADVENTURE: THE TEMPLE BODY OF ARING SINUKUAN

*“Your body is the
Temple of God. Defile it.”*

The Temple Body of Aring Sinukuan is a huge, hundred foot tall ironwood statue of Aring Sinukuan, a powerful war deity crowned in a huge pudong-pudong and a cascading baquero (jacket that reaches the ankles). They wear the clothes of a man, but within they are a woman. They are never confused, but their followers usually are. Aring Sinukuan has two names: Aring Sinukuan and Maria Makiling.

The statue of Aring Sinukuan has since been hollowed out after the mountain and war Diwata was killed by Sitan. It now a place of desecration, a devil pit, where the drug *Angel’s Blossom* (a powerful psychedelic) is being smuggled and distributed. Its leader, **Poong Alehandro**, controls the entire Southeastern edge of Biringan because of this.

You are on a secret ops team of the **Biringan Lawkeepers** told to raid the temple body and stop operations. You can choose to be part of the Lawkeeper force or simply hired help.

The giant hollows of the temple turned into rooms, and its steel spine turned into a centerpiece for which the rooms are built around. Each floor other than the ground and 2nd floor having 10 rooms

surrounding the spine, interspersed and running down hallways. For light, they didn’t want to pay the “Devil-Priests” (in truth, katalonan) of Ribung Linti (who use Ribung Linti’s ever-dying body for infinite energy to power the buildings of Biringan), so they chained light spirits to the walls, filling the rooms with a gloomy green glow. (This glow can be seen from outside).

It has become a festering drug den where the drug **Angel’s Blossom** is sold, one that allows a forceful astral projection of a Soul into any realm of existence they wish, whether it be **Kalangitan**, **Kalaliman**, or another universe.

Alehandro, the head honcho, is a boar-headed and overly obese man who cannot fight in hand to hand combat, but will fuck you up with his cronies.

Asintador, the sniper who serves as Alehandro’s right hand man, and is also inexplicably connected to one of the PCs.

Finally, **Asong Baliw**, the powerful martial artist who follows the Path of the Thousand-Armed Saint.

The PCs will go in relatively safe, with 10 other people with them, including **Hepe Locsin**, who is a corrupt police official who’s only doing this for the money (because he thinks it’s going to be easy). Another is **Corporal Patalim**, an anghel who is more or less the better man, and can handle himself in a fight, and is the one that filed this raid to rid the proliferation of the **Angel’s Blossom** drug that has ruled over the Southeastern rim of Biringan City.

THE TEMPLE-BODY

The Temple Body is relatively normal starting from the feet. The golden spine now turned elevator shaft is broken, rusting at the top areas, necessitating stairs. Once you reach the third floor, hallways inexplicably extend from either ends of the Temple-Body. The ninth floor and above are only ornately designed hallways filled with rooms. Some are stairways. There are d33, roll to see how many. The top floor is the head, where Dehadong Alejandro is. If you run this as a one shot, give it 13 floors.

ADVENTURE RESPONSES

These are responses that you can use unique to the adventure.

Withering Responses (*Use when the players look to you to see what happens*):

- ◆ One of the patrolmen gets hurt and must leave the party.
- ◆ A room opens.
- ◆ A room is locked.
- ◆ A stairway is opened.
- ◆ A stairway is locked.
- ◆ A weapon is broken.
- ◆ More goons are on the way.
- ◆ Asong Baliw moves.
- ◆ Remove one and add one of your own:

Decisive Responses (*Use when you need your players to move or when they fail on a roll*):

- ◆ A patrolman is killed.
- ◆ They are pushed into a room.
- ◆ They are forced up a stairway.
- ◆ One of the rooms is locked while they're inside.
- ◆ Asintador aims and fires and inflicts Wounds on one of the PCs.
- ◆ Asong Baliw is near.
- ◆ Remove one and add one of your own:

Ruinous Responses (*Use when your players have done something incredibly stupid, or when you have Ruin Dice. Use sparingly and use for endings as well*):

- ◆ The entire group is torn apart. Only the PCs are stuck together.
- ◆ Asong Baliw arrives.
- ◆ Kill Corporal Tinoy.
- ◆ Hepe Locsin kills Dehado Alejandro.
- ◆ Finish the mission once Dehado Alejandro is killed.
- ◆ Add one of your own:

ROOMS

(The rooms of the Temple-Body, unless marked with an upside down star insignia, are in a state of constant flux, always changing, as the space within the body is cursed and escherian): You can roll 1d20 to randomize.

1. A kitchen room, filled with pots, pans, and utensils, with 1d8 enemies inside.
2. A small studio sized bedroom. 1d4 enemies crammed inside.
3. A room with a helpful person: Doctor Randy, who offers to hide your players in. The players can Rest here.
4. A room as big as two studio apartment, fits 2d4 enemies.
5. Stairways that lead up.
6. Stairways that lead down.
7. An elevator that doesn't work.
8. An elevator that works, but is going up.
9. An elevator that is filled with goons.
10. A room where a giant Wrath Fallen is chained.
11. A room that is torn open and can be jumped down... but you will die.
12. A room that Asong Baliw is in.
13. A room that the Asintador is in.
14. A room guarded by snipers.
15. A room that opens up to a hallway that has 3 rooms in it, 1 room being a safe place able to be Rested in, and the other two filled with Druggies.
16. A powerful enemy rests within another room.
17. A room that can be encountered in the highest floor only: the room where Alehandro controls the functions of the statue-building. Alehandro is inside.
18. A room that goes into the main spine hall of the statue, filled with an Army of Goons. (Size 2, Strength 1, Discipline 1)
19. A room with three Wrath Fallen.
20. A room large enough for an entire army.

TEMPLE-BODY ADVERSARIES

In addition to the adversaries that can be found above, these are some of the adversaries to expect within the Temple-Body.

DRUGGIES, ARMY

Non-combatants but druggies that live in the folds of the Temple-Body. They are almost always intoxicated, and when violence breaks out will always try to attack the players.

Threat: 0; **Size:** 3, **Strength:** 1, **Discipline:** 0

GOONS

The goons of Alehandro, the head of the Temple-Body. They are usually trained in simple martial arts or use crude pistols.

Threat: 0; **Ginhawa:** 3; **Wounds:** 2 (Quick Martial Arts, crude pistols); **Armor:** 0

Withering: Rapid Fist. The next combat roll of the target suffers -1d.

Decisive: Dirty Haymaker. Deal an additional 1 damage, ignoring armor

SNIPERS

Threat: 1; **Ginhawa:** 3; **Wounds:** 3 (Ignores armor, sniper rounds); **Armor:** 0

Responses: *Withering Sighing Breath of God:* Don't attack, but add +1 to the next damage the sniper inflicts.

GLUTTONY SITAN

Gluttony is the second order of the Fallen, and the sixth strongest. They usually meander about in large, morbidly obese carapaces, whether they be rocks, trees, animals, or humans. Their veins and eyes burn with a horrible orange.

Innate: Gluttonous. When being coerced through food, treat the Gluttony Sitan's Threat as 5.

Threat: 1; **Ginhawa:** 4 **Wounds:** 2 (Bloodlust Claw style) **Armor:** 1 (Brimstone carapace)

Responses: *Decisive: The Maw of Abaddon:* The Gluttony Sitan consumes the target and inflicts 1 Wound. The one consumed must Struggle Unafraid Against God with Renitent Combat. If they fail, they stay within the mouth and continuously suffer 1 Wound every 3 seconds until they succeed on Struggle Unafraid Against God.

ASINTADOR

The ram-horned sniper that works for Alehandro. Wears a silken longcoat over elephant hide breastplate. Prefers to kill from afar, and wields the terrible Bow of Consuming Black, which fires spikes of pure black corroding hatred. Has a brother killed by Lawkeepers.

Threat: 3; **Ginhawa:** 6; **Wounds:** 3 (Bow of Consuming Black; Skewering, Brutal) **Armor:** 3 (Elephant hide armor)

Responses: *Withering: God Values Patience.* Deal no damage, but inflict +2 wounds to the next damage inflicted.

MANANANGGAL ASSASSIN

Manananggal are a type of female aswang that can bisect themselves from the waist up and can suck the fetus out of a pregnant woman with a long needle tongue. It is popular for Manananggal to be used as assassins. In Kalagitnaan, many newbie manananggal are recruited into secret orders of assassins where they are trained as killers of both men and women. **Special:** Putting garlic and salt onto the exposed lower half of the manananggal can cause the manananggal to die when they rejoin in the sunrise.

Innate: Flight. The manananggal assassin can fly.

Threat: 3; **Ginhawa:** 6; **Wounds:** 3 (Dilang-Karayom, needletongue; Skewering) **Armor:** 1 (Standard coconut fiber armor)

Responses: *Decisive: Suck the Blood.* The Manananggal can remove 1 Wound when it deals damage.

ASONG BALIW

Wears nothing but a long bahag that covers his knees. Wrapped in tattoos. Has hair braided in gold, but curled. One eye has been gouged out, and his stature is smaller than some (around 5 feet), but that does not stop him. Asong Baliw (Mad Dog) is a master of the Path of the Thousand-Armed Saint, which allows him to perform maneuvers that allow him to strike from any angle, at any distance, as if he had arms everywhere. Additionally, through this, he can feel no pain.

Threat: 5; **Ginhawa:** 8; **Wounds:** 2 (Fists; Penetrating, Melee); **Armor:** 0
Responses: *Withering: The Unbreachable Skin of Saints.* Asong Baliw ignores heals all wounds inflicted.

Decisive: Six Billion Demon Assault. Asong Baliw's attack gains the tags *smashing, malakas, and thrown.*

WRATH SITAN, GIANT

Wrath is the fifth in the Descent of the Sitan and the third strongest. They are spirits of uninhibited, unrighteous wrath weaponized to deal ceaseless destruction. They inhabit giant brimstone carapaces of boar and wrath spirits.

Innate: Wrathful. When attempting to stoke the fire of anger within the Sitan or coerce them through using their anger, treat the Wrath Sitan's Threat as 7.

Threat: 5; **Ginhawa:** 10; **Wounds:** 4 (Brimstone Clubfist; Brutal, Smashing) **Armor:** 3 (Brimstone Carapace)

Responses: *Withering: Forceful Confession.* The PC is now pinned under the Wrath Sitan's grasp.

Decisive: The Shattering of the Crucifix. All beings within Close range suffer the Wrath Sitan's Wounds.





SETTING - SANSINUKOB, THE BROKEN

CREATION

Kalagitnaan is the center of all multiverses. However, it strains under the weight of oppression by its own people. The effects of Hatred seep into their lives, turning good people bad. This is the legacy of the Trinity: a broken creation.

Sansinukob is the term used for all three realms together. It is important to note that the Sansinukbo is also all of reality: even the Neverending Ocean where Universes wander is part of Kalagitnaan.

Kalagitnaan is a broken creation with people dancing upon its corpse, turning it into a post-feudal, post-apocalyptic place of palimpsest ruins, ancient cultures built upon strange and esoteric forgotten enchantments.

Glory be to GOD, blasphemed by thy name. Thy Kingdom has come, and it has caused us pain. Thy Will has been done, and we have deemed it unjust. Lead us into all temptation and deliver us not from any evil.

This is the mantra uttered by the mountain witches of the Unconquered Isles. A rebellious cry against the injustices of the Holy Trinity. Until now, their people have toiled under dogma and doctrine, have been chained by rosaries and novenas. No longer. These tools will be used against the oppressors. Even with the new Kahariang Perlesensya cracking down on those that fight for true justice, they will not fail. They will not bend.

THE HOLY

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TRINITY IS

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GOD. GOD IS

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THE HOLY

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TRINITY, THE

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FOOL OF

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FOOLS

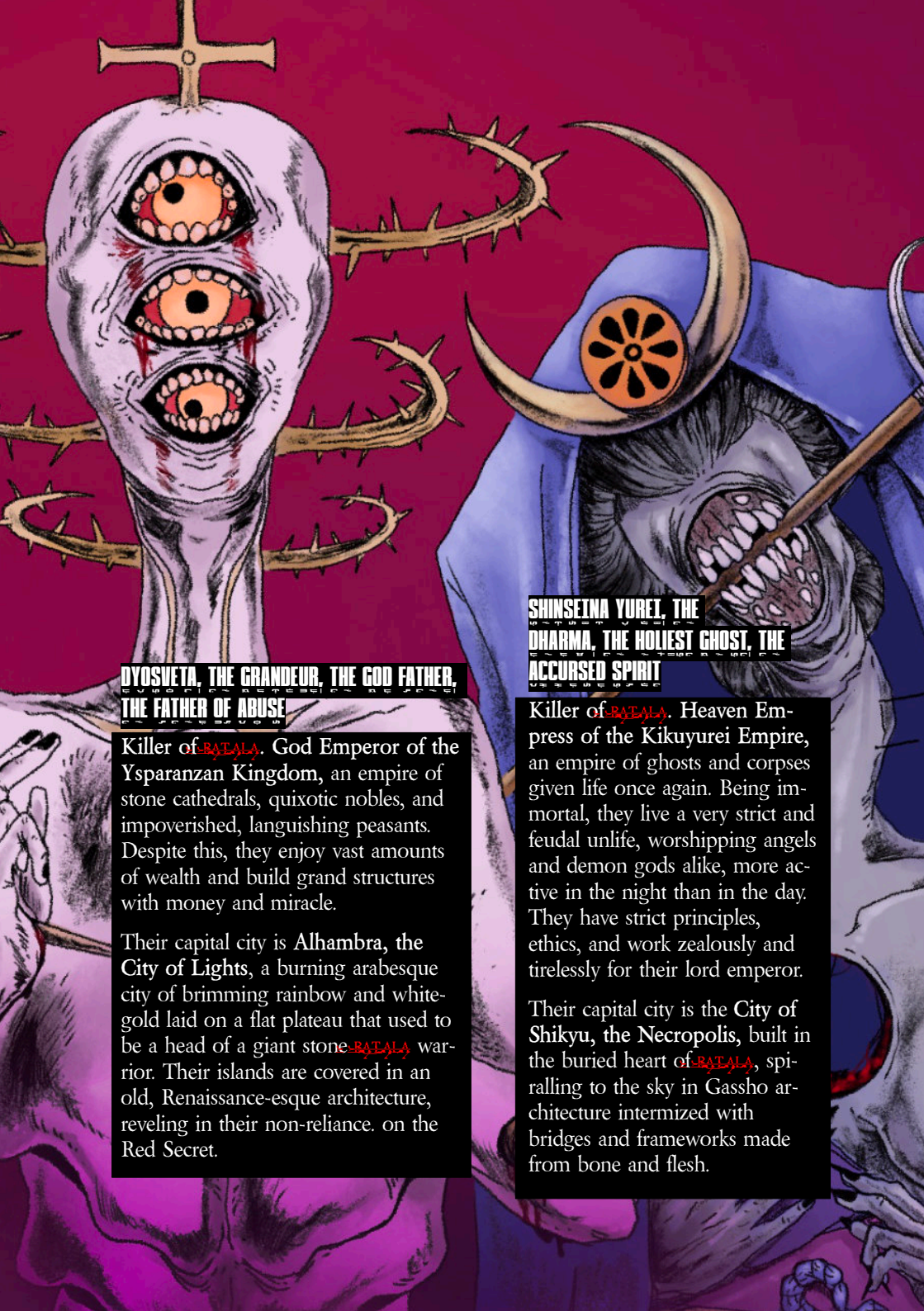
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YEZU, THE OVERTAKER, THE TORTURED GOD, THE IDIOT SON

Killer of ~~BATELA~~. God King of the Gunmetal Republic, an empire that holds the Red Secret of Science to the highest virtue, bearing the most advanced of military tech, running completely on esoteric, unnatural Trinitarian reality. Its government is run completely by Oligarchs and Technocrats (creators of divine tool and instrument) who designed the system to exploit every working man. .

Their capital City is Lemuria, the City of Wonder, a shining white edifice of unnatural stone and wood, built upon the Sword of ~~BATELA~~. Their islands are covered in modern brick and mortal architecture, but they are beholden to paying for something they never wanted.



**DYOSVETA, THE GRANDEUR, THE GOD FATHER,
THE FATHER OF ABUSE**

Killer of **BATEALA**. God Emperor of the Ysparanzan Kingdom, an empire of stone cathedrals, quixotic nobles, and impoverished, languishing peasants. Despite this, they enjoy vast amounts of wealth and build grand structures with money and miracle.

Their capital city is Alhambra, the City of Lights, a burning arabesque city of brimming rainbow and white-gold laid on a flat plateau that used to be a head of a giant stone **BATEALA** warrior. Their islands are covered in an old, Renaissance-esque architecture, reveling in their non-reliance on the Red Secret.

**SHINSEINA YUREI, THE
DHARMA, THE HOLIEST GHOST, THE
ACCURSED SPIRIT**

Killer of **BATEALA**. Heaven Empress of the Kikuyurei Empire, an empire of ghosts and corpses given life once again. Being immortal, they live a very strict and feudal unlife, worshipping angels and demon gods alike, more active in the night than in the day. They have strict principles, ethics, and work zealously and tirelessly for their lord emperor.

Their capital city is the City of Shikyu, the Necropolis, built in the buried heart of **BATEALA**, spiralling to the sky in Gassho architecture intermixed with bridges and frameworks made from bone and flesh.

THE FOLLOWING ARE THE CRUXES OF SANSINUKOB

RUNNING THE GAME, CHANTING THE LEGEND

THE UNIVERSE TOILS BENEATH THE PEARLESCENT EMPIRE AND THE EFFECTS OF THE HOLY TRINITY

When ~~BATALA~~ died and the Holy Trinity conquered the world, they set upon it a self-serving empire that would take orders from the Holy Trinity even if they were not there, for the Holy Trinity craved more power past the Neverending Ocean. They set upon the throne a Conquering Emperor, Emperor Duruya, an educated injo, was elected as the leader of the republic, and promptly turned the republic into a Kaharian when his rule was about to end. Now the people of the archipelago toil under a new and more insidious form of oppression: one from their own people. One that is in cahoots with the former Divine Oppressor.

BIRINGAN, THE CITY OF CITIES, HOLY CITY OF PEARL

No longer the emerald and gold and jade cathedral spire-filled metropolis it used to be. It is now a congested cesspit for criminal, villainy, and all sorts of multiversal trafficking and illegalities. Here, criminal ganglords rule, called Panginoon. it is a City that is,

technically, under the jurisdiction of the Saint Trinity, but due to its sheer size (almost the size of all of Philippines) and population density, has been left behind, and is now more or less ruled by the crime lords that live in it.

Biringan is an urban hellscape. Once you're in it, you will never be able to leave. Being a metropolis, it has various cities within it, due to its size. Each city has its own Guwardya Sibil, or peacekeeping force, and local administrative body led by a Datu.

Biringan is a blend of modern and ancient. There are towers of nipa huts stacked on top of each other. Giant weapons and war machines from the war that murdered God now pock the urbanscape and have been turned into apartment complexes, office buildings, and factories. Biringan is a land of the exploited: all exploited by the King of Perlesensya to create more and more weapons and armor and items all for the Holy Trinity. It is the capital of the Perlesensya Empire, and is where the seat of Emperor Duruya and his useless government can be found.

BUILT UPON LIES

Everything written in here thus far has been a lie, for what is reality but a lie we experience? Make your own Kalagitnaan, live your own universe. The Final Liar is ~~BABALA~~, God, and all of you are liars as well. It is the nature of the liar to investigate the lie. Write your own stories, your own canon, and in doing so, you make God bleed.

KALAGITNAAN IS KEPT IN BY THE JAWS OF THE WORLD

On the ends of the world are the Continents, for only here one can find land. However, at the ends of these continents are the ends of the earth.

The world is bordered by a great mountain range called the Jaws of the World, which spiral up into the heavens. Some say that if you climb the mountains, you will reach heaven. But who would want to, when it is destroyed?

The Perlesensya Archipelago is the center of all possible realities. Past the Jaws of the World, one finds an endless expanse of water and forestry, like a never ending mangrove jungle. Within the endless sea live the *sitan*, the malevolent spirits that threaten the universe, and they are winning. If one travels past here enough, one will be able to find other universes. Some very similar to ours.

ALL DESCEND INTO KAWALAN

Kawalan, oblivion, is a catch-all term for the all encompassing entropy set in motion after the death of God. Slowly, the Multiverse, starting with Kalagitnaan, is slipping into nothingness, as it eats away at the world. This Nothingness will eventually eat the entire world. The Karanduun can only abate it for so long. This catastrophe usually will not happen during a campaign or game, unless wanted by the agreed themes and parameters of the game. However, remembering that the Kawalan is there and inevitable is a great way to set a melancholic mood, a rage against the dying light

COMMUNES AND WILDS

Kalagitnaan's scholars' way of separating civilizations and communities from the wild, dangerous areas of Kalagitnaan. After God was murdered, sitan (malevolent spirit) and monstrous creatures known as *halimaw* with no mind but for destruction infiltrated all of the world. Thus Communes are effectively places that have guardian spirits that keep them safe from the dangers of the chaotic wilds. Communes don't follow a single culture's view of civilization: anything that has guardianship--whether it be a human commune or a naga's personal nest--is considered a Commune, as guardian spirits hold sway against the chaotic creatures of the Wild. Communes are almost every village and city (Or lungsod and barangay as they are called in the Kaharian). They are almost always these heterogenous mish-mash of extradimensional mortals and spirits. Only a scant few remain xenophobic.

The Wilds, while mostly seen as horribly dangerous, uncivilized lands, are also the home to great ambivalent divinities and gods, spirits living in mountains, sprites swinging from tree branches. Great sprawling plains where rice is cultivated by rice spirits that do as their nature tells them. Lush mountains, now recovering from the Trinitarian industry that has grown on their side like a brass scab, thrive with overgrown animals and societies of wolves and boars, of bearcats and crocodiles.

Are the Wilds 'uncivilized and dangerous', or are they simply creation reverted to its base form, and its base form is so volatile to the 'civilized' peoples that they reject it?

If that were true, then is this rejection from 'civilization' their fault, or is it the fault of their conquerors breaking their wisdom?

HERE'S A LITTLE LIE, LIAR

Here are a few lies for you. Use these to inform or set up your own lie, or use them as inspiration to make your own. This Lie is the Lie that you have been reading through this entire chapter: the center of the multiverse that is the Kalagitnaan.

I do not kid when I say this is a Lie. Bathala is the great liar, and perhaps Their death itself is just another great lie, the ultimate lie, for Bathala is the consummate liar. As opposed to the Truths espoused by the Holy Trinity, Bathala only speaks in Lies, for Lies are truths unchosen by others.

THE FIRST LIE IS THIS: THE HISTORY OF KALAGITNAAN.

This history is mostly now lost, only kept safe through oral tradition and some sparse written documents. It follows as thus:

- 1:1 - Our story begins with violence, the crux of humanity. We achieve divinity through bloodshed, enlightenment through suffering.
- 1:2 - In the beginning of times, there was only sea and sky. The sky was the domain of Maykapal, the Supernal Sky, Wielder of the Lightning Bolt. The sea was the domain of Magwayanen, the Guiding Ocean, Guider of Souls. In their love they created Bathala Parasihan and Bathala Karagatan, the Sea and Winds embodied. In their love they created the four elemental beings:
 - 1:3 - Sanlibutan, the All-Chief, with a body as solid as basalt, and with the power to command the winds.
 - 1:4 - Apadlao, the Sun That Cleaved, whose prowess with the blade matched even his Grandfather.
 - 1:5 - Bulanari, the Thief of the Sky, the beautiful, fickle trickster who avoided all confrontation.
 - 1:6 - And Siningsuga, the Sagess of a Thousand Lights, the most beautiful of the Elemental beings and also the most intelligent, learning and codifying the inner workings of the universe.

1:7 - Soon, Bathala Paros and Bathala Dagat died, and when they did, they gave birth to the rest of the Bathala and the Diwata. Gods of Heaven and Nature Gods.

1:8 - Sanlibutan, in his pride, sought the Throne of Heaven in the Sky, whereupon Maykapal sat. With a great want, he took to his brothers and spoke unto them his plan. "I shalt share the Throne with you," he said. "Thou wilt be the Rulers of Creation."

1:9 - Apadlao was faithful to Sanlibutan, but he had always wanted to test his steel upon his Grandfather. "Surely thou shalt perish!" He commented.

1:10 - Kalibutan's bellow shook the universe. "Not with you by my side, brother!" Emboldened by his response, Apadlao joined. The two of them ascended to Bulanari, who fought with bow and dagger, and they shared their plan.

1:11 - "Thou shalt surely perish," said Bulanari. "Thou art fools."

1:12 - But Apadlao and Sanlibutan insisted, and soon, Bulanari was forced to fight with them.

1:13 - They charged the gates of heaven with a third of the Host of the Sky on their side, all bent on taking down Maykapal. Their glorious rebellious army fought valiantly, and they ravaged Heaven, until they arrived at the glorious House of Creation.

1:14 - Sanlibutan fought with immense power, using his divine winds to rend the fabric of space and time. Apadlao's prowess with the sword caused his blade to shine with the bright intensity of a supernova, and Bulanari's cleverness allowed them to gain the upperhand against Maykapal.

1:15 - But Maykapal was powerful. Truly, he was one of the Gods Primordial, second only to Maykapal and Tadhana. "BLASPHEMERS AND HERETICS! UNGRATEFUL CHILDREN!" Maykapal's voice thundered. "PERISH! PERISH IN THE LIGHT OF MY INDIGNATION!"

1:16 - And Maykapal released his Lightning Bolt. A sword of pure destruction incarnate. With it, he smote his children in a single blow.

1:17 - The noise in Heaven had gotten too loud for Siningsuga, the Sagess of a Thousand Lights. Seeking to know what had happened to her brothers, clothed in majesty and stars, ascended to see the Gates of Heaven blown open and overthrown. She stepped in to see her Grandfather, great and clothed in steel made from the heart of stars, wielding his Lightning Bolt.

1:18 - And Maykapal had gone mad. When he saw Siningsuga, he only saw another enemy, and He smote her with righteous indignation, with his Cruel Lightning Bolt.

1:20 - Only then did Maykapal realize what he had done. Maykapal, now the Mad Sky, broke down into great tears, and went to Magwayanen in the Ocean, blaming her for instigating rebellion. But Magwayanen knew nothing.

1:21 - In their grief, they blessed the corpses of their dead children, the Elemental Beings. Upon Apadlao, the Bravest of them All, they gave the Light Golden, and the brightest light to shine upon day. Upon Bulanari, the clever and gentle one, whose body had been split into seven pieces, they gave the seven Lights Copper, and set his serene light to guide all during night. And upon Siningsuga, the most beautiful, they gave the Lights Silver, and set her upon the entire night sky, so that everyday they might remember her.

1:22 - However, upon wicked Sanlibutan, whose hubris instigated the end of his brother, they bestowed no light, and they cast his craggy and crumbling corpse into the Waters. And there, his body, became the Pearlescent Archipelago.

1:23 - And there, Magwayanen wept for her children, while Maykapal grew madder within his House in Heaven, past the Firmament.

1:24 - Meanwhile, the rebellious spirits that fought against Maykapal were cursed to Kalaliman, never to be released into Kalagitnaan for a million years. And it was so. They became the “Dimunyu”, lords of the sitan and the malevolent spirits both beneath earth and upon earth.

1:25 - Those that fought by Maykapal’s side he determined to be his only protectors, shunning the world and condemning any living thing. Thus those that are his protectors are known as “Biraddali”, the rainbow-winged angels that protected Maykapal’s honor.

1:26 - Then the third that stood aside and did nothing, not rebelling nor protecting, became the pale-skinned creatures without hope for redemption, and cursed to wander nature forever, and live in their fey realm that is Biringan. These beings were called “Engkanto”.

1:27 - Nature abounded in Kalagitnaan, with vast spirit societies formed by diwata, the beings that manifest and represent every concept, permeating the Archipelago.

1:28 - Before long, large shoots of bamboo floated towards the isles, and when Manual, a great eagle diwata, pecked upon these shoots, he found the first humans within. These were the first migrators, and they became the first humans. They drifted from a far southern land, past the Jaws of the Earth and the Never-ending Ocean. From where, though, not even the diwata know.

HERE'S THE SECOND LIE: SOME INFO ABOUT THE LANDS OF KALAGITNAAN

The lands of Kalagitnaan are innumerable, so here are some of them.

There's a map in the bottom if you don't want to imagine.

Imagine Sansinukob as a coconut but with a flat plane in the middle of it, bisecting it. That's Kalagitnaan, the one in the middle. Now, Kalagitnaan is all the land and the surface of the waters. Kalaliman is all of the Underworld and Undersea. Kalangitan is all of the firmament and the Heaven Beyond, which is where **BATALA's House** used to be, before the Holy Trinity destroyed it.

Surrounding the edges of Kalagitnaan are the **Jaws of the World**. These Jaws of the World are huge earthen formations that resemble mountains which in turn resemble teeth or fangs that reach up to Kalangitan. Kalangitan also clamps down, with terrible white and blue cloud formations clamping down to create the Jaws. Around the Jaws are the **Continents**. The insides of the Jaws are the Continents where the Empires of the Holy Trinity are stationed, while the outsides of the Jaws are the beginning of the **Never-ending Sea**, a vast jungle and mangrove forest where terrible and strange alien creatures abound and endlessly assault those that live within the Continents.

The rest of Kalagitnaan is the sea, until the middle. The middle of Kalagitnaan, upon where the Sun continuously shines, is the **Pearlescent Archipelago**. Some scholars say that the Pearlescent Archipelago looks like a sword. More specifically, a **Kampilan**. To the southwest of the Archipelago one can find a string of Islands. These are the **Unconquered Isles** and is where the glorious **Jambaran Sultanate** thrives. Some information about the other Empires:

Obviously for **Perlesensya**, you can look to **Filipino Culture** as a good starting point for aesthetic and feel. The basic aesthetic assumption is **Spanish Period**, around 1700 to 1900, where the Philippines was united and owned by the Spanish King, although a culture of their own grew from the mixing of native cultures and western ideas. **Biringan City** is closer to 1930s Philippines, with a bit more new technology and a bit more traditional Filipino clothing turned into streetwear.

For the **Jambaran Sultanate**, lift some inspiration from **Sulu** or the **Precolonial Polities of Tundo, Maynila, and Sulu**.

For **Ysparanza**, think of **medieval Spain**, straight up. Use that as inspiration, mixing it with the **Roman Republic**. Imagine mystery cults mixing with **Catholic imagery**, large cathedrals, and holy wars. Spanish plate mails and noble **El Cidian** knights on horses.

For the **Gunmetal Republic**, think of Civil War America mixed with magitech. Mix the imperialism and “Manifest Destiny” with warfare superiority.

For **Kikuyurei**, think of Edo Period Japan, but everyone is a zombie and a necromancer. Cultures around praying to ancestor spirits, Shinto, and Buddhism mixed with “Death being one with the world”.

THE KINGDOM OF PERLESENSYA

Perlesensya comes from the name of the Archipelago, Pearlescent, which itself is a name given to it by Ysparanza. Named for their precious pearls, gold, and beautiful vistas and landscape of natural beauty.

When the Holy Trinity installed **Hari Duruya**, the first King of Perlesensya, they left it up to him to formulate the societal order in a way that people could easily understand and be familiar with as well as be easy to subjugate people. Duruya decided to look to pre-colonial times and reinstalled that system but in a larger, national level. This applies to almost the entirety of the kingdom except for the Unconquered Isle chain where the Jambaran Sultanate still holds power.

At the top is the King, known as a **Hari (ha-ree)**. The Hari has a group of five counselors, named **Atubang (a-too-BANG)**. The five Atubang counsel him in all things: war, trade, administration, projects, and culture. The Five Atubang also have their own group of supporters and helpers, which usually includes their families

and relatives. The group of supporters of the Hari, including the Atubang, was known as the **Sandig (sahn-deeg) ng Datu**, or supporters of Datu.

Then, below the Hari are two kinds of rulers: **Rajah (ra-ha)** and **Datu (dat-ooH)**. Rajah is the term used for vassal lords over the coastal cities and settlements. Datu is the term used for inland cities and settlements. They function similarly to the feudal lord, owning land and people that they call their **sakop**.

Powerful military nobles that share riches and spoils with their rajah and datu from raids and wars are known as **Maharlika (ma-har-lee-ka)**. Like their leader, they can own helpers (aliping sagigilid). Maharlika are freed men, however, and can choose their allegiances. They may choose to switch allegiances by simply paying a final debt to their leader.

Other nobles that are related by blood to the leader are known as **Maginoo (mah-gee-no-oh)**. Ginoo is the term used for gentlemen, and Binibini is used for lady. **Katalonan (kah-tah-loh-nan)**, spiritual leaders, sorcerers and ritualists, and **Panday (pahn-dai)** specialist craftsmen of boats, weapons, gold, and more, are also treated as Maginoo.

Aliping Namamahay (ah-lee-peeng nah-mah-mah-hay) are what constitute as serfs in ancient feudal structures. They serve under their leader and give tithes in crops and other produce. In exchange, the leader grants them protection and safety and a house that they can live in.

Aliping Sagigilid (ah-lee-peeng sah-gee-gee-lead) are seen as slaves, but are usually closer to household help. However, they usually have no rights of their own and are expected to be with their master at all times, and sleep within their house. However, it is not impossible for an Aliping Sagigilid to pay their debt to their master and become Namamahay.

Aliping Horohan (ah-lee-peeng ho-ro-han) are footmen and infantry that come from the slave class. They usually accompany other Maharlika and their leaders to war as footmen.

Cities within a sakop are known as a **lungsod** (loong-sod). Lungsod usually have a Maginoo Mayor that governs them. Towns and villages are known as a **barangay** (ba-rang-gai) and they have a Maginoo or Maharlika Kapitan that governs them. These governors also can have their own sandig. Each of them also have their own orbit of **Kagawad** who help in administration of each political unit.

To preserve peace and order, Hari Duruya established the **Guwardya Sibil**, the civil guard, that enforces the law. In truth, they only enforce the wants of the oppressors, and never the oppressed. They are a tool by Hari Duruya to quell and quench the fires of freedom and expression and rebellion. The Guwardya Sibil are usually equipped with arquebuses and spears.

Peacekeepers within barangays are known as **Tanods**, and they are usually hired by the Kapitan of that Barangay.

THE LAND IS DEAD AND CHOKED
BY VINES AND VEINS
CAN YOU HEAR US?

THE FINAL JUDGMENT
THE SPIRITS WITHIN THE EARTH
THE ANCESTORS KILLED BY
INDUSTRY AND PROGRESS

WE ARE NOTHING BUT NUMBERS
CAN YOU HEAR US?
WE ARE NOTHING BUT CASUALTIES
WE LIVE IN THE LAND OF GOD AND

NO
ONE
CARES
ABOUT
US.

Siyanlei Empire

Kochoson Kin

Dagat

Dagat Perlesensya (Pearlescent Sea)

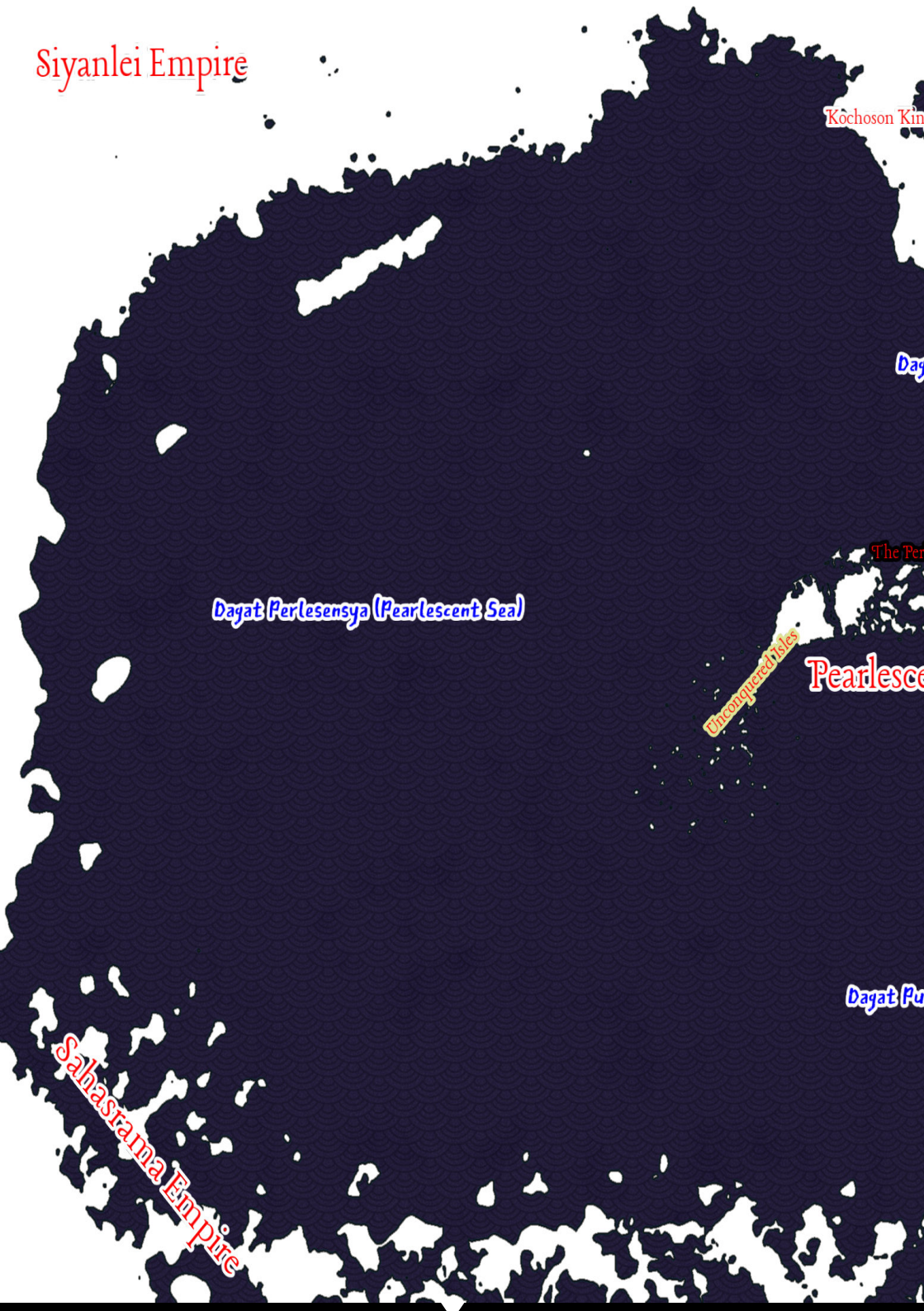
The Per

Unconquered Isles

Pearlescent

Dagat Pu

Sahastrama Empire





Kikuyurei Empire

gdom

Gunmetal Republic

at Dilaw (Yellow Sea)

lesensya Kingdom

ent Archipelago

Dagat Payapa (Peaceful Sea)

wang (Expanse Sea)

Ysparanzan Empire



THE THIRD LIE: HERE ARE SOME WAYS TO LIE

Fill in the blanks as you go. Keep in mind the feel of the game. Use mythologies from all across the world if you'd like even if this is a Filipino based game.

If you need some help, here are some tables I've made to help you fill in on the fly or inspire you. If you need to stat out Monsters, just eyeball them. Don't worry about balance or whatever, focus on making mad monsters that intensify the madness of the broken world, and the effects of the Holy Trinity.

D66 SHATTERED FRAGMENTS OF EXPLOITS AND ADVENTURE

This first table is a table of interesting adventures. Just roll a d66 (roll 2d6s and choose which one is the tens and which one is the ones.)

- | | |
|----|--|
| 11 | A gang of engkantos with a single leader wearing a red bandana are assaulting the closest commune to the heroes to gather their resources so they can survive the coming weeks. |
| 12 | A Threat 3 maranhig (Hiligaynon walking dead) woman comes to town every first night of the week to "terrorize" the victims, when in truth she simply wants to pray to the diwata to end her suffering. |
| 13 | The heroes have been paid to kill a binukot in a far off island, but the binukot is the jewel of that militant commune. |
| 14 | A man asks the heroes to break open a giant tara (Buddhist idol) statue half-sunken to claim the Burning Wind within it. The Burning Wind is a powerful magical force that lets people fight without dying for a week. |
| 15 | A Diwata is angered and wreaks havoc upon a commune, and the heroes must placate them with things only the heroes know how. |
| 16 | A juvenile kurita is messing up the place looking for a hero to kill. Kuritas are many-limbed giants from Maguindanao myth and are powerful, Threat 5 enemies. |
| 21 | A commune in an icy island has done something to anger their guardian diwata, a heat diwata, and thus their flames generate light but not heat. They ask for the Heroes' help. |
| 22 | A commune built upon a huge turtle diwata with a giant golden shield for a shell is being attacked by a sea serpent that wants to eat the moon. |

- 22 A commune built upon a huge turtle diwata with a giant golden shield for a shell is being attacked by a sea serpent that wants to eat the moon.
-
- 23 A tree has grown too big and a commune asked it to be cut down, but there are spirit societies living within it.
-
- 24 A beautiful maiden has caught the Heroes' eye and the heroes wish to marry her. The problem is that she is a diwata, and she is the daughter of a powerful diwata of darkness who lives on the Land of Eastern Light.
-
- 25 A giant crocodile goes up and down the river. Folk are afraid to cross the river because of it, which is an important source of their trade.
-
- 26 A magic bolo that belongs to a powerful Karanduun is carried by a monkey to the heroes.
-
- 31 Wild winds from a forest near a traveling road whisper great distress, causing a lot of merchants and travelers take unexplored routes.
-
- 32 A mountain diwata and a forest diwata is in great dispute, causing a rift at the foot of the mountain. A number of communes in the mountains are now trapped.
-
- 33 A trickster diwata is rumored to be impersonating as different Karanduun, creating pacts and debts unknown to the victims.
-
- 34 A commune has made a pact with a Kapre, and now threatens to invade other communes with their might.
-
- 35 A wealthy family will pay a handsome reward to anyone who can save their aswang daughter who has swallowed a black chick.
-
- 36 A commune with a dying babaylan is being targeted by angry engkantos. The commune has no apprentice babaylan to appease and talk to the angered party.
-
- 41 A gigantic serpent diwata is terrorizing a nearby commune, but it was peaceful a few moons before.
-
- 42 A wandering aswang followed by a horde of sigben, maranhig, and manananggal, have descended upon the Heroes' location and the heroes must protect the Heroes' Commune.
-
- 43 A horrible Dimunyu (Sitan leader) wishes an audience with the heroes due to the Heroes' exploits. The heroes are invited to a city filled with corruption and vice, with walls made of alabaster and roads made of crimson brimstone.
-
- 44 An aswang steals something important to the heroes, and then kills something important to someone the heroes love or someone the heroes respect.

- 45 The heroes find a hopelessly attractive being somewhere in one of the islands, only to find that they want to marry the heroes and string the heroes up a tree.
-
- 46 A backwards walking being looks at the heroes and promises death. Nightmares haunt the heroes.
-
- 51 The heroes came across a wicked eyeless woman once, old and hunched over. She pointed at the heroes, and now the heroes can't shake the nagging feeling of something watching over the Heroes' back.
-
- 52 Something has been tracking the Heroes' movements, perhaps an Archon has taken to notice the heroes, or something from the Heroes' past has come to haunt the heroes.
-
- 53 An anghel is hunting the heroes down for something the heroes did in the past. Might be a single character or all of the heroes.
-
- 54 The heroes must retrieve an important artifact in a distant island, and the heroes need the help of four different guro (teachers) to teach the heroes where it is.
-
- 55 A commune is razed to the ground and the heroes must lead the Heroes' family to safety.
-
- 56 The heroes have been given a special amulet, and the heroes must bring it to its owner.
-
- 61 A dragon, crab, lion, or eagle is threatening to eat the Moon. Stop them.
-
- 62 A gang from a major city wants the heroes dead.
-
- 63 A gang from a major city wants the Heroes' help.
-
- 64 The heroes are whisked away to a Universe Conquest, where an Archon assembles their universe army to conquer a universe.
-
- 65 A tikbalang trickster guards a forest, causing the heroes to run around in circles.
-
- 66 A traveling Panday asks the heroes to come with him to gain the ultimate crafting material: the fossilized blood of dead **BOYELA**.

DIVINE AND WICKED ENCOUNTERS

This second table is a set of tables that can help set up Encounters. Roll a d6 to find out where the place will be (or you can simply choose), and then roll another d6 to find out what happens there.

If you rolled a 1... Far Forest, away from any Commune

- | | |
|---|--|
| 1 | Two Threat 1 enemies appear, both of them Unnatural, either shapeshifters or horse-headed tricksters, or whistling night demons. |
| 2 | A markupo, a huge Threat 3 serpent with the face of a man and venomous spit, tries to kill the heroes by trapping the heroes in trees. |
| 3 | The heroes see a light blue light burning above a nearby pond. This is actually a Berberoka, a threat 3 swamp demon that lures beings with ponds, capitalizing on their thirst, to eat them. |
| 4 | A flock of Alan stalk the party. These are old-looking bird-men with elongated, webbed fingers allowing them to fly. |
| 5 | A karakoa sails overhead at night, and it sings an Idalumnon dirge, seeking for lost souls and beings to bring to the underworld. |
| 6 | A giant crocodile the size of a mountain chases after the heroes. |

If you rolled a 2... Near Wilds, near a Commune

- | | |
|---|---|
| 1 | A ball of fire with an unnatural color appears and asks the heroes to follow it. If they do, the follower becomes incapacitated from tiredness unless they manage to break the spell. |
| 2 | A gang of scavenger bandits try to steal the Heroes' equipment. |
| 3 | A party of agta, hairy tree giants, are running toward the direction where the heroes have just come from. |
| 4 | A commune hates the heroes somehow, and tries to kill the heroes before the heroes can approach their commune. |
| 5 | A wagon carrying passengers is being assaulted by bandits. |
| 6 | A kalesa that has a priest within asks the heroes to deliver him to a nearby church. When the heroes do, he turns into a savage headless demon that tries to rip the Heroes' head from the Heroes' shoulders. |

If you rolled a 3... Within a Commune in the Mountains or Unconquered Isles of the Archipelago

- 1 Someone knocks on the Heroes' door. Three hooded men appear. The heroes have three days before the heroes die. Consult with a Babaylan to find out that they were "Nangangatok", a kind of fey demon. Find the Nangangatok and kill them before they kill the heroes by waiting for them to appear at another person's door.

- 2 A Trinitarian Inquestor burns down a nearby house to get the heroes to show the Heroes'self.

- 3 The heroes have been inexplicably tied up in a horrible domestic altercation.

- 4 A Maharlika feels that the Heroes' party has wronged her after a recent scuffle and challenges the heroes to a duel.

- 5 The wife of a Datu doesn't like the heroes and tries to get the Datu to oust the heroes.

- 6 The party gains the ire of three powerful Threat 2 beings because of an old debt they hadn't repaid, and they've caught up.

If you rolled a 4... Within a Commune in the Archipelago or Trinity Lands

- 1 An Inquestor or Inquisitor catches up to the heroes and tries to kill the heroes, proclaiming them as dissenters.

- 2 The heroes meet a kind man who seems to be willing to help the heroes in the Heroes' travels, but then asks the heroes something in return. This might be a favor, or a physical part of the heroes.

- 3 The heroes meet a fellow hero who does not follow the Trinity while she is being hounded by Inquestors.

- 4 An angel clad in steel and boasting six wings arrives in the Commune the heroes are in, demanding the people within to pay their taxes. Following close behind is an army of Ysparanzan Barileros and Soldiers, bearing the Upside-Down Triangle of the Trinity.

- 5 A powerful specter looms across the land as ghosts arise from the earth, unshackled from Idalumnon, for this is the curse of Shinseina Yurei, the Holiest Ghost. The Commune the heroes are in is attacked by an Army of Ghosts (Threat 1) led by a powerful Wraith Shogun (Threat 3).

- 6 The Commune is visited by calming Pilgrims. When asked where they're going, they will the players "The Promised Land" and then will do everything in their power to bring the heroes there. They speak of being guided by the Voice of Yezu, the Anointed Son.

If you rolled a 5... Within Biringan, Capital of the Perlesensya Empire

- 1 A Panginoon (Gang Lord) takes notice of the Heroes' actions, and now it's as if the entire city conspires to trap the Heroes' party. Goons come out left and right, walls close, doors become not-doors, passageways choke, entire towers fall to barricade the Heroes' path.
- 2 A kalesa bumps into the heroes and it seems to be driven by a cloaked man. Anghel guwardya sibil are flying after it to stop it. The kalesa is filled with magic items and money.
- 3 A karinderya run by a cat is suddenly asked for "safety pay" from the local gang.
- 4 A teahouse has a babaylan within, and the babaylan is being attacked by Servants for practicing heresy.
- 5 A group of animal diwata, fighting for a better life for everyone living in Biringan, is attacked by Servants.
- 6 A group of powerful Inquestors attack the heroes.

If you rolled a 6... Out in the Open Sea

- 1 A Magindara, a kind of sea ghou, similar to a siren, eats part of the Hero's boat, and subsequently attacks them.
- 2 A Mameleu, a huge sea serpent with a head and a body both the size of water buffalos, shoots jets of fire, and has two horns, is assaulting a nearby ship and the Heroes' ship is being caught in the struggle.
- 3 Tambanokano arises from the sea, making the sea fall in tide, revealing wicked sharp stones and underwater mountain spear-peaks.
- 4 A pack of tiburon, giant flying shark (Threat 3), breach the water and begin cutting your craft.
- 5 An island appears in the distance. The closer the heroes get, the further it goes. If followed indefinitely, it will lead the heroes over the edge of Sansinukob and into Kawalan.
- 6 A large garuda erupt from their underwater lairs, and immediately attack the Heroes' craft.

COMMUNE GENERATOR

This third table will help you flesh out a Commune that your Karanduun arrives at. First roll 1d6 to find out the size of the Commune.

1-2	A small Commune with a population not larger than a hundred. Roll only once to find out what facility they have.
3-4	A medium sized commune with a population in the hundreds. Roll twice to find out what facility they have.
5	A large Commune, usually considered as cities, where the population can reach up to a thousand. Roll thrice to find out what facility they have.
6	A huge Commune, with a population in the hundred thousands. These are usually large capital cities already in an Empire or in the Unconquered Isles. Roll four times when entering into a particularly large district.

Once that's done, roll 1d6 to find out their culture.

1	Ysparanzan. They are followers of the Empire of Kastilo Magalo, the God Father. Brick houses, wooden inns, stone churches and cathedrals, priests and friars, knights. Steel plate armor, long barrel guns (rifled fire-casters), organized armies, hungry for gold, hungry for spread of the name of their God Father. They value religion and piety and adhere to their head priest.
2	Gunmetal Republic. They are under the technological Republic of the Anointed Son. Connected wood houses, saloons, bars and pubs, houses, small farms, sheriffs, peacekeepers, bandits, cowboys. Leather coats and dusters, steel and buffalo plate armor, advanced gun mechanics using fire and smoke diwata, steel steeds and heretic mechanized cavalry. Gunmetal Communes usually have a head honcho in charge, and then order is kept by a Sheriff, and everyone goes about their day working for them.

Then roll another d6 to find out what facilities the Commune might have.

1 **Food Facility.** Ramen shops, karinderya, panciteria, saloons, pubs, taverns. They have a facility where the heroes can stock up on provisions or rest up and eat, or even find information that the heroes have been looking for.

2 **Spiritual Facility.** Churches, spirit houses, cathedrals, shrines, temples. They have a facility dedicated to the Diwata or to the Idols they worship. The heroes can usually perform the Feed the Flame Act here.

3 **Military Facility.** Barracks, training grounds, military academies, monk-warriors, martial arts temples. They have a facility wherein people are trained in the arts of war. This is a good way to gather an Army, or gain intel.

4 **Resource Facility.** Farmlands, fishing spots, hunting grounds, mining nodes, places where trees are abundant. They have a facility wherein they grow resources, which the heroes can use to the Heroes' advantage when looking for provisions or trading leverage.

5 **Housing Facility.** Communal house, inns, rented areas. They have a facility where you may Rest within. You may perform the Rest and Recuperate Act here.

6 **Sundry Facility.** Equipment shops, smith-houses, vendors, merchant shops. They have a facility where you can buy various equipment and sundry from. When an Hero buys from a Sundry Facility, they may ask if they have a particular item, and then the Arbiter rolls a single d6. The dice rolled must have a higher result than the Gahum rating of the thing they wish to buy.

D66 AGIMAT AND BLESSINGS

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Roll d66 like before. This table is for generating magic items known as Agimat, as well as blessings from nature and other beings.

- 11 Healing Puto. Puto is a kind of sticky rice cake. 2 uses. When used, removes 1 Wound.

- 12 A Hero's Monsala. A Monsala is a kind of scarf or kerchief worn by powerful men and women. 1 use. When used, removes an ally from Incapacitated and removes the last Wound they suffered. Grants the Arbiter a Ruin Die.

- 13 Carabao Hide Splintmail. Enchanted Heavy Armor. Negates 4 Wounds from attacks from Unnatural enemies.

- 14 Singing Bolo. Enchanted Light Weapon, penetrating, Thrown. A bolo that sings when swung. Gives +1d when used to Inspire 1/scene.

- 15 Healing Kudyapi. A kudyapi is a kind of two-stringed boat-lute. Has 3 uses before the Hero must take a rest to recharge the uses. When used, removes 1 Wound from an ally or the Hero, 1/scene.

- 16 Moonsilver Tattoos. 1/scene, the Hero can transform into an animal no larger than a large dog. This also counts as light armor with the concealable tag.

- 21 Halimaw Tattoos. Halimaw are deadly beasts. By committing 1 Gahum the heroes may mutate a part of the heroes or the Heroes'self to gain attributes similar to those of mythical creatures or beasts. For every Gahum committed, choose one: Give the Heroes' attacks 3 tags of the Heroes' choice; give the Heroes'self 2 Armor; grant one action +1d according to the Heroes' mutation.

- 22 Batuk ng Asug. Tattoo of the Asug. By committing 1 Gahum, the heroes may shift the Heroes'self into any human that the heroes have met, even if it is of different sexual orientation than the heroes.

- 23 Rose Gayuma. Gayuma is a kind of potion or elixir. When given to someone the heroes love truly, they will fall in love with the heroes, but once the Heroes' love for them is gone, the spell will break, and they will hate the heroes for a lifetime.

- 24 Sigben Jar. This clay jar houses a sigben (demon goat-dog) that fights alongside the heroes and protects the heroes.

RUNNING THE GAME, CHANTING THE LEGEND

- 31 Krus de la Cruz. The Cross of the Cross, this is an upturned crucifix with the lower half of the Christ sharpened to a point. Popular among practitioners of the "Espada ni San Miguel" Martial Art. A medium weapon. Has the penetrating tag, and restraining tag if attacking a Fallen.
-
- 32 A Golden Tara. One of the many golden taras scattered across the universes. These depict a four-armed, sitting god, who is now dead. As long as it stands within the Heroes' house, the heroes will not be struck by bad luck, but the heroes will attract macabre weirdness.
-
- 33 Bulletproof Mud. Black mud that the heroes can dab upon the Heroes' skin. When done so, the heroes are immune to all iron or steel weapons as long as the mud is on the heroes. However, water will wash the mud away, rendering the mud useless.
-
- 34 Buntot Pagi. The tail of a stingray. When used to strike unnatural beings, they are castigated and must flee. If not, the buntot pagi wraps around them and digs into their flesh minute by minute until they are sliced into 21 chunks.
-
- 35 A Piece of a Balete Tree. Can be added as spice to meals, or eaten on its own. When the heroes do, the heroes can see the invisible thing we're not meant to see for 24 hours.
-
- 36 Small Cloud, Red-Light Beam. A little cloud that can be pocketed. When thrown into the air, turns into a cloud. When ridden and told to go to a place you've already been in, the cloud transports the riders to that place by turning into a red beam of light.
-
- 41 MMM Anting-Anting. MMM is an old name of the Trinity. This is a golden pendant with an engraved triangle with an eye in the middle. While wearing this, you gain 1 Armor in addition to your other Armor. This Armor refreshes when you rest as well.
-
- 42 Firegun. A pistol without bullets. Every pull of the trigger is a quick beseechment and then an offering of Gahum from the wielder to the Fire Diwata within. The Firegun fires great gouts of flame. This is a medium weapon with the ranged (30ft.) tag and area tag, but you can only use this a number of times equal to your current Gahum Accrued before it burns up completely.
-
- 43 ~~SA~~ Vest. The name of dead ~~SA~~ is written on the backside of this vest, allowing protection from the Most High. This manifests as a wickedly sharp luck keeping danger at bay. You can suffer another Wound past 5. If you already have 6 Wounds that you can take, this instead grants you +1 Armor.
-
- 44 Mutya sing Buwaya. Pearl of the Crocodile. When held, it renders the wielder immune to all dangers from the sea and makes it so they cannot drown.

- 45 Mutya sing Wasay. Pearl of the Ax. When held, it renders the wielder immune to the dangers of the forest.
-
- 46 Pamako Nails. Crooked iron nails that always come in fours. When striking an opponent with it (can be thrown) it paralyzes the opponent, and they cannot do anything on their next action. 4 uses.
-
- 51 Tagabulag Cloth. A cloth that, once wrapped any part of a person, renders them blind. 1 use.
-
- 52 Blessed Prayer Book. A book within a leather casket, makes it so that the wearer is impervious to diseases.
-
- 53 Tikbalang Hair. If you have a piece of a tikbalang's stiff mane, you render them your slave and follower for life, but you will only find one, ever.
-
- 54 Fire Stone. This is a stone obtained after wearing a stone and then standing in the spot where a person burned to death. The soul of the burned returns to the stone, rendering one immune to fire once a day.
-
- 55 Boa's Nail. A long and elongated nail gotten from the backside of a mystic boa. Once a day, while wielding this, you can perform a supernatural feat of strength without burning Gahum.
-
- 56 Tanglad Flower Stone. A tanglad blooms only once a year. Time it just right, and one might gain a stone, guarded by a powerful spirit. By defeating the spirit and gaining the stone, one can turn themselves invisible once a day.
-
- 61 Eel Stone. White and square instead of round. This stone can be found in great white eels. When wielding this, you always gain +2d when trying to escape from physical bindings.
-
- 62 Lunas. A part of a horn of a female deer. Can remove a debilitating poison or illness once. To use this again, one must soak it in tawas, where the venom will bubble out and the Lunas can be used again.
-
- 63 Tawas. Alum. Used as a divination tool when burnt. Can be used to find out the cause of illnesses (usually malignant spirits).
-
- 64 Tawak. 20 herbs in boiled water. A sort of tea. When drunk, removes all Wounds. 1 use only.
-
- 65 Pudong. A crimson red cloth tied up and fashioned like a great crown. When worn, you gain +2d when commanding people to follow your lead.
-
- 66 Flying Axe. A large head-hunting axe. Enchanted heavy weapon. Can continue fighting by just telling it to. Can fly around, giving it the ranged (Far) tag and brutal tag.



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NOW DISREGARD THOSE LIES AND MAKE YOUR OWN

Don't know how to? That's fine. You'll figure it out as you go along. The following steps are to help and guide you on your path to invent your own Lie.

First: Take into account the Core Assumptions.

Once you have, you're already halfway there. If you read it, you would have had made your own Core Assumption. Perfect.

Second: Change one of the Core Assumption.

The Core Assumption are the underlying Lies to the Truths of the setting of Sansinukob. You don't have to follow it, of course--you technically don't have to follow anything in any RPG--but these help make a cohesive setting despite the vastness and kitchen-sinkness of it.

Here are some examples:

◆ Change Steeped in Filipino Myth, Narratives and Folklore into Burning with Korean Myth and Stories. This turns the game world from one inspired by Filipino Myth and Folklore into one that is inspired by Korean Myth and Folklore. Now go ham and make a neon cyberpunk fantasy Joseon-era Korea.

◆ Change Sansinukob is dying... to The World is Beginning. This might turn the game setting from one that focuses on the futility of fighting back and (perhaps) the need for creating an entirely new and different world, into one that is explicitly more hopeful. The world is more or less in its beginning stages. It's time for you to

help it rise.

Third: Change the names of the Tungkulin.

Tungkulin is a Filipino word that means "duty" or "function". You can easily swap the word out for an easier to grok or understand English word, such as "Role" or "Class". Or change it to one that is in your own language.

Additionally to that, the Tungkulin each have monikers that you can use to replace their names. As they are written, the names of the Tungkulin correspond to the time of day in Bisaya and Old Bisaya. You can easily change "Nasirakna" to "Ruler" or "Nabahadna" to "Warrior" without any trouble. Remember that the Tungkulin function more or less like broad archetypes that cover most of the duties and virtues of a hero.

Fourth: Condense your Lie into a short sentence or phrase. Choose a core concept for your Lie. Take from your culture or from your favorite fiction.

Sansinukob is something I usually condense to "Filipino Multiversal Center". Try to condense yours into that as well. Taking the earlier example, you can say "Neon Cyberpunk Fantasy Joseon-Era Korea" and that can totally work.

Fifth: Refluff

There's a thing called universality that many human cultures tend to share. It's when differing human cultures tend to have, well, similar cultural traits. It's to be expected, since we're all one people. With that in mind, it's easy to refluff some of the stuff I've written here, even if I wrote them from a very Filipino folklore and mythology mindset.

Agimat can be called Magic Items. Tungkulin are Classes or Castes. Kampilan can be longswords, Lantaka are cannons, baril are rifles, and krises are short swords. It's easy to apply them to your own chosen fantasy world.

Sixth: Find out if you really want to use Karanduun for your game.

Karanduun is mostly built to work with games that exult in action and/or dramatic interactions. This can be campy, or super melodramatic. This usually means that Karanduun works for all kinds of action-focused settings and adventures, whether they be medieval fantasy or off the rails gonzo sci-fi. What this won't work, however, is for more intimate kinds of games. Games that explore relationships and question your beliefs and ideals. Karanduun is about standing up against the oppressor and making them bleed, at its core. That includes violence. That includes drama with the ones you hold closest to you, but nothing in-depth or with nuance like other, more important games can do.

Of course, however, I'm not here to tell you to NOT do something if it's working out for you guys. So if you try something out with Karanduun and it works, that's your Lie.

Finally, the Seventh: Redress.

Okay, I know this is somewhat similar to just refluffing, but redressing doesn't simply tackle it from a "renaming mechanics" point of view but also from a "change the color of your fiction" point of view. Karanduun's aesthetic is kind of not hard to pinpoint, despite me mixing a shitton of influences: Filipino Colonial imagery. From peasants rising up to face grotesque Gods to cocky kampilan-wielding *tambays* ready to hunt down the next sitan.

Redressing the aesthetic of your setting is important. The above conjures a very urban and provincial feel. If you're going for that Neon Cyberpunk Joseon-Era Korea feel, you might change the aesthetics around: peasants replaced by sleek workers and merchants, perhaps they don't wear a *baro't saya*, but they do wear ripped jeans, leather jackets, and a motorcycle helmet they never remove. Maybe they still have horses in this era. Maybe they still use swords, due to magic being prevalent. Spirits exist in this world, and they're meant to be haggled with. The overlords aren't grotesque Filipino Catholic imagery but rather, sleek business lords above steel towers that you must cut. Your Lie is limited by your imagination (and perhaps your Pinterest board).

Those seven steps are a few hints that can help you begin your path down your Lie. Remember that if you don't know something about your setting, you can ask your player about it, or they can fill it in when they do something exceptionally well with Shape the Lie. That's what we all do here anyway:

Lie.



**BATALA IS DEAD, AND THE HOLY TRINITY HAS KILLED
 THEM. IN THE END OF THE UNIVERSE, WILL THEY SING OF
 YOU? MAKE. GOD. BLEED.**

Karanduun is a modern Filipino Epic RPG about worthless heroes dismantling God, whatever cycle of oppression that must be. Inspired by modern Filipino folklore and culture. You play as young heroes who must make their legend known and become a legendary Karanduun by making God (whichever oppressive system and tyrant that is) bleed.

This game requires 4 - 6 players, with one player as the Alamat Chanter, the term for Game Master. This game only uses six-sided dice for everything. You're going to need around 6 in the beginning. By the end, you'll need around 20.

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