TALE

the role-playing game

CORE RVLEBOOK

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CONTENTS

PLAYERS' SECTION

GAMEMASTER'S SECTION

PREFACE

Several years ago, I returned to the world of role-playing games after a long hiatus. As a new-year's resolution, we played once every week and it made me realize something: Tabletop role-playing games are and should be for everyone. The feeling of adventure, the social gatherings and the stories were meant to be shared. So, I set out on a journey to create a new role-playing game that will bring people together in a fun and challenging way. *Tale* reveals endless adventures and wonderful possibilities. I hope your journey brings you much joy and excitement in the world of *Tale*.

This book is the Core Rulebook for *Tale*, it should house everything you need to play. The first part is character creation, the game mechanics and an introduction into this new world. The second and last part of the book is for the Gamemaster and has more expansive rules on how the game is played, information on world building and more importantly, how to create content and adventures. The game system is reminiscent of Vincent Baker's Apocalypse World and is in that an unofficial member of the "Powered by the Apocalypse"-family.

A special thank you to:

Maya, Mom and Dad, Lars, Thomas, Ben, Chriss, Martine, Hulda, Catharina, Alex, Paul, Silje, A. R. Baker, Kristoffer, Martin, Hans Kristian, Kenneth, Daniel, Marius, Anneke, Camilla and all the Kickstarter backers.

Introduction
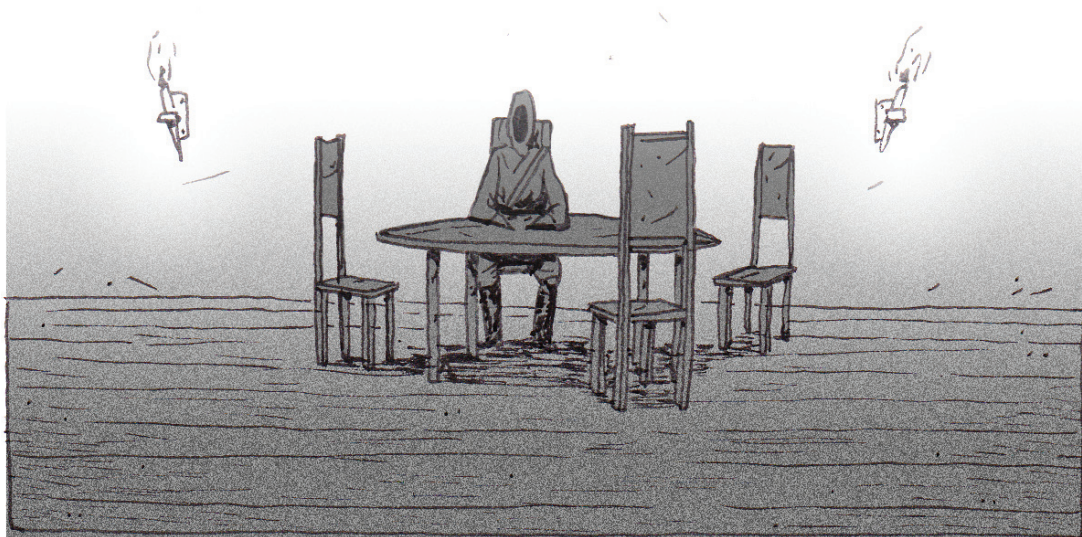
"We can only truly see ourselves in poetic paintings of red emotions, stories who blur the lines of reality and fiction".

Songs of a Tailor

What is Tale?

Tale is a pen and paper role-playing game:

You and your friends create an epic story together in a wide-open world. These tales of adventure take place in their own unique settings – in the vast expanse of the Oden Desert, in the deep, dark forests of Akalek or in the unexplored and untamed wilderness of Beskar. Fight for your life, explore ancient civilizations, solve mysteries and a whole lot more.

Choose one participant to be the Gamemaster (GM). The GM plays any non-player characters (NPC) and is the players' eyes and ears throughout the game. The players are introduced to a grand scheme in the role of a heroic adventurer.

Player characters (PC) have free will and can act as they wish: The story writes itself through their actions and how they affect the world.

The game is designed for adventures, dark mysteries and the occasional post-gamble bar brawl, but how you play is up to you. Whenever the outcome is uncertain, roll the dice. You won't hit the werewolf each time you swing; you won't convince the barkeep to let you drink for free every night (probably!). For this purpose, we have the game system that has been inspired by an amalgam of other game systems. Each player has a set of attributes, actions and skills to manage challenges they encounter in the game.

Key Philosophies

The first and second key of Tale secures good and fair gameplay. Put together they create the main philosophy of Tale.

The first Key

Doctrines to follow when playing the game.

1. Immersion. Describe your character's actions and speak in its voice, the GM will decide when it is time to consider the mechanics of your actions. Engage in the content created for you.
2. Balance. The bond between players and Gamemaster works best if both do not exhaust or exploit the game mechanics to 'win'. Focus on telling a compelling story as a group.
3. Change. Your character is not static, think of your diploma as the origin and play from there. Play to your strengths and play *against* your weaknesses. When you are harmed or corrupted, or something happens to you as a person; act on it.

The Second Key

Guides you through decisions when dealing with the game mechanics.

1. Dice. A roll is 2d6 or 1d6, add the appropriate modifier (-3 to +3). The dice are the ultimate authority, if your character attempts an action and succeeds the GM follows according to the rules.

2. Actions. Stay within the parameters of your actions or skills. Ask the provided questions ◊, pick the provided options ⊳. GMs also follow these rules.
3. Truth. Always tell the truth when asked an action-based question or when dealing with mechanics. The GM will also follow this rule by providing a truthful and fitting answer to all action-, skill- or quality-based questions.

STARTING OUT

A few things to clarify before moving on, check the list below to see if you have everything you need to play.

1 Gamemaster	For an optimal game experience, pick someone familiar with Tale's rules and mechanics to be the Gamemaster. There is a guide on how to master on page 130.
3–6 Players	The game works best with three to six players playing including the Gamemaster. New to role-playing games? Not to worry, there is a player guide on page 4 and a character creation guide on p. 14.
Core Rulebook	When playing the game, this book should be available to check game mechanics and information about the game world.
Diploma Set	The first set of diplomas is attached to this book as a PDF: The Academy of Merelin, a set of twelve different archetypes to play as. The diploma guides you through character creation, if you are unsure: see page 16.
2 Six-sided Dice	It is best if every player has their own set of dice, except the Gamemaster. Players determine the outcome of an action or use of a skill or quality by dice roll.
Pencils, eraser and a notebook	There will be a lot of names, locations, items etc. to remember throughout the game. I recommend a notebook for each player and the Gamemaster. Some groups use a designated note-taker and gear-keeper.

Everything in order? Good. All you need to know about the game is laid out in the coming chapters. Get acquainted with the 'How to Play' chapter first before moving on to the Player's Section and Gamemaster's Section. Players generally will only need to consider the following chapters:

- Player Character. Create and understand your character.
- Player Mechanics. Rules and methods that govern the gameplay.
- World of Tale. Introduction to the game world.

How to Play

Basics

Welcome to the player's section. If this is your first time playing a role-playing game, read this to understand the basics. If you are an experienced player, you will see that Tale differs from other games. The players create a character and they act as an actor in the story. Definition of a player[1]:

> "(..) you develop characters based on certain rules and are responsible for deciding what those characters do over the course of the game."

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[1] Cover, Jennifer Grouling (2010). The Creation of Narrative in Tabletop Role-Playing Games

How

Your next question may be: *'How does one develop characters based on certain rules and decide what those characters do over the course of the game?'* Imagine you are an actor in a play, improvise the lines based on your character interpretation. To be a good player:

+ Follow the character creation guide to define your character's attributes, actions, qualities and skills.
+ Create a persona for your character. Combine *Personality* with a few strengths and weaknesses.
+ Imagine *why* your character wants to be an adventurer and stick to your reason. If you need help, use your *Ambition*.
+ State your character's actions but stay patient. Take one step at a time to allow the others to react.
+ Speak your characters voice, but let others talk. It's easy to get caught up, but it is important you let everyone experience the game.
+ Listen to Gamemaster descriptions and decisions. Do not interrupt the narrative flow.
+ Roll the dice.
+ When the Gamemaster calls an action, skill or quality, roll and always follow the instructions on your diploma.

Example of Play (Basic Gameplay):

Gamemaster: You approach the Village of Ramshorn after a long day of riding just as the Sun sets. A small painted sign points past a row of simple wooden cottages to the local inn. What should it be called?

Player 1: Ragnar's Hill Tavern.

Gamemaster: Very well. Even though the village looks abandoned from the outside, there is a low buzz coming from the inn, the light inside reveals several guests moving about.

Player 2: Do I spot a stable near the Inn?

Gamemaster: Yes. The cottage next to the inn has an open barn with a carved sign that says 'Food, Water & Hay - 4' a night'.

Player 2: Ok. I hop off my horse, then I proceed to lead it towards the stable. 'There's a stable there, let's get the horses taken care of before we eat.'

Player 3: 'Aye, here's some money. I'll grab us a table.'

Player 1: 'No, Player 3, we don't know what we're walking into, we should go in together.' I hop off my horse as well, then I follow Player 1.

Player 2: 'Ok.' I follow them.

Gamemaster: Sure. You approach the stable on foot, you hear signs of both drunkenness and flute-playing from inside the tavern. When you reach the stable a young farmer boy greets you: 'Good evening there, travellers. What brings you to Ramshorn?'

PREPARATION

How to prepare before playing? You shouldn't have to. If the Gamemaster is prepared, you can start the game within 30 minutes. If you are a stickler, you may:

- Learn the mechanics
- Read the glossary
- Read about the game world

GLOSSARY

A short introduction to the different concepts and jargon in the game of Tale.

Term	Page	Description
Abilities	24	The defining attributes. Ability types: Strength, Agility, Wits, Memory, Charisma, Fortune.
Action	43	The characters' most basic actions. Die roll is measured against a set difficulty, information is found on diploma. Player actions: Attack, Move, Larceny, Knowledge, Logic, Investigation, Perception, Converse, Subterfuge.
Adrenaline	44	Enhance Brawn, Attack, Move or Larceny by using a single point of Body.
Ambition	35	Defines what the character wants from adventuring and life in general. Also adjust your characters abilities.
Attributes	24	Numerical values that define your characters properties. Attribute types: Ability, Primary- and Secondary traits.

	PAGE	
Experience points	38	Experience points are awarded according to the players actions and may be used to purchase further abilities, traits, skills and to remove trauma.
Gamemaster (GM)	129	The person who organizes or directs the story and play in the game.
Gear	62	The characters' possessions. Gear types: Weapons, Armour, Travel goods, Survival goods, Exotics and Comfort, Quest items, Magic items
Healing	94	Methods of removing damage to Body, Mind and Soul.
Health	90	Mechanics that govern a characters' well-being. Contains rules for sickness, disease, poison, injury, trauma, healing, curing, therapy, natural recovery and stabilising
Injury	85	A side effect of suffering damage. May result in trauma.
Mark	107	Used to perform Marked actions. The GM gathers a pool of these as a result of the players failures at Actions or Skills.
Merriment	106	How a character copes with free time when travelling to keep up motivation.
Manoeuvre	82	Manoeuvres performed during Combat either Offensive, Defensive or Passive. Can be done parallel to Attack or as a part of it.
Narrative	15	The interconnection between player characters created before the story starts.
Natural recovery	96	The mechanics of how damage and trauma disappear over time without intervention.
Non-player Character (NPC)	186	Any character (human or otherwise) that is controlled by the Gamemaster not a player.
Order	80	Range the players after according to this order: Wits + Agility – speed. Gamemaster order is Mind-Size.
Pace	82	A character's movement speed in combat, equal to 7+Agility in yards/round.

	PAGE	
Personality	36	Defines the character's personality type. Also adjusts your characters abilities.
Player Character (PC)	4	A character whose actions are directly controlled by a player of the game.
Poison	93	Banjal. Scarlet veil, Creeping death, Varkas, Venom, Venom (potent), Ekko.
Quality	50	Qualities are like actions, except they do not have a predefined table of results. Player qualities: Brawn, Focus, Centre.
Resist	32	Mitigates damage and injury done to players and NPCs. There are three types of Resist: Body (BR), Mind (MR) and Soul (SR).
Rituals	101	Magic effects invoked through the methodical worship of an entity.
Scenes	42	An undefined number of minutes or hours that mark one set of events. Scenes last as long as one segment of a situation. Example: An encounter.
Sickness	90	General health issues caused by internal issues.
Skills	53	The character's unique learned skills. Skill types: Major, Trait, Basic.
Spells	100	Magic effects for all to learn and use. There is always a cost and drawback to using spells.
Surge	44	Enhance Centre, Perception, Conversation or Subterfuge by using a single point of Soul.
Survival	104	An important part of the gameplay in Quest. How to survive on the open road and how it affects character performance.
Therapy	95	Methods of removing trauma.
Trait (Primary)	29	The equivalent to 'Health points'. Primary trait types: Body, Mind, Soul.
Trait (Secondary)	33	Expendable traits in exchange for skill use, gear etc. Secondary trait types: Loot, Lore, Favour, Supply, Trust.
Trauma	86	Lasting effects from suffering damage. There are three levels of traumas, the third one is permanent (can be removed with experience points).

PLAYERS' SECTION

CHAPTER I

PLAYER CHARACTER
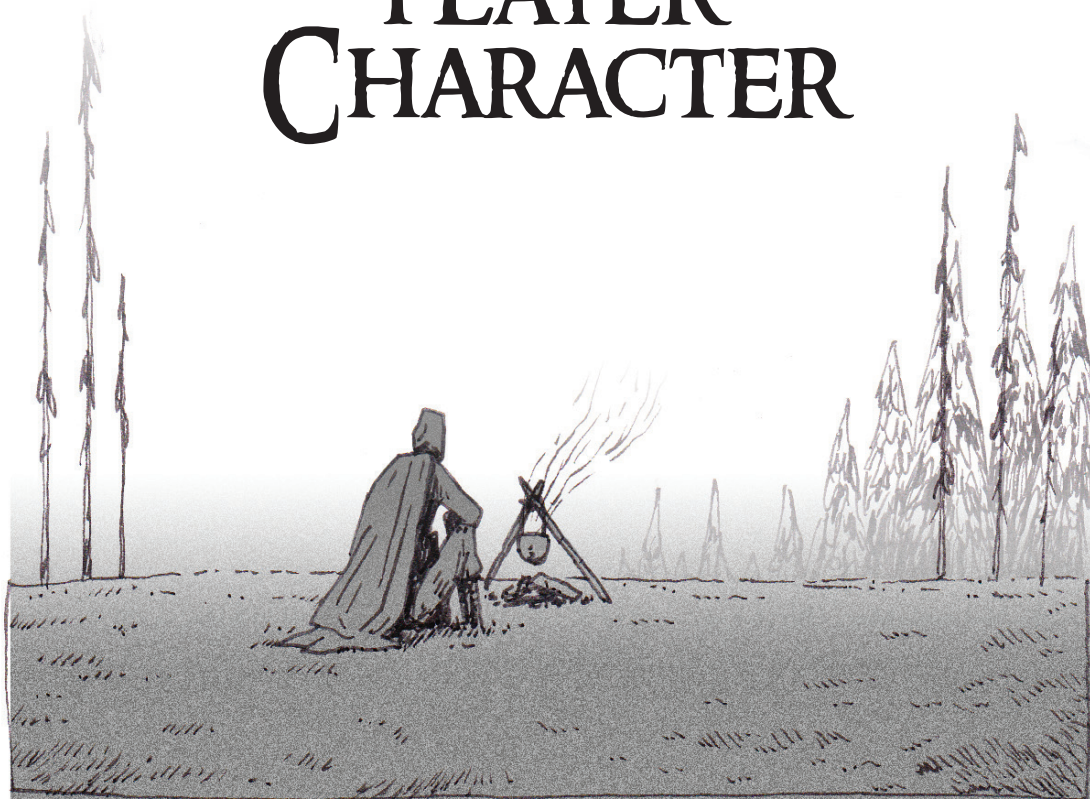
"Character is built in the struggle between agency, freedom and the shackles of convention."

Ufdos Cautur, Epitaph of Existence

BASICS

This chapter sums up your character and its attributes and other defining traits. Starting with character creation, followed up by attributes, which are sorted into the categories of Abilities, Primary traits and Secondary traits. Included in the chapter is also Ambition, which is your character's desires and motive, and Personality. Last in the chapter is Levelling, which is the way your character improves over time.

CHARACTER CREATION

Character creation in Tale is easy compared to several other fantasy role-playing games. Do you have your pen or pencil? You should have a printed out or pdf version of a Diploma handy when working through the character creation guide. Follow these simple instructions to the point:

1. Campaign set. Pick a campaign set, either created by your Gamemaster or any of the prefabricated Tale settings. Choose a starting condition for the campaign as well.
2. Diploma set. Pick a diploma set. Included in this book is the 'Academy of Merelin'. all twelve diplomas are available for download on www.worldoftale.com for free.
3. Diploma. What kind of education does your character have? Each diploma has its own set of actions, skills and qualities. See page 17 through 23 for an overview of characters.
4. General characteristics. You'll find them under the heading 'Character', pick one from each category.
5. Ability Set. Under the 'Ability' heading. Each set adds up to +4 in total. Fill in the Ability table column marked 'Ability Set'.
6. Personality. Still under the 'Ability' heading. Each type has its own modifiers to ability that add up to a total of 0.
7. Ambition. Still under the 'Ability' heading. Your ambitions explain your needs and desires, one +1 and one -1 of your choosing.
8. Gear. Find the 'Gear' heading, still on the front page. The first row lays out your starting gear, you'll be needing that later. First, pick two pieces of Gear from the four options on the second row.
9. Skills. Flip the sheet, never mind the empty traits and adventuring sections. The right column of the sheet is dedicated to your character's skills. These are unique to your diploma.
10. Abilities. Flip the sheet again, locate the Ability table. Fill in all the modifiers from Gear and Skills, if any. Calculate the total value from the instructions above the table.
11. Primary traits. Under the 'Primary Traits' heading. These are your 'Hit points' for the lack of a better term. Fill in the results to the right of 'Total', the numbers below are used when you suffer damage.

12. Secondary traits. Under the 'Secondary Traits' heading. Starting values are 1D6, except Loot which is 1D6 x 10 and Trust which is 1. You also gain an additional 2D6 in the relevant Trait to your Major (Lore, Favour or Supply).

13. Adventuring table. Under the 'Adventuring' heading. Values are based on Gear, Skills and Abilities. Includes: Weapon, armour, order, pace, essentials, comfort, encumbrance and experience.

14. Narrative. The player characters know one another, and they are also travelling together for the time being. Answer the below questions in the context of the starting condition: *How do we know one another? Why are we together? Why are we on the road? Why do we seek adventure?*

15. The 'Other' heading is reserved for notes. Fill in the name of the other characters and other relevant info after the start of the game.

> ***Tip:***
> *You are allowed to lie about your character's intentions –*
> *but you might not be the only one!.*
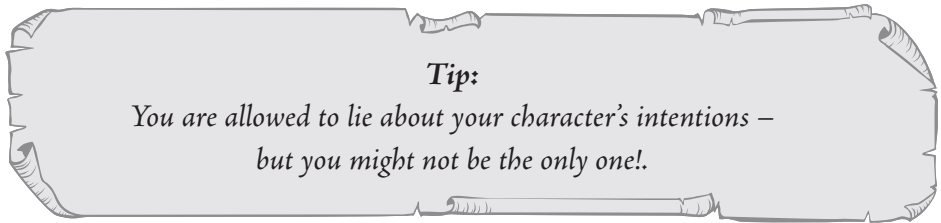
Example of play (Start of game):

> Gamemaster: *You chose the starting condition 'Postal' which means you three are hired by a wealthy landowner to deliver a package. Name of the landowner?*
>
> Vitula: *Jacob Yohn.*
>
> Gamemaster: *Ok. On the payroll of Jacob Yohn you have travelled to the village of East Point. You have brought a handcart that Vitula is currently pushing. It's time for character introductions, Vitula you start.*
>
> Vitula: *Vitula the Learned, a Loremaster. I am a pretty scrawny 40-year-old woman wearing a worn travellers outfit with mud-caked boots. My observant and awake eyes are well complimented by a lasting thoughtful and fleeting expression. Wherever I go I bring my tattered notebook decorated by Ylaha's crest.*
>
> Belisar: *Master Belisar the Smith. Armoursmith by trade, everything I own is strapped to my towering backpack. My outfit is well-tailored, and it is not cluttered by belt bags, only a finely polished shortsword. I am 33 years old, heavily built with a rugged face with friendly and warm eyes.*

> *Caprenia: Theriac Caprenia, I'm an Alchemist. My robes are stained with many ill-conceived experiments. I carry a constant serious expression sported by beady eyes and a slim build. Oh, I'm 35 and I use a walking stick.*
>
> *Gamemaster: Ok! How do you all know each other?*
>
> *Caprenia: We met at school and bonded over wanting to solve Belisar's Ember Puzzle.*
>
> *Gamemaster: Your band of happy wanderers are finally approaching East Point as you spot a large tower of smoke rising from the nearest building – there is a house on fire. What do you do?*

Diploma

The Academy of Merelin

All characters in this diploma set were educated at the Academy of Merelin. There are twelve different archetypes to choose from, representatives from four colleges at the school: Arcana, Engineering, Medicine and Anthropology. Find a full overview of each archetype in each character's diploma and a short introduction in this chapter.

Merelin's king founded the Academy to combat the dark forces at his borders. At that point only one campus existed, in Merelin's capital. Now there are fourteen schools around the world. The Academy encourages its students to go out into the world, exploring and learning.

Now that its teachings have spread all across the world, the teaching styles and rigorous methods have changed and progressed.

College of Arcana

Ylaha's crest is tattooed on the left shoulder of the alumni of the College of Arcana. The education here is directed at responsible and efficient use of magic and knowledge of all things mystical. Arcana awards three diplomas:

THE LOREMASTER

Knowledge is power.

Each year the Academy produces a class of students with an extreme range of knowledge in the mystic and arcane arts. The Loremaster is a walking library with a fun fact or tip to solve any situation. The Loremaster does not focus much on spellcasting, but on their understanding of the arcane arts. Runes, magical objects and auras are important fields of study.

The Loremasters skill trees are:

Insight *Lore*	Intuition based on a wealth of knowledge and quick thinking. Powers that help or hinder others.
Arcana *Favour*	A deep understanding of the world and how it works, inner peace and control.
Notebook *Supply*	The trusty notebook of an excited adventurer. Who knows what secrets hide in these frantic scribbles?

THE CLAIRVOYANT

The stars guide me.

In olden times this was the most respected school of magic, clairvoyants were seen as Gods – but not anymore. The Clairvoyant uses his connection to the Astra – the voices of the stars and his connection to the voices of the deep. Scrying, detecting auras and deep insight is essential to the Clairvoyant.

The Clairvoyant skill trees are:

Crystal ball *Lore*	Use the art of reflection by means of a trinket. The Academy uses crystal balls but most students can't afford one after graduating.
Astra *Favour*	The stars serve as guides to those who listen. The entities that live beyond the stars share their knowledge at a great price.
Entrails *Supply*	Combines ancient techniques to get occult knowledge. Animal entrails, chicken bones and tea leaves are valuable.

The Channeler

My blood is my weapon.

For the longest time, people believed blood magic was evil. Academy mages have made a comprehensive reform to this ancient art of magic to make it fit for study and practice. The Channeler uses a form of blood magic developed by the Academy. You sacrifice physical well-being to gain magical advantages and effects. Drain other creatures, augment skills and summon forces from Altera.

The Channeler skill trees are:

Balance *Lore*	Find the balance inherent in nature to enhance the flow of energy.
Altera *Favour*	Tap into the unseen world of Altera.
Lore *Supply*	Manipulate the energy of reality into force.

College of Engineering

All members of the College of Engineering receive an ember-puzzle. Puzzles exist as a reminder that there is more to learn, no student has currently solved it. This education gives a practical and theoretical understanding of the world and how to use your surroundings to solve problems.

Engineering awards three diplomas:

The Tinkerer

Nothing is worthless in the hands of an artist.

Tinkerers follow the inspired teachings of the god Fumbus. They study the mechanics of nature and how to use their surroundings to solve any problem. Staff at the Academy stay frustrated with the Tinkerers as they often pick apart the furnishings in their classrooms and dormitories. Tinkerers combine practical knowledge, intuition and physics as their skill set.

The Tinkerer skill trees are:

Tricks *Lore*	Tinkerers have a lot up their sleeves to make the day easier.
Momentum *Favour*	Use the laws of physics mixed with a little luck to great effect.
Mechanics *Supply*	How to create mechanical solutions from everyday objects.

The Prospector

The world is out there!

Prospectors are taught the ways of the Traveller. Experienced as explorers and investigators in the service of mining companies, historians and archaeologists. The only education at the Academy to include a semester long field trip, called the Proving. Their skillset makes them indispensable for an adventuring party.

The Prospector skill trees are:

Navigation *Lore*	The science of finding their way through thicket and cave. Has a lot of functionality outside travel.
Always prepared *Favour*	No more being caught unaware. Impromptu tips and tricks on the fly.
Survival *Supply*	Fill up your backpack with all the necessities. Am I the boring one? Only if you think it's boring to save everyone all the time.

The Smith

Steel and flame are mine to shape.

Smiths are educated to produce amazing metalwork and to inspire artisanship. Their education is focused on the practical use of magical runes and mystical metals. Academy smiths are rarely seen outside the forges. Their production line is the reason that this education is free. Graduated Smiths are branded with the mark of Fumbus.

The Smith skill trees are:

Runic Pommel *Lore*	Ancient runes serve to create pommels of mystic energies for your weapons.
Sacred Crest *Favour*	The art of enhancing armour and protective items by adding crests of different deities.
Craft *Supply*	Create items of use on the fly from what you are carrying. Tools and utilities to help you on your travels.

College of Medicine

Nymnir is Patron God of the dead and dying. His name is shunned in most of the world, except within the College of Medicine. Many fear the research done here as rumours of necromantic experiments flourish in the countryside. This college is dedicated to the research of healing and understanding of injury, disease and other ailments. Medicine awards three diplomas:

The Anatomist

The body is my tome of secrets.

Anatomists are the most feared Alumni of the College because they practise their art on dead bodies. Their art of surgery breaks the norm of many religious conventions in several of the large cultures. In the Academy they are made to swear oaths of secrecy, to keep the public from knowing what they do.

The Anatomist skill trees are:

Diagnosis *Lore*	There is a myriad of ailments, diseases and parasites to be investigated. Identify them and learn how to treat them with this skill.
Funeral rites *Favour*	Techniques of correct burial, which also includes a lot of hidden knowledge of death and the process of dying.
Surgery *Supply*	The controversial lore debated by anyone who has heard of it. Helps recovery from injury and trauma.

The Alchemist

My art is the language of the gods.

Alchemists are most highly regarded both inside and outside the Academy. Their arts are seen as godly miracles that help and inspire. At the Academy there is a special test before the exams to check if any performance enhancing elixirs are in play, courtesy of enterprising alchemists.

The Alchemist skill trees are:

Precious Metals *Lore*	Knowledge of precious metals and their effect in nature. Used to synthesize mystical materials from ordinary objects.
Elements *Favour*	Unleash the power of the force and source elements. At the behest of the gods, these volatile arts are at the alchemist's disposal.
Elixirs *Supply*	Schooled in the nature of all materials and elements, alchemists can create supernatural from the natural.

The Herbalist

There is a lot of wisdom in a good brew.

Herbalists are revered in the rural areas of the world. Usually there is one in every village, responsible for healing and curing. At the Academy the herbalists are trained in stress management, due to their foreseeable career paths. Most of that training comprises creating calming brews for themselves in times of need.

The Herbalist skill trees are:

Heal *Lore*	The art of repairing damage done to Body, Mind or Soul and how to gather and prepare herbs.
Cure *Favour*	Forest spirits give and take. Every disease has a cure hidden in nature – in the form of a herb.
Chemistry *Supply*	Create useful brews and tinctures for you and your friends. A pastime for most village herbalists.

College of Anthropology

In every corner of the known world, different people have different customs, laws, languages and methods. The College of Anthropology serves as a bridge between cultures, kingdoms and history. They examine the specifics of each society: Old, new or obliterated. Anthropology awards three diplomas:

The Globetrotter

The key to happiness is understanding.

Globetrotters are adventure-driven and curious. Their field is the understanding and documentation of different cultures. They are often seen as kooks by the rest of the students at the Academy because they adopt strange fashions, mannerisms and unhealthy habits.

The Globetrotter skill trees are:

Tradition *Lore*	The knowledge of traditions and rites. Includes the skill to perform some mystical song rites.
Servitude *Favour*	About religions, devotion and their practices. Some practices are also usable by the Globetrotter.
Foreign relics *Supply*	All cultures have their own tradition in creating relics to show their devotion to their deities, some of them are useful.

The Linguist

The first step to peace is good conversation.

Linguists are the masters of languages, both dead and alive. They excel at understanding, speaking, reading and writing different languages. Somehow the linguists steal the position as bookworms from the Loremasters. Their studies require attention to detail and focus.

The Linguist skill trees are:

Polyglot *Lore*	A linguist is equipped to understand or decipher any written or spoken language.
Tattooed *Favour*	Runic tattoos covering the body. The writings honour the gods and grant enhancements to the Linguist.
Words of power *Supply*	The layman's version of Arcana, certain words carry power, but only when written correctly in special types of ink.

The Dancer

I move with the wind.

Dancers study the ritualistic arts of dance and ceremony. They are experts in different styles of martial arts and combat techniques. Their physical training sets them apart from the rest of their college.

The Dancer skill trees are:

Martial Arts *Lore*	Arts gathered around the world and studied as a means of warfare and an expression of culture.
Ritual dance *Favour*	Dances meant to increase the power of rituals and familiarity with performing.
War Paint *Supply*	Ritual enhancements to own power, traditions passed through generations now appropriated by scholars.

ATTRIBUTES
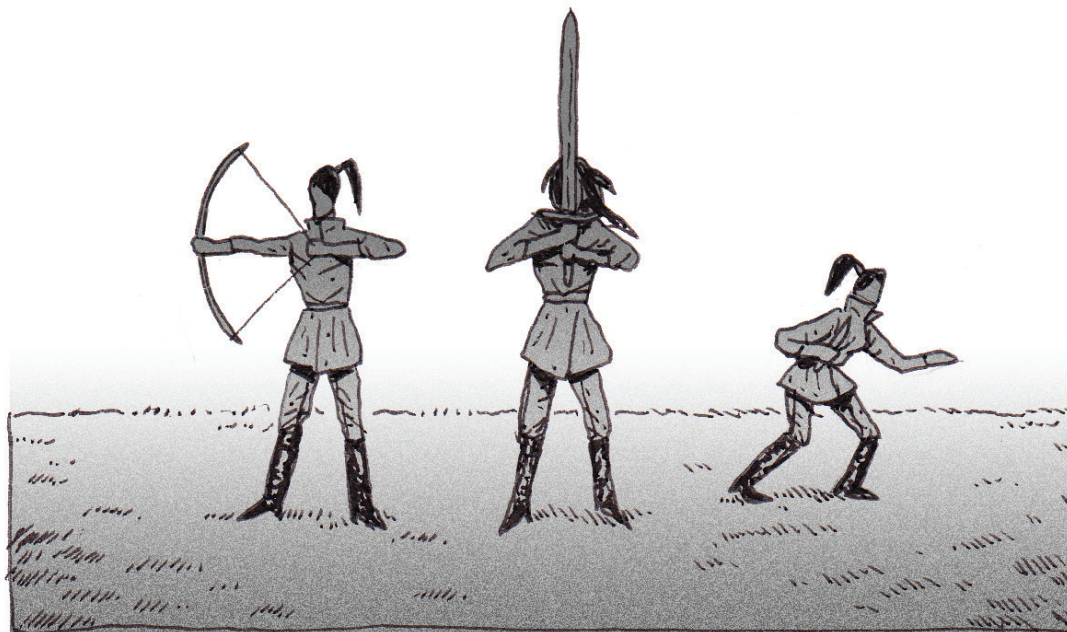
Attribute names explain approximately what an attribute *is*, but explains nothing of its game mechanics. For clarity's sake we will list all the attributes a player has, what it says about the character and how it fits into their mechanics.

ABILITY

Your character's defining attributes. Abilities are used when performing skills, actions and qualities and are used to calculate your primary traits, combat order, pace and more. The Mechanics that uses abilities are presented in Chapter III, along with several examples of play.

STRENGTH

Strength needs no defining. How hard can you swing your sword and how much can you carry on your back? It is connected to the primary trait Body as a physical attribute. Game mechanic-wise Strength has several uses – it is the most important factor in physical combat and the use of weapons. Actions and qualities using Strength can be boosted with Adrenaline.

Strength is scaled in the following way:

Score	Description	Examples
+ 3	Mighty	Never fatigued from ordinary physical exertions. Deadlift 230 pounds.
+ 2	Strong	Long winding fights without fatigue. Carry a person on their back while running and jumping. Deadlift 200 pounds.
+ 1	Fit	Hold a sword and shield without fatigue. Carry a person on their back while running. Deadlift 180 pounds.
0	Average	Hold a sword and shield for a short while. Carry a person on their back without fatigue. Deadlift 150 pounds.
- 1	Weak	Fight with a single one-handed weapon. Carry a person for a short while. Deadlift 110 pounds.
- 2	Feeble	Fight with a dagger. Carrying a child on their back for a short while. Deadlift 80 pounds.
- 3	Decrepit	No physical exertions. Deadlift 40 pounds.

AGILITY

Agility is speed, nimbleness and reaction time. Can you run away from that monster and can you dodge that incoming axe? It is connected to the primary trait Body as a sign of being fit and spry. In the game mechanics Agility is important in several ways as it determines your ability. Moves using Agility can be boosted with Adrenaline.

Agility is scaled in the following way:

Score	Description	Examples
+ 3	Masterful	Dodge an incoming attack without fair warning. Run at 21mph or higher. Hit a bat in the dark with an arrow while moving.
+ 2	Agile	Dodge an incoming attack with fair warning. Run at 18mph. Hit a small bird in flight with an arrow.
+ 1	Nimble	Dodge an incoming attack while readied. Run at 15mph. Hit bull's eye on an archery target from a fair distance with an arrow.

Score	Description	Examples
0	Average	Dodge a fast-moving object without tripping. Run at 12mph. Hit an archery target from a fair distance with an arrow.
- 1	Clumsy	Dodge a fast-moving object tripping or losing their footing. Run at 10mph run. Hit an archery target from a close distance with an arrow.
- 2	Slow	Dodge to move even in the simplest of situations. Run at 8mph run speed. Hit a large static object with a kick with some concentration.
- 3	Inept	Has to concentrate to keep on their feet while moving. Run at 7mph run speed. Cannot aim with ranged weapons.

Memory

Memory is your characters ability to absorb information from their surroundings. Can you remember that string of numbers or the name of that demon from that ancient tome? It is connected to the primary trait Mind as a sign of mental wellness and focus. In the Game Mechanics, Memory is used to check if your character has knowledge of certain subjects. Moves using Memory can be boosted with Eureka.

Memory is scaled in the following way:

Score	Descripton	Examples
+ 3	Encyclopediac	Can remember a long string of numbers or phrases heard in passing. Can recall most works read.
+ 2	Learned	Can remember a long string of numbers or phrases with a small amount of preparation. Can recall portions of most works read.
+ 1	Attentive	Can remember a long string of numbers or phrases with preparation. Can recall portions of important works read.
0	Average	Can remember phrases and strings of numbers with preparation. Can recall subjectively important information.

Score	Description	Examples
- 1	Uninterested	Can remember phrases and strings of numbers with preparation. Struggles to remember details.
- 2	Ignorant	Can't remember phrases and strings of numbers. Struggles to remember important details.
- 3	Oblivious	Remembers nothing other than the essentials.

WIT

Wit is your characters mental aptitude for solving problems and understanding without knowing the whole picture. Can you figure out who runs the town and crack that coded letter? Wit is connected to the primary trait Mind as a measure of brain power. Wit is important for your character to defend themselves and for the ability to figure things out. Moves using Wit can be boosted with Eureka.

Wit is scaled in the following way:

Score	Description	Examples
+ 3	Brilliant	Recognize a complex pattern hidden in plain sight. Solve a hard riddle with little or no effort.
+ 2	Keen	Recognize a pattern hidden in plain sight. Solve hard riddles with time to think.
+ 1	Clever	Recognizes simple patterns in plain sight. Solves riddles with good accuracy.
0	Average	Recognizes patterns when something sticks out to them. Can solve riddles when given time.
- 1	Dim	Struggles to see patterns even when pointed out to them. Struggles to solve riddles even with time.
- 2	Stupid	Fails to see the most obvious links and patterns. Can only solve riddles with help, pen and paper.
- 3	Imbecile	Fails to recognize concrete threats and patterns even when explained.

CHARISMA

Charisma is how other people receive information and signals from you. If you are likeable, it may be possible to get away with more than others. Not a direct measurement of attractiveness, but more your character's effectiveness in social settings. Charisma is connected to the primary trait Soul as a measure of harmony with the world. Moves using Charisma can be boosted with Surge.

Charisma is scaled in the following way:

Score	Description	Examples
+ 3	Perfection	All eyes to them. People listen to them and will almost always give them the benefit of the doubt. Can convince others of almost anything.
+ 2	Delightful	People love them. Will be given preferential treatment in most situations. Likely to get out of sticky situations.
+ 1	Likable	People like them. Some will show them more patience and treat them differently.
0	Average	Is valued by action and words fairly. No special treatment either good or bad.
- 1	Unlikable	The outsider, but not by choice. People seldom get this person nor do they long for social contact with them.
- 2	Horrible	Someone who is hated even by their own family. Is a lot more likely to be convicted and victimized. Normal people steer away from this person.
- 3	Vile	A despicable human being. All mannerisms and expressions are met with nothing but hatred from others. Could talk themselves into the gallows when innocent.

FORTUNE

Fortune is your standing with the gods and fate. Those who fortune smiles upon are more centred as people. Not because they are spoiled, but because they are connected. Fortune is connected to the primary trait Soul as a measure of harmony with the higher powers. Moves using Fortune can be boosted with Surge.

Fortune is scaled in the following way:

Score	Description	Examples
+ 3	Exalted	Has a collection of needles from haystacks. Notices the secret doorway without even looking.
+ 2	Revered	Is in harmony with their surroundings.
+ 1	Adored	Is both attentive and centred.
0	Average	The gods have not decided yet.
- 1	Condemned	Is not attentive or centred.
- 2	Despised	Is in disharmony with their surroundings.
- 3	Abhorred	Cursed by the gods. Good luck getting anything done.

PRIMARY TRAITS

The primary traits are a measure of internal vigour – how much strain can your Body, Mind and Soul handle? Traits are expendable; going below zero means the character is hurt or dying. When a character reaches -3 they are either from physical injury, brain death or losing your Soul. How to determine each score is noted on the diplomas and in the chapter below. Each trait ranges from 1 to 6, 1 means that your character is very fragile, while 6 is very resilient. The process when receiving damage to one of your primary traits is explained in the Damage section of the Player Mechanics chapter, see page 84. How to regain points of primary traits is explained in the Healing section of the Player Mechanics chapter, see page 94.

BODY

Strength + Agility, minimum 1

The Body trait describes your character's toughness, health, and endurance. How much beating, poison and exhaustion can they handle? Calculate your Body score by adding together your Strength and Agility scores. Does Agility have anything to do with health points, you ask? Agile people are generally equally fit and healthy.

When trying to accomplish harrowing feats of Strength, Agility or endurance, a point of Body may be spent. This is called Adrenaline, which is explained in the Player Mechanics chapter, see page 44. A character can use their last point of Body for a final action with a double bonus – resulting in death.

The scale of the Body trait is:

Score	Description	Examples
2–6	Healthy	Excess Body points. Your character is both stable and feeling good.
1	Stable	Your character is at the minimum of physical wellness without it affecting performance.
0	Hurt	Your character has received a beating in some form or another.
-1	Beaten	Something grievous has happened and your character is fading away. Gains -1 modifier to all physical actions until the damage is repaired.
-2	Dying*	Only moments away from dying, without immediate help death is certain. Death after one scene.
-3	Dead	Your character dies. Nothing can be done at this point.

*See the rules for character death on page 88 if damage would take your character below this point.

Mind

Memory + Wit, minimum 1

The Mind trait describes your character's mental focus and psychic stability. How much mental exertion can they handle? Calculate your Mind score by adding together your Memory and Wit scores.

When every part of your character's brain is required to solve a problem, a point of Mind may be spent. This is called Eureka, which is explained in Chapter II, see page 44. A character can use their last point of Mind for a final action with a double bonus – resulting in death.

The scale of the Mind trait is:

Score	Description	Examples
2-6	Healthy	Excess Mind points. Your character is both stable and feeling good.
1	Stable	Your character is at the minimum of mental wellness without it affecting their performance.
0	Enervated	Your character's head is weary, relaxing now would help.
-1	Drained	Something grievous has happened, and your character is fading away. Gains -1 modifier to all mental actions until the damage is repaired.
-2	Fading*	Only moments away from dying, without immediate help death is certain. Death after one scene.
-3	Brain dead	Your character is in a vegetative state. Nothing can be done at this point.

*See the rules for character death on page 88 if damage would take your character below this point.

Soul

Charisma + Fortune, minimum 1

The Soul trait describes your character's metaphysical ties to the mortal world. When your body dies, the Soul leaves its vessel behind, but there are other ways to perish. How much dark force can you withstand before you are an empty shell? Calculate your Soul score by adding together your Charisma and Fortune scores. Charisma is the beauty that surpasses appearance and comes from within. Fortune is a measure of if the gods smile down on you.

When dark forces are out to get you and you need to summon strength from within, spend a point of Soul. This is called Surge, which is explained in Chapter II, see page 44. A character can use their last point of Soul for a final action with a double bonus – resulting in death.

The scale of the Soul trait is:

Score	Description	Examples
2-6	Healthy	Excess Soul points, your character is both stable and feeling good.
1	Stable	Your character is at the minimum of spiritual focus without it affecting their performance.
0	Touched	Some dark entity touched your character or has left it vulnerable to influence.
-1	Corrupted	Something grievous has happened, and your character is fading away. Gains -1 modifier to all spiritual actions until the damage is repaired.
-2	Possessed*	Only moments away from dying, without immediate help death is certain. Death after one scene.
-3	Desolate	The entity has taken your character's Soul. Nothing can be done at this point.

*See the rules for character death on page 88 if damage would take your character below this point.

Resist

For each primary trait there is a Resist trait. The trait exists for one reason:

- Mitigate damage done to players and NPCs.

For players the Resist trait ranges from 0 to 3. Players start with 0, if they have no gear or skills to enhance their resist. When damage is done to your player subtract your Resist rating from the incoming damage to get the total. Calculate your Resist traits as written in your diploma, above primary traits. As with other bonuses Resist does not stack, only the highest of bonuses to Resist will count.

Body Resist (BR): Armour, natural damage reduction or, in some situations, magic shields.
Mind Resist (MR): Mental aptitude and resistance to influence and exhaustion.
Soul Resist (SR): Faith, hope or spiritual vigour to keep dark forces from draining your Soul.

Secondary Traits

The secondary traits are a measure of a character's attained wealth in different areas. The traits concern money, social standing, knowledge, stock of consumables and trust in other characters. Secondary traits do not have a maximum value, but a minimum of zero. Reaching zero means you have no more points to spend. Some gaining or losing of secondary traits is by the characters choice unless they have a Mark.

Loot

A candlestick, a bag of coin and some pearls, Loot comes in many forms. There is no specific monetary value to one point of Loot; it is a simple way of viewing transactions to maximize their utility in-game. Reward players with Loot after each quest and players may find Loot during their quest. For a complete list of goods and services as Gear, see page 62.

To determine your character's Loot value, check the Gear section of your diploma. Most characters start with at least some Loot. You may not convert Loot into Gear before the game starts, you have to make all transactions with a vendor, NPC or other character in-game. When talking about Loot in-game, refer to them as gold coins, silver coins etc. to escape the awkward Meta talk.

Trust

Trust is about you and other *players*. What can you do to make them trust you? It is essentially a way for you to assist or hinder the other players without having to roll. To spend a Trust point requires a description of how and why you want to help or hinder them. One point of Trust spent gives the player in question a +1 or -1 Next on their roll.

You cannot spend more than one point of Trust per round. Re-rolled actions cannot be boosted.

If the assisted character rolls a critical failure, you will lose an additional point of Trust, as you will blame each other for the outcome. Try to play the assistance into the game.

> ***Tip:***
> *Trust is gained through social gameplay between the players.*

FAVOUR

A measurement of your character's connection to their deity or religion. Use points of Favour as a part of your skill tree and for some spells or rituals. To spend Favour means that your character cashes out their standing with an entity.

> ***Tip:***
> *Favour may be gained through appeasing entities.*

LORE

Lore is an intangible measure of useful knowledge that the characters have accumulated. To spend Lore will give the character some kind of insight into their current issues. There is no requirement to define the Lore subject when obtained.

> ***Tip:***
> *Lore may be gained through learning.*

SUPPLY

Supply is what your character uses for their skills. None of these moves are mandatory and excluding the abilities that use Supply will mean your character has no use for this trait. Define what the traits are to each character in the different diplomas. To determine your character's Supply value, check the gear section of your diploma.

> ***Tip:***
> *Supply may be found 'laying around' during adventures and exploration*

AMBITION

Ambition is a measure of the characters internal and external drives in life. Choose this independently of the other players. This choice governs both ability adjustment and character attitude. Describe your characters needs and desires and adjust your ability score.

NEED

A short description of why your character is willing to risk their life adventuring and a reason to go on when the odds are against the players or it seems too easy. It is not implicit that the other players know your true motives, and you may lie about them. How to pick a Need:

- Create a character weakness first, then how your character would overcome that weakness.
- Create a need without simple and quantifiable solutions.
- Create a need with opportunity for player interactions.

Give yourself one -1 Ability penalty and create a reason as to why it fits your character.

Example:
Vitula: To prove myself to the Academy of Arcana. Isolated from others, -1 Charisma.
Belisar: Smithing is family profession. Practice over study, -1 Memory.
Caprenia: Acquire wealth to rebuild home village. Lack of forcefulness, -1 Strength.

DESIRE

When all is said and done, what does your character want? Desires are born out of your character's needs and weaknesses. How to pick a Desire:

- What does your character intend to achieve by fulfilling their needs?
- How far is your character willing to go to fulfil their needs?
- What does your character want in one word.

Give yourself one +1 Ability bonus and create a reason as to why it fits your character.

Example:
Recognition. Rigorous studies, +1 Memory.
Belisar: Excellence. Honed skills, +1 Agility.
Caprenia: Rebuilding. Good hearted, +1 Charisma.

PERSONALITY

The personality types are archetypes that symbolize the most basic traits your character has. A measure of how the character navigates their life. Pick your personality as you would with ambition, independent of the other players and to inform how you want to play the game. The different archetypes have a unique set of modifiers to abilities, ranging from -1 to +1, the bonuses and penalties cannot be used to gain an ability outside the regular limits (-3 to +3). These are the ambition archetypes and its modifiers:

ANALYST

Intuition and thinking are the shared traits of the analyst. They embrace rationality, excelling in intellectual and technological pursuits. Where they excel in planning, they are mediocre on the follow-through. Analysts are relentless self-improvers – once they have recognized a flaw, they make it right. The analyst personality grants these bonuses and penalties:

+1 Memory
+1 Wit
-1 Charisma
-1 Fortune

Intelligence and smarts are important to an analyst, sometimes at the expense of seeming brash. They do not rely on luck or being liked by others.

EXPLORER

Being observant and prospecting are the shared traits of the explorer. They are creative and adventurous leading them to great accomplishments – but at great risk. Explorers are not detail-oriented and do not dwell on the past. To be free to indulge in their interest is important. The explorer personality grants these bonuses and penalties:

+1 Wit
+1 Fortune
-1 Agility
-1 Memory

SENTINEL

Practicality and cooperation are the shared traits of the sentinel. Their grounded nature creates a peace of mind for them. Sentinels work to conserve traditions and to maintain a balance which often will put them as party leaders. They seek order and balance in their surroundings. The sentinel personality grants these bonuses and penalties:

+1 Strength
-1 Wit

DIPLOMAT

Warmth and generosity are the shared traits of the diplomat. Their caring nature creates an atmosphere of cooperation and harmony around them. Diplomats do not tolerate dissonance well. They can read emotions in others and use it to their advantage. The diplomat personality grants these bonuses and penalties.

+1 Charisma
-1 Strength

Level up!

This is the popularized version of character development in fantasy games. After an adventure there is an expectation of immediate advancement of the character's power. Award experience points at any time, spend them at the end of an adventure. Here is how it works:

Awards

Every adventure has a different learning curve. Some may even award different levels of experience. The table below is the guide for awarding experience points:

Award	Character development
1	Complete development.
2	Complete moment.
4	Complete errand.
7	Complete short quest.
9	Complete medium quest.
13	Complete long quest.
15	Defeat major villain.

Example of Play (Awarding):

> Gamemaster: *After an evening of celebration at the Ragnar's Hill Tavern you slowly start to feel the warm beds upstairs call to you. It will be the first time you have slept in a bed for several weeks.*
>
> Vitula: *I buy one final round for the bar, then I head upstairs.*
>
> Belisar: *I follow.*
>
> Gamemaster: *Caprenia?*
>
> Caprenia: *One more glass of wine before I go to bed.*
>
> Gamemaster: *Very well. Before long, you are in your rooms, head buzzing with excitement and bodies tired and hurting from the adventure that lies behind you: You fall asleep. Congratulations on completing the quest – you gain 9 experience points. Vitula, for that heroic display in the cave you receive an additional experience points.*

Level

Every adventure has a different learning curve. Some may even award different levels of experience. The table below is the guide for spending experience points:

Award	Character development
5	Buy an additional secondary trait (+1D6).
5	Heal permanent trauma (Stage 3).
6	Buy a Basic Skill or an upgrade existing one.
6	Buy tier I Skill.
7	Advance one Ability one point.
8	Buy tier II Skill.
9	Buy tier III Skill.
10	Buy tier IV Skill.
15	Upgrade major skill to Master. Mastered skills can be further upgraded to Grandmaster, see page 53.

> **Tip:**
> To upgrade trait skills, players have to take one tier at a time. To unlock
> tier III, first unlock tier II. Also, Basic Skill upgrades can
> only be done once per skill.

Example of Play (Levels):

*Vitula: Thank you! I'll upgrade my Notebook skill to tier II, Arcaneum. Feels like I
have been using a lot of my notes.*

Belisar: I have swung my sword a lot this quest, so I'll upgrade Thrash for five.

*Caprenia: Somehow, I have stockpiled a lot of Supply, so I will try my hand at making
elixirs, tier I Fortify – six points.*

*Gamemaster: So, you have used a total of 20 experience of 28 awarded. Let's continue
the game.*

LEGENDARY LEVELS

During a long campaign your Gamemaster may award your characters with a legendary
level. This happens to the party based on their accomplishments as a team. The number
of legendary levels are unlimited. Legendary levels are given at around 75–100 experience.

The award per level is:

+ +1 Resist cap increase
+ +1 Ability cap increase

Roll modifiers for Actions and Skills *are still maximum* +3, but qualities and trait
caps are raised. For example, a character with +4 Strength gains +3 to Attack and +4 to
Brawn. The same character may also wear plate armour (+3 BR) and still benefit from the
Loremaster's *Concept* skill (+1 BR).

CHAPTER II
PLAYER MECHANICS

"We live our life according to a set of rules – written on the fabric of reality with the ink of our souls."

The Voice of the Bard, Third Act

Tale rules are designed so that a few deciding characteristics govern a large amount of possibilities. While character customization is limited to several attributes and choices, those attributes cover every conceivable situation. It also allows the play to plunge through dice-roll-situations.

BASICS

If you are new to role-playing games, take your time to read through some examples of play to understand the flow. This chapter explains the mechanics. If the Gamemaster has read through this chapter, knowing your character's diploma is enough to play the game.

FLOW AND SOCIAL DYNAMICS

Your aim is to play through a story written as you go, following a set of rules. Your Gamemaster creates quests for the players to accomplish in a fictional world, using preferences from the players before the game starts.

The Gamemaster describes the starting location for the players and give them a choice of starting conditions, from here it is up to the players to act to reach their goal. The players describe their actions and communicate with each other and non-player characters who are played by the Gamemaster.

SCENES

In Tale each segment of the story is split into scenes. Duration of effects are usually one scene, if nothing else is specified. It is up to the Gamemaster to decide when a scene starts and ends. Usually a scene change is in the natural transition between plot points.

ACTION MECHANICS

Like with a standard role-playing game on PC or console, your character has a set of attributes to explain their traits, abilities and skills. Most of the mechanics players deal with are called actions.

Described below are the different actions, also described in depth in the following chapters.

Quality	Brawn, Focus, Centre
	Roll mechanics: 1D6 + modifier
	The Gamemaster sets a difficulty based on the guidelines in the quality chapter. If the character succeeds, the task is done.
Action	Attack, Move, Larceny, Knowledge, Investigation, Logic, Perception, Conversation, Subterfuge
	Roll mechanics: 2D6 + modifier
	Player diplomas have tables of results for all actions.

Skill	Each education has a set of five moves, of which you may select two as a starting option.
	Roll mechanics: 2D6 + modifier
	Not all skills warrant a roll, some are passive or alter other existing moves. Activate some by spending resources, such as primary
	or secondary traits, the rest are passive.
Story action	An action performed by the Gamemaster to progress the story or build tension. No rolls required, but the players can react before the action is in effect.
Marked action	Same as above, except without reaction time. Consumes a Mark for each use.

ACTIONS

Every character can perform these actions. They differ from labour in that they have fixed difficulty to perform and a table of outcomes decided by the players. The actions cover most tests of skill that do not require special training.

2X6	Critical success. All rolls of double sixes give the character a bonus choice, besides the choices available for the roll result. A character who rolls critical success cannot fail their action even though they have modifiers that take the roll below 7.
10+	Unmitigated success. Your character performs the intended action, sometimes with a list of choices to decide the outcome of the action for the player to pick.
7-9	Partial success. Your character acts, but maybe not as planned. The diploma presents a list of choices; the player picks one.
1-6	Failure. Your character tries but fails. There are no consequences to failing a roll, except missing opportunities. Sometimes you may choose between failing the action and re-rolling at a penalty.
2X1	Critical failure. Sometimes you do something that ruins everything for you. There are always dire consequences to these mistakes, some immediate and some that will haunt your character. Unless otherwise noted this results in +1 Mark.

Example of Play (Action):

> Gamemaster: *You enter the house of Guro Røste, a delicate abode decorated and tidied with almost suspicious precision. This floor only has one room and a combined kitchen and dining room. What do you do?*
>
> Vitula: *I want to examine the room, look for any clues regarding the disappearance. "Ok. People, I'll take a look around."*
>
> Belisar: *"If you take a look around the room, I'll help you."*
>
> Caprenia: *"Sooo … I keep watch by the door then."*
>
> Gamemaster. *Caprenia, there is a small window in the door, you keep watch through it. Vitula, you may Investigate. Belisar, you may assist with a point of Trust.*
>
> Belisar. *No. I help Vitula by holding her gear while she looks.*
>
> Vitula: *(Rolls 2D6) 2+2, my Wit is 2, adding Trust the result is 7. I want to know if anything seems out of place.*
>
> Gamemaster: *Yes! It looks like the dining table has been moved recently, from a sun spot on the floor, this is not its usual placement.*

Adrenaline, Eureka and Surge

Enhance actions by using a single point of either Body, Mind or Soul. If the last point of those traits is spent for a boost (character is at -2), the bonus doubles. After acting, the character dies. These are the boosts and their costs:

Adrenaline	Body	Brawn, Attack, Move, Larceny
Eureka	Mind	Focus, Knowledge, Investigation, Logic
Surge	Soul	Centre, Perception, Conversation, Subterfuge

Remember that only one point may be spent per turn, at the cost of one trait point. Decide before the die roll for the modifier bonus.

Attack

(Roll + Strength)

This is it: You lunge at your opponent, weapon in hand. Can you best your adversary? This action uses your characters natural Strength against the NPC, PC or creature you are intending to harm. See page 79, Combat.

2X6	Critical hit, +1 Body dealt
10+	Select 2 from the list below:
7-9	Select 1 from the list below:
	◊ Grievous blow, +1 Body dealt
	◊ Disrupt, +1 Mind dealt
	◊ Discourage, +1 Soul dealt
	◊ Press on, +1 Next
	◊ Dodge, +1 BR against counterattack*
1-6	Miss, block or parry
2X1	Hurt yourself, +1 Body suffered

*Normally when a character Attacks, the target will deal damage back at them and the target loses its next turn, but there are exceptions. This action is called a counterattack and only applies to NPCs and creatures.

MOVE

(Roll + Agility)

You are running for your life but a fence blocks your way forward. Is this the end? This action is vital when trying to perform manoeuvres that are out of the ordinary and when the character is under pressure. There is a big difference between being chased by werewolves and going for a morning jog, one warrants a Move roll and the other doesn't.

2X6   Stuck the landing, +1 Next.

10+   You do it.

7-9   Select 1 from the list below:

        ◊ Stumble, -1 Next

        ◊ Hole in the pouch, -5 Loot

        ◊ Lose held item

1-6   Select 1 from the list below:

        ◊ Failure

        ◊ Last chance, re-roll at -1, +1 Mark

2X1   Twisted ankle! +1 Body suffered.

Larceny

(Roll + Agility)

Not everything is accomplished by brute force or a silver tongue. Use Larceny to remain unnoticed while performing actions. A failure with this action means you attract attention from the person or creature you were trying to subvert; you may go ahead with the action, but you are no longer in hiding.

2X6   Sleight of hand, +1 Next.

10+   You do it without attracting attention.

7-9   Select 1 from the list below:

        ◊ Overcompensate, -1 Supply

        ◊ Fumble, -1 Next

        ◊ Cancel the action (traits used are lost)

1-6   Select 1 of:

        ◊ Failure

        ◊ Last chance, re-roll at -1, +1 Mark

2X1   You attract immediate attention.

KNOWLEDGE

(Roll + Memory)

You find a beautiful carved sword with inscriptions on it. Are you the one who knows it is a ceremonial sword from Beskar or do you say, "I don't know." This Action makes the difference. The character may, after a successful roll, ask the Gamemaster some questions, picked from the list about the subject of interest.

2X6   Insight, +1 Lore.
10+   Select 2 from the list below:
7-9   Select 1 from the list below:
      ◊ What culture does this represent?
      ◊ How does this fit into the situation?
      ◊ What is its value?
      ◊ What is its use?
      ◊ Are there any dangers associated with this?
1-6   You know nothing of value.
2X1   You miss something important, +1 Mark.

INVESTIGATION

(Roll + Wit)

Your room at the Inn was turned over, some dark ritual has happened at the beach near the cave – these are situations where skilful analysis may help you get several steps closer to your goal. The character may, on a successful roll, ask the Gamemaster some questions, picked from the list about the situation or area in question.

2X6   What a detective! +1 Clue.
10+   Select 2 from the list below:
7-9   Select 1 from the list below:
      ◊ Secure evidence, +1 Clue
      ◊ What happened here?
      ◊ When did this happen?
      ◊ Is anything out of place?
      ◊ What is the significance of this area?
      ◊ Is there a threat in the vicinity?

1-6   Select 1 from the list below:
         ◊ Failure
         ◊ Last chance, re-roll at -1, +1 Mark

2X1   Miss something important, +1 Mark.

Logic

(Roll + Wit)

When knowledge and skill can't help, solve problems by deduction. To use Logic to solve a problem, you must have multiple Clues at hand. The player may at a successful roll spend one Clue (You won't lose the physical object) to gain insight; pick an option in the list.

2X6   You're a genius! -1 Clue spent.

10+   Select 1 from the list below:
         ◊ Reveal a connection between two Clues
         ◊ Reveal a threat
         ◊ Reveal a threat weakness
         ◊ Reveal the greatest threat
         ◊ Select one from the next list

7-9   Select 1 from the list below:
         ◊ A hint solving a problem
         ◊ A hint to an important location
         ◊ A hint to an important person

1-6   No conclusions.

2X1   Strained. +1 Clue spent or +1 Mark if none left.

Perception

(Roll + Fortune)

Did you notice that? That gleaming piece of metal in the rubble, that rustle in the bushes? Perception is your character's ability to notice hidden things and to discover secrets. Use this action when your character is curious about their surroundings.

2X6	On top of things, +1 Next.
10+	Notice something.
7-9	Something is afoot.
1-6	Nothing out of the ordinary.
2X1	False confidence, +1 Mark.

CONVERSATION

(Roll + Charisma)

Good Conversations are the best, especially when you can fish for valuable information. Solve many a mystery by asking the right people, this action lets the players get credible information from NPCs.

2X6	You made a friend. +1 Favour.
10+	Select 2 from the list below:
7-9	Select 1 from the list below:
	◊ Inquisitor, know three lies
	◊ Empath, learn one emotion
	◊ Merchant, learn one desire
	◊ Motivator, learn one intention
1-6	You gain nothing.
2X1	You lost a friend. -1 Favour.

SUBTERFUGE

(Roll + Charisma)

When caught during illicit activity, there are several ways out of the situation. Use Subterfuge to get out of sticky situations using nothing but a quick and convincing tongue. Use this action when your character has to lie to or conceal information from a NPC or player.

2X6	You liar! +1 Trust.
10+	Select 2 from the list below:
7-9	Select 1 from the list below:

◊ Spinster, false small talk

◊ Perfect liar, tell three mundane lies

◊ Conviction, tell one big lie

◊ Actor, fake behaviour or emotion

1-6	Select 1 from the list below:

◊ Failure

◊ Last chance, re-roll at -1, +1 Mark

2X1	They just chuckle. No retry. +1 Mark.

QUALITY

Qualities are simple actions, but with great impact. These three key actions differ because they don't compare to a table. Qualities are tested as a part of an obstacle or encounter in the quest: Breaking down doors, cracking a code, resisting a poisonous gas. Difficulty is decided by the Gamemaster beforehand.

Example of Play (Quality):

> *Gamemaster: You are at the bottom of the stairs and the Graveners are closing in as you realize that you won't make at this speed. Belisar's broken leg is really slowing you down.*
>
> *Vitula: "Belisar, let me carry you. It's the only way."*
>
> *Belisar: "I'm so sorry."*
>
> *Caprenia: I watch our backs and use my spear to ward off any Graveners.*
>
> *Vitula: I pick Belisar up and I put him over my shoulder to carry him up the stairs.*
>
> *Gamemaster: Vitula, Belisar is very heavy – roll Brawn, difficulty 5.*
>
> *Vitula: (Rolls 1D6). 3, my strength is 1, which makes it 4 – not good enough. I use Adrenaline! "In the name of Ylaha!!!"*
>
> *Gamemaster: With a quick pull you grab Belisar and proceed to run up the stairs with him over your shoulder.*

Brawn

(1D6 Roll + Strength)

Can you lift that boulder? Can you carry your friend to safety? Brawn is a test of bodily prowess. Use this quality when:

- Break an item
- Break open a door
- Lift a heavy object
- Carry someone
- Do a taxing task
- Any other tasks requiring physical exertion

The Gamemaster decides difficulty if not stated otherwise. Below is a list of examples:

Difficulty	Example
25	Open a large barricaded metal gate by hand.
15	Lift a portcullis.
8	Break open a large door.
4	Carry a person up a hill on your back.
1	Lift a chair.
0	Pick up a dagger from a table.

Focus

(1D6 Roll + Memory)

Concentration and Focus are versatile attributes for an adventurer. Can you remember what the deity was holding in his hand in that painting? Can you decipher, "Ayl wms slbcpqrylb rfgq"? Perform when:

- Crafting
- Lock-picking
- Deciphering code
- Acts requiring concentration
- Recall visual image
- Recall a passage of text

The Gamemaster decides difficulty if not stated otherwise. Below is a list of examples:

Difficulty	Example
25	Lock-picking an intricate vault door.
15	Recall a large passage of text in a foreign language.
8	Decipher passage of text without cryptographic key.
4	Remember details of studied mural.
2	Brew a simple stomach tonic.
1	Thread a needle.

Centre

(1D6 Roll + Fortune)

Plenty of forces are out to get you, natural and supernatural. To have the ability to withstand certain influences is key to surviving in the world of Tale. Roll a Centre when:

+ Repel the effects of poison
+ Block out astral whispers
+ Meditation
+ Repel disease
+ Deny the command of possessing entity
+ Communicate with entity

The Gamemaster decides difficulty if not stated otherwise. Below is a list of examples:

Difficulty	Example
25	Deny commands from major possessing entity.
10	Repel advancement of Woodrot while suffering an infection (including penalty from infection).
4	Enter a meditative state.
2	Deny command from minor astral whisper.
0	Endure alcohol poisoning from one bottle of wine.

Skills

Your character's unique learned skills. Each diploma has five skill trees: Lore, Favour, Supply, major and basic. The skills in each tree are unique for each player. These are the general rules that apply to skills:

- Duration is one scene unless otherwise noted.
- Re-rolls are not possible unless otherwise noted.
- Skills are divided into tiers, only one effect per purchase.
- Additional options on a skill dice roll are marked with ◊.
- Skills without dice rolls are marked 'passive'.
- You may only cast one effect at a time.

Exceptions are noted in the individual skill tree descriptions or on the specific tier.

Trait skills

Each character has three skill trees that represents secondary traits: Lore, Favour and Supply. What each type of trait entails differs from character to character. Supplies for a Loremaster refers to their notes while to an Alchemist they are alchemical components. Imagine what your characters traits are in order to understand the character better.

Which trait applies to which skill tree is noted on the diploma. Each skill tree has four tiers, and most tiers have several uses (each use is noted with a ◊) Many skills require a die roll, like actions. The standard roll for a skill is Roll + trait spent. You may use between 1 and 3 of the designated trait (Lore, Favour or Supply). Below is the table of results:

2X6   No trait spent.
10+   Select 2 from the list below:
7-9   Select 1 from the list below:
     ◊ Skill options vary, see character diploma
     ◊ Discovery, +1 Lore
     ◊ Proud entity, + 1 Favour
     ◊ Extra supplies, + 1 Supply
1-6   Failure
2X1   +1 Mark

> *Tip:*
> *Players may be tempted to stockpile skill perks (like the Herbalists brew). A simple rule to follow is that you can only stockpile one batch of skills per character. This also applies to one lasting application of a skill per target, no stacking.*

Example of Play (Skills):

Gamemaster: The Graveners are beating down the door, you see no visible means of escape from the room other than the one currently being clawed at.

Vitula: "We need to do something!"

Belisar: "I can't really stand, but help me to that chair and I can try to fire my bow if they break through."

Vitula: "Better than nothing." I position the chair towards the door and help Belisar sit in it.

Caprenia: "I have an idea! Silver, I can synthesize silver."

Vitula: "What good will that do?"

Caprenia: "It will help us cut through these monsters like they are nothing." I use my precious metals tier I, Silver. I spend 2 Lore.

Gamemaster: Go on.

Caprenia: (Rolls 2D6) 2 + 2. With my Lore spent, the total is 6 – I fail.

Gamemaster: The door is starting to give in, you may try again.

Caprenia: (Rolls 2D6) 3+5. Yes, that's a ten! I coat my blade with purifying silver. "Let them come!"

MAJOR SKILLS

Choose between three majors. A major enhances a specific trait skill tree. You may only pick one, buying more for experience points is not possible. To change the major of a character is hard, but the Gamemaster can allow it, for the right reason.

Major skills can be upgraded to Master status, with the following effect:

- +1 to all rolls for unlocked Trait skills that use the applicable trait. The character must still use a minimum of 1 trait per roll.
- Passive skills in that tree gain no bonuses, but the character receives 1 extra trait (Lore, Favour or Supply) for each passive skill unlocked in the tree.

Mastered Major skills can be upgraded to Grandmaster status, with the following effect:

- +1 to all rolls for all unlocked Trait skills. The character must still use a minimum of 1 trait per roll.
- Passive skills gain no bonuses, but the character receives 1D6 extra trait (Lore, Favour or Supply) for each passive skill unlocked in the tree.

> ### Tip:
> *A character's major skill is their main method of harvesting secondary traits for their skills. Without a major skill to gather their traits a character may struggle to consistently utilize their trait skills.*
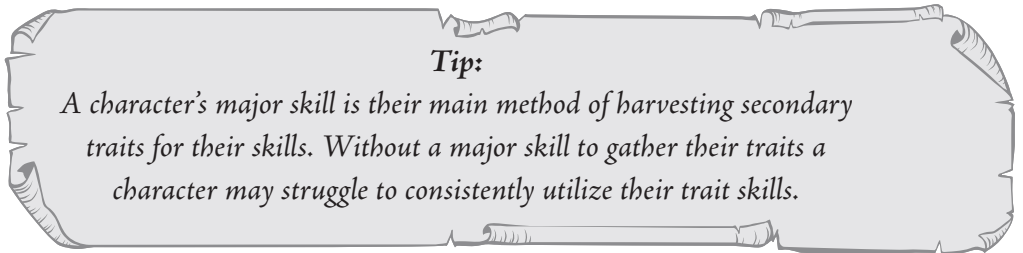
Basic Skills

Starting characters pick one Basic Skill from a list of alternatives. The list is referenced in the Diploma Set and in this chapter. Basic skills are simple changes or boosts to your character's attributes, actions or skills. All skills carry at least one opportunity for an upgrade that can be bought once.

Some characters have starting skills, these are crafting skills relevant to their education. These skills are already noted on their Diploma and replaces the electable starting Basic Skill.

ACADEMY ELECTIBLES

These are the general skills learn at the Academy as electible subjects.

Name	Description
Archaeology *Passive*	◊ Roll Knowledge with Fortune. *Upgrades:* ◊ Learned, Identify culture on failed roll. ◊ Honored, Gain +1 Fortune.
Geology	◊ Spend 1 Favour to gather 1D6 Crafting Materials usable for Alchemy, Smithing and Tinkering. Consumes a full hour. *Upgrades:* ◊ Salt, Gain Salt per 10 Crafting Materials gathered.
Herbs of the land	◊ Spend 1 Lore to gather 1D6 Crafting Materials usable for First Aid, Medicine, Herbology and Therapy. Consumes a full hour. *Upgrades:* ◊ Spices, Gain Spices per 10 Crafting Materials gathered.
Language (Pick Language)	◊ Learn to read, understand and speak a second language. Proficiency level is rudimentary. Requires a long time of practice and a learning source. *Upgrades:* ◊ Expert, character becomes fluent with the language in question.
Leadership	◊ Learn to take charge of your comrades. Party members gain +1 Trust after accomplished Quests and Errands. *Upgrades:* ◊ Motivational, Grant +1 additional Trust to one character after Quests and Errands. ◊ Delegator, Grant +1 Lore, Favour or Supply to characters after combat victory.
Meditation	◊ Meditate to gain +1 SR one day. *Upgrades:* ◊ Protected, Gain +1 Fortune. ◊ Chanting, Gain additional +1 SR.

Mercantility	◊ Gain +1D6X10 per full two days spent in a village or town. The days must be spent working or helping an NPC with chores.
	Upgrades:
	◊ Effective, +10 Loot per full two days.
	◊ Inquisitive, Gain +1D6 Lore, Favour or Supply per full two days.
Mindfulness	◊ Meditate to gain +1 MR one day.
	Upgrades:
	◊ Headstrong, gain +1 Memory.
	◊ Decided, Gain additional +1 MR.

COMBAT

These skills are direct enhancements and alterations to how your character fights. It is not intended for system-breaking super combinations, so keep the active skills to one tree per round. Dodge and passive bonuses can always be used in combination.

Name	Description
At the ready	◊ Draw weapon and act in same round without Move roll.
	Upgrades:
	◊ Surprise, Roll Larceny to gain +1 Attack when drawing a weapon.
	◊ Switch, switch weapon and act in same round without Move roll.
Attack Finesse	◊ Roll Attack using Agility when using a short sword or dagger.
	Upgrades:
	◊ Fencer, add longsword.
	◊ Fighter, spend 1 Lore to deal +1 Body.
Archer	◊ Roll Attack using Agility when using a shortbow.
	Upgrades:
	◊ Marksman, Roll Attack using Agility when using a longbow.
	◊ Lucky Shot, spend 1 Favour to deal +1 Body.

Armor Training *Passive*	◊ Wear armor with ease, -1 Strength requirement for all armor types. *Upgrades:* ◊ Seasoned, negate -1 penalties to Actions while wearing armor. ◊ Rugged, worn armor does not influence Carry Capacity.
Defenders	◊ Gain an additional +1 BR when fighting with a spear alongside another character equipped with a spear. Maximum +1 BR. *Upgrades:* ◊ Bleed, deal +1 Body, not mitigated by BR the round after an Attack. ◊ Throw, can use regular spears as thrown projectile. Attack stationary targets at 5 metres distance without penalty. Use spear base damage.
Dodge	◊ Roll Move to gain +1 BR for one scene. Must be free to move around. *Upgrades:* ◊ Quick feet, Suffering 0 Body from attacks while dodging grants +1 Lore.
Dual Weaponry	◊ Roll Attack using two one-handed weapons simultaneously, with a -1 penalty. Both weapons deal their original damage, but both are also mitigated by the target's BR. *Upgrades:* ◊ Guard, Use one weapon as a guard instead of attacking, gain +1 BR. ◊ Trained, No -1 penalty to Attack while using dual weapons. ◊ Weaving, Second weapon deals +1 Body.
Head Blow	◊ Trade +1 Mind dealt for a -1 Attack penalty, up to a maximum of +3 Mind. Requires the use of a Mace. *Upgrades:* ◊ Ruin, additional +1 Mind dealt on a Critical Success.

Snatch	◊ Use Shielding Manoeuvre without a shield.
	Grab projectile on successful Move.
	Upgrades:
	◊ Return, Fire projectile back following round. Requires an equipped weapon of same type as attacker, if projectile is not thrown.
	◊ Swatter, Grab two projectiles per round.
Surge Strike	◊ Use Surge to deal additional +1 Body while Attacking.
	Upgrades:
	◊ Focused, deal +1 Soul while using Surge Strike.
Swipe	◊ Use Adrenaline to hit additional target on Attack, once per scene. Success selections only apply to one target.
	-1 Body dealt to both targets. Requires the use of an Axe.
	Upgrades:
	◊ Barbell, no damage penalty on first target.
	◊ Flurry, hit third target within striking range.
	-2 Body dealt to third target.
Thrash	◊ Trade +1 Body dealt for a -1 Attack penalty, up to a maximum of +3 Body.
	Upgrades:
	◊ Ruin, additional +1 Body dealt on a Critical Success.
Tricks of a Trade *Passive*	◊ Gain +1 Speed and Pace while fighting with one weapon type.
	Upgrades:
	◊ Soldier, chosen weapon does not influence Carry Capacity.

CRAFTING

These skills are focused on creating items or performing services. A character trying crafting without these skills will require more time, materials - and might not succeed at all. Sample crafts are:

Alchemy, Bowyer, Brewing, Carpentry, First Aid, Goldsmith, Herbology, Masonry, Medicine, Provisioning, Smithing, Tailoring, Tinkering, Treatment, Weaving.

Name	Description
Crafting *Pick craft*	◊ Craft items within one select category as if trained, see page 76. Gain 2D6 Crafting Materials. Requires large amounts of training. Diploma starting skills (Alchemy, Herbology, Tinkering, Treatment, Smithing) cost double to obtain and at least one year of dedicated practice. *Upgrades:* ◊ Efficient, - 1 Crafting material cost. ◊ Clever, Roll Focus with Wit. ◊ Fumbian, Gain 1 Favour when spending a full day crafting. ◊ Curious, Gain 1 Lore when spending a full day crafting.
First Aid	◊ Restock or make first aid kit, see page 77. *Upgrades:* ◊ Efficient, - 1 Crafting material cost. ◊ Expert, Spend 1 Lore to use on already healed player.
Medicine	◊ Restock or make medicine kit, see page 77. *Upgrades:* ◊ Efficient, - 1 Crafting material cost. ◊ Expert, Spend 1 Favour to use on already healed player.
Salvage	◊ Spend 1 Lore to gather 1D6 Crafting Materials from items or surroundings. Once per location, unless Gamemaster rules otherwise. *Upgrades:* ◊ Observer, Gain 1D6 Crafting Materials per travel distance. ◊ Peruser, Gain 1D6 Crafting Materials per visited market.

Special

These skills cannot be obtained without the Gamemaster's approval. Their effects vary, but their use can have a profound effect on gameplay.

Name	Description
Familiar *Passive*	◊ Aberration as pet for basic tasks (Size 1). Supplies cost 1 Loot per week. The death of a familiar grants the player a permanent -1 Fortune penalty. *Upgrades:* ◊ Growth, Additional +1 Size, +1 Loot cost. ◊ Mind Link, Gain +1 MR. ◊ Soul Bond, Gain +1 SR.
Kinship *Passive*	◊ Dog or similar animal as pet for basic non-violent tasks (Size 2) Supplies cost 2 Loot per week. *Upgrades:* ◊ Best Friend, Roll Converse to convey and understand messages. ◊ Hauler, Increase Carry Capacity by 2. ◊ Mauler, Attacks as if wolf, see page 277.
Magic Infusion *Passive*	◊ Gain the knowledge and capability to create magic items. Learn one magic item type (Weapon, Armor, Accessory, Scrolls, Focus). The skill unveils the specifics of how to infuse arcane, astral or alteral energy into an item. As with spells, each effect needs to be separately learnt. Magic items have certain costs tied to them, the creation process is decided by the Gamemaster. *Upgrades:* ◊ Magic Saturation, Learn how to refill Magic Items that are draining of energy.

GEAR
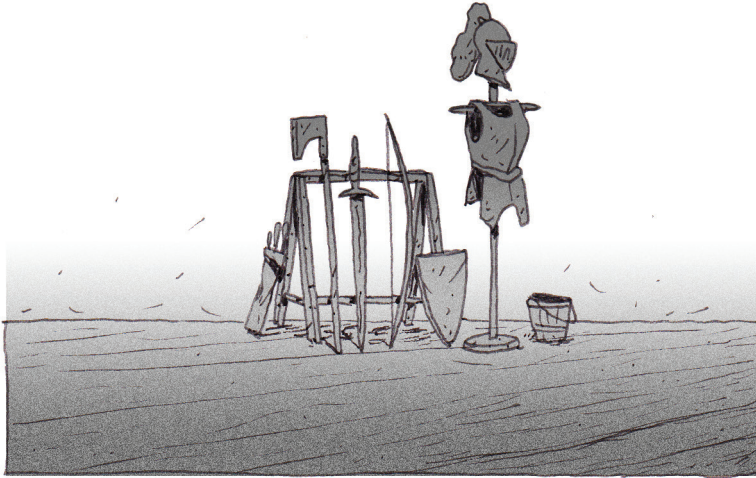
Gear is important to flesh out a character, and moreover who could solve the ancient mystery without their trusty 11-foot pole? In Tale, gear is more than mere items, most of what you have as possessions are items linked to the mechanics of the game.

One important side note is that most of your gear has no specified quantity as you may find you are out of candles. Some items, like rations, are easier to plan. First a note on quality, gear can have three different descriptors:

Category	Description	Loot cost
Poor	Second-hand or second-rate gear that might break or fall apart. If you are unlucky, this might happen in the heat of battle.	-15
Normal	The bare minimum and then some. Gear of this quality will break down, eventually.	0
Good	The pinnacle of craftsmanship. Won't break or lose its function in the foreseeable future.	+15

The mechanics that decide when an item breaks are described in the 'How to Master' chapter. Players need not know how this works for the sake of suspense in the game. Categories of gear:

The mechanics that decide when an item breaks are described in the 'How to Master' chapter. Players need not know how this works for the sake of suspense in the game. Categories of gear:

- Starting gear. A selection of handy things to put in your character's backpack or their cart.
- Combat gear. Arms and armour for the brave adventurer.
- Goods and services. A list for Loot trading or perhaps for a character with sticky fingers.
- Quest items. Items of obvious importance to a quest, but not intrinsically useful.
- Crafting. The process of creating items or using certain skills to perform services. Requires crafting materials, tools and in most cases, training.

STARTING GEAR

All characters have a set of starting gear on their diploma. See goods and services for a description of the gear. The table below describes what those gear packs contain:

Type	Description	Weight (Capacity)	Comfort Bonus	Loot value
Sage gear pack	Bedroll, Candle holder with candle, Coffee pot, Dagger, Firebug husks, Roll of parchments, Satchel, Starting outfit, Soap, Waterskin, Writing tools, 1D6 Ration (Adventurer).	2 (3)	3	120
Savant gear pack	Backpack, Bedroll, Bottle (Wine), Campfire cooking set, Dagger, Firebug husks, Lamp, Starting outfit, Waterskin, 1D6 Ration (Adventurer).	5 (5)	4	102

Explorer gear pack	Backpack, Bedroll, Bottle (Spirits), Dagger, Flint and steel, Rope, Shovel, Starting outfit, Tent, Torches, Waterskin, 1D6 Ration (Adventurer).	7 (5)	4	124
Scholar gear pack	Bedroll, Bottle (Wine), Chalk, Dagger, Flint and steel, Lantern, Paper, Satchel, Scroll case, Starting outfit, Waterskin, Writing tools, 1D6 Ration (Traveller).	2 (3)	3	130

Combat Gear

Every adventurer needs a good weapon, or at least something to wave around in a fight while the strong do the work. This chapter is dedicated to weapons and armour and their costs.

Weapons

In Tale good weapons are scarce. Few village blacksmiths have stacks of greatswords at the ready – be careful with your weapons. The list below contains examples of weapons and their stats. Damage bonus is the base of your damage dealt when performing an Attack action. Speed penalty is how the weapon effects when your character may Attack during a combat round. Weapons require Strength equal to their weight to wield without penalty (-1 penalty to damage and attack roll per Strength below weight).

Type	Description	Weight/ Str req.	Damage bonus	Speed penalty	Loot cost
Unarmed Strike	A regular unarmed Attack has no damage of its own, but it is subject to the bonuses from a successful Attack action and to the following injury roll.	0	0	0	None

Weapon	Description				
Sap	A sap does not deal regular damage, but instead it has the potential to knock an unaware opponent out. Roll for injury against Mind +1.	0	1	-1	5
Axe, hand	Available in three sizes. Hand and battle axes may be used to forage firewood.	1	2	-2	17
Axe, battle		2	3	-3	24
Axe, great		3	4	-3	42
Bow, short	Bows come with an undefined number of arrows. Their range are 10m (Short), 20m (Long), 25m (Great) to attack without penalty.	1	2	-1	10
Bow, long		2	3	-2	17
Bow, great		3	4	-3	25
Dagger	Small, quick and practical. To conceal a dagger grants a +1 to Larceny when trying to Attack without detection.	0	1	0	5
Dagger, throwing		0	1	0	5
Mace, light	Maces come in three sizes: light, heavy and war. When fighting against an armoured or shielded opponent you deal +1 Body.	1	2	-1	13
Mace, heavy		2	3	-2	24
Mace, war		3	4	-3	43
Sword, short	Available in three sizes. Swords are great for riposte Attacks, whenever you can follow up an Attack against your character gain +1 Next.	1	2	-1	13
Sword, long		2	3	-2	24
Sword, great		3	4	-3	45
Spear, short	Available in two sizes. Spears can be handy when using two hands the spear grants you a +1 Body Resist.	1	1	-1	11
Spear, long		3	3	-3	37

ARMOUR

All manner of protective gear is available in Tale. Each armour has a specific Resist trait and most also have a penalty to an Action. Armour requires Strength equal to the Resist bonus to wield without penalty (-1 penalty to Agility roll per Strength below Resist bonus).

Examples of armour and its costs:

Type	Description	Weight Str req.	Resist bonus	Action penalty	Loot cost
Leather	Made from leather, cured and sewn together. Offers minimal protection, but better than nothing.	1	1 BR	None	28
Chain	Made from a mesh of metal rings interlinked into a shirt. Offers good protection but is heavy to wear.	2	2 BR	-1 Larceny	63
Scale	Made from a mesh of small metal plates woven together. Offers good protection, but it is clumsy and impractical.	2	2 BR	-1 Move	58
Plate	This is the real deal. Made from massive fitted plates of metal held together with Straps. Offers maximum protection but is very clumsy and heavy.	3	3 BR	-2 Move	92

Shield	Made from either metal or wood and offers protection against most Attacks. Because of their weight they will compromise your ability to Attack.	1	1 BR	- 1 Attack	38
Helmet	Helmets are important when trying to protect your head. Made from leather, hide or metal.	1	1 MR	-1 Perception	29

GOODS AND SERVICES

When exploring the world, your backpack may fill up. Warm clothing? Food? A ladder? Every character has a starting pack of gear, but you may need to supply yourself before venturing into the unknown. Weight and comfort bonus are important survival factors.

TRAVEL GOODS

Handy items to bring on your travels, for carrying and utility. These grant little comfort or sustenance on the road, but are as important as survival goods for the able adventurer.

Type	Description	Weight	Comfort bonus	Loot cost
Backpack, normal	This item needs no introduction. A backpack of many pockets, for your adventure needs. A basic item to expand your carry capacity.	0	0	9
Backpack, superior	It does not gnaw, it has several more pockets, all around better. Adds +1 Carry capacity.	0	1	57

Bags, superior	Every adventurer has their set of leather bags in their belt. Adds +1 Carry Capacity. (One per character)	0	0	53
Candle	Candles, nothing more.	0	0	5
Candle holder	A regular metal candle holder for a surface.	0	0	5
Chalk	For drawing on stone, wood and other surfaces.	0	0	2
Climbing gear	For safe climbing. Enables the re-roll of one failed action when climbing.	2	0	18
Crafting materials	Can be used for any type of craft, use is defined when bought.	0	0	2
Crowbar	Breaking into something? Enables the re-roll of one failed Brawn at a +1 Next, when trying to break something open.	1	0	7
Firebug husk	An easy and convenient way to light fires. This powder ignites when applied pressure to, even when wet.	0	0	23
Firewood	Needed to keep the fire going. One unit will last one night, can be foraged in the wild.	1	0	6
Flint and steel	Needed to ignite fires. Everyone can use these, but it takes work.	0	0	8
Horse, riding	An ordinary horse, can usually eat grass along the road on travels. Adds carry capacity, see page 104. Carts cost extra.	0	0	57
Lamp	A large and clunky lamp fuelled by oil. The purchase includes oil.	2	0	15
Lantern	A crafted lantern protected from extinguishing. The purchase includes oil.	1	0	23

Looking glass	A masterly crafted looking glass made from bronze. Gives the holder a chance to re-roll Perception when spying from a distance.	1	0	36
Parchment	One large sheet of parchment for writing or drawing.	0	0	8
Paper	Sheets of paper for writing, drawing or any other imaginable use.	0	0	16
Rope	20m of rope made from hemp. May always be useful.	2	0	21
Sack	A burlap sack or leather purse. Can hold many items, depending on size.	0	0	6
Satchel	A shoulder held satchel, smaller but easier to move around with than a backpack.	0	0	7
Scroll case	A crafted wooden or metal scroll case, can hold several parchment or paper scrolls, dry and safe.	0	0	13
Shovel	A small portable shovel for all your travel-digging. Latrine, grave or gold – you are covered.	1	0	15
Toolkit	A kit full of handy tools. Full of useful items.	1	0	23
Toolkit, specialist	A kit needed for item creation. Exists for	1	0	22
Toolkit, superior specialist	alchemy, smithing and tinkering. The superior version has grants a +1 to the specific creation roll.	1	0	39
Torches	Heavy, clumsy, must be held all times. It lights up the room, as expected.	1	0	6
Writing tools	Everything you need to write, ink, pens, tips, etc. Also contains sealing wax and an academy stamp.	0	0	17

Survival Goods

Food, water and a warm bed creates a good travel experience, after good shoes. This category contains items of comfort and survival for your travels, listed below.

Type	Description	Weight	Comfort bonus	Loot cost
Bedroll	Always a must have for your travels. A sack of warm cloth with some padding on the bottom for more comfortable sleep. A necessity for survival.	0	1	7
Blanket	If you are going somewhere cold you should always bring a blanket for the cold nights. A necessity for survival in cold areas.	0	1	8
Campfire cooking set	Pots, pans, utensils, everything you would need to make a meal out on the road, not including fire.	1	2	14
Clothing, starting	A set of basic clothing for warm and cold weather.	0	0	11
Clothing, temperate	A set of elaborate clothing for comfort in temperate areas.	0	0	17
Clothing, winter	A set of elaborate clothing for comfort in cold areas.	1	0	23
First aid kit, basic	A small kit for healing and stabilisation, see Healing and Recovery page 94. 5 uses.	0	0	19
First aid kit, advanced	A large kit for healing and stabilisation, see Healing and Recovery page 94. 10 uses.	1	0	39
Fishing gear	Everything you need to catch fish in one convenient location. Can be used to forage food for the party, roll Focus.	0	0	9

Furs	Furs are a luxury for a traveller. Provides a soft and warm sleeping, can be harvested from dead animals.	1	2	21
Medicine kit, basic	A small kit for healing and stabilisation, see Healing and Recovery page 94. 5 uses.	0	0	21
Medicine kit, advanced	A large kit for healing and stabilisation, see Healing and Recovery page 94. 10 uses.	1	0	41
Ration, adventurer	1 day portion of food per purchase. The simplest nourishment.	0	0	3
Ration, fresh	1 day portion of food per purchase. Will keep fresh the first few days of travel. The best kind of nourishment.	1	2	6
Ration, traveller	1 day portion of food per purchase. A good portion with excellent dried goods.	0	1	5
Tarp	Room for five travellers. A substitute for tents, in temperate areas. Can also be used to fashion shelters.	0	1	12
Tent	Room for four travellers. Grants precious comfort and need.	2	2	23
Waterskin	Contains one portion of water, refillable.	0	0	7
Waterbug husk	Can purify one barrel of water. This makes the water safe to drink.	0	1	18

EXOTICS AND COMFORT

There is great debate whether coffee is vital on a journey or not, but those debates are only held between the rich and powerful. These are items that may add to your comfort on the road while not being paramount to your survival.

Type	Description	Weight	Comfort bonus	Loot cost
Book	Bring a book on your trip to keep yourself entertained, both fiction or nonfiction interest a weary traveller.	0	0	13
Bottle, ale	A thing of community and comradery. Once per travel one player may gain a point of Trust.	1	1	4
Bottle, mead		1	1	4
Bottle, spirits		1	1	5
Bottle, wine		1	1	4
Coffee	The one thing to make a cold morning bearable on the road. Coffee is rare and sought after – a good way to invest money between villages.	0	3	32
Map, local	A map of the surrounding area, hand drawn by a prospector or elder.	0	0	12
Map, world	A large map of the known world, hand drawn by the Academy.	0	0	25
Instrument	A local musical instrument, there are hundreds of varieties, with the same result, entertainment.	1	2	16
Salt	Shared with the whole party. Gives your food a little extra.	0	1	11
Soap	Shared with the whole party to keep clean.	1	1	13
Spices	Shared with the whole party. Gives your food that little extra to keep you warm.	0	1	24

Need a button fixed or a rare herb? Or maybe you want a hot bath and a warm meal? When you don't want the job yourself, hire someone else.

Type	Description	Time consumed	Rarity optional	Loot cost
Craft, alchemist	Renting a craftsman to create items as per the description in Item Creation. Price per full day of work	1 day	Towns	23
Craft, blacksmith		1 day	Villages	9
Craft, carpenter		1 day	Towns	7
Craft, herbalist		1 day	Villages	11
Craft, tailor		1 day	Towns	7
Craft, tanner		1 day	Towns	7
Tavern, stable space	One night in a stable for your horse, included feed and a brushing.	1 day	Roadside	4
Tavern, room and board	The basic package on an inn, one glass of beer, some stew and a hay-stuffed mattress – heaven. +1 comfort for one week.	1 day	Roadside	7
Tavern, night out	That little extra of seven or eight more glasses of beer and some of the local brandy is sure to bond the party together.	1 day	Roadside	13
Tavern, rejuvenation	The extra package from the innkeeper, drawing a hot bath with a nice bed and a hearty breakfast included. Removes tiredness and exhaustion.	1 day	Towns	23

Therapy, trauma	Description found in therapy, page 95. The cost for treatment.	1 week	Villages	18
Therapy, injury		2 weeks	Villages	27
Transport, carriage	Price of a carriage rental for one week of traveling. Adds 5 carry capacity for the whole party. Includes the driver.	1 week	Villages	9
Transport, ship	Room and board on a ship for one week of travel. Eliminates weight penalties for the travel.	1 week	Seaport	22
Transport, long distance	Calculate the cost per month of when you find a cargo route or caravan to travel with. Used when you need to switch transportation mode multiple times. Eliminates weight penalties.	1 month	Villages	34

BARTERING

Everything has a price, especially to merchants and adventurers. When players want to buy or sell, they play out the scene, and try to negotiate the price around the Loot cost from the above tables. Be flexible to their needs.

A few things to think about when bartering:

- Merchants have limited supply and selection.
- Merchants base their selection on their surroundings or routes.
- Players sell relevant items for 50–60% of price.
- Some merchants can repair and restock equipment.
- Charismatic players have more success when haggling.

Example of Play (Bartering):

> *Gamemaster: Ok. The store's decrepit sign is not a good portent of 'High Quality Goods', but this seems like your only option. You can see customers already crammed inside, there are a lot of shelves and very little floor space.*
>
> *Belisar: I elbow my way into the store, past the other customers.*
>
> *Vitula: I follow Belisar, while mouthing "I'm sorry!"*
>
> *Gamemaster: You approach the clerk at the opposite end of the store.*
>
> *Belisar: 'Hans Kristian, I presume?'*
>
> *Gamemaster: 'You presume correctly Master Smith, what can I do for you?' You notice that he has peeked at your embroidered academy cowl.*
>
> *Vitula: 'We need a first aid kit and a medicine kit.'*
>
> *Gamemaster: 'You are in luck! I have both in stock, with my high-quality guarantee…" Hans Kristian disappears into a back room, he returns a moment later with two small, lidded wooden boxes. He presents them to you, Caprenia.*
>
> *Vitula: I take a look at the kits, what do I see?*
>
> *Gamemaster: The first aid kit seems fully stocked, everything is clean and well-packed. However, a couple of the ointments look dried out in the medicine kits.*
>
> *Vitula: 'How much?'*
>
> *Gamemaster: '40 shiny ones, 20 each.'*
>
> *Vitula: '35, the medicine kit needs some restocking.' I show him the dried ointments.*
>
> *Gamemaster: He looks at you with a resigned look. 'Can't argue with that, I suppose.'*
>
> *Belisar: I count up 35 coins and hand them over to him. 'Thank you!'*
>
> *Gamemaster: 'Have a high-quality day!'*

QUEST ITEMS

Some items are relevant only because of their connection to the story. Some quest items also count as Clues. The Gamemaster creates these with the Quest Creation Kit.

CRAFTING
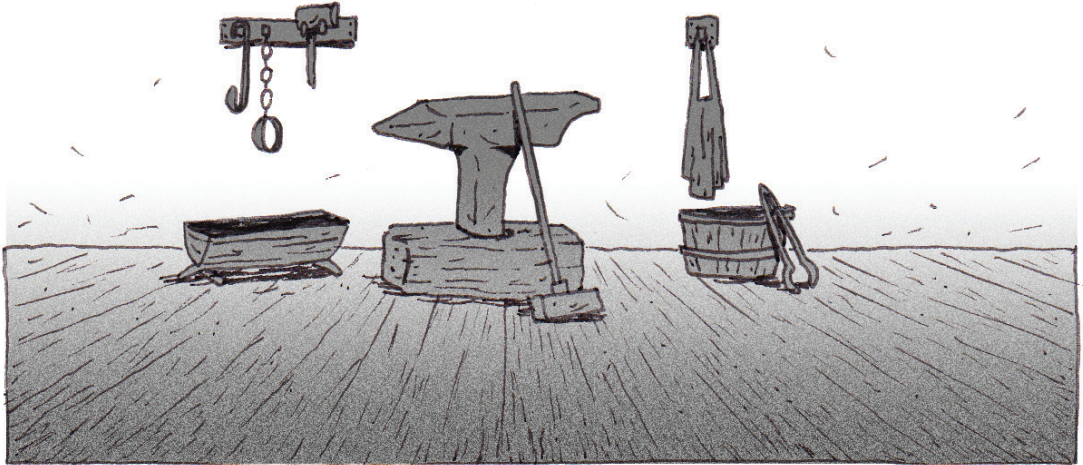
Anyone can create items. However, it requires knowledge and great Focus. Some are trained in craftsmanship with a large amount of new possibilities.

This chapter describes the crafting of items, or implementation of services using their craft, which ranges from blacksmithing to surgery. The system is easy and adaptable, just follow the walkthrough below.

1. Define the craft
2. Define difficulty and materials
3. Roll Focus

CRAFT

Define the item, service or operation so that the character knows what they are crafting. The level of detail will affect the overall difficulty, this works best when role-played. It is important to note the diversity of crafting possibilities.

Trained individuals need only materials equal to the material costs. For untrained characters material costs increase by 50%, also each re-roll costs 1 additional crafting material. If an untrained character attempts to create an item from scratch in a way that they cannot explain or map out the Gamemaster may deny success.

Below is a table of examples to guide in determining material cost:

Item or Service	Craft	Difficulty	Material Cost
Sock, repair	Tailoring	1	1
Dagger, sharpen	Blacksmith	2	1
First aid kit or Medicine kit, refill	First Aid	5	3
First aid kit or Medicine kit, make	First Aid	5	6
Shortbow (Poor), repair	Bowyer	5	2
Shortbow (Poor), make	Bowyer	6	5
Leather boots, make	Cobbler	7	6
Tier 1 Trauma or Sickness, cure	Surgeon	8	4
Red Boils, cure or degrade	Herbalist	12	6
Tier 2 Trauma or Sickness, degrade	Surgeon	16	10
Simple Compound, make	Alchemy	18	12
Plate Armor (Good), make	Blacksmith	25	16
Intricate machinery, replicate	Tinkering	30	25

See the table on the next page for additional adjustments to difficulty:

Difficult Adjustments	Examples
-2	Poor quality.
-1	Blueprints.
0	Adequate tools and training.
+1	Verbal description of characteristics.
+2	Description of function and size is the only known information.
+2	Good quality.
+2	No toolkit.
+3	Description of function is the only known information.
+5	Untrained attempt.

Roll

Roll Focus, the character accumulates results up to the difficulty. It may be necessary for the character to roll multiple times for success. Roll of the die represents one full day of work. Trained individuals, however, may roll once per hour at the cost of 1 point of either Lore, Favour or Supply.

Die rolls of 1 or less result in +1 additional crafting material cost.

Example of Play (Crafting):

Gamemaster: Vitula, your first aid kit is now empty.

Vitula: We are heading into the cave, so I should restock it, right?

Gamemaster: That costs 5 crafting materials difficulty 5.

Vitula: I have superior tools, so difficulty 4, right?

Gamemaster: Yes. You have time and concentration on your side, go ahead.

Vitula: (Rolls 1D6) 3, plus my 2 memory – 5!

Gamemaster: An hour goes by while you restock the necessary components for the first aid kit.

COMBAT
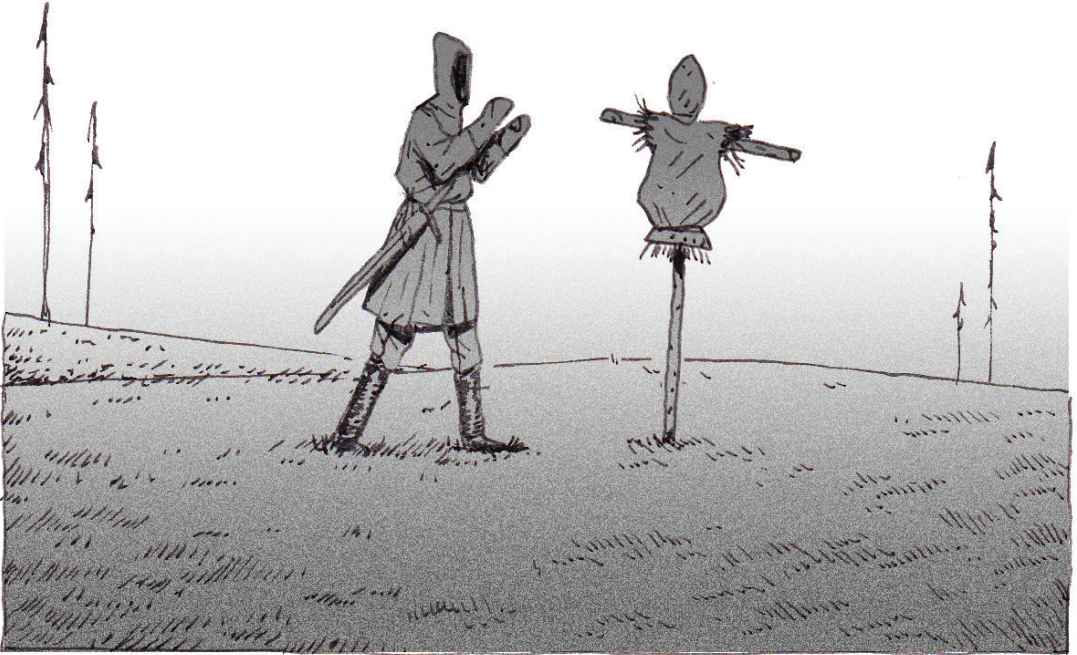
In Tale you will be hurt at some point. When sticking your nose where it doesn't belong and going up against gods and kings, peaceful solutions will be few and far between. To bloody your axe is the right choice sometimes.

BASICS

Combat situations may be ambiguous, it is important NOT to create a 'combat mode' situation. When role-playing you don't want to feel you are entering combat to not exclude verbal or other solutions. The first rule to help organize sticky situations is the flow of combat by organizing the order of actions by the players. Use combat order in pressured situations as well as combat.

The Combat chapter is structured in the following way and contains:
Flow of Combat: How times passes and the order of events during combat.
Manoeuvres: How to keep combat dynamic and adaptable.
Damage: How damage is dealt and suffered and its consequences, injury, trauma and death.

Flow of Combat

This rule may apply to other situations than combat if the multiple players want to do things that are mutually exclusive or change the situation. Find the characters' order of action in the following way:

Order

Wit + Agility – Speed

Some characters have special rules when calculating their order. Consider the speed of the weapon only when your weapon is drawn. The Gamemaster keeps a list of the combat orders. When tied, the one with the highest Agility acts first, if both players have the same Agility, they may roll for an order for that session.

Combat Rounds

Combat is ordered into rounds. One round has gone by when all the players and the Gamemaster have used their turn in combat. Combat rounds are approximately three seconds long. To keep the combat flowing, always pressure the players to make quick decisions and players should always be trying to think ahead to plan their next action. Here is a list of examples of what a character may do in one round:

- Perform an action
- Perform a skill or quality
- Move around
- Defend self
- Defend someone else
- Talk (can be combined with the others)
- Use an item

The Procedure

Tale has a fluid combat system in that there aren't many rules to govern how it happens. Player consensus and the limitations of actions are enough to guide one through the battle. This is the easiest way to organize:

1. The Gamemaster calls for combat order
2. The first player states their action
3. Roll the action (if any)
4. The action decides what happens
5. Start a new round if necessary

End of Combat

Combat does not have a set end or conditions of victory, this is up to the Gamemaster to decide. An end is fitting when, for instance:

- All enemies are defeated/killed
- Remaining enemies flee
- Remaining enemies yield
- A resolution is found
- Outside intervention hinders combat
- Combatants are physically separated

The same may also apply to the players defeat etc.

Example of play (Flow of combat):

> *Gamemaster: The bandit leader takes offense, Vitula. weapons are drawn all around you. You are surrounded – what do you do?*
>
> *Vitula: 'Oops!' I draw my dagger.*
>
> *Gamemaster: This looks like a pressing situation, I call for combat order:*
>   *Belisar 3 (+2 Agility +1 Wits 0 Speed)*
> *Vitula 2 (+1 Agility + 2 Wits - 1 Speed)*
>   *Caprenia 1 (+1 Agility +1 Wits -1 Speed)*
> *Belisar: Me first. 'Hey, hey, hey! Calm down, people.' I lift my hands and then launch forward to grab the bandit leader.*

Manoeuvres

Combat is not static. A good battle involves dynamic movement, but how do you play this in a role-playing setting? Players should have freedom of movement as long as balance is maintained. There are three types of manoeuvres in Tale: offensive, defensive and passive.

Manoeuvres should be declared before any rolls are made during the players turn.

Example of Play (Manoeuvre)

> *Gamemaster: Alexander The Outlander is about to escape out the window. What do you do? Belisar, you first.*
> *Belisar: I run in and try to grab him.*
> *Gamemaster: OK he is 14m away approximately, you have to charge to reach him before he escapes.*
> *Belisar: I do it, I will try to grab him as well.*
> *Gamemaster: Roll Attack.*
> *Belisar: (Rolls 2D6) 2 + 5, add my Strength and that's a 9.*
> *Gamemaster: Grapple by rolling a successful Brawn.*
> *Belisar (Rolls 1D6) 6, that an 8.*
> *Gamemaster: (The bandit has 5 Body). You get a hold of Alexander, he topples back from the window sill and back into the room.*

Pace

If you need accurate movement tracking, your character may move 8 + Agility in meters every round while still acting.

Pace = 8 + Agility (meter/round)

Offensive

When taking the offensive stance, you are ready to hurt your opponent. Some suggested movements during combat:

- Charge: Move at 1,5 x pace before Attack, -1 BR following round.
- All-out: +1 Body dealt, -1 BR.
- All-in: +1 Attack, -1 BR

- Riposte: Make a counterattack with Agility instead of Strength.
- Taunt: Brawn to attract aggression of an opponent. Roll Converse with Strength.
- Disarm: Trade successful Attack for Brawn versus targets Body to disarm.
- Grapple: Trade successful unarmed Attack for Brawn versus targets Body to grapple. Roll for each turn to keep grapple in effect.
- Distract: Trade successful Move for Brawn versus target's Body to lower opponent's BR following round.
- Grief: Trade successful Converse for Focus versus targets Mind to to lower opponent's MR. Use Centre and target's Soul to lower SR.

Defensive

Defensive Manoeuvres are used to avoid harm or help others avoid harm. See below for examples of Defensive Manoeuvres:
- Parry: (Weapon) +1 BR when Attacked by a similar weapon on successful Move.
- Shielding: (Shield) Halt incoming arrow or similar projectile on successful Move.
- Defensive: +1 BR, -1 Attack.
- Mindful: +1 Attack, -1 Body dealt.
- Defend: Trade one BR/MR/SR with another player.
- Disengage: Retreat at 1,5 x pace backwards with no penalty.

Passive

Passive actions are more self-explanatory. Use these examples to navigate the mechanics:

- Pick up or drop an item
- Hand another character an item
- Draw weapon
- Retrieve item from satchel or belt
- Concentrate on skill or magic effect
- Stabilise dying character
- Stand up
- Run
- Read a scroll
- Situational Overview, use Perception
- Speak or signal

DAMAGE

The unlucky product of combat. This chapter describes dealing and suffering damage, as well as the by-products of suffering damage: injury and death. In the game mechanics damage has one of three types: Body, Mind and Soul. Regular weapons cause Body damage, i.e. physical damage.

DEALING DAMAGE

There are several ways of dealing damage, most of them are by attacking or the use of skills. Skills will have their own defined damage scales, but when rolling for Attack, the base damage is 0. Add the weapons damage and any other modifiers. This is the damage output from your Attack, the target of the Attack gets to subtract their Resist from the damage dealt.

Damage Dealt = Base damage (0) + weapon damage (varies) + modifiers − Resist

Damage against Mind or Soul follow the same pattern. Even though you may choose the 'Head Blow' or 'Discourage' options, a normal Attack is only targeted against Body type damage.

Example of Play (Dealing damage):

Gamemaster: Vitula, your turn.
Vitula: I want to stab the guy to the left.
Gamemaster: Go ahead.
Vitula: (Rolls 2D6) 3+4, with my attack finesse skill I use Agility, so 9. I pick grievous blow, my shortsword deals 2, total 3 Body dealt.
Gamemaster: You turn around and outmanoeuvre the bandit as your sword sinks in through his leather armour into his chest. His eyes grow wide as blood starts dripping.

SUFFERING DAMAGE

It happens, you get hit. No matter if you get hit with an axe or a fist, there are consequences to your failures. See 'primary traits' and Resist stats for more information on how the damage scales work. Here is a quick walkthrough when suffering damage:

1. A player or Gamemaster announces the amount and type of damage dealt to you.
2. Subtract your Resist (BR/MR/SR) from damage dealt.
3. Subtract the total damage suffered from the primary trait tree.
4. Roll injury (once per round per player), see below.

When a character is dealt 2 or more damage, it may choose to voluntarily exchange 2 points of damage for a Trauma related to the damage type.

Injury

A punch in the face – you may think of it as nothing at all when it deals 0 damage. But then they hit your nose, or you stumble and fall. Damage is not as simple as points on a scale, there is a real danger to getting hit.

> Injury = Roll + Damage Suffered

The goal is to get as low a number as possible. Depending on the damage (Body, Mind, Soul) the result is found in the following tables.

2x1	Quick recovery, -1 damage suffered
1-8	No injury
9-12	The Gamemaster picks one from the list below
13+	The Gamemaster picks two from the list below
2x6	Looming shadow, +1 Mark gained

Damage Suffered	Sample injury
0+	Spread, additional +1 damage gained.
0+	Disarmed, lose what you are holding.
0+	Lose footing, -1 BR that following round.
1+	Knocked off feet, lose your round.
1+	Daze, -1 Next .
1+	Twist, -1 Move remainder of scene.
2+	Trauma, see below.

Example of Play (Injury):

> Gamemaster: Caprenia, your turn.
> Caprenia: I attack Talonstrike, the bandit leader.
> Gamemaster: Go on then.
> Caprenia: (Rolls 2D6) 4 + 4, my strength is -1, 7. I pick discourage. 1 Body, 1 Soul.
> Gamemaster: Talonstrike exploits your poor technique to slash you with her sword, dealing 3 Body.
> Caprenia: I wear that gambeson we found, my BR is +1. I suffer 2 Body then.
> Gamemaster: Roll for injury.
> Caprenia: (Rolls 2D6) 2 + 5, +2 damage dealt - 9.
> Gamemaster: (Disarm) Your arm is hit so hard you drop your dagger, it falls to the floor.

Trauma

Traumas are awarded to either trade 2 points of damage for a penalty or to avoid death if dealt damage while at -2 in any primary trait. It may sometimes be preferable compared to extensive damage or death, but this is not the easy way out. Use imagination when picking a trauma, based on what kind of weapon or Attack has been used. There are three stages to a trauma:

1. Initial Penalty
2. Additional Penalty
3. Permanent Penalty

Permanent penalties also offer physical, mental or spiritual consequences. Losing and arm or becoming epileptic are among the worst. Injury from trauma does not change your primary traits until the third stage. See the tables below for primary trait specific Trauma:

Body specific trauma:

Type	First injury	Second injury	Third injury
Fracture	Broken bone, -1 Strength	Crushed bone, -2 Strength	Destroyed joint
Gashed	Muscle damage, -1 Agility	Torn tendons, -2 Agility	Loss of limb
Pierced organ	Weakened, -1 Centre	Feeble, -2 Centre	Organ failure
Collapsed lung	Short breath, -1 Focus	Hyperventilation, -2 Focus	Lung collapse

Mind specific trauma:

Type	First injury	Second injury	Third injury
Ruptured blood vessel	Confused, -1 Wit	Massive bleeding, -2 Wit	Stroke
Concussion	Foggy, -1 Memory	Dizziness, -2 Memory	Amnesia
Paraplegic	Feeble, -1 Brawn	Nerve damage, -2 Brawn	Palsied
Epileptic	Spasm, -1 Centre	Convulsion, -2 Centre	Seizure

Soul specific trauma:

Type	First injury	Second injury	Third injury
Evil spirit infection	Misfortune, -1 Fortune	Affliction, -2 Fortune	Cursed
Alteral host	Marked, -1 Charisma	Darkened, -2 Charisma	Disfigured
Demotivated	Disheartened, -1 Brawn	Apathetic, -2 Brawn	Fire lost
Alteral grasp	Distracted, -1 Focus	Troubled, -2 Focus	Plagued

DEATH

The big bleeding elephant in the room. In Tale player death may be frequent –
celebrate it! Role-play is about danger, risk and sacrifice – do not grow to love your char-
acter as they may go at any moment. At -3 a character dies, either from heart arrest, brain
death or the expelling of their Soul.

There is nothing to be done short of powerful ritual magic.

Player characters that are dealt damage that would kill them get a new chance
according to the following rules:

> Trauma occurs instead of death when characters:
> + Are dealt damage while at -2 Body, Mind or Soul.

> Death occurs when characters:
> + Have spent a scene at - 2 Body, Mind or Soul.
> + Suffers a death blow (Gamemaster spends a Mark, player rolls attack).
> + Suffers damage equal to five times their total trait value after resist mitigation.
> + Suffers a failed attempt to stabilise them.
> + Suffers three consecutive failed attempts at healing to -1 when at
>   - 2 Body, Mind or Soul
> + Use Adrenaline, Eureka or Surge at -2 as a final action.

> To prevent death a character may be:
> + Healed to -1 or above.
> + Stabilised with first aid or medicine kit, difficulty 5.
> + Held in stasis by magic

Example of Play (Death):

> *Gamemaster: The gravener bites you dealing 3 Body.*
> *Caprenia: I was at -1 already, with my 1 BR that would take me to -3, am I dead?*
> *Gamemaster: No, you are dying, damage stops at -2.*
> *Caprenia: What can I do?*

Gamemaster: You may perform simple actions until you are stabilised or healed. Belisar and Vitula, you notice that one of the graveners have gotten a hold of Caprenia, she sinks to the floor.

Caprenia: 'Help me, I'm dying!'

Gamemaster: It rips up the tendons in your arm, -1 Agility from trauma.

Belisar: My turn, right? I try to execute the gravener, all-out Attack (Rolls 2D6),

6 + 6, that's a critical hit, with everything I deal 5 Body.

Gamemaster: You get rid of the gravener, Caprenia is on the floor, bleeding out. Vitula, your turn.

Vitula: I grab my first aid kit and I try to heal her.

Gamemaster: You have already healed Caprenia today, but you may attempt to stabilise her. If you fail at that, she dies.

Vitula: I can use Eureka. 'Hold on, Caprenia!' (Rolls 1D6), 1. Wait, that makes it 4, 5 is the difficulty, right?

Gamemaster: You do the best you can, but to no avail, Caprenia slowly fades away.

Health
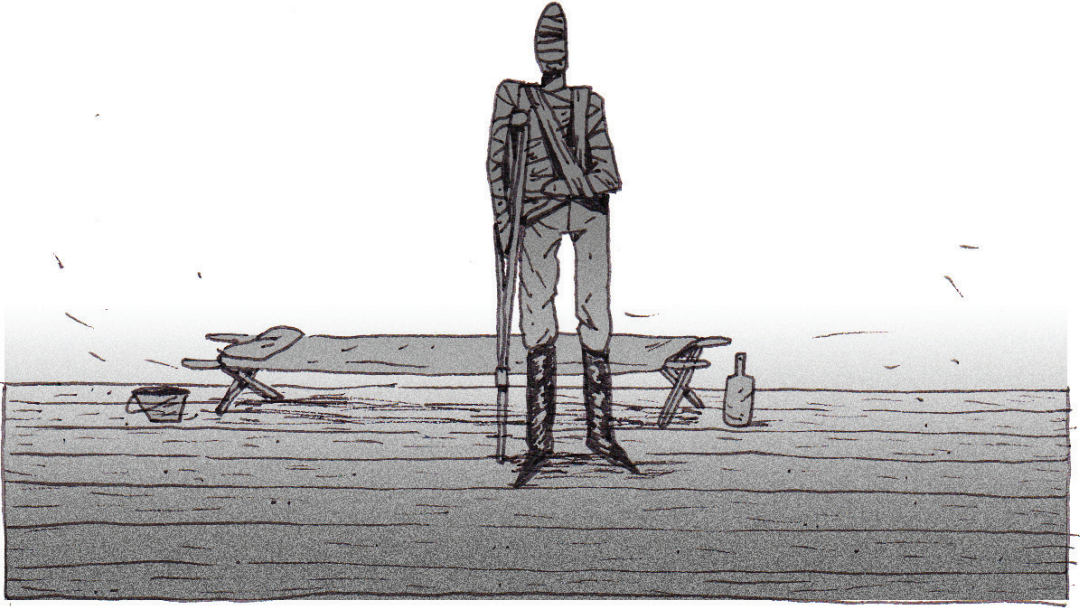
Poison, disease and sickness are part of normal life in Tale. In Tale the definition of disease is an external agent influencing a character, such as an infection. Sicknesses are ailments caused by internal health issues like starvation. The last part of this chapter is dedicated to how a character stays alive in the face of monsters, bacteria and dehydration, healing and recovery.

Sickness

General health issues caused by internal problems. These are statuses caused by issues in the survival chapter, but some other events may also cause these.

Description	Effect
Normal	No penalties.
Tired	-1 Mind, this damage is not healable until after a period of rest. Affects maximum value of traits.
Exhausted	-1 Body, Mind and Soul, this damage is not healable until after a long period of rest. Affects maximum value of traits.

Sapped	Body, Mind and Soul set to 0, this damage is not healable until after a long period of rest. Cannot use skills or cast spells. Only applicable after accumulated instances of exhaustion and tiredness.
Starved*	-1 Strength and Wit. Cannot achieve critical success (2X6). Advancement: additional -1 ability penalty.
Dehydrated*	-1 Agility and Memory. Count all failures as a critical failure (2X1). Advancement: additional -1 ability penalty.
Broken*	-1 Fortune and Charisma. Cannot use Adrenaline, Eureka or Surge. Advancement: additional -1 ability penalty.
Sunburn	Comfort maximum value is 3. Advancement: maximum value is 1.
Heat stroke*	-1 to all Skills, Actions and Qualities. Advancement: additional -1 penalty.
Frostbite	+1 to Injury checks. Advancement: additional +1 penalty.
Hypothermia*	-1 to BR, MR and SR. Advancement: additional -1 Resist penalty.

*Can in some cases cause death, if not tended to.

Example of Play (Sickness):

> Gamemaster: Vitula, the last days have been hard on you. With no comfort and with your shoes gone you are exhausted. It has been one day since you last slept. This is truly not your week.
>
> Vitula: I understand, I am also out of food.
>
> Gamemaster: The road leads you to a steep hill, at the top you can see a small house, maybe an Inn.
>
> Vitula: I use the last of my will to run up that hill.
>
> Gamemaster: You try as hard as you can, at the top you fall down – you become completely sapped of energy. While stumbling towards the hovel a man comes to meet you.

DISEASE

Disease is a part of life, especially for adventurers, sticking their noses into swamp water and fungi-infested forests. The characters contract diseases without them knowing, and they roll for resistance by Centre only to hinder the disease from advancing further.

Description	Centre	Effect
Infection	4	-2 to Centre. No Surge. Advancement: -2 additional penalty to Centre. -1 penalty applies to all attempts at healing the wound.
Common cold	5	Causes tiredness. Advancement: Causes exhaustion.
Red boils	6	-1 Wit and -1 Focus. Advancement: -1 Memory and hallucinations.
Woodrot	8	-2 Agility, advances one trauma or creates a new one within the first week. Advancement: -2 Memory and death.
Ratters	8	Tired and -1 to Fortune. Exhaustion follows without antidote and additional -1 penalty to Fortune.
Swampfever	7	-1 Perception and -1 Centre, no Surge. Advancement: removes one primary sense or causes paralysis.
Royal Scarring	12	-2 Charisma and -1 to Focus. Scars can only be removed with surgery. Advancement: additional -1 penalty to Focus.
Kres'Kavir	25	-1 Strength and Agility. No natural recovery of primary traits and no Adrenaline. Advancement: Slowly until a total score of -3 for both Strength and Agility, a painful death follows.

Infection: A good old bacterial infection of a wound. Advances if the wound is not healed.

Common cold: No more explanation needed. Advances if the character does not rest when contracting the disease. The character will naturally recover after one week.

Red boils: The good old red boils. First stage covers the skin with red boils that itch and leak puss, the second stage is fever-induced hallucinations. The third stage is kidney failure or total recovery.

Woodrot: A fungus that attacks wood, but it may mutate into attacking other organisms. Causes skin rot, it proceeds to eat the flesh and bones of the victim. Only curable by magical means or if the subject develops a resistance to the fungal secretions. Most people that contract this disease die. Woodrot eats through the skull to the brain, which is the final stage.

Ratters: Named for its most unfortunate antidote. Ratters is a chronic illness that attacks the inner organs - the only way to relieve the symptoms is a chemical found in the blood of domestic rats. Alchemists sell this concoction, free of rat, but at a steep price. Without the antidote the disease progresses and causes further infections.

Swampfever: A fever often contracted after being submerged in swamp water. Caused by larvae that gestate in temperate swamps. The larvae grow near the sensory organs and manipulate them in gruesome ways. When the eggs hatch the victim may become blind, deaf, anosmic (loses sense of smell) or, in the worst case, paralyzed.

Royal Scarring: A bacterial infection common among the aristocracy of large cities. No known cure or cause even after much research. The victim will first notice cracks in their skin, these turn into wounds which grow into grizzly scars. Infected wounds cause a lot of pain for the victim.

Kres'Kavir: 'Bane of the crystalline blood'. The worst disease of all. It is only known to affect dwarves. Their blood turns into sharp crystals which puncture their veins, and their bones grow brittle and sharp. When the disease has advanced, sudden movement causes blood vessel ruptures and bone fractures. After the host has died, the disease consumes its body and grows into a large blossom of razor-sharp crystals, leaving only their bone fragments and clothing.

Poison

In Tale poisons include venom. Doses vary, but only one dose applies in the rules. Roll Centre to resist the effects. One successful roll is enough, but the Gamemaster may rule otherwise.

Description	Centre	Effect
Banjal	7	Stops the victim's heart in 1D6 hours.
Scarlet veil	4	Causes brain damage of 1 Mind per round, not mitigated by Resist. Roll Centre each round.
Mask of silence	5	The void calls the victims soul, deal 1 Soul per round, not mitigated by Resist. Roll Centre each round.
Creeping death	3	Lowers highest Resist to 0.
Vaiash	3	Causes exhaustion.
Venom	3	-2 penalty to Centre. 1 Body damage per round, not mitigated by resist - roll Centre each round.

| Venom, potent | 5 | -4 penalty to Centre. 1 Body damage per round, not mitigated by resist - roll Centre each round. |
| Ekko | 2 | Causes extreme feedback in hearing, no Focus or Perception actions. -1 Next. |

Healing and Recovery

Cuts, bruises, boils and broken bones – common souvenirs of a quest into the unknown. There are four types of recovery: healing, curing, therapy and natural recovery. Healing is the restoration of primary traits, Body Mind and Soul. Curing is removing external effects like diseases and poison. Therapy is about removing injury or sickness, such as traumas.

Healing

Removes damage, see page 84. Healing damage is the simplest form of recovery. You have taken a hit or two to either Body, Mind or Soul and need help.

First aid	A first aid kit stabilises, see page 96, and heals characters that have suffered Body damage. Roll Focus, difficulty 5: A successful roll will heal +1 Body. Basic kits contain materials for 5 uses, while advanced kits have enough for 10. Advanced kits also grant +1 to the Focus roll. A character may be healed once per day, but there is no limit to stabilizing characters.
Medicine	Medicine kits have the same parameters as a first aid kit, except it applies to Mind and Soul damage.
Magic	There are a variety of magical healing methods, but none are available to players unless stated in their skills. They may find rituals of healing, charms or scrolls with the specifics supplied by the Gamemaster.
Skills	Some characters have special skills which allows them to heal damage on self or others. These skills are specified on the character's diploma, one example is the Herbalists' healing skill tree.

CURING

Removes disease or poison, see page 91. There are several threats outside just getting jabbed or stabbed. Venomous creatures and deadly diseases fill the world, far more than one would hope. Trained characters have the 'Curing' crafting skill.

Skills	Some character trait skills can remove disease and poison, (outside of Herbology), see the individual diplomas for more information.
Magic	As with healing there are mystical trinkets and rituals to do the job for you.
Herbology	Diseases and poisons can be cured by herbalists and the like. Herbology is a crafting skill. Material costs and difficulties vary. See page 93 for a table of crafting results. Most diseases will require the player to know some specifics of the cure for them to make it.

THERAPY

Trauma and Sicknesses can be cured by anatomists. Therapy is a crafting skill, see page 60. Material costs and difficulties vary. See page 93 for a table of crafting results.

Therapy	Anatomists have the starting skill "Therapy", which is a crafting skill designed to remove trauma and sickness, see page 77 for a table of crafting results. Material costs and difficulties vary.
Skills	Some character trait skills can remove trauma and sickness, see the individual diplomas for more information.
Magic	There are rituals and deep magic available to heal traumas.

Example of Play (Therapy):

> Gamemaster: *He leads you to a small hut at the outskirts of town, nearby there are drying racks with hanging medicinal herbs. 'Here you are, Marius Riis is Glummerton's healer, he'll help you.'*
>
> Belisar: *I knock.*
>
> Gamemaster: *A man welcomes you at the door with wide eyes. His glance flickers around to all your wounds. 'Come on in, I don't have to ask why you're here.'*
>
> Belisar: *I follow him.*

Gamemaster: 'My goodness, how long has your arm been like that?'

Belisar: 'A couple of days, we've been out traveling.'

Gamemaster: He starts examining you. 'Before I start, these herbs are not easy to come by, so you'll have to pay up in advance.'

Belisar: 'How much?'

Gamemaster: '18 shiny ones, sir.'

Belisar: I look down at my pouch, which is unreachable I guess, with that arm being broken.

Gamemaster: 'You'll have to be here a few days for observation, but we will get there.'

Natural Recovery

To escape the steep costs of healing, and if you can afford to take a vacation, use one week to restore one level of each primary trait. One week of total bed rest heals one Body, Mind and Soul. Only applicable above -2 Body, Mind or Soul. Traumas heal one level per week after healing all primary traits.

Health (Healing)	One night of rest heals 1 Body, Mind and Soul.
Poison & Disease (Curing)	Diseases, with the exception of the common cold, do not naturally recover. Poisons dissipate after one day and night, if the character survives.
Trauma & Sickness (Therapy)	Stage 1 recovers with one week of bedrest. Stage 2 degrades with one week of bedrest.

Stabilising

The act of hindering death when a character is at -2 in any primary trait, without the ability to heal damage, in all other cases healing is used. Requires a first aid or medicine kit. Stabilising is only necessary when:

+ Characters have no other way of healing damage
+ The dying character has already been healed with first aid or medicine the same day.

MAGIC
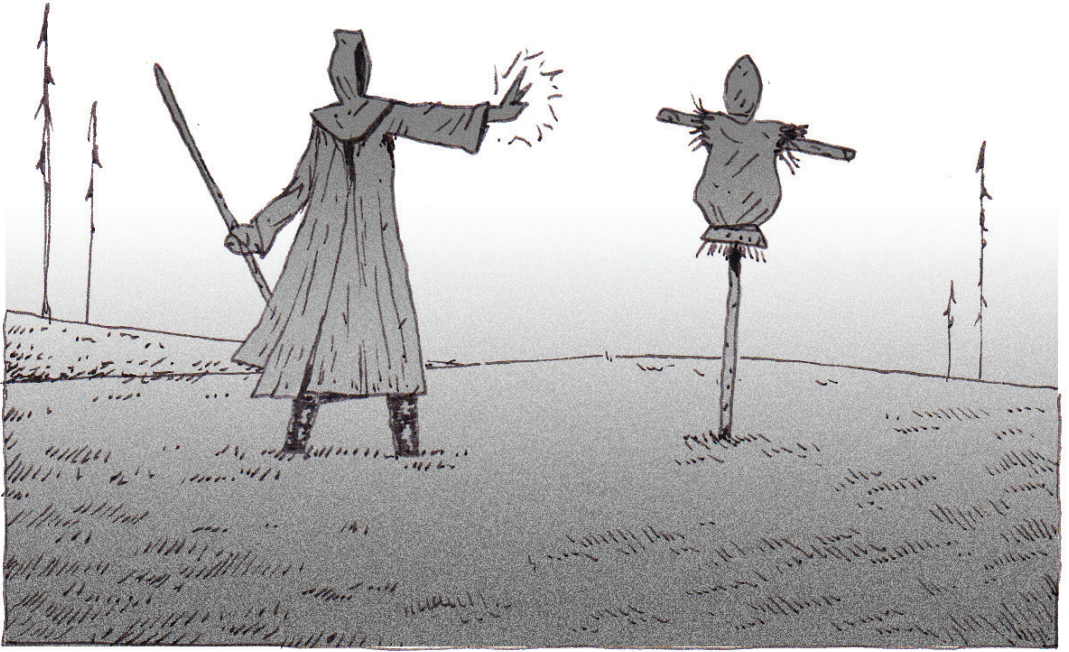
Magic may look complicated at first, but it is customizable and non-restrictive. There are four sources of magic: High Arcana, Arcana, Altera and Astra. High arcana is magic granted by the gods, the other three are the pillars of mysticism and how mortals define magic.

Auras

Auras are used to identify magic and magical properties. They are the residual energies left when magic has been used – they are also attached to magical objects, both current and former. An aura has three different properties: source, flavour and magnitude.

Magnitude

The power of the magic's source impacts how the aura is experienced by the observer. Levels 1–5 are not noticeable without special powers. Levels 6–16 are detectable with no specifics revealed. The aura manifests through some sensory disturbance – sight, smell, sounds, tingling etc. Levels 17 and above are obvious to all and will manifest in the observer's mind as something visual or even emotional manipulation.

Magnitude	Examples	Residual time
1	Nameless unquantifiable magic trick.	1 minute
3	Spell: 'Feel the roots of the mountain'. Gain +1 Strength.	1 scene
4	Spell: 'Animate shadow apparition'. Conjures a corporeal shadow in the caster's control.	1 day
7	Spell: 'Natural manipulation of momentum'. Levitate at slow speed.	1 week
13	Spell: 'Coalesce earth and salt'. Increase own size by two categories.	1 month
25	Spell: 'Voices of the inconceivable question'. Inflicts permanent madness.	1 year
65	Spell: 'Lifting the veil'. Opens a portal to Altera.	10 years

Each aura has a name that describes the overall 'feel' it leaves in whoever notices it. The Gamemaster is advised to not reveal the flavour, but rather to role-play it into the game if it is detected by the players.

Flavour	Description
Veiled	Dimensional projection, invisibility, banishment, veil walking.
Raw	Resistance to elements, telepathic links, precognitive knowledge, causing madness.
Primeval	Harmful elemental effects, shape changing.
Root	Harmful sonic waves, telekinesis, resistance, ability bonus and force fields.
Silence	Energy drain, soul drain, shadow animation and causing fear, pain and catatonia.
Warmth	Teleportation, domination, creating undeath, flight, conjuring light, purification and stone shaping.

SOURCE

There are three sources of ordinary magic: Arcane, Altera and Astra, see page 122, Cosmology. They are defined per type of aura and have no direct bearing on effect outside of the general rule (but breakable): Arcane manipulates the body and physical world, Astra manipulates the mind and the supernatural world, Altera manipulates the soul and the world beyond.

- ✦ Ritual magic is sourced from High Arcana (has aura).
- ✦ Deep Magic is sourced from the Deep (has no aura).

Example of Play (Auras):

Gamemaster: You enter the king's bedroom, there are guards' bodies everywhere. The room is filled with an uneasy feeling. A mouldy smell is coupled with a sense that something has burnt, without smoke, ash or scorch marks to prove it.

Caprenia: Mouldy smell? Sounds like an aura?

Vitula: Do I know anything about this?

Gamemaster: From previous experience, the smell points to a Primeval spell.

Vitula: Since we are feeling it, the magnitude has to be over 17, a pretty powerful spell.

Belisar: I examine the bodies.

Gamemaster: You find marks on their armour, small bolts of lightning cover their surface.

Belisar: 'Bolts of lightning on their armours – what's that about?'

Vitula: I know what happened! It was 'crackling quicksilver and charged air'. Kimas said that he sold a scroll to someone with that spell.

SPELLS

There are many, many versions of spells. The Gamemaster may create items like scrolls imbued with spells for the players to use, the details are up to the Gamemaster. Spells always have a cost of Body, Mind or Soul.

CASTING

Casting spells is easy and depends on a few factors. If anything is uncertain, follow this simple guide:

1. Decide on the warping alternatives.
2. Calculate magnitude.
3. Calculate initial cost.
4. Roll the appropriate Quality.
5. Re-roll following round if unsuccessful, for accumulative results.

> **Tip:**
> *Keep notes of your spells, note down magnitude and cost for the alternatives to save time during combat.*

Each round of re-roll costs one point of a secondary trait, player's choose between Lore, Favour and Supply.

Learning

The Gamemaster decides when and how a character learns to cast a spell. These are the situations where a player may learn a spell:

+ Study of a magic item.
+ Study of a scroll.
+ Spell is cast near player, more than once.
+ Spell is taught by spirit or entity.

Ease of learning is based on the players score in the appropriate Quality and their ability to see and understand the spell aura, see spell description, page 210-224.

Example of Play (Spells):

> *Gamemaster: Alex Made brandishes a knife, looking menacingly at you. 'I can't let you leave, now.'*
>
> *Caprenia: I want to cast 'Natural manipulation of momentum' at the knife to take it out of Alex's hands.*
>
> *Gamemaster: Can Caprenia act without starting combat order?*
>
> *Vitula: (Nods)*
>
> *Belisar: Yes.*
>
> *Caprenia: I thrust the object, that makes the magnitude 5 and the cost 1 Body. (Rolls 1D6) 1! No, that makes 4.*
>
> *Gamemaster: You need to channel the spell further for it to be cast. You notice that Alex starts to move towards you. What do you do?*
>
> *Caprenia: I pay one Lore to keep casting.*
>
> *Gamemaster: Just as Alex is about to strike you, the knife shoots out in the opposite direction.*

Rituals

Rituals are powerful, but costly, unless you are an anointed priest. To use them, the players first have to be introduced to a specific ritual or their effects by experiencing it or learning about it elsewhere. In some cases, it may be possible for players to improvise rituals.

CASTING

Performing rituals is an easy procedure, simply follow the five steps below:

1. Designate ritual leader (pays additional costs of ritual).
2. Calculate costs and consequences.
3. Pool resources.
4. Perform the ritual (roll appropriate Quality).
5. Suffer the consequences.

Additional costs are paid by the ritual leader, they can be Body, Mind, Soul or Loot. Possible consequences are trauma, sickness, disease or unfortune (-1 Next). Not all rituals have consequences or additional costs, but all are dependent on characters pooling together resources of Lore, Favour and Supply equal to magnitude.

Performance methods are Ceremonial dance (roll Brawn), Chanting (roll Focus), Prayer (roll Centre), the Gamemaster will give the players the difficulty.

> *Tip:*
> *Entities do not belong to mortals, and they may be spiteful*
> *against those who invoke them too frequently.*

LEARNING

Learning a ritual is easier than learning spells. The procedure is more about passion and devotion that painful accuracy. These are the situations where a player may learn a ritual:

- Taking part in a ritual.
- Owning a description of the ritual performance.
- Observing the ritual several times.

Ease of learning is based on the players score in the appropriate Quality and their devotion to the sphere of influence, see ritual description, page 227-241.

Example of Play (Rituals):

> *Gamemaster: What do you do?*
>
> *Vitula: We have decided to curse Mina Rimehaug with the 'Whispers from the core of nothingness'.*
>
> *Gamemaster: Who is the ritual leader?*
>
> *Vitula: Me. Since we have Minas's sword, we will use that to cast the ritual.*
>
> *Gamemaster: Start pooling together traits, since you have a parchment describing the ritual, you have figured out that the magnitude is 31.*
>
> *Belisar: I offer up 3 Lore, 5 Favour and 6 Supply.*
>
> *Caprenia: 9 Favour and 4 Supply.*
>
> *Vitula: My contribution is 5 Lore.*
>
> *Gamemaster: The ritual involves chanting and calling on the Void, are you prepared to do that?*
>
> *Vitula: I am. (Rolls 1D6) 3, -1 Fortune, I use Surge to make it to 3.*
>
> *Belisar: (Rolls 1D6) 2, +2 Fortune, 4.*
>
> *Caprenia: (Rolls 1D6) 1, 0 Fortune, I can use Surge but that doesn't help.*
>
> *Gamemaster: Ok, perform the ritual.*
>
> *Vitula, Belisar, Caprenia: 'Ina Uarrani Alahakt'sa Latarat, Vavrix Sada Suqammumu!'*
>
> *Gamemaster: A sickening feeling hits your stomach as all the lights in the room are blown out. Caprenia you vomit instantly, and you feel something brush past you in the dark. Vavrix looks back at you.*

Magic items

Magic items are rare in Tale, and when one is found it might not be safe to use. The Spirits of the Forest are notorious for corrupting magical trinkets that lie in abandoned caves, etc. They can be identified by their aura, glow or other mysterious quality. Magic items are: Weapons, Armour, Accessories, Scrolls, Focus.

Use

Magical items have a set amount of charges, a very select few have permanent magic. Upon each use, the energy dissipates. Scrolls only have one use, while accessories may be in full effect for years.

DEEP MAGIC

Deep magic is inspired by the voices of the deep, natural magic that connects to reality through alchemy and herbalism. It is not easily identifiable by untrained people, one clue is that they usually require containers in special materials (Crystal, lead, etc.). Items can be Elixirs, Potions and Compounds.

USE

Use varies. Each deep magic item has a set amount of uses i.e. 'portions', attached to that is their tolerance, which is a measure of how many portions can be used before the item becomes volatile to the user.

SURVIVAL

This set of rules adds material and depth to something often overlooked when questing – the travel itself and how it affects the characters. Food and water is not optional, but easy to manage without constricting the rules. The optional rules are that of correct sustenance, comfort, carry weight and stimulation. Before the characters pick their education, decide if you want to use this set of rules.

Essentials

This is what a character needs on a day-to-day basis to avoid sickness, poor health and even death. Your character needs:

- A set of clothes
- A place to sleep
- A portion of food
- A portion of water

One day without these will cause negative status effects. Without clothing or a place to sleep for over three days your character will break (status: broken). Without food for one whole day and night your character will starve (status: starved) and without water for one whole day your character will be dehydrated (status: dehydrated). One additional day without these essentials will advance the sickness further.

Comfort

Easy to overlook on small journeys, but this may be an important factor when traveling a long distance. No one wants to be tired, angry and bored when questing – your characters life may depend on being alert and awake. The system works like this, before leaving on your journey, you calculate your comfort rating per character.

Base the rating on what gear you bring with you on the journey and what you do in the meantime. Share exotic goods between players, but those may also be harder to gain. The table below describes the different levels of comfort and their effects:

Comfort rating	Description	Effect
1–2	Bare minimum	Exhausted
3–4	Amenities	Tired
5–9	Comfortable	Normal
10+	Exquisite	+1 Next when resuming adventure

Encumbrance

Did you have to bring that large trumpet thing along? When traveling a long distance, a lot of gear can drag you down. Add together the weight of your gear to find your total encumbrance. To carry gear at your total capacity will make your character tired (Status: tired) at the destination, while carrying over capacity will cause them to be exhausted (Status: exhausted).

The table below has an overview of different carry capacities:

Carry capacity	Description
1	One person without containers.
3	One person with satchel.
5	One person with backpack.
7	One person with horse.
+3	The party has a cart.
+5	The party has a carriage.
Unlimited	Travel by caravan, ship.

Merriment

Sore feet, aching back and relentless rain for days – that is the reality of travel. To keep all this from getting to you, your character needs diversion. This more easily role-played than carry weight and comfort. When your character prepares for travel have a plan for what to do during downtime or around the campfire. In the exotic goods table, see page 72, there are a few examples of what your character may do. Read a book, play flute – maybe knit a new blanket?

With no plan for merriment you will receive a -1 penalty to all survival rolls on that travel. Besides entertainment there is fellowship.

Base Camp

One character takes charge of organizing the camp. A good campsite is important for both security and sleep. Necessities for campsites:

+ Campfire or other source of heat

◆   Tent or other shelter

One of the party members will have to roll Focus to organize the camp, no re-rolls. Difficulty is based on the current climate, base difficulty is 3. Failure means that all characters are tired (Status: tired) at the end of the journey. Characters who are already tired become exhausted, see page 90.

Example of Play (Survival):

> *Gamemaster: The journey to the Howling Cave should be about three days according to the Innkeeper's map. Do you have your essentials?*
>
> *Vitula: We have bought a tent and an emergency load of firewood, we have eighteen adventurer's rations and a waterskin each.*
>
> *Gamemaster: OK. How is your comfort?*
>
> *Belisar: 3*
>
> *Caprenia: 4, if I still have some salt left?*
>
> *Vitula: 4, and I am sharing my soap with Belisar. That gives him 4?*
>
> *Gamemaster: Looks like your journey is going to be great, what about merriment?*
>
> *Belisar: We are bringing the deck of cards we found on the bandit leader.*
>
> *Gamemaster: OK, then you are all set. Unless anyone is over-encumbered?*

Special Rules

These rules may belong in the Gamemaster's section, but it is important for the player's understanding of the special rules on a basic level.

Marks

As described earlier there are rules governing the Gamemaster's actions as well as the players. The Gamemaster cannot perform actions or manipulate the game situation without letting the players act first by asking, "what do you do?" This order even governs such things as surprise Attacks.

The Gamemaster accumulates marks in special situations when the players fail to perform their actions (see the individual action descriptions). These marks may be spent to perform immediate actions against the players.

CLUES

This rule represents the physical objects tied to a specific plot point. When creating a quest there is no guarantee that the players will understand what is happening, there are special rules governing Clues. The Gamemaster decides what makes up a Clue and when characters can think it over (using a Logic action). The object does not disappear after using the Clue, but it loses its value game mechanics-wise.

Example of Play (Special rules):

> *Gamemaster: You enter the captain's room. It is cluttered and dusty as if someone left in a hurry several weeks ago.*
> *Belisar: I want to take a look around, there has to be something in here to explain what happened to him.*
> *Gamemaster: Go ahead, investigate.*
> *Belisar: (Rolls 2D6) 1+1. Oh, no!*
> *Gamemaster: All of you search the room for hours until you can't bear it anymore. Still you are left with the nagging feeling of having missed something important. You gain +1 Mark.*

CHAPTER III
WORLD OF TALE

"It is argued that our world is endless – an accusation propagated by the ever-moving horizon. Whether or not this is true, it supports the comforting notion that in all of our history, we have never charted, reached or seen the extent of our opportunities."

Proverb painted on a cliff in the strait of Egra

Tale is set in its own world: full of perils, magic and mysteries. This chapter is a short introduction into the setting.

REGIONS

Tale is divided into three main continents and several major islands. The largest continent is the eastern continent, Oden. A large unclaimed desert formerly populated by dwarves dominates the continent. The second largest territory is the Empire of Oden, which is on the western coast of the continent. The second largest continent is Iogas. Seven sovereign territories fight for dominance on its fertile soil. Most of the population live in the Kingdoms of Merelin and Illaria. A long tradition of warring between the nations has kept them from progressing as far as their counterparts on other continents.

Arctic wastelands and deep jungles make up the smallest continent is Atea, which has the world's largest active volcano, Buru, which is also the tallest mountain on that continent. Most of the population in Atea are nomads, traveling between Buru and into the arctic wasteland. The rest live in tribal group areas in Coprua.

Besides the three continents, three major islands are worth mentioning: Beskar, Yosra Udrex and Oshund – all hubs of trade, art, science and magic. Dwarfs and refugees from the Illaria-Merelin War populate Beskar. Storm Elves, a race known for their hardiness, populate Yosra Udrex. Sailors of all races and creeds populate Oshund. The strait of Egra in Oshund is a welcome port for many who have braved the oceans.

THE WORLD OF TALE
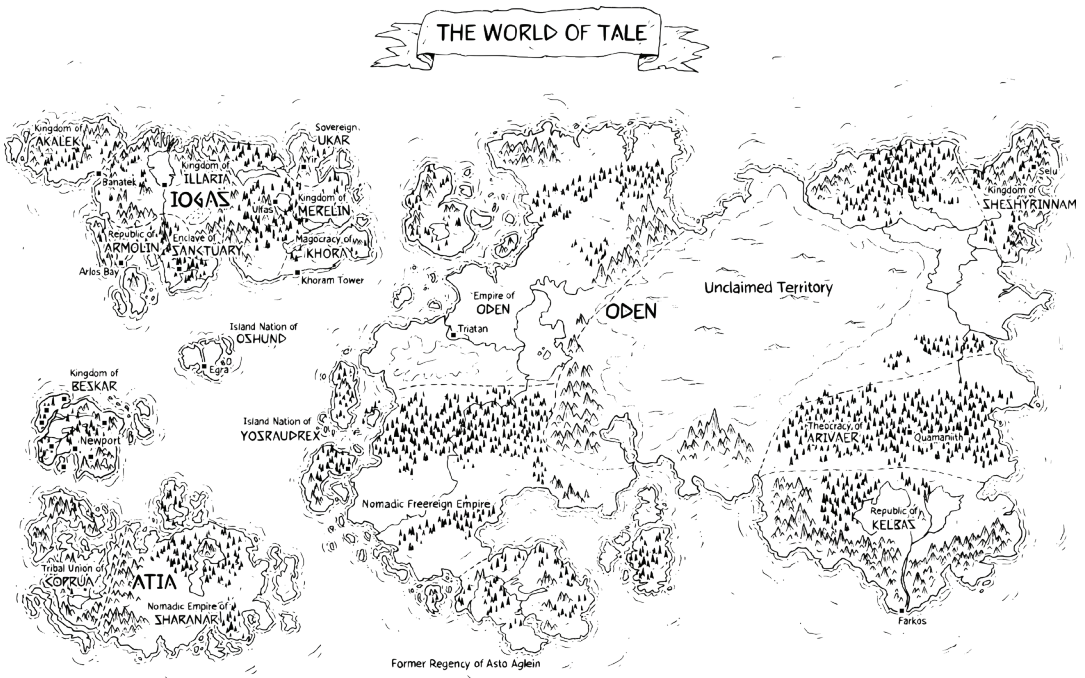
Iogas

Kingdom of Akalek

This Kingdom has lasted for over two millennia, the oldest still in existence. It lies on the westernmost end of Iogas, a land comprising a mainland and two large islands. Banatek, the capital, is on the mainland. The regent lives on Aram, the smallest of the Islands.

In the south is a long coastline of cliffs and beaches, rich in minerals and precious metals. Northern Akalek has mountains and an ancient forest stretching across the country. The country is known for its export of marble and its yearly gladiator tournament.

The regent of Akalek started a war against slave trade. While the common people support this decision, it cast the Kingdom into political turmoil. Noble families were jailed for treason and disgruntled slave traders have burned several villages.

Kingdom of Illaria

Illaria was founded upon the principles of the sun god, Illar. Now it has become a barren and war-torn wasteland riddled with disease and bandits. The king of Illaria started a war against Merelin for reasons unknown. When the war ended, Illaria's rulers made no effort to rebuild.

A powerful elite of nobles and templars rule now, harvesting their devotion through the misery of the general population. Illaria is most known for its wine and luxury goods export.

Between Akalek and Merelin are plains and forests. On Illaria's eastern border there is a mountain range serving as a divide between the old enemies. The noble lords are scattered about the land in their castles, each owning the right to the farmlands around them. Most of the population are farmers, craftsmen, and miners. After the war it became mandatory for all able-bodied people of Illaria to join a militia controlled by the local Count or Countess.

There are signs of a rebellion against the ruling powers and a return to the light of Illaria, even the Thieves Guild has joined the fight against the oppressive powers. Others have fled the country, looking for freedom, riches and adventure in the land of Beskar under Countess Hildebrand.

Kingdom of Merelin

Merelin's king disappeared years ago, many believe him dead. His daughter is the current regent of the realm. Under her rule, the war with Illaria ended, and she has tried to rebuild the war-torn country.

Her efforts have not been in vain and the general population hold her in high regard. However, some regions of the country, especially those in the mountain region closest to the Illaria border, are not yet ready to forgive. Their nobles have wasted considerable resources in building an army that waits for war. Merelin is known abroad for its Academy, supplying sages and craftsmen to cities and rural areas around the world.

A religious renaissance has shocked the capital of Merelin, allowing temples to be dedicated to gods other than just Illar. Some consider this sacrilege.

Other

Sovereign Union of Ukar: A barren mountain region now inhabited by those who did not want to go to war against Illaria. The Kingdom of Merelin gave them unwanted lands, and they settled in the few areas with high rainfall. This is also where they discovered diamonds, so now Ukar is rich and open only to a few traders.

Magocracy of Khoram: Nestled in the wilds of the Emerald archipelago is Khoram Tower. A tower older than any living description. The mages that populate the tower rule over the rest of the populace in a fair but stern manner. Their main exports are herbs and alchemical components.

Republic of Armolin: Once under the influence of Illaria this republic broke free when two brothers could not agree on the line of succession. The one who inherited the land of Armolin sold his power to a consortium of traders and they created a republic. It is a trading hub on the southwest end of Iogas.

Enclave of Sanctuary: On the south end of Iogas is Sanctuary. A land closed to outsiders and foreign officials. Ruled by powerful Storm Elves from Yosra Udrex, this land is empty and untamed. There are few villages, rumoured to be harmonious havens of peace.

Atea

Tribal Union of Coprua

A collection of 234 tribes in the temperate lands of Coprua. Their council of chieftains is so large they have created a song-like language for quick communication during debates called 'Em-Sem-Du'. Their Union has stood strong for many years, due to past common enemies. A mysterious race called Ulagin, a horrible mix of rat and man, once besieged Coprua. The tribes found the source of the invasion, an open portal to the Altera, and solved the problem by cooperating.

Iron, salt and gemstones are the main exports of the Union. The Union is on its breaking point as one of the larger tribes is accused of worshipping a demon entity responsible for the Ulagin invasion. Two tribes have recently expanded into a neighbouring tribe's holy lands.

Nomadic Empire of Sharor

The Sharori are a complex mix of Wood elf, Storm-elf and human. The harsh conditions of the Sharori wasteland mean they have to be hardy to survive. Their travel patterns are dictated by fish schools, game and the seasons.

In the northern regions of Sharor there is a hot spring surrounded by an oasis which serves as their trade hub and governing power. The Sharori are investigating deviations in the fish migrations and enormous shadows moving about beneath the ice.

Other

Annoria: A small city founded on the northern edge of Sharor, outside its territories and within the reach of warm ocean currents. Inhabitants are traders connecting Sharori culture to the outside world. Legend says it was founded by the lost princess of Beskar, Annora.

Oden

Empire of Oden

Green and fertile hills that seem to go on forever, large collections of wineries, wheat farms and orchards. The Empire of Oden has been the greatest civilization since the time of its founding. It is the second culture to develop into a large-scale society after Akalek.

The First Emperor did not even need to conquer, he brought his people across the sea and followed the Triatan river until he found the perfect place for his capital where they could expand outward in peace until they hit the borders of the dwarf kingdom of Oden.

They export and import everything as the largest trade nation in the world.

Republic of Kelbas

The Kelbasians settled their capital around a large rock rumoured to be from Astra. Carved into this rock is The First Temple, with a shrine dedicated to each known god in the Pantheon. The city is a mixture of different cultures where anyone is welcome. Kelbas will trade with anyone, but its distance from other ports makes it difficult.

Unclaimed territories

Most of Oden lies unclaimed since dwarves left the continent. A curse rests over the deserts and mountains, the land strewn with abandoned metropolises and military outposts.

Other

Kingdom of Sheshyrinnam: The only remaining known realm of the Dark Elves. Nestled in a large mountain of black rocks only the populace can survive the poisonous fumes. It is closed to outsiders and seldom are the reclusive elves seen outside their homeland.

Theocracy of Arivaer: A forest realm of gigantic proportions ruled over by a priesthood who worship Linnea. Most of the inhabitants are elves or elf-human hybrids. They aspire to live in harmony with nature and punish those who don't.

Nomadic Freereign Empire: Formed after the end of the Ultimatum war. The Empire withdrew all of their presence and left it to the natives with the promise of kinship and cooperation. There is no government here, only free nomadic tribes roaming the wild.

Former Regency of Asto Aglein: This large cut of land used to be an appointed regency of the Oden Empire, until they severed their ties south of the border. The ruling council, no longer supported by the Emperor, were overturned and Asto Aglein is still in religious turmoil with no common government.

Major islands

Island Nation of Oshund

Often called Sailor's Paradise, founded by the seaman Astor Engelbert Frans III. Oshund is an Island Nation consisting of two large islands separated by a long and narrow strait. The founder named the strait Egra, after his wife, and the large amount of fishing villages have melded together into one large city. A haven for drinking and gambling.

A mysterious figure rules Oshund, called Furlow. He is never seen without a black hood. Many suspect that he hides his identity so he can join card games incognito. The locals call the guards 'Hammers' because of their silly hats. The guards are beloved by the population as law requires them to escort drunk people to their homes and into bed. Their exports are fish, pearls and exotic fruits from the island farmlands.

Kingdom of Beskar

For centuries it was home to the Beskar Dwarves, who emigrated from Oden. Now their numbers are dwindling, and their kingdom given over to humans. All but their capital of Cragolor is now under the rule of Countess Hildebrand. She lives in Freeport, a large limestone city created for the refugees from the Illaria–Merelin War. Humans have moved into the old dwarf cities, their rulers seek to uncover resources and secrets left by the once powerful dwarves.

Countess Hildebrand funds shrines dedicated to the Traveller to inspire adventure and exploration. She has also founded an academy of sages called 'Ferrod Gavir', which pays for the uncovering of knowledge and ancient secrets.

Island Nation of Yosra Udrex

A land of legend and mystery, Yosra Udrex is named after a famed sage of the Storm Elves who founded the Nation. Small fishing villages dot the coastline, a large paved road connects them to the capital: Yai'eiro Udrex.

On the westernmost edge of the west island there is a temple dedicated to the Tide with the sole purpose of pleasing the god or entity to prevent the destruction of the world. The Storm Elves are hardy and survive for the longest time without food and water, which have made them interesting for the slave trade. Yosra Udrex does not export or import goods.

Religion

"Do we exist because of the Gods, or do the Gods exist because of us?"

A question posed by a scholar in the Empire of Oden, which is still unanswered. All gods are real, with enough followers an entity is elevated to deity. Almost all creatures of Tale owe their allegiance to *something*, in various degrees of religious fervour. Seven spheres of influence categorise the gods: Arcana, Dragons, Spirits of the Forest, Spirits of the Mountain, Servants of the Void, the Watchers and the Three Fires.

If there is any doubt about religious templates, Illar may serve as a basis as he is the most commonly worshipped god among humans. In Tale, gods are often depicted as either male or female, but they do not limit themselves to human traits.

Arcana

This sphere of influence is connected to Arcane magic and mysticism. Magic and knowledge are important aspects to these gods.

Ylaha

Ylaha is the God of Magic. This god is often depicted with a large tome. It is said the book of Ylaha contains the 'language of the universe' or 'the supreme tongue', which is used by the gods to create, destroy and manipulate. Ylaha handed these words over to mortals, in the form of magic, a finite form of an infinite power. There are no tenets in this religion, but the quest for knowledge and responsible use of power are desirable traits.

The Veiled One

The Veiled One has no name and no story of origin. Whenever tales of it are told, something old and malicious is mentioned. The Veiled One warps the words of power at its own whim, creating magic that was not envisioned. It is depicted as a small figure in a cloak, clasping a scroll or as a shadow on the wall. Servants of the Veiled One often seek to become exalted as lycanthropes, revenant or other rarities created by its wild magic.

Dragon

This is the sphere of influence connected to the Dragons. Raw power is the most regarded trait for the dragon gods.

Athad

The Great God of Dragons is called Athad. He is the patron of all dragons. Athad has a son with a female elf, Anzotl. Dragons are rare and most consider them myths, but there are many worshippers of Athad.

Anzotl

The Scum of the Lesser Blood. Reviled by all except his father, especially by the elves, dwarves and humans. Anzotl's creed is war and destruction. He is the god of all lesser dragonkin such as Kobolds, Draconides and Lizardfolk. Anzotl is known as 'Protector of the Unwanted Seed'.

Spirits of the Forest

Spirits of the Forest is a collective term for the nameless spirits that roam the wilds. Respect for nature and harmony are important traits to these gods.

The Spirits

Since the dawn of time, Spirits of the Forest have ruled unchallenged. They are wild, unpredictable and dangerous. Their power is immense by themselves, but together they are virtually omnipotent. Their origin is unknown and those who seek to parley with them are prone to death and misfortune. They are the guardians of the natural world and do not concern themselves with the mortal world – unless provoked.

Linnea

Linnea is called 'The Child of the Forest', birthed by the Spirits of the Forest as their emissary to the Mortals. The creator of the elves and protector of the plants and animals and is most often worshipped as female. Spirits of the Forest grant Linnea their power

making her the most powerful god at their whim. If you spot a sparrow in the woods it is a sign that the goddess is watching you.

SPIRITS OF THE MOUNTAIN

Spirits of the Mountain is a collective term for all the numberless and nameless spirits that dwell in the deep places and the high peaks. Strength, excellence and courage are important traits to these gods.

THE SPIRITS

The elder beings of the earth protect the roots of the world with a fiery passion. As with the Spirits of the Forest, their power is immeasurable. Spirits observe time differently from humans, one day may seem like hundreds of years, thus eternally slow to them. This explains their obsession with all forms of change.

Mining is important to them, as it refines their creation for all the world to see, but many spirits also love cave-ins and rock slides.

FUMBUS

The God of Invention and Crafting. Normally considered male, he was created by the Spirits of the Mountain to show the world the beauty of their creations. His power lies in inspiration and motivation for hard work. He created the dwarves as a joke towards Linnea and her elves.

SERVANTS OF THE VOID

This is the sphere of influence connected to the Void – the lifeless dimension. Death and destruction are their traits as they seek to end life and render the world quiet. Some consider the Void as an entity of its own, ever expanding beyond the stars.

THE TIDE

The Tide is many things: A coming doom, a natural catastrophe to destroy the world. Statues depict it as a winged snake riding the waves. Heralds of the Tide are other catastrophes that claim lives and destroy lands. Destruction is its only creed.

Nymnir

The God of Death. Controversy still remains about whether Nymnir is evil or not. According to some, Nymnir is just the guide who takes the spirits of the dead into the afterlife, to others, he is the one who wills death into existence. The common folk fear both Nymnir's name and followers.

The Watchers

Humanity is fragile, but important to the gods as they contain their greatest source of power: devotion. The Watchers keep the other gods from intervening with daily life. Their creed is the balance of life and death, learning and human experience.

The Traveller

She who walks. Normally depicted as an old lady walking from village to village. She is the matron of the sick and tired, keeper of paths and the Lady of Adventures. Her shrines are found everywhere, travellers leave gold, food, water and necessities to help their fellow travellers in need.

Illar

Giver of warmth and kindness. The God, or Goddess, of the Sun is the most popular god to worship among humans. Illar embodies respect and care for others rarely represented in the royal families who mandate the faith. The deity of healing and provider of home and hearth.

Elana

The Joyful One. She is Master of Games, songs and entertainment though rarely taken as a serious faith by the more established temples. The doors of every brothel, inn and theatre have Elana's name carved into it. She is depicted as a woman in a horse costume.

The Three Fires

The Three Fires are distinct entities claiming to be the originators of creation. Those who do not fear the wrath of the other gods worship them as greater gods.

THE FIRST FIRE

Also known as the Fire of Creation, depicted as fire protruding from an anvil. It is the God of Strength and War. Its followers claim it created the world as a game for the gods to play. It is the source of Altera, the shadow domain.

THE FIRES OF RETRIBUTION

Also known as the Fire of Justice, depicted as a flaming sword. It is the God of Vengeance and Retribution, its followers claim it created the natural order of things and only the Fire may judge the sinning. It is the source of Arcana, 'the Supreme Tongue'.

THE LAST FIRE

Also known as the Fire of Destruction, depicted as a flaming skull. It is the God of Annihilation and End-Times. Its followers claim it created the Void as a final state of the world. It is the source of Astral, the voices of the stars and bringers of madness.

COSMOLOGY

This chapter explains the relationship between the world and the other worlds, natural and supernatural. What mortals experience is the natural world. Some learn to harness secrets and powers from other realms and from higher forms of nature.
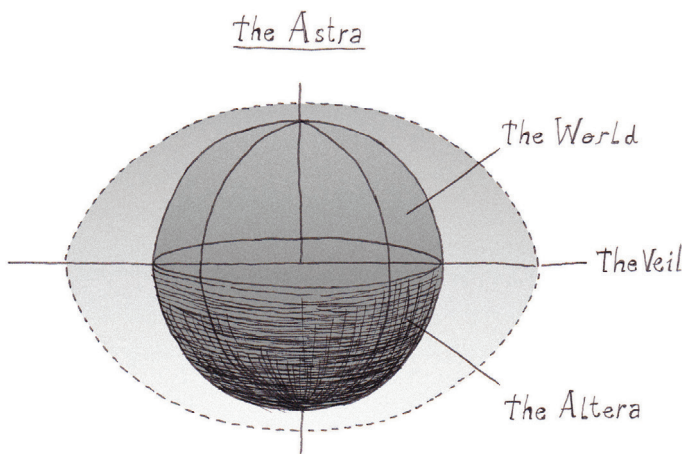

the Astra

the World

The Veil

the Altera

Fig. 1

The World

What most mortals experience during their lifetime. An ordinary world with no magic or divine involvement. The cosmological home of the Body.

Altera

Another version of the living world where the usual physical rules do not apply. Many entities live in this warped copy of the natural world. Many call it the 'shadow world' out of fear. Altera is not intrinsically *evil* as energies from Altera fuel healing magic as well as other types. There are certain mechanisms from communication and manipulation. Scholars call the technique to harness this world beyond *sorcery*.

Altera is considered the cosmological home of the Soul.

Astra

A realm of mystery, utter madness awaits those who delve into its lore. Those who still keep their humanity speak of voices that speak of hidden and future events. To have an awareness to this world is a curse if you are not prepared to handle its raw power. Clairvoyance is the ability to listen, learn and use these voices.

Astra is considered the cosmological home of the Mind.

The Veil

A mystical boundary that separates the natural world from the world beyond. Often depicted as a thin veil or a mirror-like substance, it is the metaphysical boundary keeping the worlds apart. To channel from other spheres of existences you must adhere to a mysterious set of rules or limitations. Its prime rule is: 'nothing is free'.

Supernatural

Supernatural study is about languages. In the natural world mortals use language to manipulate and communicate with the other mortals. There are other higher forms of communication which manipulates more than emotions and mindsets. The figure below describes the relationship between the higher forms of language.
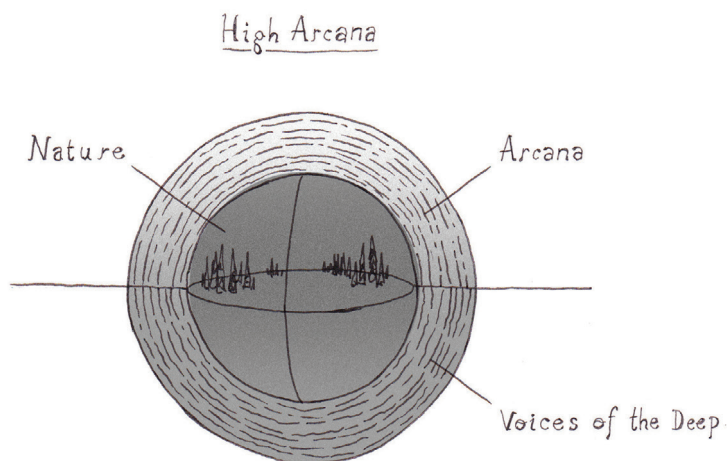
High Arcana

Nature

Arcana

Voices of the Deep

Fig. 2

HIGH ARCANA

The language of the gods. Able to change reality, while following a set of rules. The performing of rituals connects to High Arcana as it invokes the gods to speak through the ritualist.

ARCANA

The gift of the gods. Ylaha gave mortals a simplified version of his own spoken High Arcana, they learned to use it to manipulate the world around them in astounding ways. Arcana is connected to a larger understanding of the fabric of reality and the ways to create new phenomena. It is the rawest form of magic.

THE VOICES OF THE DEEP

The Unknown Presence. Some know secrets about the world. This power comes from the Spirits of the Forest and Mountains. They teach how to change natural objects into higher forms using scientific methods. This language culminates in the art of herbology, alchemy and other manipulations of the natural world.

Alchemical Elements

'Nature' in Tale comprises base elements, four 'forces' and three 'sources'. The elements connect to a higher power and are not the basic substances of the cosmos.

Element	Type	Description
Fire	Destructive force	Fire consumes and destroys, it creates the ash of rebirth. It does not cleanse – a common misunderstanding – fire only destroys what may be polluted.
Water	Cleansing force	Water purifies and separates. It is a violent force. Water moves and cleanses the world in cycles and so it sits between destruction and preservation.
Earth	Preserving force	Earth endures. It is the resisting force of nature, keeping things as they are. It is opposed to the other elements, which work towards change.
Air	Catalytic force	Air moves and shifts. It is the force that creates change, existing in cycles from breaths to raging cyclones. Only fire consumes its potential.
Salt	Physical source	A mysterious compound with unlimited usage, salt is the purest of crystalline forms which nothing can live without. The base of life's building blocks.
Quicksilver	Mental source	Ever slippery and formless is the mind, and so is the source of mental power: quicksilver. Not present in minds but has an unbroken connection to Astra.
Sulfur	Spiritual source	Scholars believe the smell of a rotting corpse is its Soul lingering and dissipating. Sulfur is the element of the Soul as an expression for combustion and the exchange of energy. Sulfur connects to Altera.

History

The history of Tale is up to the players and Gamemaster to decide, however this chapter defines some important events.

The Beginning

Year	Description
-1500	Scoius the Great founds the Kingdom of Akalek.
0	Emperor Yabuqa founds the Empire of Oden.
150	The Empire and the dwarf kingdom sign a peace treaty.
200	Yosra Udrex founds the capital Yai'eiro Udrex, when the Storm Elves emerge from their slumber.
500	Astor Engelberg Frans III founds Egra.
505	The dwarves of Oden abandon their kingdom, then found the Kingdom of Beskar.

The Great Wars

Year	Description
510	The War of Expansion. The Empire of Oden erupts into civil war when the War Council starts expanding into old dwarf territory.
600	The Dragon Wars. The armies of the Empire and Shesyrinnam clash in the middle of the unclaimed territories, millions die. Named after the Dragon Knights of Shesyrinnam who sparked the conflict.
750	The Ultimatum War. Several of the largest nations of the world enter a war of two hundred years. The wars began when the Prophets of the Tide created chaos in the major cities.
1000	The Illaria-Merelin War. The end of this war marks the start of modern times in the world. It started because of the lasting political differences and now it has left nations scarred, and the political sphere changed.

Modern Times

There have been no significant events in the past 5 years. The world of Tale is set to year 1005 of the Oden calendar. See each region for more information on current events.
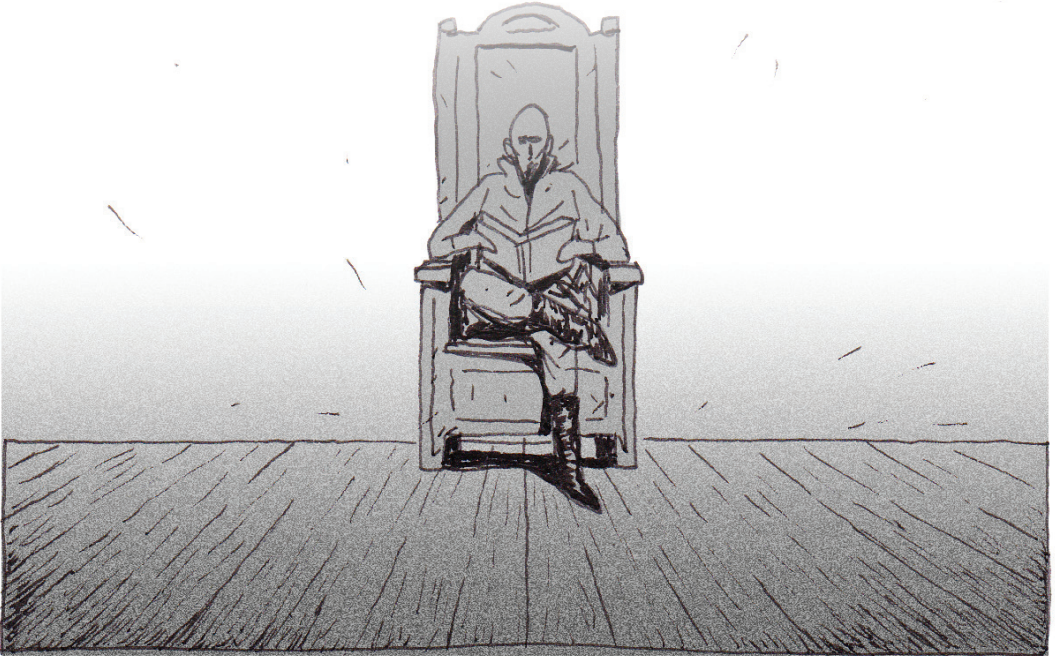
GAMEMASTER'S SECTION

CHAPTER IV

GAMEMASTER MECHANICS

'Storytelling is the highest Arcana; with simple words and gestures innumerable worlds spring into being.'

Testament of Scoius the Great

BASICS

This may or may not be your first time running a game, and if it is, welcome to the Gamemaster's section. This chapter specifies how to be an effective, fair and compelling Gamemaster. First, what *is* a Gamemaster?

The definition of a Gamemaster is[1]:

'The person who organises or directs the story and play in a role-playing game.'

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[1] According to dictionary.com

How?

The next question you may have is: How does one 'organise or direct the story and play?' Every role-playing game seems to have their different take on the details here, but this is my hard-earned short list of thoughts:

- Have the final say when interpreting rules, see page 131, Rules
- Cooperate with the players to create a story, see page 132, Actions
- Create quests and errands for the players to complete, see page 136, Quest Creation Kit
- Describe and contextualise the game world, see page 164, World Building
- Play any character the players encounter, see page 186, NPCs
- Administrate and take part in combat scenes, see page 192, Encounter

It is important to note that in Tale, the Gamemaster does not roll dice. All actions performed are automatic successes and characters played by the Gamemaster do not use player character action.

Preparation

How does one prepare for gamemastery? There are a few requirements, tips and tricks. First the requirements:

- Learn the rules. If your players are new, it is important that you read through most of this book, especially the mechanics chapter. You don't need to memorise the rules by heart.
- Get a feel of the world. Tale comes with a tailor-made setting, learn how this world works before introducing your players to it.
- Read the examples of play. This game may work differently from others you have played before.
- Decide if you want to create a quest of your own or use the source material. First playthrough should be with a pre-made quest, but if you insist remember that creating a quest with the Quest Creation Kit requires time.

And now for some tips and tricks (see next page):

- Listen to game podcasts. To familiarise yourself with how a role-playing game works, find a favourite podcast to understand the Gamemaster's role in a game. (Example: *Critical Role* by Geek and Sundry).
- Read fantasy books. To inspire yourself before playing, try reading the classics.
- Create a playlist. For inspiration, atmosphere and to soften those awkward pauses during play. Use music that is atmospheric and monotonous, so it does not grab too much attention or distract the players.

RULES

'Have the final say when interpreting rules.'

The set of rules in this book is limited and will not cover every situation. When in doubt, the Gamemaster makes the call. This set of tips may guide you to create a fair game for everyone involved:

- Be fair. There is no winning in a role-playing game, so let no one use the rules to get special advantages – even you.
- Be practical. Whenever the game mechanics are unclear or swing both ways, try to find the solution that works best in the long run.
- Be quick. Work the game mechanics in the background s that it doesn't interfere with game flow. Whenever the question of rules come into play, solve it quickly to keep the momentum going.

Example of Play (Rules):

Gamemaster: Belisar, it is your turn to act.
Belisar: I want to enhance Vitulas' weapon, but I'm not sure if you can do it in one round?
Gamemaster: The general rule is that all skills can be performed in one turn, if nothing else applies.
Belisar: Ok. Can she still act if I attempt to add a pommel?
Gamemaster: Yes, you just need to touch it momentarily, since you are so in tune you may do it without penalty.
Belisar: "Vitula heads up, let me touch that dagger!"
Vitula: Since this isn't the first time he has done this, I take a few steps back from the beast, fending it off with my cane.

ACTIONS

Set the players loose in your world to do as they please. As a Gamemaster you are to control the story flow and pacing – but what tools do you have at your disposal? Besides being the static explanatory component in the game, you have a set of actions to stimulate the game. There are three ways of doing this:

+ React to the actions of the players
+ Act in accordance with the below actions
+ Use a Mark for a Marked Action

The "What do you do?" rule. Before starting any action against the players, give them a chance to react by asking, "What do you do?" If the situation fits, put pressure on them to make a quick decision.

Example of Play (What-do-you-do):

Gamemaster: You are walking down the stairs as you hear a soft click when you put your foot down: What do you do?

Tip:
Limit the number of actions performed by the players: for example, do not let them roll investigate for every room. Try to find the middle ground with them solving mysteries and exploring without getting bogged down in the mechanics.
Also, when the players want to perform actions, let them roleplay it rather than just saying "I want to roll investigate".

ENCOUNTER ACTIONS

+ Surround or corner
+ Surprise attack
+ Sudden attack
+ Taunt
+ Ready for attack
+ Show of force
+ Change scenario
+ Add opponents

- ✦ Add allies
- ✦ Retreat
- ✦ Introduce hidden power/weapon
- ✦ Negotiation
- ✦ Third party attacker
- ✦ Third party bystander
- ✦ Coordinate an attack
- ✦ Introduce post-encounter reward

LOCATION ACTIONS

- ✦ Reveal hidden section
- ✦ Reveal clue
- ✦ Reveal backstory
- ✦ Display hidden object
- ✦ Introduce guidance
- ✦ Introduce encounter
- ✦ Introduce reward
- ✦ Create a new obstacle
- ✦ Show true nature of location
- ✦ Introduce significant change

Example of Play (Location):

Gamemaster: The old ruins have almost vanished into the backdrop of roots, vines and branches. For now, all you can see is the remnant of its four walls.

Belisar: "I have lost track of where we are, this just as well might be it – or maybe not."

Vitula: "We should rest here and search it in the morning, my feet are killing me."

Belisar: I fling off my backpack before anyone interjects and grab the tent.

Caprenia: "I agree. I'll take charge," (Rolls 1D6) 6, that's 9.

Gamemaster: That is well within parameters, you put together a working camp in minutes, night falls and you are tired.

Vitula: I bring out the bottle of wine from my satchel. "Some wine to ease the aches?"

Gamemaster: Ok, you all take refuge around the bonfire with some wine to share. Caprenia, suddenly, you notice something.

Caprenia: What do I see?

Gamemaster: A faint glimmer on one of the stone walls, looks like writing.

Caprenia: I stand up very suddenly and walk over to examine it.

Gamemaster: (Reveal true nature) While approaching, you get a sinking feeling in your stomach. You see a symbol: the mark of Iuspex, the Lord of Eternal Night, engraved in gold relief.

Caprenia: "This is it! We found it!"

EVENT ACTIONS

+ Escalate
+ Reveal clue
+ Create new obstacle
+ Introduce environmental change
+ Introduce character
+ Introduce encounter
+ Introduce reward

OBSTACLE ACTIONS

+ Extend obstacle scope
+ Offer risky alternative
+ Reveal a solution
+ Helpful hint
+ Dissolve obstacle
+ Add time component
+ Worsen scenario

Example of Play (Obstacle):

Gamemaster: You climb the stairs along the cliff, as you ascend the steps feel narrower and the rocks below look sharper. Suddenly through the cliffside thicket, a gate appears. It is a 4-meter tall metal double door, rusted shut by ages of disuse.

Belisar: "This has to be it!" I check if it's possible to pry open.

Vitula: "Be careful!"

Gamemaster: It doesn't budge.

Caprenia: How do the surroundings look?

Gamemaster: The gate is in a stone wall carved from the rock, it is almost as tall as the gate.

Caprenia: Since we left our climbing gear at the Inn, we don't have many options left. I look around for possibilities to climb.

Gamemaster: You may take a look – roll perception.

Caprenia: (Rolls 2D6) 6+4, 10. Do I see something?

Gamemaster: (Risky alternative) You notice an area where the trees have merged with the wall, it almost looks as if you could climb the holes and branches all the way up – with some luck.

CHARACTER ACTIONS

- Take something useful
- Take something important
- Emotional reaction
- Cower
- Help
- Hinder
- Buy out an ally
- Escalate situation
- Demand attention
- Deny service
- Ask for help
- Offer a hard bargain
- Show true identity
- Insult, taunt or threaten

MARKED ACTIONS

Any action taken without the 'What do you do?' rule. Spend a Mark to act against the players without giving them a chance to react. Costs one Mark per action. Try to in some way to tie the use of the mark to one of their failures, if possible.

Example of Play (Mark):

Gamemaster: While you draw your weapon, the elemental gains tremendous momentum, if you had been just a moment earlier, you might have caught it unawares.

Vitula: I ready for an attack.

Gamemaster: (Using the Mark) You feel like you stand at the ready, but it catches you off-guard with a projectile slung from its hand, dealing 4 Body.

CHAPTER V
QUEST CREATION KIT
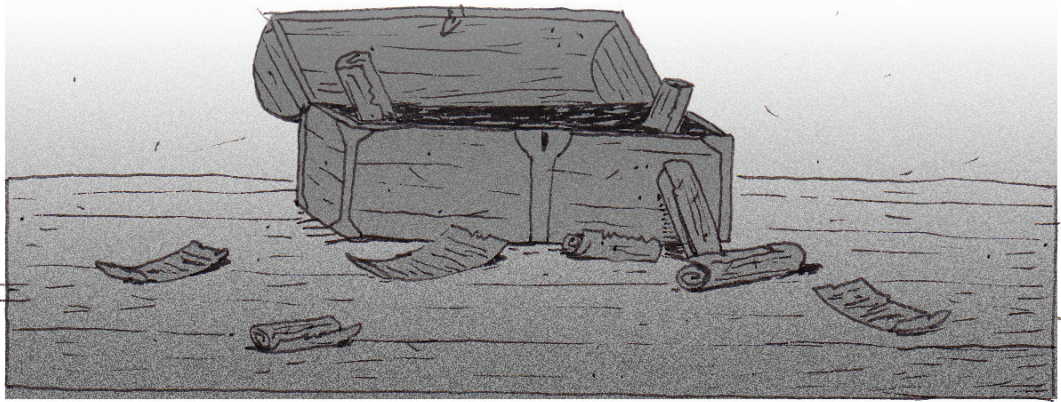
"The very spirit of adventure dwells on uncertainty's summit.
Friendship, bravery and ingenuity sit at its side."

Ode to the Traveller

INTRODUCTION

'Create quests and errands for the players to complete.'

This is the in-house quest creation system used to create all quests for the game. Tale is a roleplaying game where the key goal is to create good stories in cooperation with your friends. A little dose of structure on the Gamemaster's behalf will improve the chance of having a compelling gaming experience. The Quest Creation Kit contains everything you need to create a campaign for your game of Tale. Sample quests are found on www.worldoftale.com, along with the Quest Creation Kit template.

Thank you to John Truby and his work "The Anatomy of Story" for guidance through this chapter.

How?

There is no requirement to send your players on a quest. You may find that letting the players decide their own course of action is more fun, but in most cases questing is the superior
alternative. This is the process:

1. Category
   - Undertaking
   - Genre
   - Adventure or Incident

2. Content
   - Objective
   - Depth

3. Timeline
   - Structure
   - Storyline
   - Area
   - Location
   - Event

4. Support Content
   - NPCs
   - Encounters
   - Obstacles
   - Items
   - Clues

5. Create an Arc
   - Content
   - Timeline
   - Support Content

Category

We will start by narrowing down the quest to a category. We will use three measures, the first is by duration, the second is content and the third is by narrative flow. You are not required to categorise your quests, but it makes for an easier job when crafting the content later on.

Undertaking

The length of the quests. It will first come into play when creating the setting elements, but it is good to have in mind earlier, as the idea should have a scope matching the length of the quest. These are the different lengths – player efficiency and your own pacing are not taken into account.

Table of quest content by undertaking

	Areas Visited	Location/Events	Time spent
Short	1	5-9	10-12 hours
Medium	2	10-15	15-20 hours
Long	3-4	16-29	30-40 hours
Extra Long	5+	30+	100+hours

Times referenced in table are estimated effective gameplay hours. Amount of areas and elements on timeline are guidelines.

Genre

These are the five most important ingredients of a quest, which we will condense into a genre:

- Investigation
- Social
- Exploration
- Environment
- Battle

You may disagree and create your own ingredients and genres. Remember that this works best if you mix a little of the other ingredients in, while letting one lead.

Mystery	Revolves around solving a mystery, contains healthy amounts of investigation. Examples:
	   • Murder Mysteries
	   • Unexplained phenomena
	   • Lost civilizations

Drama	Interplay between characters and NPCs with a focus on social interaction. Content is largely based in or around settlements. Examples:
	   • Political play
	   • Cultural differences mishaps
	   • Religious indoctrination

Journey	Incorporates at least one mode of travel to complete a quest. Most of the content is experienced while travelling. Examples:
	   • Protecting a travelling merchant
	   • Transporting a relic
	   • Searching for a missing person

Survival	The opponent of this quest is the world itself. A situation forces the players to adapt to their environment. Examples:
	   • Natural disaster
	   • Stranded on an island
	   • Crossing a mountain

Crawler	Conflicts and combat to be fought or resolved by the players, contains lots of battle. Examples:
	   • Clearing a den of monsters
	   • Defending a village from siege
	   • Besieging a fortress

Adventure or incident

Decide on what you want the narrative flow of the quest to be. This is as the other measures completely voluntary. Choosing either means taking a stance on if the players are in charge of the story progression or not.

Adventure   The players choosing to opt in on a story, seeking to help or to gain something from the exchange. Adventures typically start with the players seeking work or someone approaching them for help.

Incident   The players are forced into a situation out of their control and must deal with it in their own way. Incidents typically start with the players being thrust into a situation involuntarily.

Content

Playing the role-playing game is mostly an exchange between all the participants, game time is not hard to fill in, especially with active players. This chapter attempts to assist the gamemaster in the decision of what needs to be put down on paper for a quest to work.

Objective

The objective is the surface part of the quest, what has happened up until now, when the quest is set in motion and what may happen, start with defining the tagline.

Tagline

After categorising your quest - write down a single sentence which sums up the quest. Any idea is welcome, but try to envision something that will result in engaging gameplay for everyone - it is easy to be enticed by mental images of a great story to tell. Change the tagline or category at any time if the nature of your quest changes.

Examples, taglines (feel free to use them):
"A solitary mountain village is hit by an avalanche"
"Mercenaries make a small town their playground"
"A seer worries that an ancient tomb is about to be desecrated"

Backstory

Now that you have defined what the quest is, it is time to describe the relevant backstories to explain it. The why's and how's of the story. Remember to hold back when creating this section, only include what is necessary to convey the story:

- Why is this happening?
- How is it happening?
- When did the relevant events occur?
- Which elements are involved?
  - a) Cultures/factions
  - b) Entities
  - c) Characters
  - d) Items

Example, tagline/backstory
Tagline: A solitary mountain village is hit by an avalanche. (Short Survival Incident)
Backstory: A local mining venture tried to build a road above the village when the use of an explosive alchemical compound goes wrong. Two weeks ago the village warned them about using compounds. Included elements are mountain climate, mining company, mountain village, villagers.

Tangent

With the Backstory defined, the past is sorted out. This section is dedicated to define the "now" of the story. The world you create may be as living as you desire, but the story really only ever starts when the characters are first entwined. Answer the following questions:

- At which point are the heroes introduced into the quest storyline?
- How are they introduced to the storyline?
- Why should they get involved?

Example, tagline/tangent
Tagline: A solitary mountain village is hit by an avalanche.
Tangent: The players are spending the night in the village when the avalanche happens, people are in need of help.

Horizon

Tale is a game of choices, the storyline usually does not have one set outcome. Now that past and present are set, look forward. What does the future have in story for the players? This section will be instrumental in defining the rest of the content.

Answer these questions:

+ Based on backstory, what is the core conflict which the players are set to solve?
+ What is the natural progression of the story going forward?
+ Who or what is driving the conflict?

Example, tagline/horizon
Tagline: A solitary mountain village is hit by an avalanche.
Horizon: Villagers are in danger, more and more will die without intervention.

Depth

This section is all about creating intrigue and tension for the players. We work at this from three different sides.

+ Secrets give the players the impression that something more is going on. Something they have yet to uncover.
+ Ideals give the players a social landscape to navigate and hard choices to make.
+ Consequences gives a weight to every action they take, from the first incident and on.

Secrets

An easy way of creating a compelling game atmosphere is letting the players be convinced there is more to the quest than meets the eye. Make them feel like they are not in total control by intentionally obscuring details. This is most important for Mystery-quests and any situation where investigation is prominent. Answer the following sample questions:

- Are there any hidden forces at work?
- Has anything important been hidden/become lost?
- Is anyone trying to impede the players' progress?
- Can any of the secrets results in interesting clues?

You won't need to include all options in all quests, but this is a great place to start.

Example, tagline/secret:
Tagline: A solitary mountain village is hit by an avalanche.
Secret: The Village was saved from total destruction by a Mountain Spirit that now is waiting for praise, or it will punish the villager.

IDEALS

Another way of creating a compelling game atmosphere is to create social tensions between NPCs and players and even amongst the players. Examine the involved elements and see if you can give them competing ideals. The biggest benefit of this is if the players are put in the midst of these ideals, having to support one or the other. Answer the following sample questions:

- Are the involved cultures' value systems in conflict with eachother in the quest?
- Will completing the quest objective set the players at odds with an involved party?
- Are there any cultural/religious disputes with regards to the Backstory?
- Will the players be forced to make a hard choice between two ideals?

Examples, tagline/ideals:
Tagline: A solitary mountain village is hit by an avalanche.
Ideals: Some of the villagers say that the avalanche is punishment from a Mountain Spirit, because of the newly built temple. They want to hinder people from taking refuge in the temple of Illar.

CONSEQUENCES

High stakes are invaluable when creating a tense atmosphere. The characters are important to the players, but they should not be the only casualties when playing. Character death is impactful, but it has a way of dragging the players out of the characters - anal-

yse the quest and look for opportunities to show them their actions matter. Answer the following sample questions:

+ Are there any real hard choices with short-cut solutions?
+ Are there any costly choices for the player's?
+ Are there any risks associated with not acting in time?
+ Will completing the objective result in any game world changes?

An easy way of letting them feel consequences is to supply them with choices that have clear short term benefits, but with an unclear future.

Example, tagline/consequences:
Tagline: A solitary mountain village is hit by an avalanche.
Consequences: If nothing is done, many of the villagers will die. If the Mountain Spirit is not praised for its help, it will send yet another avalanche to bury the village.

TIMELINE

Now that we have created the content of the quest, it is time to lay it all out in order and to establish the details. The use of a timeline in a role-playing game may seem a little counterproductive, since the players are free to choose what to do and when. The point of this section is to draft out a sequence and to give you some room for improvisation when deviations happen.

STRUCTURE

There is a lot to be said about the timeline's structure. The goal is to build tension towards some sort of resolution near the end. This goal has a tendency to become a little muddled in role-playing games. Often times there are more things than one happening - there are arcs and sidequests, there are several conflict resolutions per quest.

How do we maintain the feeling of rising tensions, while still being dynamic?

START

Focus on one thing at a time.
Give them time to examine each story in order - quests, errands, arcs. If they don't get a complete overview of their situation now, chances are they will be confused towards the end. Let each element have its space in the timeline.

Time to talk, meander and think.
Give them the ability to browse stores, talk to people and to discuss and plan their actions. A feeling of ease at the start creates a contrast to the tension at the end.

Low stakes
Decisions taken at the start of quests should appear small and insignificant. Give the appearance that the world is compliant and manageable. Keep the "Consequences" in mind, while carrying this out.

MIDDLE

Stories mixing
Intervene when the players are working on one story with either rising tension or influence from other stories. The goal is to give them the impression that they no longer control all the pieces.

Time to decide
At this point, the players should have an overview of the stories, and they should be pressed to make decisions and take actions sooner. Help them realize time passes while they are idle - characters interrupting them, opportunities disappearing, etc.

Rising stakes
Show the players the consequences of their actions (or in-actions). This can happen slowly or abruptly, depending on the quest. Ideally, a choice made at the start is shown to have had consequences for their future.

END

All elements converge

At the end,the players must choose one thread or let it all fall apart. All the stories and influences seem to converge on some point in the near future.

Now or never

Minimize the players time to think and deliberate. Actions must be taken now, or they will suffer the consequences. When asking the players "What do you do?", give them a short alloted time to decide.

High stakes

At the end of it all, the players should be fully aware of the ramifications if they should fail their objective. Whether it be in arranging a wedding or stopping untold entities from entering the world, this is when their actions yield the highest results.

> **Tip:**
> *Keeping this method of tension building between sessions is key. The first time using this system, try to keep a slow and steady build - the players have a way of making things spin out of control all on their own.*

STORYLINE

This is the point where we turn a mass of content into a storyline. In this section we will mainly focus on five concepts: Area, Location, Event, Errand, Arc. Errands have their own dedicated chapter, while Arcs are the last section of this Chapter. These are the building blocks of your story:

Area	Large geographical area or an overarching location. Acts as the container for locations and events, putting them in context and relation to each other. Example: Large City, Countryside, Mountain Range.
Location	Location of special significance to the quest. Acts as a scene for the players to explore and play through. Example: Village, Cave, Fortress.
Event	Event that happens outside of the player's control. Carry the story forward and builds or resolves tension. Example: Ambush, Chance Encounter, Storm.
Errands	A small side-quest to be played in parallel with the quest. Add a space for the chosen Errand or Errands on the Storyline.
Arcs	The connecting tissue between quests. Arcs have their own storyline, make space for arc progression during the quests.

The following chapters details how to create the different building blocks. Use the table on page 138, Undertaking to determine an amount of areas, locations and events. Follow the list below to create the storyline:

  ✦ Create and put Areas in order.
  ✦ Decide on a ratio of Locations/Events.
  ✦ Start out with a Location/Event that facilitates the Tangent.
  ✦ Continue to add Locations/Events according to the Horizon.
  ✦ Detail the Locations/Events according to the below tables.
  ✦ Create support content to bind the storyline together.

Area

Start with a location on the Tale map, use the areas section starting on page 165 as inspiration. Areas can contain several quests. It is very useful to draw maps of areas. The table below can be used as part of the area generation:

Archetype	Pick an area archetype that fits your quest and to get you started.
Backstory	Relevant backstory to the area, some for the quest and some general information.
Climate	Add a climate to the area. This will provide the basis for the area's survival conditions.
Landmarks	Use the landmark lists for inspiration. Separate the landmarks from the locations and events. These are just to give life to the area.
Location & Events	Note which locations and events are relevant to the area. If there are several quests within one area, sort the content according to quest.
Travel	Define travel conditions for the area. Remember to also write down travel times between locations.
Survival	Define survival conditions specific to the area. Remember to view this in the context of the climate.

LOCATION

Start with adding a location in the area map. The below table might seem daunting when creating large quests with 10+ locations, but it is a great way of keeping order throughout massive amounts of notes. Categories characters through clues will be detailed in the support content, for now we will only make lists.

Archetype	Pick a location archetype that fits your quest and to get you started.
Backstory	Relevant backstory for the location, some for the quest and some general information. Why is the location relevant?
Culture	Add main culture to the location, there may be several cultures present.
Landmarks	Use the landmark lists for inspiration, add a few elements to get you started on a layout. Include landmarks to make the location memorable to the players.

Layout	Use this section to describe the layout. Not all locations need to be fully mapped out, use these levels. Try to keep the details at a minimum: A - Short description. B - Description and sketch. C - Description, sketch and point-by walk-through. Remember to include the placement of characters, encounters, obstacles and items.
NPCs	Make a list.
Encounters	Make a numbered list: E1 (Description), E2 (Description). Add as many encounters as you like.
Obstacles	Make a numbered list: O1 (Description), O2 (Description). Add as as many obstacles as you like.
Items	Make a numbered list: I1 (Description), I2 (Description). Add as as many items as you like.
Clues	Make a numbered list: C1 (Description), C2 (Description). Add as as many clues as you like.
Travel	Define travel conditions for this specific location.
Survival	Define survival conditions for this location.

EVENTS

Start with defining the trigger and if that trigger is tied to a specific location or not. As with Locations, the support content will be defined in the following chapter, for now only make lists.

Archetype	Pick an event archetype that fits your quest and to get you started.
Backstory	Relevant backstory for the event, some for the quest and some general information. Why does the event take place?
Trigger	Describe what triggers the event.
Course of Events	Use this section to describe the course of events. Remember to include the placement of characters, encounters, obstacles and items.
NPCs	Make a list.
Encounters	Make a numbered list: E1 (Description), E2 (Description). Add as as many encounters as you like.
Obstacles	Make a numbered list: O1 (Description), O2 (Description). Add as as many obstacles as you like.
Items	Make a numbered list: I1 (Description), I2 (Description). Add as as many items as you like.
Clues	Make a numbered list: C1 (Description), C2 (Description). Add as as many clues as you like.
Survival	Define survival conditions for this event.

SUPPORT CONTENT

This is the last portion of the quest itself. We will detail the needed content laid out in the timeline. Characters included in the quest are first, one table per NPC. Encounters, Obstacles, Items and Clues use a common table, as described below.

NPCs

Read more about Non-player characters on page 186. Fill out the form below for each character involved in the quest.

Archetype	Pick a NPC archetype that fits your quest and to get you started.
Backstory	Relevant backstory for the character, some for the quest and some general information. How is the character involved?
Culture	Which culture does the NPC represent? Remember to add its faction as well.
Objective	What is the character's ultimate goal throughout the quest?
Description	Describe the character appearance and personality.

Add the character's attributes to the table, at your convenience.

Encounters

Encounters are an important hindrance for the characters to achieve their objective. It can take several different forms and does not necessarily need to result in actual combat. See page 209, Design the Encounter, to arrange encounters. Use the below table to organise the result:

#	Name	Description
E1	Encounter Name *Difficulty*	1 x Creature (DL) Encounter description

Obstacles

Keep the type and solutions varied through the quest. See page 265, Obstacles for inspiration. Use the below table to organise the result:

#	Name	Description
O1	Obstacle Name *Type, Sub-type*	Obstacle description Create sample solutions and consequences for each objective

ITEMS

Quest items are not mandatory, but they are great ways of distributing clues, information, tools and power - be creative. Add up all the relevant quest items and create quest rewards. See page 75, Quest Items. Use the below table to organise the result:

#	Name	Description
I0	Reward	Experience reward: Award according to table on page 38
		Loot reward: No. of storyline elements in 1D6 x 10
		Trait reward: No. of storyline elements in 1D6
		Item reward: Add one or two items, consider adding magic items on longer quests
		Rewards are usually given at the end of a Quest, but consider spreading it out on longer storylines
I1	Item	Quest items are not mandatory, but they are great ways of distributing clues, information, tools and power - be creative.

CLUES

Be sure to add enough clues for the players to solve and complete the quest, including how to unmask a hidden villain, finding secret locations and how to open 'the vault'. When the players investigate, you may have to improvise some clues, in that case use the list as a guide. Create a list of all the Clues for the quest. See page 108, Clues. Use the below table to organise the results

#	Name	Description
C1	Clue Name	Clue Description
	Exposition or Aid	Include information necessary for the players to progress.

ARCS

Arcs are important to the overall feeling of progression and for the development of the story. It is a larger story stretching across several quests. There are several different ways of implementing a story arc in to your game, we will focus on two:

| Whispers | Series of hints, events, quests running in parallel with another storyline. *Example:* |
| | Strange, cursed arrowheads are found in the corpse of an animal while the players are exploring a cave. This implicates the presence of an otherworldly threat, not related to their quest. |

| Campaign | Series of quests connected in a straight line. *Example:* |
| | The players are tasked to investigate rumours of a cult gaining followers in a cave outside of a major city. Documents within the cave hints to a bigger conspiracy at foot. |

Whisper type arcs give more freedom in picking new quests and offer a more subtle way of building tension. Campaigns are more straightforward and offer clear progression towards a more visible goal.

CONTENT

First let us define the content of the quest. Keep sustainability in mind - an arc is only as intriguing as its basic content. We will use the same approximate process as for a quest. Exceptions or additions to the procedure is noted in the tables below.

OBJECTIVE

An arc objective has the opportunity to form over time and to become more clear. Create something that can sustain the interest of the players for a long time and that can incorporate several different styles of play. In many cases an arc is made better by a good villain, this gives the player's something to unite against.

Tagline	Create a single sentence to sum up the storyline of the arc.

Backstory	Create a backstory for the arc, answer the following questions:
	   ✦ Why is this happening?
	   ✦ How is it happening?
	   ✦ When did the relevant events occur?
	   ✦ Which elements are involved?
	        Cultures/Factions
	        Entities
	        Characters
	        Items

Tangent	Pinpoint first contact between the players and the arc. Whispers are typically subtle signs, while Campaigns start with a quest.
Horizon	Create a horizon for the arc. An arc is more stretched out than a quest, so it may be helpful to separate the horizon into acts - define elements per act. You should use 3 or more acts for an arc to work.

DEPTH

Arcs have somewhat different timelines, their storylines are populated with quests and freestanding events and separated into acts. Fill in the storyline using these elements:

Secrets	Create extra intrigue and tension for the arc, adding in secrets, ideals and consequences. These sections should be sorted into the different acts of the arc.
Ideals	Create conflicting ideals for the arc. Think of what ideals can enforce the arc over a longer period.
Consequences	Answer the following sample questions: • Are there any real hard choices with short-cut solutions? • Are there any costly choices for the player's? • Are there any risks associated with not acting in time? • Will completing the objective result in any game world changes?

Timeline

Arcs have somewhat different timelines, their storylines are populated with quests and freestanding events and separated into acts. Fill in the storyline using these elements:

Quests	Arc Quests have their own closed storyline, but act as a carrier for the storyline.
Event	Arc Events can be used to increase the arcs presence in the story. They can be placed into other quests.
Characters	Apparently random characters can be added to other quests, but having to do with something else entirely. Let them plant seeds or aid/hinder the players on the way forward.
Clues	Create clues to lead the players onwards on the arc. Arc clues can be items, messages etc. Use them to subtly imply the way forward.

Start a whisper arc with an ambiguous event, a strange character or a clue, then slowly build up. Campaign arcs can start with anything, as long as it sements a straight storyline.

Support Content

Use the rules applying to quests for this section.

CHAPTER VI
ERRAND CREATION KIT
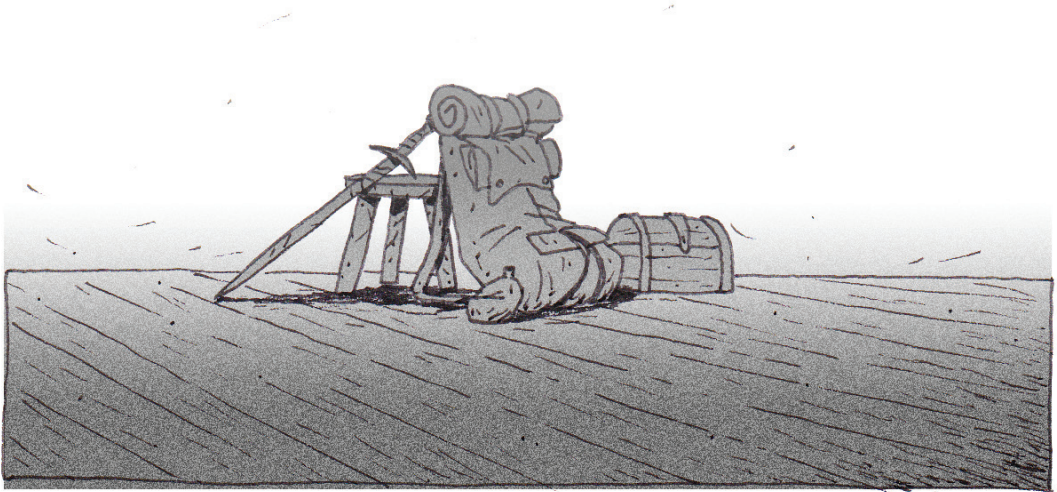
*"...the first principle in good commerce is the idea of trust,
only a fool thinks this trust is blind."*

The Ecumenical Market, Introduction

Errands are small side-quests woven into the main quest. The key characteristic of errands is that they are easy to manage and execute. Add a few into play to flesh out the play.

How to create an errand?

1. Objective
  + Tagline
  + Backstory
  + Tangent
  + Horizon

2. Timeline
  + Quest weaving
  + Challenge
  + Completion
  + Advancement

3. Support content
  + Encounters
  + Obstacles
  + Items

OBJECTIVE

With errands you have to define the objective first. There are six main categories to choose from, if you have any other ideas, please go ahead with them. Each category in the tagline section guides you on how to structure an errand objective.

TAGLINE

Choose one or combine two or more into a framework for the errand. Pick a category from the table below, then use the questions to craft a single sentence describing the storyline. This sentence will be used throughout the creation kit to flesh out an Errand.

Kill	Send the players out to kill a specific creature or NPC. Most kill-type Errands require the players to bring back proof to the originator.

+ What/who are the players asked to kill?
+ What reason are they given?
+ Is any proof required?
+ Where is the NPC/creature located?

Assist	Ask the players to help an NPC or creature in crisis. Assist-type errands often end where they start, as soon as the situation is averted.

    ✦   What is the situation?
    ✦   *Why does it need to be solved?*
    ✦   Who/what asks for help?
    ✦   Where does the situation take place?

Delivery	Ask the players to transport an item or shipment from one place to another. Time limits are possible and encouraged. If the item is hard to carry and/or fragile that is also a bonus.

    ✦   What is the item?
    ✦   Where is it heading?
    ✦   Why does it need to be delivered?
    ✦   Is anyone else after the item?

Social	Any task where the goal is directly linked to social interactions. There should be at least some challenge in achieving the goal through the interaction.

Gather	Ask the players to retrieve or gather something for an NPC or the community. The gathered objective should be sparse, secret or rare.

    ✦   What is to be gathered?
    ✦   Are there any special items or skills required to gather?
    ✦   Is anything/anyone guarding it?
    ✦   Where is it?

Escort	An NPC or group needs protection or help to a specific destination or out of harm's way. If the NPC is in a hurry, or in distress, it helps the suspense. The errand should not capture focus from the main quest.

    ✦   Why is the escort needed?
    ✦   Where is the NPC heading?
    ✦   How does this help the quest?
    ✦   How are the travel conditions?

Other	If you find other possibilities, use them.

Backstory

Errands only need a couple sentences to define a working backstory. A vague backstory makes it easier to intertwine with a Quest.

Tangent

After deciding the bullet points of the objective, flesh out the Errand's origin, where the players and errand meet.

Entity	An entity may ask the players to help them. Sometimes all it takes is a whisper from the beyond or a ghostly apparition. The entity may well be related to the quest.
	    ✦ What kind of entity is it?
	    ✦ What is the entities desire in accomplishing the objective?
	    ✦ Why does the entity choose the players?

Town Board	Find errands on the town board. A note asking brave adventurers for help, usually using the village leader as a reference.
	    ✦ What does the note say?
	    ✦ Who put up the note?
	    ✦ Why was the note posted?

Quest-Giver	The standard version of handing out errands. Someone asks the players, drags them into a conversation or shows someone who is in need.
	    ✦ Who is the quest-giver?
	    ✦ What is the NPCs desire in accomplishing the objective?
	    ✦ What does the NPC tell them?

Message in a bottle	Introduce an errand through an item or message. Can be centuries old and guide them towards a secret, or someone stranded or captured.
	    ✦ Who wrote the message?
	    ✦ What is the message?
	    ✦ When was the message written?

Horizon

Errands should have simple horizons. The players are set out to perform a task, this section is dedicated to clearly define what that task is, going forward. Use the questions from Tangent/Category to help you answer the below ones:

Answer these questions:

- What are the players asked to do?
- Who or what is driving the conflict?

Timeline

Errand timelines are simple, but still open to variations. The basic of the story is: In some way the players are made aware of a task with the expectation of reward. The task has a clear goal, but with a challenge in carrying it out. After the task is completed, there should be a clear way to complete the Errand, and some Errands could have continuing storylines.

Quest Weaving

The most important part about an Errand is that it is flexible. Before filling out the timeline, experiment with different quest ideas and if your Errand fits within that framework. No specific locations, no tone-breaking characters, no exclusive cultures.

Challenge

With the category in mind, find one challenge fitting the Errand. It may be either an encounter, event or obstacle. The challenge must be overcome in order to achieve the objective.

Completion

Look back to the tangent. How did the players get introduced to the Errand? Think of a natural way for them to finish. When accepting the Errand, the players should be told how to complete the Errand, it should also be straightforward.

Remember to create the reward, in the Items Section,

Advancement

This part is optional. Some Errands have natural follow-ups. Complete within the same span as a quest or parallel with several quests.

Support Content

Create the last few details of the Errand, relevant NPCs, Encounters, Obstacles and Items (if any).

NPCs

Read more about Non-player characters on page 186. Only include necessary features, like the characters place in the timeline and personal objective. If the NPC is part of an encounter, also include their combat statistics.

Encounters

Only include this section if there are Encounters related to the Errand. Fill in the table below to describe the challenges defined in the timeline. See page 209, Design the Encounter, to arrange encounters.

#	Name	Description
E1	Encounter Name	1 x Creature (DL) Encounter description

OBSTACLES

Only include this section if there are Obstacles related to the Errand. Fill in the table below to describe the challenges defined in the timeline. See page 265, Obstacles.

#	Name	Description
O1	Obstacle Name *(Type, Sub-type)*	Obstacle description. Create sample solutions and consequences for each objective.

ITEMS

Add up all the relevant items and create Errand rewards. Use the below table to organise the result:

#	Name	Description
I0	Reward	Experience reward: 4 Loot reward: 2D6 x 10 Trait reward: 1D6 per player Magic Items may be awarded at higher levels, for instance a potion or scroll.
I1	Item Name	Item Description

EXPANDING THE WORLD OF TALE
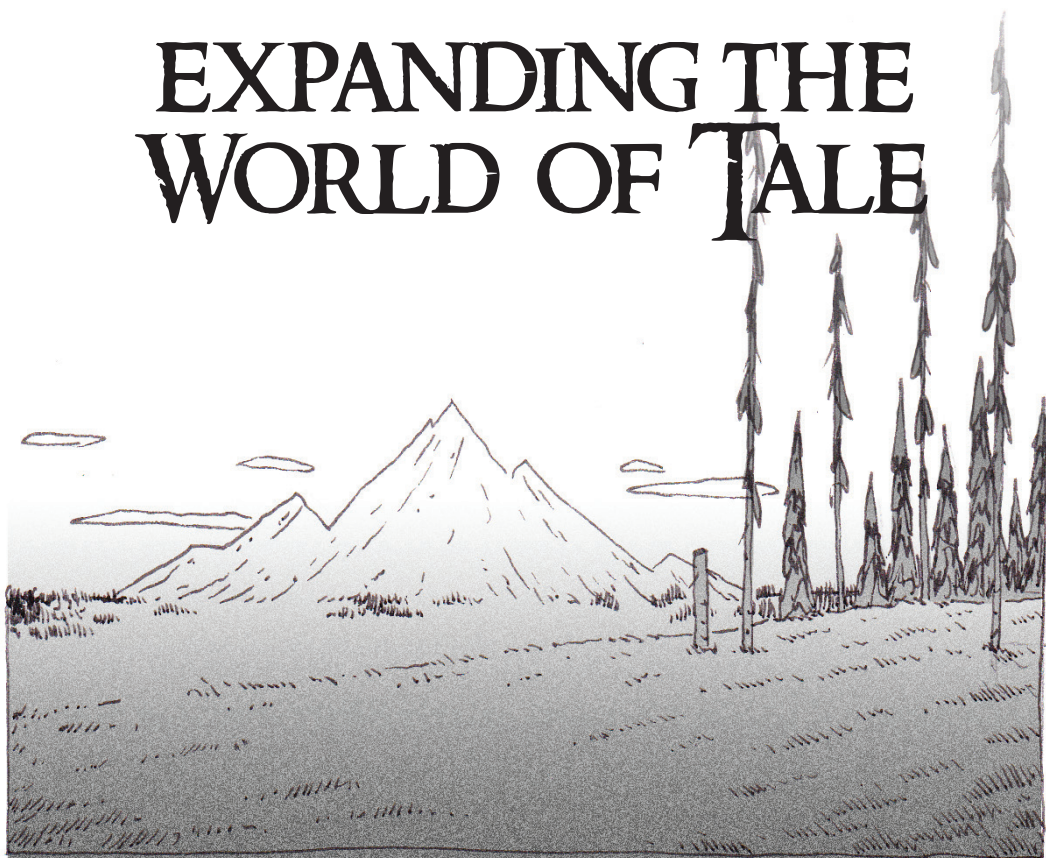
*"Roads, paths, streets. In our world, a nervous system, it exchanges
culture, wealth and ideas – silent agents of peace and prosperity."*

The Travel Journal, Chapter 2

This chapter gathers all threads from the Quest Creation Kit and the Errand Creation Kit aiding the Gamemaster in creating and expanding all needed game content. Find guidance for locations, climates, cultures, religions, events, NPCs, encounters, magic, survival conditions, travel and obstacles in the following sections.

WORLD BUILDING

"Describe and contextualise the game world."

The world is defined by simple means in Chapter 4, World of Tale, while this chapter helps you as a Gamemaster to fill in the rest. Create the cities of Oden, the roadside taverns of Merelin. The role-playing game takes place in a world created in your mind's eye. There is no screen to visualise the details you have created, so rely on your ability to communicate your vision. Explain locations, people and events so the players have the same understanding. Here are a few tips:

+ Use scene headings from movie or theatre scripts as inspiration. Set the stage for each part of their adventure as it would be in a script.
+ Keep the level of detail uniform. When something is extra detailed it draws the players' attention. Likewise, when something lacks detail, it tells players that those parts do not matter.
+ Let players decide things that don't matter. When they enter a village, let them take part in finding names and deciding layout.
+ Find beats, words and tricks to trigger atmosphere. An atmosphere fitting with the quest is best for creating suspense. There are a few sound-boards available as apps. Background music also plays a big part in creating atmosphere.

In the following sections you will find information on how to create:
+ Areas
+ Locations
+ Climate
+ Culture
+ Religion

AREAS

Areas are used as containers for a story setting. They contextualize the general feeling of where the players are in the world. Consider the archetype of an area as the main component of the geography, the example below is the Varaes Forest Region - a forest archetype area.
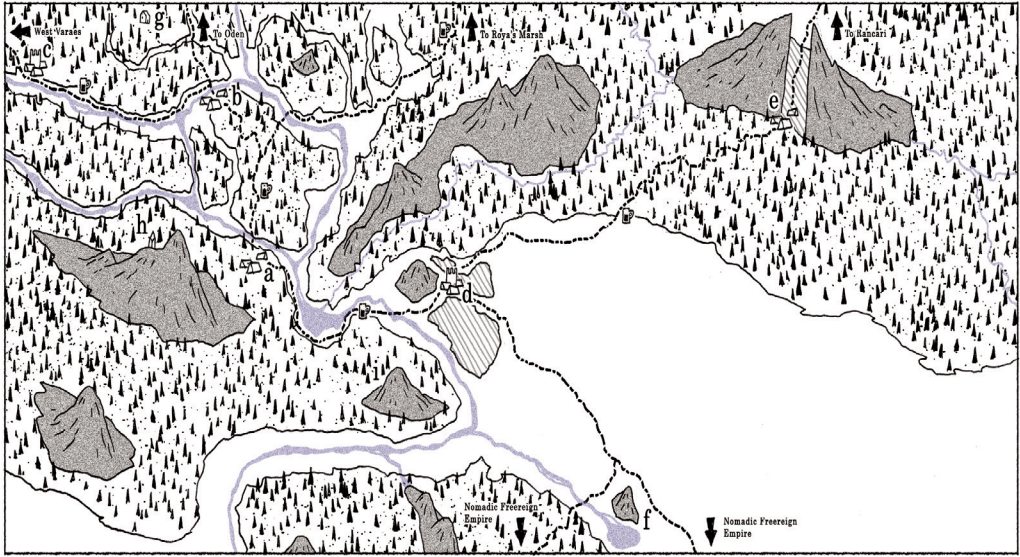
Use the archetype as a guide when creating the climate, landmarks, travel and survival. In the example above, travel is quite easy, because of the well-maintained network of roads and paths.

GEOGRAPHY

When creating areas, you will lean on a specific archetype to guide you, but remember that most geographical areas have some variation. Rolling hills, rivers, streams, valleys, something to grant texture to the idea. Look at real world maps for inspiration, but remember the freedom you have in a strange world of magic.

In the Quest Creation Kit you are asked to describe the size of an area. Here you may also compare it to similar areas in the real world. Remember to keep the area size moderate, larger spaces makes it harder to maintain a good level of detail.

SETTLEMENTS

This is probably the hardest part of world-building to do 'correctly': Creating a plausible and working nations and settlements. Fortunately in Tale and other fantasy works we have magics and spirits to rely on in bridging the gap. When creating the culture for your locations, you will be asked to define their food supplies, wealth distribution. Use the filled out culture form when adding settlements to your map, just to see if it feels sustainable to have people living there. Also think about the following when placing settlements:

+ Is there a supply of drinking water?
+ Is there arable land nearby?
+ Are there waterways nearby for travel and trade?
+ Is the position strategic for military or trade?

If you are interested in knowing more about how to create functioning societies, see our webpage[1] for an more in-depth look at the issues.

LOCATIONS

Locations are focal points of the storyline in quests and errands, places with a direction connection to the story. Create locations in accordance with the Quest Creation Kit. Below is an example of a location within Varaes Forest Region, a cave called "Cult Hideout".

---
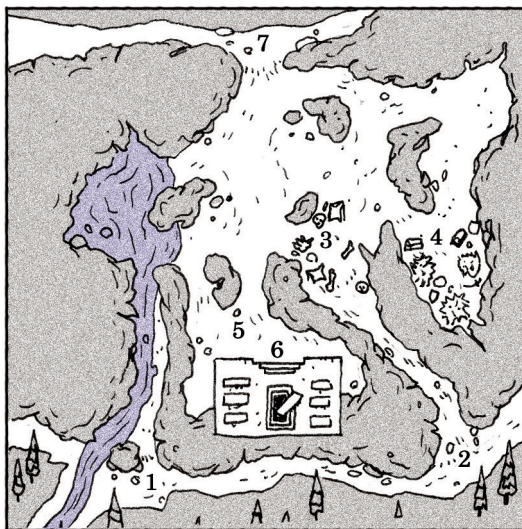
[1] www.worldoftale.com/samples-templates

Use the table on page 148, in the Quest Creation Kit if you want to create locations outside of the quests. Ignore the support content sections if they do not apply.

Archetypes

Cave

A natural underground chamber in a hillside or cliff.

Examples

Area	Large network of caves
Location	Abandon copper mine

Caves are the best, they can contain anything – don't be afraid to combine this location with something else. Remember that there is a lot that can be done to improve the atmosphere when cave-exploring. Sounds, water, strange lights.

Landmark examples:

Statues, caves, reliquaries, crypt, mining facility, excavation, lake, temple, shrine, tombs, underground groves, monument, abandoned settlement, waterfall, ruins, haunted mines, bridge, ancient settlements, glacial veins, pass, crevice.

City or Town

A thickly populated area of significant size larger than a village, having fixed boundaries and certain local powers of government. Towns range from 1000-5000 inhabitants. Cities usually from 5000-10000, especially large cities can have up to 100 000 inhabitants.

Examples

Area	Large city with multiple districts.
Location	Busting seaport.

Cities can contain a lot of what players might be searching for, including trouble. It is also a great place for political and social play. It is a good idea to create a few cities as a backup in nearby areas, if the players should feel compelled to seek it out.

Landmark examples:
Abode, arena, armoury, bank, battlements, barracks, brewery, castle, city hall, city wall, gardens, clinic, courthouse, den, docks, eatery, entertainment, estate, floristry, forum, foundry,granary, graveyard, guard post, hospital, housing complex, library, lodge, market, mill, monument, office, orphanage, post office, prison, production, public service, school, shop, tavern, university, water tower, well, workshop.

Desert

Any area where few forms of life can exist due to a lack of water, permanent frost or absence of soil.

Examples

Area	Large lifeless area of sand dunes.
Location	Salt flat valley left after a disappeared lake.

Few, far between but usually very large, deserts are not particularly interesting landscapes so keep the travelling to between landmarks, settlements or other locations. Define what kind of desert it is, frost, sand etc.

Landmark examples:
Ridge, abandoned settlement, dunes, ruins, oasis, rocky terrain, ridge, river, monument, road, uncharted settlement, tower, fortress, temple, shrine.

FARM

An area of land and buildings, used for growing crops and rearing animals.

Examples

Area	Valley of vineyards.
Location	Family wheat farm.

They can be isolated from society and exist in a society of their own. Farms express details of the world to the players. Think of interesting ideas for produce and methods.

Landmark examples:
Abode, brewery, dairy, herb gardens, farmhouse, barn, silo, estate, granary, lodge, mill, monument, production, tavern, stable, wine cellar, shrine, water tower, well, workshop.

FOREST

A terrain made up of trees of various frequencies, types and sizes.

Examples

Area	Wildwoods.
Location	Druid's grove.

Topography, climate and anything else may vary. In Tale the forests are home to spirits, powerful, unpredictable and petulant – shrines to them are common. Use the examples below to elaborate with landmarks and features.

Landmark examples:
Abandoned settlement, clearing, cliff, creek, crevice, grove, haunted woods, hermits lodge, hive, hunting lodge, lake, meadow, old ruin, path, pond, river, riverbed, rocky terrain, shrine, swamp, thick growth, uncharted villages.

Fortress

A large, strong building or group of buildings that can be defended from attack.

Examples

Area	Military encampment.
Location	Tyrant's haunted castle.

Can also be a natural formation or any landscape that restricts access – keep in mind that creative twists for fortresses gives extra flair for the players, should they try to get in – or out?.

Landmark examples:
Armoury, battlements, barracks, castle, gardens, foundry, guard post, half-sunk ship, monument, prison, tavern, cliff, cave, mine, temple, ridge, mess hall, military encampment, ship, barricade, tower, wall, waterfall.

Hills

A naturally raised area of land, not as high or craggy as a mountain.

Example

Area	Green rolling hills.
Location	Ancient dragon's gravemound.

Hills run the chance of being an uninteresting landscape, so be sure to give it context and flare – just not too much.

Landmark examples:
Abandoned settlement, mine, woods, cliff, waterfall, nests, ruins, shrines, haunted mines, rocky terrain, uncharted villages, inn, guard post, castle, bridge, hermits lodge, monastery, ancient settlements, glacial veins, cairns, path, pass, crevice, quarry, towers.

Marsh

A tract of low wet land, often treeless and periodically inundated, generally characterised by a growth of grasses, sedges, cattails and rushes.

Examples

Area	Large patch of wetlands.
Location	Small swamp by slow moving waters.

Marshlands can be an easy way of testing the player's survival skills and adaptability. They may serve as interesting locations, but keep in mind that players may seek to avoid them.

Landmark examples:

Abandoned settlement, grove, hive, hunting lodge, island, lake, meadow, paths, pond, river, riverbed, sinkhole, sunken ruin.

Mountain

A large natural elevation of the earth's surface rising abruptly from the surrounding level; a large steep hill.

Examples

Area	Mountain range.
Location	Pilgrimage mountain peak.

Mountains in Tale have a leading feature – spirits. They dwell in the Deep but influence a lot on the surface. Shrines and hauntings are common, those who live on or near mountains need to pay special tribute to them in order to live in peace.

Landmark examples:

Abandoned settlement, mine, woods, cliff, waterfall, nests, ruins, shrines, haunted mines, rocky terrain, uncharted villages, inn, guard post, castle, bridge, hermits lodge, monastery, ancient settlements, glacial veins, cairns, path, pass, crevice, quarry.

Plain

An area of land not significantly higher than adjacent areas and with relatively minor differences in elevation.

Examples

Area	Nomad's roaming fields.
Location	Flower meadow.

As with hills, these run the risk of being boring. Try to look for specific twists to make them different, or create as void spaces in contrast with adjacent areas. Exotic plant life, remnants of battles or spirit inhabitants are ways of increasing a plain's story value.

Landmark examples:

Abandoned settlement, ruins, shrines, rocky terrain, uncharted villages, inn, guard post, castle, hermits lodge, monastery, ancient settlements, meadow, farmlands, military encampment, river, riverbed, lake.

Ruin

The remains of a building, city, etc., either destroyed or decayed.

Examples

Area	Lost city of a fallen civilization.
Location	Razed castle of a rebellious noble.

Ruins are self-explanatory havens of adventurous ingredients. Keep them mysterious and of uncertain size – buried or overgrown.

Landmark examples:

Statues, caves, decrepit buildings, hidden cellars, reliquaries, crypt, nests, squatters, camps, excavation, temple, shrine, tombs, groves, monument.

Tavern

A public house for travellers and others; inn.

Usually not fitted as an area in a quest. An important ingredient for long travels and with almost unlimited possibilities. When creating a tavern, bring your world into it. Add local

produce to the menu, local beverages or exports when they are on trade routes. Here is a tavern creation guide:

Local feature	Latch on to something local and infuse the inn with it.
	• Settlements or buildings? (Temple, ruin, fortress, farms etc.)
	• Resources? (mines, wineries, orchards etc.)
	• Trade routes? (Access to exotic goods etc.)
The locals	Imagine what kinds of people frequent the inn.
The hosts	Who are the hosts?
	• A family?
	• Ex-adventurer?
	• Bandits?
	• Religious movement?
The culture	Find cultural elements to express at the inn. Idioms, social structure, etc.

Examples

Name	The Grain and Gravy.
Local feature	Highland plains, a nearby distillery creates 'Amsha', a brandy made from wild-growing grains.
Locals	Local farmers and sheep herders. Some pilgrims tending to a local shrine to the Traveller.
Hosts	Kajetan, a former florist who turned spice merchant and experimental chef. His three children assist him in day-to-day business.
Culture	Pilgrims hold lectures on proper shoe maintenance and ration packing every other day. The lectures are free.

Temple

An edifice or place dedicated to the service or worship of an entity, deity or deities.

Examples

Area	Great temple of a large nation's state religion.
Location	Road-side shrine.

It is easy to fall into the 'ancient-evil' temple-trope. Try to consider different approaches to keep things interesting and varied.

Landmark examples:

Servants quarters, offering table, courtyard, temple gardens, fortress, statutes, mausoleum, monastery, sacrificial stone, monuments, priests' quarters, sanctuary.

Village

A collection of simple buildings put together to form a close-knit and small society. Villages usually range anywhere between a dozen and a few hundred inhabitants, the largest villages are close to towns in size.

Examples

Area	A large village with several places of interest within.
Location	Forest village of hunters and gatherers.

Villages have no exact upper limit of inhabitants, the general idea is a rural and small city where people lead simple lives, amenities are few. Some are governed by external forces, and some are independent.

Landmark examples:

Abode, arena, barracks, brewery, city hall, clinic, courthouse, den, docks, eatery, entertainment, estate, floristry, foundry, granary, guard post, inn, library, lodge, market, mill, monument, office, orphanage, post office, prison, production, public service, school, shop, water tower, well, winery, workshop.

Altera

Called 'the shadow world' – a great disservice. The Altera contains an infinite regress of worlds, each more fantastic than the next. It defies description because access and understanding has yet to be decoded. Be careful using Altera as it will pull mysteries into existence.

Alteral locations outside of an Alteral area should at least have a defined climate attached to it. This climate can be of lesser intensity than the parent dimension.

Examples

Area	Eternal frozen plains of ever-changing gravity.
Location	Castle drawn into limbo by a dimensional conduit artifact.

Sample questions, dimension creation:
- Choose another location type
- Define the locations normal purpose
- What could change that purpose?
- Find changes to emphasise the theme
- Change the passage of time
- Change sensory perception
- Define entities and their power

Astra

Usually called 'the outer world', mostly comprised of a great void with impenetrable darkness and silence. The home of the stars and the nameless whispers. These locations should be rare and far between. When imagining the Astra: try to think of it as a reflection of the world and dream up a person whose nightmare you are entering.

Astral locations outside of an Astral area should at least have a defined climate attached to it. This climate can be of lesser intensity than the parent dimension.

Examples

Area	Forest of talking animals living in harmony, where something feels "wrong".
Location	Asylum taken over by its entity-worshipping patients.

Sample questions, dimension creation:
+ Create an ordinary person
+ Define their fears and personify them
+ Create different specific triggers and events
+ Imagine ways to make the players experience non-linear and unpredictable
+ Imagine ways to give the players foreshadowing of future events

The Deep

In the deepest mines and caves there are hidden depths, thresholds to worlds of great mystery and adventure. They are not accessible and mentioned only in legends, so keep them as an intrigue for as long as possible.

Deep locations outside of an Deep area should at least have a defined climate attached to it. This climate can be of lesser intensity than the parent dimension.

Examples

Area	Mushroom forest home to glowing sentient telepathic slugs.
Location	Mineshaft shrine dedicated to an unnamed mountain spirit.

Sample questions, dimension creation:
+ Choose another location type, not a cave
+ Find a set of conditions that could create this location underground
+ Build on those conditions to expand into its inhabitants
+ Find a particular object's variation, colour, sound etc. to repeat

CLIMATE

Weather conditions prevailing in an area in general or over a long period.

Use this to add atmosphere and unique survival and travel challenges to an area. This section sets the world in context. Be consistent in displaying the climate to the players, this is important when creating atmosphere.

Climate creation form[2]

Temperature	What is the average day temperatures in the different seasons, and what are the extremes?
Weather	What are the normal weather patterns and what are possible deviations?
Natural resources	Which natural resources are prevalent in this climate?
Terrain	What kinds of terrain are there in the climate?
Vegetation	What kinds of plants and trees grow in the climate? What crops/food sources thrive in the climate?
Animal life	Which animals live in or have been introduced to this climate?
Creatures	Which creatures thrive in this climate? Use either sample creatures or create your own set.
Settlements	What cultures settle in the climate in what types of settlements?
Survival	Define a set of survival conditions for the climate. What are the benefits and drawbacks?

+ Compare it to real-world climates, to identify problems and ideas.
+ Do not over define climates, you risk creating a cartoonish surrounding.
+ Define temperature, weather patterns, natural resources, terrain, vegetation, animal life, creatures, settlements, seasons.

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[2] Inspired by: Tiana Warner's worldbuilding checklist, see page 279

Culture

Culture gives context to Tale locations. It allows for a subtext in alien worlds unlike what we experience in our own. To make your world more vivid through culture is a fun exercise in creativity and world building. Follow the list below for a guide on what you should think of when creating your culture. Think 'If any', if applicable.

Culture creation form[3]

Timeframe	When was this culture first founded?
	Is this culture still in existence, if not – since when?
	Are there any big events marking this culture's timeline?
Geography	What or which continent(s) does the culture inhabit?
	In which climates are they suited to live?
	Which terrain do they settle in?
	Where are their largest cities?
Religion	Which gods does this culture worship?
	What is their relationship to their gods?
	Do they have unique rituals or holidays?
Value system	What do their citizens value most?
	What is the basis for their morals and ethics?
Politics	How are their people governed?
	How is the power structure divided?
	What are the most powerful institutions?
	How well does it work?
Social class	What trait defines the classes?
	What professions or positions are of high/low value?
	How do the different classes treat one another?
Economy	What is their currency?
	How is it exchanged?
	How is the wealth distributed?
Natural resources	What are the most common natural resources?
	What are the most precious resources?
	Have any resources been discovered?
	Have any resources been used up?

[3] Simplified version of Tiana Warner's culture checklist, see page 279

Production	What do they produce?
	How do they produce it?
	What are the main exports and imports?
Food & drink	What do the people eat?
	How do they hunt/gather/farm/trade that?
	What do the people drink?
Language	Describe the language, it may compare it to a real-life language helps. Try to define a few sounds, names or locations.
Clothes	Describe the clothing of the commoners, wealthy, military, nobles and clergy.
	What materials are available?
	Do they have access to any special or rare dyes?
Magic	What is the culture's stance on magic?
	Do they use magic in daily life?
	How are magic-users viewed?
	Are any branches of magic viewed as different?
Tech level	What is the level of technology? Education? Infrastructure?
	Do they have scientists or engineers?
Law	How does their legal system work?
	Who decides what is wrong or right?
	How are their laws enforced?
Heroes	Who are the great heroes of this culture?
Factions	Are there any? Are they known to the general public?
	What separates them from the rest?

HUMAN

Humans are everywhere in Tale and therefore their cultures should stay varied and exciting throughout the game experience. When creating a culture of humans use the above list with the following things in mind: (see next page)

- Humans are short-lived. They have an average life expectancy of 64 years, so their societies depend on effective communication of experience and knowledge.
- Humans are curious. This help them to learn a large variety of skills during their lifetime, and also to keep their culture developing quickly.
- Humans are insecure. Their insecurity about situations outside their control lead them to aggressive behaviour, xenophobia and ostracising.
- Divine Favour. Humans have a natural relationship with the Watchers: Elana, Illar and the Traveller.

ELF

Elves are rare, but not as striking perhaps as in other settings. Their kinship with nature gives them their differing traits from humans. When creating a culture of elves use the above list with the following things in mind:

- Elves are long-lived. They have an average life expectancy of 110 years. Elves base their society on honouring their elders, ancestors and to conserve youth throughout their life.
- Elves know. Their connection with nature gives them survival tools, which lessens their need for research and learning.
- Elves are cultured. Elven societies are open and inclusive as long as they follow one rule: Respect nature – a set of rules almost impossible to follow.
- Divine Favour. Elves are children of Linnea, they are allegiant to her and to the Spirits of the Forest.
- Sub-types: Wood-Elf, Dark-Elf and Storm-Elf.
  - Wood elf – also called Ariva. The most common version of the elves. Their communities are many, but hard to find. The above applies to Ariva.
  - Dark elf – also called Shesh. A version of Ariva, changed over time. Their skin is hard from crawling in narrow tunnels of sharp rock and their skin is tinted by volcanic ash, the only sentient race to survive the toxic fumes of Sheshyrinnam. Average life expectancy is 100 years.
  - Storm-elf – also called Yosran. There is great uncertainty of the origin of the Yosran, some believe they are children of the Tide, to inherit the world after its destruction. Can survive in the most extreme climates and conditions, life expectancy is 120 years.

Dwarf

The great Dwarf civilisations are gone, but to this day there are still several large societies of dwarves dotted around the landscape. They live parallel to humans and their communities with little interaction. When creating a culture of dwarves keep the following things in mind:

* Dwarves are immortal; however, their life expectancy is just above 130 years as they are prone to diseases and infection. Health and protection are their main worries in life.
* Dwarves are intuitive. They learn from doing, which clashes with their poor immune systems. Most societies have strict traditions on methods and crafts to keep the young from injuring themselves.
* Dwarves are indifferent. Their cities may exist in tandem with humans without ever having contact, they are usually not hostile – unless it comes to threats to their health.
* Divine Favour. Fumbus created the dwarves as strong, but with their flaws. They owe their allegiance to him and the Spirits of the Mountain.

Other creatures

One major point in Tale is that everything is a part of an ecosystem. Every monster, no matter how loathsome has been born, needs to feed and will need to reproduce. To inform their society, go through the above list with the following things in mind:

* Life span. What is their life span? How does that influence them?
* Adaptation. How high is their ability to evolve themselves and their society?
* Social. How does this society live along with others of the same and different type?
* Climate. What climate does this creature thrive in?

Religion

Most mortals worship gods in the standard pantheon, methods of worship very and some also worship the less known deities. Use the below form to create a religion.

Religion creation form[4]:

Timeline	How long ago was the religion created?
	Is the religion still in effect?
	Has the religion changed? When? Why? How?
Gods	What are the defining gods of the religion?
	What is their position in relation to the main pantheon?
Demigods	Are there any demigods attached to the religion?
	What is their relationship to the defining gods?
Entities	Are there any important entities in the religion?
	How do they influence the other gods?
Myths	How was the world created?
	Are there any important anecdotes to inform the value system?
	Are there any sacred texts and artefacts?
Rituals and traditions	Does the religion involve any rituals for the common people?
	What are their religious traditions?
	Are there any celebrations or commemorations?
Clergy	Is there a clergy?
	Is there a hierarchy?
	What are their duties and responsibilities?
	What is the public opinion?
Tenets	What are their moral teachings?
	What are the defining characteristics of the religion?
	What are the main influences on daily life?
Holy sites	What locations are holy in the religion?
	Who has access to these locations?
	Are there gatherings there?
Factions	Are there any? Are they known to the general public?
	What separates them from the rest?

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4 Simplified version of Tiana Warner's religion checklist, see page 279

EVENTS

This section is a guide on how to create event content for quests, errands and arcs. Events are introduced in the Quest Creation Kit as a way to include the players in a storyline outside of their control.

PLAYING AN EVENT

Follow the instructions in the Quest Creation Kit. Use an archetype as a guide to shape the overall structure, then fill in the rest with backstory, trigger and course of events. Events are not ways of forcefeeding a prewritten story to the players. It is just a method of creating dynamic content. In Tale, you are cooperating when creating the story, so let the players act through the external pressures of the event.

ARCHETYPES

Use these to help create events, keeping your storyline dynamic and varied:

NATURAL DISASTER

Monumental and violent change in the player's vicinity. This event should force the players into action. With a rapidly changing environment, they may make hard choices of whom to help and whether or not to save themselves. Natural disasters should be a rarity, as they lose their impact with consecutive occurences.
Examples:
Avalanche, Landslide, Earthquake, Sinkhole, Volcanic eruption, Flood, Tsunami, Wildfire.

WEATHER

Unexpected and significant change of weather. This event will force the players to adapt to their environment. It may also prompt them to change their approach to an objective. This is a good way of creating natural obstacles for the players, and also to create special encounters. Can be random, caused by magic or an entity.
Examples:
Scorching sun, Blizzard, Torrential Rain, Windstorm, Fog, Thunderstorm.

Cultural

Noticeable display of culture. The largest challenge with this type of event is to keep the players' interested without forcing them to participate. Cultural displays may contain important clues to the plot or move the story forward. These events are great opportunities for world-building.

Examples:

Political rally or forum, Celebration of hero or event, Surveyors of natural resources, Trial, Execution of criminal, Involvement in faction.

Religious

Noticeable display of religious practice. As with cultural events, the gamemaster has to make it feel relevant to the players. The events can be very important plot points, and they have the potential to clarify idealistic differences in a quest.

Examples:

Celebration of deity or entity, Funeral Rite, Procession of clerics, Shrine maintenance, Public sermon.

Military

Presence of one or more military forces, in an activity intersecting with the players. This may place players in harm's way or it may put them at odds with local authorities. One great way utilize this event is to have a presence which denies access to their objective.

Examples:

Army campaign, Temporary encampment, Guard patrol, Fortress siege, Deserters, Active battleground.

Travellers

A chance encounter on the road. These do not need to have plot implications or a big impact. Use them to help or hinder your players, supplying information, misinformation, selling supplies and more.

Examples:

Travelling merchants, Refugees from a besieged town, Wandering poet, Sellsword offering protection.

Supernatural

Something out of the ordinary. These can be connected to characters practicing magic, to entities or any other supernatural phenomena. Decide if you want to use High Arcana, Arcana or voices of the Deep. Mysterious, powerful, frightening, helpful, supernatural occurences can be almost anything.

Examples:

Magical energy discharge, Contacted by entity, Close contact with forest spirit, Alchemical experiment consequences.

Special Encounters

A planned encounter without a specific location. The event revolves one or a set of encounters, more or less planned or forced upon the players. Try to think of something to set these apart.

Examples:

Creature stalking the players, Highway robbery, Dragon attack on present location, Veteran challenging the players to a fight.

Character

A meeting with a relevant character. The NPC may be hostile, friendly or indifferent. Use this event to get important information to the players, or to influence their approach towards the objective. Alternatively use it to fool the players.

Examples:

Cult member revealing a secret, Hunter running from creature, Priest with a dire warning, Bandit during break-in.

Other

This list is only meant for inspiration and categorisation. Add as many new archetypes as you want.

NPC

"Play any character the players encounter."

The world is lonely with just players in it. Non-player characters fill up every role you need for the game to feel alive. You play them as the players play their characters and you will need to swap between people and monsters.

PLAYING A CHARACTER

Playing NPCs consistently and well is hard work as a gamemaster, here are a few tips to help you think on your feet:

- Don't overdo it. Gamemasters need not be character actors. Play NPCs as variations on a theme of yourself.
- Focus on the NPCs' objective. Before an interaction starts ask yourself, what does this character want?
- Voice. Create voices for NPCs if you want. But remember that you may have to play this character many times.
- Mood. What is the character feeling? Give the NPC a mood to help you create a unique and flavourful dialogue.
- Physicality. Even though you all are sitting around a table, remember to play the NPC with your body language.
- Actions. Use the character actions on page 135. If you feel the players need a push or some assistance, do so, but not for free.

Archetypes

Use these as a base for characters in a quest, or to inspire you to fill out your world with characters.

Aristocrat

Members of higher- and ruling-classes. People of power and great wealth belong to this group though neither are prerequisites. There is probably some joke regarding the vague nature of this grouping, but no matter.

Self-made	Either by sheer will or by fate's design, they have clawed their way towards the top. They are outsiders in their world, but more driven.
Royal	The family of the ruling monarch, both close and extended. They wield tremendous power in their own circles and are often targets of schemes of power.
Imperial	Members of an imperial family or their official appointees. They are the pinnacle of power and they are feared and revered as supernatural entities. Even their lowest servants are subject to worship.

Noble	Not as much power as the imperials or nobles. The nobles are those who have been born into families of power, either great landowners or titleholders.
Born leader	Someone who is given a title due to their natural charisma. They use it to lead movements and to steer the common folks' opinion.
Politician	A rarity in monarchies and empires – they have been given power by the people. They are usually either popular or hated.

MAGICIAN

The name might mislead, this group is not intrinsically connected to magic-users. Members of this group have some connection to a deeper reality or understanding. They may be intelligent, born with supernatural powers or grazed by spirits.

Priest	A servant to some entity with religious connotations and responsibilities. They should be welcoming and intent on spreading the word'. Actual communication with the entity is rare.
Druid	A servant of natural entities. They keep to their respective habitats and protect them with their lives. Most druids have problems understanding humans, living so close with spirits.
Clairvoyant	Those marked by the stars who can hear their maddening whispers. Some keep only to powers of soothsaying and some are full-fledged insane worshippers of the voices.
Channeler	Their power comes from within, either from their blood or unbending will. Sometimes they are very unlikeable since they are in a way 'superior'. Most of them are trained, some are born with their affinity.
Savant	Not connected to any great power or entity but formidable. They are people of near-superhuman ability, intelligence or skill. Many are cut off from people.

Minion

The most unfortunate of groups. They are beholden to a superior authority and most of their life revolves around their servitude. Devoted, captured, paid or oppressed, this group has sold or lost their integrity.

Slaves	This group shouldn't be a necessity, but tyrants will be tyrants. For those without conscience or pity, this group is an almost endless resource of cheap labour. It is sometimes hard to remember that they should be vivid characters.
Servant	Paid help with the usual option to seek other employment. They may be their own person (to a certain extent). Servants need not support their employers.
Toadie	Servers of ungrateful or unkind masters who have broken the individual's spirit enough to make them exist as a shell, carrying out commands as if they were someone else.
Mob	A sea of pitchforks and torches, or adoring fans. Supporters of an idea or a person, consisting of common people, their opinion does not sway. Social pressures and word of mouth causes a dangerous group identity.
Acolyte	Devoted, even fanatic, worshippers of an entity, person or idea. Acolytes sacrifice their personal freedom to a cause and to keep within the group they must be firm in their faith. Hard conviction causes group identity.

Outsider

An archetype for those who belong nowhere. This last group is for the weirdos and rarities, for anyone not following the beaten path – either by choice or happenstance.

Adventurer	They have left their home to wander the world in search of adventure. Their motives may differ as much as their methods. Usually they have no home except for the current inn or their tent.
Artist	Misunderstood and under-appreciated, but still a creative force in every society. Artist are outsiders, at least in this world, because of their apparent lack of contribution.

Beggar	They live in cities, but do not belong to it. Their lives are lived day-to-day and they are reviled or pitied. Some steal to survive and some live on what they are given.
Criminal	The other side of the law. They exploit society and its inhabitants. Many have their justification, others do it just for fun.
Loner	Those who have left society by choice. They may be needed or wanted but they hope to live alone, in a desolate place. Many loners are hostile towards company, while some are cautious or even welcoming.

Soldier

War, combat, glory – this group of people are fighters. They live for combat either by command or sword, and are a resource for some rather than simply people.

Militia	The lowest degree of soldier, at least in most people's opinion. Militias are common people tasked to provide security, without ' payment. They receive basic training and rely on strength in numbers.
Foot soldier	You know the type. A part of someone's standing army. Used to overrun a problem, trained soldiers. It is important to remember the individuality of such a conforming character.
Knight	Throughout the different cultures of Tale there are many examples of the 'Knight' archetype. Sum it up as a soldier with some official stature from a governing entity, either bought or earned.
Guard	Described as a paid militia. Towns, castles and private people hire them for protection. Their tasks vary, but the type remains the same.
Officer	Officers combat with their commands and plans rather than blades. They hold sway and some respect among their fellow soldiers. Most of them have graduated from their respective fields to lead and teach.
Mercenary	A sword, axe or bow for hire. Their allegiance follows the coin, some are veritable armies, while some go at it alone. Many of them are former soldiers, veterans, etc.

Villager

A person who leads a simple and hard life. Most characters will belong to this sub-type when the quests take place outside cities. This group fits any character who does not fit into the other more specific groups.

Worker	Manual workers make up society's lowest ranks. Contrary to their position in society, they are important. All those who work hard for unfair wages belong here.
Craftsman	A trained person of any craft, either by academia or apprenticeship. Society values their skill.
Farmer	Those who use the land to produce food and other amenities. The people of Tale hold them in high regard, protected by law and the spirits of the forest.
Merchant	Trading is their trade. All those who buy and sell goods and services without crafting are welcome into this group. Travellers, shopkeeper and innkeepers are celebrated in most places.
Sage	The second only to farmers concerning respect from the common people. Their usual trade is helping villagers with their vast bodies of knowledge. They may be educated or just wise or experienced. Herbalists, scholars etc fit into this group.

Other

An archetype for those who belong nowhere, even as outsiders. Their methods, motives and habits are far too alien to describe in human terms.

ENCOUNTERS

'Administrate and take part in combat scenes.'

There may be a call for an entire campaign of quests without a single combat. Still, most adventurers will find trouble on the way. During this you are the conductor of the scene.

+ Decide when the combat starts. There is a break in immersion when the combat round starts: decide when characters are free to act and not.
+ Keep the order of combat. It is best to keep a list of this in advance, see page 80.
+ Map the encounter stage. It is important for the players that everyone has the same idea of the layout.
+ Act in turn with the players. Let everyone have their fair turn, but also remember it may create good tension to limit their decision time and put pressure on decision making.

Combat Gameplay

The list of bullet points above is a guideline on the principles of battle, but it does not concisely tell you how to control it. Check out this table for more information:

Mapping	You may want to map out the layout of the combat in 1x1 meter squares. Draw up walls, obstructions and place the players and NPCs using miniatures, dice, tokens etc. Only add the NPCs that the players currently know of. Have some tokens ready for any that might appear later.
Pace	Players may want to move around, NPCs adapt to that by moving on their own. NPC pace is equal to its Body trait +5, measured in meters per round.
Order	Put the players in order, add the NPCs/creatures into the order according to their Mind trait. Whenever it is an NPCs time to act, give the players time to react first.
Player Actions	When it is time for a player to act, let them freely describe their actions. Once it is clear what they are attempting, decide if a check is needed for Actions, Skills or Qualities.
Counterattack	If a player attacks an NPC, the NPC will in most cases fight back, which consumes their ability to act this round. The NPC's base damage is dealt back to the player.
Injury	When a player character suffers damage, they must roll an injury roll (limited to once per round per player). On a result of 9+ the gamemaster picks an injury from the list on page 85. Be fair.
NPC actions	When it is an NPC's turn, let them act – use an encounter action. If they target a player who hasn't acted during this turn yet, give the player a chance to react. NPCs can also change or enhance their actions with a Power Point.
NPC defeat	As per page 81, the Gamemaster decides when an encounter is over. NPCs are defeated and left dying at 0 Body, Mind or Soul. When the encounter scene is over, these NPCs will die without intervention.
Marks	Use a Mark to act without following the ordinary order of combat.

CREATURES

This is the pure mechanical part of the NPCs. Each NPC has four types of statistics: Attributes, special features and sub-type and none of them involve a die roll for the Gamemaster. To create a creature follow this step-by-step guide:

Assign the following traits:

1) Sub-type
2) Main Attribute (Body, Mind or Soul)
3) Attributes (No. of players x2 – No. of sub-types +1 to Main Attribute)
4) Power points (No. of players)
5) Resist (No. of players +1 to Main Resist)
6) Special features (One mundane and special per creature)

Body, Mind and Soul has a starting value of 1. Sub-types have bonuses and penalties, all of them stack. It is important to note that the +3 limit of bonuses does not count for NPCs. Main attributes receive a +1 bonus to both the attribute and corresponding Resist trait. Some special features have prerequisites, just to make sure they are consistent with the character.

SUB-TYPE

Creatures are categorised for simplicity. Each type has special traits, be sure to add these to the creature in question. For example, a wolf would be type: BEAST, NATURAL, PRIMAL. Anatomical types are physical, origin types concern the conditions of birth and origination, special types are only based on the creatures features and traits.

Aberration (Anatomy)	The category of various. Has no discernible anatomical likeness to ordinary creatures or is a mutated version of one. *Bonus attribute:* BR +1
Alteral (Origin)	Creature is from the Altera or infused with Alteral essences. *Bonus attribute:* Soul +1
Aquatic (Origin)	Adapted to movement and life in water as an ordinary creature would live on land. *Bonus feature:* Swim

Arcane (Origin)	Creature knows the arts of arcana or has been touched by magical auras or energies.
	Bonus attribute: Mind +1
	Bonus feature: Aura reading
Astral (Origin)	Creature is from the Astra or influenced by Astral energies.
	Bonus attribute: MR +1
	Bonus feature: Astral Whispers
Beast (Anatomy)	Four legs and a head, walks on all fours. Includes animals and other not-so-natural creatures.
	Bonus attribute: Body +1
	Bonus feature: Manoeuvrability
Dragonkin (Anatomy)	Scaly skin, snout, purple blood and a sulfuric combustion gland. Either has wings or vestige stumps.
	Bonus attribute: BR +1, SR +1
	Bonus feature: Fiery Breath
Elemental (Origin)	The alchemical elements that provide the basis for some creatures: Fire, Air, Earth, Water, Salt, Quicksilver and Sulfur.
	Bonus attribute: All Resist +1
	Bonus feature: Elemental Affinity
Flying (Anatomy)	Can fly, either with wings or by other means. Speed and manoeuvrability varies.
	Bonus feature: Flight
Humanoid (Anatomy)	Two arms, two legs and a head, walks upright. Size varies.
	Elf bonus skill: Spiritual
	Dwarf bonus skill: Earthen
	Human bonus skill: One additional special feature
Incorporeal (Special)	Does not have a Body trait. The subject is immune to all Body effects and attacks. Has no physical presence but may exert a force on objects and creatures. Transparency varies.
	Penalty attribute: -1 Mind, -1 MR
	Bonus feature: Phasing
Malicious (Origin)	Creatures created with real dark intent, evil creatures.
	Bonus attribute: +1 MR

Mindless (Special)	Does not have a Mind trait. The subject is immune to all Mind effects and attacks. *Bonus attribute:* -1 Body, -1 BR
Natural (Origin)	Creatures born in or about nature. *Bonus attribute:* +1 SR
Primal (Anatomy)	Equipped with natural weapons, such as claws, talons, fangs etc. *Bonus feature:* Natural weapons
Pure (Origin)	Creatures created with a pure and untouchable Soul, rendering them as soulless in terms of mechanics. May fall victim to corruption as their minds are open to bending and twisting. *Bonus feature:* Soulless
Shapeshifter (Anatomy)	Has the inherent or learned trait to change its own sub-type, between a set of two creature shapes – often with middle forms. *Bonus feature:* Shapechange
Soulless (Special)	Does not have a Soul trait. The subject is immune to all Soul effects and attacks. *Bonus attribute:* -1 Body, -1 BR
Tentacled (Anatomy)	Sure wish there wasn't a category for this! Includes all creatures who have tentacles either for manoeuvring or attack. *Bonus feature:* Appendages
Undead (Origin)	A creature that was dead and has lost its original Soul. Energies similar to a Soul animate this creature. Eliminate the 'Soul' to quell the creature. *Bonus feature:* Undying

ATTRIBUTES

NPCs are blessed with the simplicity of only possessing primary traits (Body, Mind and Soul) as attributes. Because of this the Gamemaster does not roll when performing actions. Each NPC has assigned a value to these traits, except if otherwise noted.

POWER POINTS

Points used to cast spells or rituals. They act as the equivalent to Lore, Favour and Supply for players when casting. Power points can be used by creatures and NPCs for:

+ Cast spells as with Lore, Favour or Supply.
+ Cast rituals as with Lore, Favour or Supply.
+ Fight defensively, gain +1 BR, MR or SR.
+ All-out attack gain +1 bonus damage (Body, Mind or Soul).

SPECIAL FEATURES

Buy all special features that grant bonuses multiple times for stacking effect. Some features are labelled mundane, which are features bought for a lower xp-level.

+ Duration is one scene, unless otherwise specified
+ Range is conversational speaking distance, unless otherwise specified

Allure (Mundane)	The creature seems friendlier than it really is. The lure may be sonic, olfactory or visual but results in a total aversion from the offensive action from affected targets. All characters within sense-range must succeed a Centre equal to or higher than the creature's Soul. An offensive action against a target dispels the effect. *Prerequisite:* None
Alteral affinity (Special)	Cast spells with alteral sources at no trait cost. *Prerequisite:* None

Alteral bile (Special)	Something otherworldly and strange has changed the insides of this creature. When it dies, the bile explodes dealing 1 Soul to all creatures in the vicinity. *Prerequisite:* Alteral sub-type
Alteral darkness (Special)	A strange darkness follows this creature around. It is a smoke or mist comprised of the blackest night, seeping from their skin as evaporating droplets. The mist hinders vision and causes a -1 SR penalty. Range is equal to the creature's Body in meters. *Prerequisite:* Alteral sub-type
Alteral deflection (Special)	A strange feature that causes forces of all types to deflect back at the cause of that force. Each time the creature suffers Body, Mind or Soul, damage dealt is the amount mitigated by their Resist traits. *Prerequisite:* Alteral sub-type
Alteral influence (Special)	The creature may influence another which is losing its Soul. The target must succeed a Centre equal to or higher than the creature's Soul to Resist the effects. 0 Soul: Telepathic bond, send simple messages and impressions. -1 Soul: Influence emotion and behaviour. -2 Soul: Command the target. -3 Soul: The creature gets the Soul of its target. Claiming the Soul grants the targets maximum Soul trait to the creature's new total. *Prerequisite:* Alteral sub-type
Alteral sight (Special)	Can see in any condition, even invisible or phased creatures, except veil walkers. *Prerequisite:* Alteral sub-type
Alteral touch (Special)	An otherworldly grasp allows the creature to damage its opponents with a mere touch. The touch deals 1 Soul per round as long as the creature and the target are in contact. Brawn against the creature's Body to break free from grasp. *Prerequisite:* Alteral sub-type

Appendage (Mundane)	The creature has an extra limb outside the norm for its form. This appendage may have the ability to grasp or attack and acts independently from other arms, etc. *Prerequisite:* None
Appendage, flurry (Special)	The added appendage grants the creature an extra attack per round. *Prerequisite:* Appendage
Arcane affinity (Special)	Cast spells with arcane sources at no trait cost. *Prerequisite:* Arcane sub-type
Astral affinity (Special)	Cast spells with astral sources at no trait cost. *Prerequisite:* Arcane sub-type
Astral connection (Special)	The creature may open a two-way mental communication line to another creature. The target may Resist with a Focus against the creature's Mind trait. *Prerequisite:* Astral whispers
Astral projection (Special)	A creature with this ability may induce an 'out of the body-experience' on itself. The body remains dormant in stasis while the spirit wanders at incredible speed X10 normal. No interactions are possible with the world, outside the fact it appears as a spectre. Activate the ability one scene at a time at the cost of 1 Mind. *Prerequisite:* Astral sub-type
Astral reading (Special)	The creature can read a target's surface thoughts, if the target fails Focus against the creature's Mind. The thoughts are comprehendible even if they do not share the same language or mode of communication. *Prerequisite:* Astral Whispers
Astral stare (Special)	Each round the creature may focus its gaze on one character. The stare lowers MR by 1 each round of focus unless the target succeeds on a Focus higher than or equal to the NPC's Mind. Replaces stare. *Prerequisite:* Stare

Astral whispers (Special)	The creature may speak through ethereal whispers to whoever is unfortunate enough to listen. The target must succeed a Focus equal to or higher than the creature's Mind to resist the effects. First contact: Force messages and dreams (-1 Focus) Influence: Convince target of mundane falsehood (-1 MR) Ravage: Convince target of a major falsehood (-2 MR) *Prerequisite:* Astral sub-type
Aura drain (Special)	The creature may feed on a magic aura, draining a point of magnitude. Aura drains heal a point of Body, Mind or Soul. The creature's Mind must be equal or higher than aura magnitude. *Prerequisite:* Arcane sub-type
Aura negation (Special)	The creature's presence negates all auras. The radius is equal to its Body in meters. Magic that would leave an aura loses its effect, re-activate effect after the negation dissipates. *Prerequisite:* Arcane sub-type
Aura reading (Special)	Notices nearby auras and their magnitude and, with concentration, detects the flavour of the aura. *Prerequisite:* Arcane sub-type
Aura sight (Special)	See the magnitude, flavour and source of magic auras instantly. Must be within reasonable visible range, adjust after magnitude. *Prerequisite:* Aura reading
Aura warping (Special)	Once per scene the creature can unleash a wave of energy dealing Body, Mind or Soul equal to the magnitude of a nearby aura. Mind must be equal or higher than aura magnitude. Effective within a radius equal to the creature's Mind in meters. *Prerequisite:* Aura drain
Aware (Mundane)	The creature has heightened senses, either by magic or nature. Re-roll a successful Larceny to remain hidden from this creature. *Prerequisite:* None
Bloodrage (Special)	The creature has a fit of rage. With no regard for safety it deals +1 Body, Mind or Soul but suffers a -1 BR penalty.

Constrict (Mundane)	By using its natural strength, a creature may constrict another. The player may Move but if it fails the player becomes constricted. Each round they must attempt a Brawn against the creatures' Body. *Prerequisite:* None
Contagious (Special)	The creature is the carrier of a disease or infection. Any creature attacked by this has to succeed on a Centre to Resist according to the table on page 91. *Prerequisite:* None
Craft (Mundane)	Has the ability to create items of a specified type, see the list on page 76. *Prerequisite:* None
Crush (Special)	Each consecutive failure by the player to break free when constricted deals damage to that player. The first round deals 1 Body, the second 2 Body and so on. *Prerequisite:* Constricting
Darkvision (Mundane)	The creature can see in total darkness. Sudden bursts of light will blind this creature. With a gradual change it may see in daylight. *Prerequisite:* None
Earthen (Mundane)	The creature has a mysterious relationship with the Spirits of the Mountain. It gains a +2 bonus to all survival checks and a +1 Body while in the mountains. *Prerequisite:* None
Elemental affinity (Special)	The creature has a connection to a specific alchemical element. The affinity grants a +1 Resist to all effects related to the element in question. Natural weakness causes a -1 Resist to all related effects. *Prerequisite:* Elemental sub-type
Elemental affinity, greater (Special)	The creature has an advanced elemental affinity. It is now immune to all related effects and gains an additional -1 to its weakness. *Prerequisite:* Elemental Affinity
Elemental aura (Special)	The creature has its elemental effects enhanced. Mitigate damage by additional resistance. Gain +1 to all Resist, except against elemental weakness. *Prerequisite:* Elemental Affinity

Elemental barrier (Special)	The creature's elemental aura has advanced to where it also harms attacking creatures. The damage is +1 Body per size modifier. Quicksilver deals Mind, Sulfur deals Soul. *Prerequisite:* Elemental Aura
Elemental bile (Special)	The creature's elemental aura has infused every fibre of its being, with violent energies stored inside. Upon its death it will explode and deal +1 Body to all nearby creatures, per size modifier. Quicksilver deals Mind, Sulfur deals Soul. *Prerequisite:* Elemental Aura
Elemental projectiles (Special)	A creature may attack by extending its elemental aura, shooting out projectiles towards foes. Attack once per round to deal +1 Body per size modifier. Quicksilver deals Mind, Sulfur deals Soul. *Prerequisite:* Projectiles, Elemental Aura
Energy drain (Special)	Will cause instant dehydration, exhaustion or brokenness (select one) to any creature attacked by its natural weapons. The effect may be Resisted by a Centre equal to or higher than the creature's Body. *Prerequisite:* Natural weapons
Essence drain (Special)	The creature may drain one point of Body, Mind or Soul (select one) when attacking with its natural weapons. To drain the attack must deal more damage than the target's Resist trait. *Prerequisite:* Natural weapons
Fiery breath (Special)	Based on a creature's natural sulfuric gland, which may cause sudden bursts of fire from the creature's mouth. Deals +2 Body and targets one target per size category above child. Use once per scene. *Prerequisite:* Dragonkin sub-type
Fleet to foot (Special)	Move while attacking with movement on one trajectory. *Prerequisite:* Manoeuvrability
Flight (Special)	The creature has a mode of flying, wings or not. Movement = 4 + Body. *Prerequisite:* None

Healing aura (Special)	Heals one point of Body, Mind or Soul per round of combat to creatures in the immediate vicinity. Pick one trait to heal, spend a point of that trait to activate ability one round. One meter radius per Body. *Prerequisite:* Healing touch
Healing touch (Special)	Heals one point of Body, Mind or Soul per round of combat to another creature. Pick one trait to heal, spend a point of that trait to activate ability one round. *Prerequisite:* Any non-malicious
Invisibility (Special)	Creature is invisible or camouflaged to avoid visual detection. Casts no shadows but may create visual clues in tall grass or from footprints. *Prerequisite:* Arcane sub-type
Manoeuvrability (Mundane)	The creature has an increased agility and flexibility when moving. It may change directions while running, up to 90 degrees per round. In addition, its speed is one and a half that of other creatures of same size. *Prerequisite:* None
Natural affinity (Special)	Can convey and communicate simple messages to animals. Does not require friendly animals for communication. *Prerequisite:* Spiritual
Natural weapons (Special)	The creature has claws, talons, fangs, or other means of attacking without the use of weapons. The damage dealt is equal to half the creature's Body modified from size +1. *Prerequisite:* None
Natural weapons, improved (Special)	Adds a point of Body dealt on a creature's natural attack. *Prerequisite:* Natural weapons
Phaser (Special)	The creature can phase out into near nothingness. It ceases to be physical and cannot be harmed. Removes Body trait, but not Mind or Soul. Phased creatures cannot hurt, touch or influence physical beings by normal means. Change state once per round. *Prerequisite:* None

Pin (Special)	When Body dealt is equal to or higher than target's Strength, the target loses its next round. *Prerequisite:* Natural weapons or Weaponry
Poison immunity (Special)	Receives no penalties or damage from poison. Creatures with no Body trait receives this feature for free. *Prerequisite:* None
Poison resistance (Special)	Requires double dosage to poison. *Prerequisite:* None
Profession (Mundane)	The creature is trained or skilled in a profession. *Prerequisite:* None
Projectiles (Special)	The creature has a set of natural weapons that may hit a target from a distance. The damage is the same as for Natural Weapons and may take any form: Sprouting acids, needle ejections, etc. *Prerequisite:* Natural Weapons
Quick attack (Special)	Two attacks per round. Can be on two targets at a -1 damage penalty per target. Does not stack with rake. *Prerequisite:* None
Quick defence (Special)	One dodge against one attack per round, prompting one player to re-roll an attack roll. *Prerequisite:* None
Rake (Mundane)	Attack additional target with natural weapons. Does not stack with quick attack. *Prerequisite:* Natural Weapons
Rake, improved (Mundane)	Add +1 target. *Prerequisite:* Natural Weapons
Regeneration (Special)	Heals one point of Body, Mind or Soul per round of combat. Pick one trait to heal. *Prerequisite:* None
Regeneration, greater (Special)	Heals all lost limbs in one hour. Creatures larger than a human use one hour extra per size category above human. *Prerequisite:* Regeneration

Screech (Special)	A horrible screech that shakes the core of anyone hearing it, unless the targets succeed on a Centre higher than or equal to the creature's Soul. Target receives -1 penalty to SR. The effect lasts one scene. *Prerequisite:* Alteral or Astral sub-type.
Shapechange (Special)	A creature with this feature can alter its own physical form to fit any sub-type, however, stays within in same size. Most creatures have a defined set of forms. While changed the creature gains -1 MR and SR. *Prerequisite:* Shapeshifter sub-type
Shapechange, greater (Special)	As with shapechange, except that one size category change allowed. *Prerequisite:* Shapechange
Size* (Special)	Different sizes by example, easy to grasp. Find the nearest approximation. Bonuses are to Body, adding size trait counts as one skill per size exceeding human (3), add half this bonus to Body dealt and BR. 0 Insignificant: -6 1 Rat: -4 2 Child: -2 3 Human: 0 4 Horse: +2 5 Elephant: +4 6 House: +10 7 Towering: +11–20 Maximum size of creature is up to the Gamemaster. *Prerequisite:* Mutations of a species may only be one size category away from original size.
Speech (Mundane)	Can communicate in a language other than native language. *Prerequisite:* A means of verbal communication and cognitive understanding. NPCs living in a humanoid society get this trait for free.

Spellcasting (Mundane)	Caster learns one spell effect. *Prerequisite:* None
Spiritual (Mundane)	The creature has a mysterious relationship with the Spirits of the Forest. It gains a +2 bonus to all survival traits and a +1 Mind while in the woods. *Prerequisite:* None
Stalk (Mundane)	The creature may follow its subjects around without detection. As long as it does no offensive action it remains undetectable by Perception actions. This being said, a successful Perception roll may give the players a feeling that *'something is watching them'*. *Prerequisite:* None
Stare (Special)	Each round the creature may focus its gaze on one character. The player must succeed on a Centre higher than or equal to the creature's Soul or lose their turn. *Prerequisite:* Eyes
Stare, deadly (Special)	Each round the creature may focus its gaze on one character. The stare deals 1 Soul per round unless the target succeeds on a Centre higher than or equal to the NPC's Soul. Replaces stare. *Prerequisite:* Stare
Stare, paralyzing (Special)	Each round it may focus its gaze on one character. The stare paralyzes the target for 1D6 rounds unless the character succeeds on a Centre higher than or equal to the NPC's Soul. Replaces stare. *Prerequisite:* Stare
Swim (Mundane)	This creature can move through water with ease, it may even fight in water as if on land. *Prerequisite:* Aquatic sub-type
Telekinesis (Special)	The creature has a mystic influence on its surroundings. It can move objects it could lift from a distance to which it could throw the object. Movement speed is slow and without thrust. *Prerequisite:* Arcane sub-type
Telekinesis, greater (Special)	The creature has advanced its ability to lift things where it now may lift objects equal to its own size. Speed is Body in meters per round. *Prerequisite:* Telekinesis

Telekinetic thrust (Special)	With great concentration and the expenditure of one Mind a creature may thrust an object with incredible speed at a target. Body dealt is equal to the creature's Mind trait. The Gamemaster may add Body dealt based on thrust item, for instance, adding a daggers damage bonus. *Prerequisite:* Telekinesis
Telekinetic shield (Special)	By spending a point of Mind the creature may stop all incoming projectiles for the duration of one scene. The projectiles may be up to, but not exceeding, the creature's size. *Prerequisite:* Telekinesis
Teleport (Special)	Once per scene the creature may move to a well-known location without error. *Prerequisite:* Arcane sub-type
Track (Mundane)	The creature knows how to find others in the wilderness by following their scent or physical tracks. *Prerequisite:* None
Trip (Special)	When Body dealt is equal to or higher than target's Agility, the target loses its next round. *Prerequisite:* Natural weapons or Weaponry
Undying (Special)	A creature that has died, lost its Soul and is now being animated by some other force. May still keep its cohesive mind, but this is rare. Undying creatures are immune to critical success from attacks. Their biggest strength lies in their +1 to all Resists and immunity to all effects except those who are physical. Immune: Poison, mind control, energy drain, etc. Not immune: Attack, pin, trip, etc. *Prerequisite:* Undead sub-type
Veilwalking (Special)	The creature may transport itself across the veil, resulting in visually disappearing and reappearing. This skill may give a creature the appearance of being invincible so be sure to not overplay it. *Prerequisite:* Phasing

Venomous (Special)	May use natural weapons to poison their foes with venom. See page 93, poisons. *Prerequisite:* Natural weapons
Venomous, Paralysis (Special)	May use natural weapons to poison their foes with paralyzing venom. See page 93, poisons. This replaces ordinary venom. *Prerequisite:* Natural weapons, Venomous
Venomous, potent (Special)	May use natural weapons to poison their foes with potent venom. See page 93, poisons. This replaces ordinary venom. *Prerequisite:* Natural weapons, venomous
Water breathing (Mundane)	Can breathe underwater. *Prerequisite:* Aquatic sub-type
Weaponry (Special)	Can attack with equipped weapons without penalty. Without this skill, receive a -1 damage penalty. Check gear tables for damage information. *Prerequisite:* Must have appendages or arms to wield items.
Weaponry, greater (Special)	Does one additional point of damage with equipped weapon. *Prerequisite:* Weaponry

*Applied size below human will award an extra feature per size modifier.

LEVEL

Sometimes encounters are more than one foe, and sometimes those base level creatures are not enough to create a challenge. Use this simple guide to tailor an encounter to the player's level and expertise. For this part to work, you need to know the player's experience level. Follow these three points:

1. Calculate player's total experience level
2. Decide difficulty level
3. Design the encounter

DIFFICULTY LEVEL (DL)

The table below describes challenge levels for encounters. The levels show the total experience level of the players +/- the modifier. Treat starting characters as level 1.

Effortless	-3XP and 30% or below
Simple	-1XP and 10%
Challenge	0
Intermediate	+1XP and 10%
Hard	+3XP and 25%
Final battle	+5XP and 30% and above

Be sure to vary the challenges between these categories. Effortless challenges help the players feel powerful, combined with a following hard encounter may put things into perspective for them. The difficulty levels are just a guide. Some creatures may not be threatening and some character parties may be quite weak challenges. Trial and error is key for the Gamemaster in this regard

DESIGN THE ENCOUNTER

Now you have decided on the encounter level you may spend experience points to add creatures and elements. The table below describes how to expand according to your encounter level.

Add a creature	+1 per base creature
Add a special feature (mundane)	+4 per creature
Add 2 power point	+1 per creature
Add a special feature (special)	+8 per creature
Advance a primary trait	+5 per creature
Advance a resist trait	+8 per creature

TEMPLATES

This section contains two templates, one for creatures and one for encounters. Samples of both can be found in Chapter VIII.

CREATURES

Sub-type	Level	Special Features
Body	BR	
Mind	MR	Description
Soul	SR	
Power Points		

ENCOUNTERS

Experience level: 1+	Base level	Quantity	Description
Example creature	1+	1+	-
Example creature	1+	1+	-
Example creature	1+	1+	-

Use this area to write a short description of the encounter.

MAGIC

This chapter continues the following chapters from the player's section: Magic Items, Spells and Rituals. Each chapter has a guide for creating and adapting magic for all characters to use.

SPELLS

This chapter continues the player's section on spells to elaborate with specific spell lists. It is sorted according to their Flavour, see page 99. The flavours are, in order: Veiled, Raw, Primeval, Root, Silence, Warmth.

CASTING

Player's cast spells according to the information on page 100. NPCs cast spells according to their Body/Mind/Soul traits. They need to hold a spell until their trait score accumulates to the magnitude of the spell. Each round of casting costs one power point.

Initial cost	Arcane (1 Body per 10 magnitude, rounded down)
	Astra (1 Mind per 10 magnitude, rounded down)
	Altera (1 Soul per 10 magnitude, rounded down)
Initial effect	A short description of the spell effect.
Warping alternatives	Alternatives on how to adjust the spell effect. The bonus or penalties are adjustments of the spell magnitude.
Magnitude	Magnitude is a sliding scale from 1 and up. Most spells are in the area of 4–5 and can be cast in one round, some are upwards of 60 and can be expanded further than that.
Source	Either Astra, Altera or Arcane. Usually spells that manipulate mental abilities are Astra, while Spiritual are Altera. Arcane spells manipulate the natural world.
Duration	R (1 Round)
	C (Concentration, Roll consecutive Focus rolls at -1, difficulty 3)
	S (1 Scene)
	I (Instantaneous)
Target	A (Area of effect)
	O (Object)
	C (Creature)
	P (Personal)
Range	P (Personal, only affects self)
	S (Speaking range, approx. 100 meters)
	M (Memorised, any location caster is able to memorise)
Repel	Players can resist ongoing effects of a spell the round after casting. Rolls are made against magnitude, results of 1 or less are not counted.
	Body or Brawn
	Mind or Focus
	Soul or Centre

Veiled

Aura cues: Visual distortions (as wind on a translucent curtain), taste of ash.

Spells that are aligned with the veil. Effects that leave this flavour manipulates the Veil, either by dimensional projection, portals, invisibility, banishment, veilwalking etc.

Name	Description
Astral transpositioning, Internal	Transfer your mind to Astra. Your body is put in stasis in the natural world but manifests through your mind in Astra. Without sustenance, your Body and Soul will die, as per the Survival rules. Nothing outside of the person can be brought back or forth. Recast to cancel. *Warping alternatives:* +7 find whispering entity +1 additional creatures outside of self, resist if unwilling Magnitude 9, Source Astra, Casting Centre, Duration I, Target P/C, Range S
Astral transpositioning, External	Transfer an Astral entity to the natural world. The connection is unstable, and can only be maintained through concentration. Pick sample creature or from Gamemaster's shortlist. *Warping alternatives:* +1 per 5xp of creature +5 cast without concentration - Duration S +5 control called creature Magnitude 5, Source Astra, Casting Centre, Duration C, Target C, Range S

Alteral transpositioning, Internal	Transfer your soul to Altera. Your body is put in stasis in the natural world but manifests through your soul in Altera. Without sustenance, your Body and Mind will die, as per the Survival rules. Nothing outside of the person can be brought back or forth. Recast to cancel. *Warping alternatives:* +1 specified layer +5 specified location +1 additional creatures outside of self, resist if unwilling Magnitude 13, Source Altera, Casting Centre, Duration I, Target P/C, Range S
Alteral transpositioning, External	Transfer an Alteral entity to the natural world. The connection is unstable and can only be maintained through concentration. Pick sample creature or from Gamemaster's shortlist. *Warping alternatives:* +1 per 5xp of creature +5 cast without concentration, Duration S +5 control called creature Magnitude 5, Source Altera, Casting Centre, Duration C, Target C, Range S
Veil transpositioning	Reach asymptotic tangency to the veil. Temporarily dissolve your Body to pass through solid objects. Pace is 1 meter per round, you can still be affected by natural means (attacks, grapples etc). *Warping alternatives:* +1 incremental pace increase +3 move to random location within Range S, Duration I +5 become incorporeal, Duration S +3 additional creatures outside of self, resist if unwilling Magnitude 5, Source Arcane, Casting Focus, Duration S, Target P, Range P

Fold the veil	Send ripples through the veil, bending the light to the caster's advantage. Become temporarily invisible. Deactivated by sudden movements (such as running, attacking etc.)

Warping alternatives:

+3 additional creatures outside of self, resist if unwilling

+2 hide from scrying

+8 hide from all forms of detection

+3 continue through sudden movements, Duration C

(+1 difficulty per viewer)

+2 mask sounds

+2 mask smell

Magnitude 2, Source Arcane, Casting Brawn, Duration S,
Target P, Range P

Lifting the veil	Opens a transition field between the natural world and Altera, often called a 'portal'. The portal opens completely for travel both ways without limitation. Opening is a 2-meter radius flat plane.

Warping alternatives:

+10 additional meter radius opening

Magnitude 65, Source Altera, Casting Centre, Duration S,
Target A, Range S

Veil tethering	Fold the fabric of the Veil to inhibit movement across the borders. Disengage portals or send back visitors in certain areas. Will also bring back traveling creatures to their bodies in the natural world. Area is 1-meter radius sphere.

Warping alternatives:

+3 additional meter radius opening

+7 banish summoned creatures

Magnitude 7, Source Astra, Casting Focus,
Duration I, Target A, Range P

Truth in nature	Attunes the caster's senses to the fluctuations between nature and supernature. Detect magic auras in your surroundings within a 2-meter radius.

Warping alternatives:

+1 detect poisons, herbs or elixirs in effect

+2 detect invisible creatures

+1 reveal Magnitude

+1 reveal Flavour

+1 reveal Source

+11 reveal exact effect of active spells and effects

+3 additional meter radius

Magnitude 3, Source Arcane, Casting Focus, Duration C, Target A, Range P

Temporal veil protection	Twist the fabric of the veil to encompass you for one night. Grants invisibility and protection from elements. Acts as an extra dimensional shelter with air.

Warping alternatives:

+3 hide from scrying or other detection

+2 add interior features (beds, chairs tables)

+2 additional creatures outside of self, resist if unwilling

Magnitude 4, Source Arcane, Casting Brawn, Duration I, Target P/C, Range M

Raw

Aura cues: Metallic smell, metallic taste, subtle crackling sound.

Raw spells funnel undiluted mysterious forces. Effects that leave this flavour manipulate the body and mind, either by elemental resistances, telepathic links, precognitive knowledge or creating madness in your target.

Name	Description
Elemental flux reversal	Weave a web of energy around one creature to filter out some incoming forces or sources. Gain +1 BR, MR and SR to one specific element: Fire, water, air, earth, salt, quicksilver or sulfur.

Warping alternatives:
+2 additional creatures outside of self, resist if unwilling
+3 additional accumulative BR
+3 convert from ordinary resist to a pool of 10 damage total mitigated
+5 additional element
+1 endure negative effects caused by climate for survival purposes
Magnitude 3, Source Arcane, Casting Focus, Duration S,
Target P/C, Range S

| Whispers of intrinsic truth | Tune your senses to the truthful whispers of the ones who know. Gain detailed knowledge of an item's origin and history. |

Warping alternatives:
+3 reveal magic traits and usage (if any)
+5 reveal information of last creature to touch the item
+2 reveal location of visualized object
+2 temporarily read language of touched letter or symbol
+2 temporarily speak language of touched creature
Magnitude 4, Source Astra, Casting Focus, Duration S,
Target P/C, Range S

| Voices of the inconceivable question | Tune your senses to the roots of reality and its perils. Turn your mind into a harness for madness and precognition. One creature that meets the caster's gaze will fall into temporary madness and catatonia, unable to act. |

Warping alternatives:
+3 target loses its mind, deal +1 Mind per round, Duration C
+2 target learns of impending danger instead
+3 target attacks randomly, Duration C
+18 target is wrought by permanent madness
Magnitude 7, Source Astra, Casting Focus, Duration R,
Target C, Range S

Adaptation of grounding untruth	Manipulate the senses into a state of ignorance. Become temporarily immune to telepathy and scrying. *Warping alternatives:* +2 become the lie, look like a stranger to those who know you +4 create a lie, look like someone you know +1 see invisible creatures Magnitude 3, Source Altera, Casting Brawn, Duration S, Target P, Range P
Vestigial spirit connection	Attune yourself to another being. Send and receive unspoken messages to that creature, resist if unwilling. *Warping alternatives:* +3 force creature into nightmare, lower MR or SR by -1 following day. +2 convey audio-visual message through dreams +43 open permanent connection to willing creature. +3 hear and understand inner voice of creature +4 paralyse creature, Duration C Magnitude 4, Source Astra, Casting Focus, Duration S, Target P/C, Range S

Primeval

Aura cues: Mouldy smell, taste of salt, small jolts of electric energy.

Volatile conjoining of elemental energies characterises primeval spells. The effects include causing harm to others and changing your own physical form.

Name	Description
Coalesce earth and salt	Manipulate your physical properties, like shape or size. Increase or decrease own size by one category, see page 205. *Warping alternatives:* +3 change size of other creature by one category, resist if unwilling +4 additional size change +7 change origin of self, turn into any creature of same size +13 change origin of self, turn into any creature one size category more or less +28 change other creature into any object of same mass, Duration I -2 grow gills, gain sub-type: aquatic +2 grow wings, gain sub-type: flying +4 grow claws or fangs, gain sub-type: primal -1 see in perfect darkness Magnitude 6, Source Arcane, Casting Brawn, Duration S, Target P/C, Range P
Separation of salt and sea	Changes body chemistry and saline balance in the body. Dries out bodies within an area of 1-meter radius. Deals 1 Body per round in elemental salt damage. *Warping alternatives:* +3 additional meter radius. +6 additional +1 Body dealt per round. +2 deal 3 Body to single creature, Target C, Duration I +3 exchange salt with quicksilver, deal Mind damage +3 exchange salt with sulfur, deal Soul damage Magnitude 4, Source Arcane, Casting Brawn, Duration C, Target A, Range S

Entwining of air and water	By creating a flux between natural moisture and air currents, change the local ambient temperature drastically. Deals 1 Body to creature in elemental water damage.

Warping alternatives:

+3 additional +1 Body dealt

+2 hail of ice, deals +1 Body target A: 1-meter radius, Duration C

+5 create 1 cubic meter of ice, no damage dealt

+2 chill blood, reduce creature's pace by ½

+3 icy touch, deal 3 Body by touching creature

Magnitude 2, Source Astra, Casting Focus, Duration I, Target C, Range S

Conjoined sulfuric kindle	The inherent sulfur in proteins ignite spontaneously. Deals 1 Body to creature in elemental fire damage.

Warping alternatives:

+3 additional +1 Body dealt

+2 burst of flame, deals +1 Body target A: 1 meter radius, Duration C

+5 create 1 square meter of raging flames, 1 Body per round in passing

+3 molten touch, deal 3 Body by touching creature

+1 create a harmless source of light from organic material

Magnitude 2, Source Altera, Casting Centre, Duration I, Target C, Range S

Crackling quicksilver and charged air	Activates the mental elements to charge the air. Electric bursts deal 1 Body to creature in elemental air damage.

Warping alternatives:

+3 additional +1 Body dealt

+5 deal 1 Body to all creatures in contact with caster, Duration S, Target P

+2 spread damage to additional creature

+5 creature loses its next turn

+3 deal Mind damage

Magnitude 4, Source Astra, Casting Focus, Duration I, Target C, Range S

Root

Aura cues: Strange or chemical smells, metallic dust, light flickering..

Using the power of the Deep root spells can alter the natural world. Effects include causing harm to others with sound waves, telekinesis, enhancing resist-traits and abilities, force fields and the creation of temporary weapons.

Name	**Description**
Deep resonance	By touching the ground beneath you, create lethal waves of resonance. Deal 1 Body to all targets within a 2-meter radius.

Warping alternatives:

+4 additional +1 Body dealt

+3 additional meter radius

+5 penalty to BR (-1) for all creatures, Duration S

+3 targets lose their next turn

+1 deafens targets, Duration S

Magnitude 4, Source Arcane, Casting Brawn, Duration I, Target A, Range P

Natural manipulation of momentum	Change the laws of physics to give objects a new trajectory and momentum. Colloquially known as telekinesis, moving objects from afar. Lift one object with mass equal to caster's own weight. Moves at a pace of 1 meter per round.

Warping alternatives:

+2 incremental pace increase

+3 double weight lifted

+3 create disembodied hand, with caster pace, strength and agility, Duration S

+4 levitate at a pace of 4 meter per round

+2 thrust object, deal 1 Body per size category to target, Duration I

Magnitude 3, Source Arcane, Casting Focus, Duration C, Target O, Range S

Reinforce makeup integrity	Influence the integrity of the casters body to reinforce and strengthen. Gain +1 BR.

Warping alternatives:

+3 additional +1 BR bonus

+2 convert to +1 MR bonus

+2 convert to +1 SR bonus

+5 add same amount of MR

+5 add same amount of SR

+4 same bonus for additional creature

Magnitude 4, Source Arcane, Casting Centre, Duration S, Target P, Range P

Feel the roots of the mountain	Call upon the vigour and wisdom of the mountain's roots.

Gain +1 Strength

Warping alternatives:

+5 additional +1 Strength

+1 convert to +1 Agility

+1 convert to +1 Memory

+1 convert to +1 Wits

+1 convert to +1 Charisma

+1 convert to +1 Fortune

+4 same bonus for additional creature

Magnitude 3, Source Arcane, Casting Centre, Duration S, Target P, Range P

Mineral true purpose	Bring forth a perfect shard shaped as a sword (Damage 3, Speed -1, Weight 0) that shatters after battle. The shard deals additional +1 Soul to all elementals, no mitigation from SR.

Warping alternatives:

+7 the blade fights on its own, by casters will

+2 Speed is 0

+3 deal +1 Mind to Malicious sub-types

+5 gain a critical success on 10+ for Attacks

Magnitude 4, Source Arcane, Casting Brawn, Duration S, Target O, Range P

Natural manipulation of static forces	Create a field of static force in an area to hinder passage. Static forces are immovable and impenetrable by anything other than air. The field is spherical with a radius of 3 meters.

Warping alternatives:

+2 create a wall 10 meters wide and 3 meters tall, Duration S

+3 splinter sphere at end of spell to deal 1 Body to nearby creatures

+3 create a cage for one or more creatures, Target C, Range S

Magnitude 4, Source Altera, Casting Centre, Duration C, Target P, Range P

Aura cues: Sound suppression, unnatural cold, absence of smell.

Silence spells call upon the influence of the void and its servants. Effects include energy drain, soul drain, shadow animation and causing fear, pain and catatonia.

Name	Description
Siphon the Alteral cycle	Extract energy from the cycle of souls. Drain energy from one living target. Transfer 1 Soul from creature to caster as healing. *Warping alternatives:* +3 additional Soul dealt +2 deal Body +2 deal Mind -1 causes Tiredness +3 causes Exhaustion Magnitude 5, Source Altera, Casting Centre, Duration I, Target C, Range S
Break the Alteral cycle	Extract the soul from a dying creature (-2 Soul) into a gem. The gem is tainted and loses its value (-20 Loot). *Warping alternatives:* +3 expel all souls, creatures at -2 Soul die Magnitude 19, Source Altera, Casting Focus, Duration I, Target C, Range S
Animate shadow apparition	Materialize the shadows by infusing them with Astral energies. Conjure a corporeal Shadow Being in the caster's control, see page 276. *Warping alternatives:* +6 add Primal sub-type +4 add Quick attack special feature +3 add Flying sub-type +3 additional +1 Body trait +3 additional +1 Soul trait +23 create Shadow Visage, see page 276, not in caster's control Magnitude 4, Source Astra, Casting Centre, Duration S, Target O, Range S

The stare from the void between the stars	Mark a creature for the astral entities. The target is beset by panic and catatonia and is unable to act as long as the spell is in effect.
	Warping alternatives:
	+11 cast on known creature anywhere, Range M
	+7 affect all creatures within Range S
	+9 create unbearable pain in target, -1 to all resist, cause exhaustion, paralyzed
	Magnitude 7, Source Astra, Casting Focus, Duration C, Target C, Range S

Warmth

Aura cues: Warm air, flammable items igniting, reduced shadows.

Warmth spell effects are a higher mastery of the elements. Effects include teleportation, domination, creating undeath, flight, conjuring light, purification and stone shaping.

Name	Description
Body mastery	Change geographical location in the natural world. Any location is viable as long its general layout is remembered.
	Warping alternatives:
	+1 only transfer single object (of smaller size than self)
	+3 additional creatures outside of self, resist if unwilling
	+9 transfer freestanding objects and creatures within 1-meter radius, resist if unwilling
	+5 transfer to location only viewed through scrying
	Magnitude 9, Source Arcane, Casting Brawn, Duration I, Target P/C, Range M

Mind mastery	Expand your mind and will into other creatures. Give one command to another creature, compliance cannot be directly suicidal.
	Warping alternatives:
	+4 work command into a conversation, and remain undetected
	-1 creature becomes friendlier (attacking to hostile, hostile to neutral, neutral to friendly)
	+7 control creature, Duration C
	+11 command all creatures within Range S
	Magnitude 6, Source Astra, Casting Focus, Duration S, Target C, Range S

Soul mastery	Weave a mockery of a soul into a corpse. The dead body is animated and controlled by the caster, the result is a gravener, see page 274.
	Warping alternatives:
	+4 add Essence drain (Soul) special feature
	+4 add Rake special feature
	+29 create Revenant, see page 276, not in casters control
	+5 paralyze existing creature, Duration C
	Magnitude 6, Source Altera, Casting Centre, Duration S, Target O, Range S

Air mastery	Manipulate the air around the caster. Lets the caster fly at own pace.
	Warping alternatives:
	+1 incremental pace increase
	+3 additional creatures outside of self, resist if unwilling
	+2 touch ground, increase pace +3
	+4 release caster from magical confinement
	+1 re-roll Move action in mid-air to complete jump
	Magnitude 3, Source Arcane, Casting Focus, Duration S, Target P, Range P

Fire mastery

Produce a magic heatless flame. Creates a source of light, similar to a torch. The light exists as a very light viscous fluid which degrades slowly until one day has passed and it disappears.
Warping alternatives:
+8 permanent light (cannot be combined with other effects)
+1 edible, nourishes one creature
+1 heats small spaces (like tents in cold weather)
+4 extra bright (as large bonfire)

+2 source of ignition, when activated
+3 burning heat, deals 1 Body in contact, Duration C
Magnitude 4, Source Arcane, Casting Focus, Duration S, Target O, Range S

Water mastery

Purify water from pollution or corruption. Cure venom affecting caster.
Warping alternatives:
+1 cures potent venom
+9 cures all poisons
+3 target creature, resist if unwilling
+2 purify 1 cubic meter of water, makes water clean and drinkable
+3 boil 1 cubic meter of water, Duration C
+3 freeze 1 cubic meter of water, Duration S
Magnitude 3, Source Arcane, Casting Brawn, Duration I, Target P, Range P

Earth mastery

Manipulate the soil and rock that surrounds the caster.
Warp and change 1 cubic meter of stone, conserve the mass of stone, acts like dough until spell ends.
Warping alternatives:
+4 manipulate stone with more precision
+3 create 1 cubic meter mud from stone
+3 create 1 cubic meter stone from mud
Magnitude 4, Source Arcane, Casting Centre, Duration S, Target A, Range S

Rituals

This chapter continues ruleset for rituals on page 101. Most rituals are created specifically for quests, but here are some examples to fill out the blanks. Follow this simple guide to create a ritual:

1. Decide effect
2. Decide entity
3. Decide performance
4. Calculate magnitude
5. Calculate lore, favour and supply cost

Rituals should be a rare find, at least as a magical commodity. They can be used as a plot device, the antagonist may want to summon something malicious from Altera, or raise a dead lover from the grave. The examples below set up the basis for rituals, please use them as a guide.

> *Tip:*
> *The source of ritual magic is High Arcana.*

Use

Players cast rituals according to the information on page 102. NPCs perform according to their power points, NPCs always succeed rituals, unless players intervene.

Initial effect	A short description of the rituals desired effect
Alternatives	Deviations to the usual ritual.
Entity	Which specific entity does this ritual attempt to invoke? Most rituals are dedicated to demigods, not to the main pantheon.

Performance	How is the ritual performed? Categorise it or write down the specifics, the number next to the letter (below) is the roll difficulty when casting. D (Ceremonial dance, roll Brawn) C (Chanting, roll Focus) P (Prayer, roll Centre)
Magnitude	Magnitude is a sliding scale from 1 and up. Rituals can be anything, use the list of examples to navigate to a fitting magnitude.
Cost	The total cost is equal to magnitude and the casters may pool together Power Points, Lore, Favour and Supply. Costs are only applicable for the ritual leader. Additional costs are: B (Offer up Body) M (Offer up Mind) S (Offer up Soul) L (Offer up Loot) - (No extra cost)
Consequences	Rituals have consequences to those who participate in casting them. These are the different consequences a player might experience: T (Suffer Trauma, stage 1) S (Suffer Sickness, stage 1) D (Contract Disease, stage 1) U (Small unfortune, -1 Next) - (No consequences)
Casting	The characters perform the ritual, pay the costs and then roll the appropriate Quality, see Performance. Failed rolls cause additional consequences, per failed roll.
Duration	One scene unless otherwise noted.

Tip:
Improvising rituals depend very much on the players being creative and taking time to know the entity. Adjust the performance difficulty based on what they come up with. Base the consequence and cost on how well they honour the entity.

Flavour: Primeval

The sample rituals to the Spirits of the Forest are based on four different entity archetypes, each of them guarding a domain within nature.

Guardian spirit of insects	**Command multifarious legions**

Summon large amounts of insects, several thousand crawl out of every crevice. They devour everything in their way and will deal a total pool of 50 Body. The damage is dealt at a rate of 10 per round, split among targets.

Failed rolls during casting means that the insects also attack the casters.

Alternatives:

+9 Increase damage pool by 16

Performance D 4, Magnitude 23, Cost S 2, Consequences U

Mark of the grand decomposer

A creature is marked by the Grand Decomposer, until its death. The target loses all its current Resist traits and protective wards. The casters will suffer permanent Exhaustion, incurable until they deliver the Decomposer his prey. Only creatures with corporeal bodies are affected. Casters must have personal belonging or organic matter of target to offer.

Alternatives:

None

Performance D 5, Magnitude 23, Cost S 2, Consequences S

Guardian spirit of animals	**Call of the primal one**

The casters chant the name of the Primal One and call it forth from the Forest. The creature is theirs to command within the next scene, see page 275. The roar of the Primal One grants the casters +1 MR and SR.

Alternatives:

+4 call the Motherbeast, +1 size category

Performance C 3, Magnitude 13, Cost M 1, Consequences U

Form of the forgotten one

The ritual leader becomes one with nature and assumes the form of the Forgotten One, a large beast of immense power, see page 263.

Alternatives:

+8 all casters assume the form of Forgotten Spawn, see page 274.

Performance C 4, Magnitude 27 Cost S 2, Consequences T

Guardian spirit of plant life

Dance of the deep embrace

Command plants in the local area to move as the casters see fit. Designated targets in a 10-meter radius area are ensnared by roots and branches. Victims may break free, difficulty 6. The roots deal 1 Body per round.

Alternatives:

+2 additional +1 difficulty

+2 additional +1-meter radius

+5 additional +1 Body per round.

Performance D 2, Magnitude 6, Cost M 1, Consequences U

Communal of the blossoming crown

Ritual leader creates a flower crown and gifts a tree or plant with a flower. The ceremony ends with prayer which in turn lets the ritual leader speak telepathically with the plant or tree.

Alternatives:

+1 additional plants to commune with

+5 trees can deliver messages to ritual leader within one day and night

Performance P 2, Magnitude 3, Cost L 8, Consequences -

The forest awakens

The ritual leader slips into a coma. The spirit of the leader temporarily dissipates into nearby trees, which animates them in the casters control. The ritual leader commands 3 Tree Guardians.

Alternatives:

+5 additional Tree Guardians

+5 ritual leader disappears to the ground

Performance P 3, Magnitude 8, Cost S 2, Consequences T

Guardian spirit of rivers	**The river gives life**
	A small body of water is purified. Mud, marsh, swamp water will be separated and purified. Up to a barrel full of water can be collected, drinking grants a +1 Next.
	Alternatives:
	+4 additional barrel of water
	+2 also create 1D6 portions of fresh food
	Performance C 2, Magnitude 3, Cost L 7, Consequences S
	The river takes life
	The ritual leader contracts a disease and may spread it to any target anywhere in the world, as long as the leader possesses an item belonging to that person. The ritual must take place with the casters partially submerged in running water.
	Alternatives:
	None
	Performance C 6, Magnitude 5, Cost L 11, Consequences D

Spirits of the Mountains

Flavour: Root

The sample rituals to the Spirits of the Mountain are based on four different entity archetypes, each of them guarding a domain within nature.

Weather shaper spirit	**Conjoined air and spirit**
	The ritual leader sacrifices blood and lets it drip onto a stone. After the ceremonial dance is performed, the ritual leader must meditate. Throughout the meditation the leader may control the weather, within reasonable limits, with respect to change and the speed. Control: Winds, Rain, Hail, Mist, Temperature, Snow, Cloud formation, Thunder.

Alternatives:

+4 control the rain for an extended 24-hour period

+7 create volatile weather

Performance D 3, Magnitude 5, Cost B 1, Consequences U

The sky beckons

The ritual leader calls forth lighting. Can only be cast during a thunderstorm. A single bolt of lightning deals 2 Body and Mind, the ritual leader designates a target within line of sight. The lightning can be called at any time between casting and until the thunderstorm subsides.

Alternatives:

+5 additional bolt of lightning

+3 create a mark of recall

+7 transposition all willing creatures within arm's reach to the last mark of recall

Performance D 3, Magnitude 7, Cost S 1, Consequences T

Metal shaper spirit	**Touch of the shaper**

Touch of the shaper

The ritual leader may shape solid metal as if it was clay, the leader's feet must be firmly planted on the ground through the duration of the effect.

Alternatives:

+13 become invulnerable against metals

+6 the leader may move around, slowly

Performance P 1, Magnitude 5, Cost L 15, Consequences -

Touch of ember

The ritual leader may melt metal with a simple touch. While the ritual is in place, the casters receive +3 BR against elemental fire and could melt through the blade of a longsword in one round.

Alternatives

+5 deal 3 Body with touch.

Performance P 3, Magnitude 7, Cost M 1, Consequences U

Earth and stone shaper spirit	**Call forth the force of nature**
	The casters go into a slumber as their minds meld with the soil.
	Casters gain control of a set of Earth Elementals.
	A maximum of three minds can meld with the soil at a time.
	Alternatives:
	+19 increase size category, +1
	+4 create salt elemental
	Performance D 4, Magnitude 6, Cost M 2, Consequences T
	Grasp of the shaper
	The ritual leader may shape stone as if it was clay, the leader's feet must be firmly planted on the ground through the duration of the effect.
	Alternatives:
	+3 transform one cubic meter of stone to clay, permanently
	+4 transform one cubic meter of clay or mud to stone, permanently
	Performance D 2, Magnitude 4, Cost B 1, Consequences U

Arcana

Flavour: Veiled

The sample rituals are based on different aspects of knowledge and intuition. These aspects have their own demigods attached to them, all related to Ylaha and the Veiled One.

Hondos, lord of language	**Utterance and understanding**
	Invite an inspiring spirit to whisper in the ritual leader's ear.
	Read any language.
	Alternatives:
	+3 also understand any language
	+2 also write in any language
	+3 also speak any language
	+4 spot lies in conversation.
	Performance C 1, Magnitude 3, Cost L 9, Consequences -

Arcane comprehension

The ritual leader can learn to cast a spell from a scroll. Magnitude is equal to spell learnt + 5

Alternatives:

None

Performance C 4, Magnitude Varies, Cost L 42, Consequences S

Telepathic truthful bond

Casters create a lasting bond. Any of the participants may send and deliver telepathic messages to any of the other participants. It is not possible to lie in these messages.

The bond dissipates once one of the participants decides to block the messages out.

Alternatives:

+3 ritual leader sends one message to a known target, anywhere

+2 bond persists after first participant leaves

Performance C 3, Magnitude 8, Cost L 13, Consequences U

Quovas, the seer

Aura shattering

Destroys one aura in the vicinity. The casters must know the Flavour and Source of the ritual. The Magnitude of the ritual is equal to aura Magnitude +10. It is possible to overcompensate if they do not know the magnitude.

Alternatives:

+5 the ritual heals the casters +1 Mind

+3 the casters get a clear image of the original caster or ritual leader.

Performance P 3, Magnitude Varies, Cost M 1,

Consequences S

Aura negation

Hinders the creation of new auras in an area. No new magic can be cast, excluding rituals, including spells. Deep magic and Magic items lose their effect temporarily. The area is a 10-meter radius sphere.

Alternatives:

+4 additional +1-meter radius

Performance P 4, Magnitude 19, Cost M 2, Consequences U

Greater arcane insight

Lifts the curtain into a world of knowledge. The ritual leader is granted information regarding an item of subject defined in advance. Extra payment can result in better results.

Alternatives:

+6 casters discover location of sought object

+7 casters view location of sought creature by scrying

+ 3 casters gain special feature true vision

Performance P 2, Magnitude 6, Cost M 1, Consequences D

Dragon

Flavour: Raw

The sample rituals connect the casters to the essence of Dragons, raw power. Physical, mental and spiritual power is represented through the three servants of Athad.

Itiald
the strong

Warrior's transformation

The physical representation of the casters meld with the essence of Itiald. As a result, their physical strength and overall fitness increases. Gain +1 Strength, Agility, and +1 BR. Deal +1 Salt damage on Attack.

Alternatives:

+6 additional +1 Strength

+6 additional +1 Agility

+8 additional +1 BR

+7 additional +1 Salt damage

Performance D 3, Magnitude 19, Cost B 2, Consequences S

Cirrus the sharp

Sage's transformation
The casters mind melds with the essence of Cirrus. They quickly become more aware, resulting in a boost of mental aptitude.
Gain +1 Memory, +1 Wits, and +1 MR. Deal +1 Quicksilver damage on Attack.
Alternatives:
+6 additional +1 Memory
+6 additional +1 Wits
+8 additional +1 MR
+7 additional +1 Quicksilver damage
Performance C 3, Magnitude 19, Cost M 2, Consequences S

Erheina
the defiant

Devoted's transformation
The souls of the casters join with Erheina the Defiant. They will feel warm, protected and more centred on themselves, resulting in a boost of spiritual ability. Gain +1 Charisma, +1 Wits, and +1 SR. Deal +1 Sulfur damage on Attack.
Alternatives:
+6 additional +1 Charisma
+6 additional +1 Wits
+8 additional +1 SR
+7 additional +1 Sulfur damage
Performance P 3, Magnitude 19, Cost S 2, Consequences S

Flavour: Silence

The sample rituals reflect the nature of the Void. Cold, uncaring and dangerous. Two entities that live beyond the normal reach of mortals are contacted to unbalance the natural order of things.

Marmiru,
saint of undeath

Unnatural awakening

By replacing a deceased creature's soul with Alteral energy and echoing the ritual leaders mind, the casters may raise the dead. This is not true resurrection by any means, it is a mockery of the former inhabitant of the vessel. Create one gravener from a dead body, see page 274.

Alternatives:

+3 additional gravener created

+29 create Revenant, see page 276

+56 create Spectre, see page 277

Performance C 2, Magnitude 6, Cost M 1, Consequences D

The forbidden song

The casters chant while the ritual leader sings. The words of the song is part of a conversation with a deceased creature. As long as they spoke a common language in life, the ritual leader may ask anything through this song – they are not guaranteed a reply.

Alternatives:

+5 force an honest reply

+4 gain +1 SR after song

Performance C 1, Magnitude 3, Cost B 1, Consequences S

Vavrix,
the un-existent

Call of the deafening void

The casters call on a wave of energy from the void. A small piece of glass is imbued with resonance, so that the ritual effect is triggered upon its shattering. Activation has to be done within the next scene. The wave negates all sound in a 30-meter radius sphere around the shattered glass.

Alternatives:

+6 the wave deals 3 Body to anyone in its way.

+7 glass shatters, unstable structures topple over. Cost is 2 Body

+18 break stone, throw loose objects, tear down buildings. Cost is 3 Body

Performance P 1, Magnitude 17, Cost B 1, Consequences T

Whispers from the core of nothingness

A malicious curse. The casters finish off the chant with three words, arcane incantations for blindness, disease and doom. Casters must have something belonging to the victim in their possession. The target is first blinded, then contracts a random disease and finally is unable to naturally recover damage, permanently.

Alternatives:

None

Performance C 3, Magnitude 31, Cost M 2, Consequences S

Inconsequential pardoning of lower being

Vavrix does not care for mortals but is willing to bargain. Cure these ailments by prayer: Blindness, Curses, Deafness, Diseases, Paralysis, Sickness, Trauma. The ritual may only be performed after the entity is contacted and a bargain is struck.

Alternatives

None

Performance P 1, Magnitude 11, Cost varies, Consequences varies

The Watchers

Flavour: Warmth

The sample rituals are few when considering the strength of these religions in many of Tales cultures. Most priests in these religions are considered community workers, rather than mystical envoys of a supernatural entity. Protection, healing and guidance are the three most common requests to the Watchers.

Hymn of Protection	**Song of the shieldmaiden**

Tell the harrowing tale of the shieldmaiden, a song in four verses. The last few sentences of the song includes a plea of protection – which the casters are granted. +1 BR to all casters.

Alternatives:

+4 additional +1 BR

+1 ritual applies to MR

+1 ritual applies to SR

Performance P 2, Magnitude 9, Cost L 14, Consequences S

Song of shelter

Sing a song to sooth and weather the elements. Casters gain +1 BR, MR and SR against a chosen element: Salt, quicksilver, sulfur, earth, water, air or fire.

Alternatives:

+3 additional element

+4 additional BR, MR and SR

+4 gain resistance to related survival conditions

Alternatives:

None

Performance P 3, Magnitude 13, Cost B 2, Consequences U

Hymn of Health	**Song of the healer**

Target is healed of all physical damage.

Alternatives:

+1 heals Mind.

+1 heals Soul.

Performance P 3, Magnitude 5, Cost L 11, Consequences U

Song of the troll father

Target gains temporary fast healing at a rate of 1 Body per round.

Alternatives:

+1 ritual fast heals Mind.

+1 ritual fast heals Soul.

+3 ritual clears poisons and diseases contracted during ritual effect

Performance P 2, Magnitude 6, Cost L 15, Consequences T

Song of restoration

Target degrades or heals one level of trauma.

Alternatives:

+3 target recovers from tier 2 trauma

+36 target recovers from tier 3 trauma

-2 target recovers from sickness

Performance P 4, Magnitude 17, Cost B 1, Consequences S

Hymn
of Guidance

Song of paths in the great unknown

For this ritual to have an effect, the casters must be lost in some way. After casting a small light will appear to guide them to the nearest homestead or inn. This may be several days away, if they are unlucky.

Alternatives:

+3 casters find a portion of food per caster nearby

+2 casters find a portion of water per caster nearby

+7 casters find a ready-for-use campfire nearby

Performance C 2, Magnitude 5, Cost M 1, Consequences -

Song of choices

The casters will gain insight into an important choice before them. The choice must have a finite number of solutions and must collectively apply to the group. As a response to their chanting they will receive a hint to what lies beyond each choice.

Alternatives:

+3 casters find a portion of food per caster nearby

+2 casters find a portion of water per caster nearby

+7 casters find a ready-for-use campfire nearby

Performance C 3, Magnitude 9, Cost M 2, Consequences U

The Three Fires

Flavour: none

   The sample rituals are directly dedicated to the three fires. These rituals are of immense power and carry with them a high risk of dire consequences.

The First Fire	**Pierce the veil**

Pierce the veil

The casters open up a portal to Altera. The opening can be used to call forth any being in the Altera by name. Depending on the entity that responds, it will take tremendous effort and time to complete the ritual.

For higher entities it may require weeks of work and countless sacrifices, for a simple creature only a day may be needed. The portal is not open to any creature not named by the casters, and the entity only passes willingly.

Alternatives:

+127 call forth higher being

Performance P 7, Magnitude 58, Cost S 4, Consequences S

Swim the stream of Souls

A ritual of true resurrection. The Soul of a creature has been taken. The casters drag the soul back from the Altera and put it back into the body. Body and Mind must be intact: usually within a week, barring preservative magic.

Alternatives:

None

Performance P 8, Magnitude 67, Cost S 5, Consequences T

The Fires of Retribution

Eruption of cleansing fire

An inferno of fire erupts in a large area, dealing massive damage to all nearby creatures. The fire itself deals 5 Body within a 15-meter radius. The damage persists at full strength for five rounds. Each round after that, the fire deals -1 Body until 0 dealt.

In addition to Body damage, all creatures within the area suffers 1 Soul, with no SR mitigation, per round, ten rounds.

Alternatives:

+15 additional Body dealt

+28 additional Soul dealt

+7 increase area by +1-meter radius

Performance D 7, Magnitude 58, Cost B 4, Consequences S

Untold revitalization of body

A ritual of true resurrection. One creature that has died of Body damage is revived, without penalty. Mind and Soul must be intact: usually within a week, barring preservative magic.

Alternatives:

None

Performance D 8, Magnitude 67, Cost B 5, Consequences T

The Last Fire

Murder

Kills a designated target. The effect is instantaneous the ritual is completed. Casters must have something belonging to the victim in their possession. The effect is death of both Body and Mind, with no possibility to resist.

Alternatives:

+15 only drawing/physical representation of target required

Performance C 7, Magnitude 58, Cost M 4, Consequences S

Complete reconstruction of the Mind

A ritual of true resurrection. One deceased creature that has died of Mind damage is fully brought back to life. The targets body must be intact, and the Soul cannot have left the Body: usually within a week, barring preservative magic.

Alternatives:

None

Performance C 8, Magnitude 67, Cost M 5, Consequences T

Magic Items

This chapter continues the contents on page 103. It is up to the Gamemaster to create magic items for your quests. Follow this simple guide to create one:

1. Decide type (weapon, armour, accessories etc.)
2. Decide the level of power (added experience levels to character)
3. Decide features (see type description)
4. Add magnitude, flavour and source
5. Add a drawback
6. Write short backstory
7. Create a unique name for the item
8. Write short visual description

Magic items should be rare. Tale is about stories and adventure, so each item should have an origin, maker and purpose – even if it is only a magic dagger used by the bandit leader. One item may have several distinct auras, but it is not common.

This chapter is only a guide, if you get any ideas that do not conform to any of the effects or types, please make your own and use this as a guide for magnitude, flavour and sources.

The creation of magic items by players is tied to the basic skill "Magic Infusion". There are many ways of solving how to "gather" the magic energy needed for crafting, but the easiest may be precious gems with an added untapped magnitude. These can also be used as quest rewards. Also put an emphasis on the individual recipes for creation.

Use

Magic item use is separate for each type.

Initial effect	A short description of the magic item's effect.
Alternatives	Alternatives on how to adjust the spell effect. Each of these effects are learnt separately. The bonus or penalties are adjustments of the spell magnitude.
Magnitude	Magnitude is a sliding scale from 1 and up. Most spells are in the area of 4–5 and can be cast in one round, some are upwards of 60 and can be expanded further than that.
Flavour	Veiled, Raw, Primeval, Root, Silence, Warmth. Based on similar spell effects.
Source	Astra, Altera or Arcane. Usually spells that manipulate mental abilities are Astra, while Spiritual are Altera. Arcane spells manipulate the natural world.

Drawback

Magic always has a cost, especially when meddling with magical objects. Write and create one drawback, inspiration can be found in the examples list. More powerful items may have more dangerous drawbacks.

Magnitude	Description
1	Miniscule drawback, usually not noticeable.
11-20	Small drawback, sporadically inconvenient.
20+	Dangerous drawback.

Example:

> *Spirit: Item is infected with a malevolent spirit that may try to sabotage any situation. Can demand a -1 re-roll on any action, skill or quality from time to time, by 'accident'.*
>
> *Noise: Creates a constant but subtle noise, ruining concentration in any situation -1 Focus. Noise dissipates if thoroughly covered.*

Magic weapons have various effects, they are activated when attacking a target, unless otherwise noted. Each use drains a charge, until it is out of charges. Standards for magic weapons:

- 50 charges
- No dissipation until depleted

General effect changes for weapons, with added magnitude of aura.

- 5 per 10 extra charges
- 20 permanent magic (no depletion)
- 10 hidden aura until use (lingers one scene)
- 5 additional effect from another Source
- 5 additional effect from other Flavour

Anchoring	On a successful Attack, anchor target creature to the natural world, preventing transpositioning of all types. Weapon must remain in contact with creature. *Alternatives:* +4 additional +1 Body per attack Magnitude 13, Flavour Veiled, Source Arcane
Bleed	On a successful Attack, create a bleeding wound on target. Deal additional damage each round. Damage is not mitigated by BR. Effect is negated by healing one point of damage. *Alternatives*: +11 damage stack from successive Attacks. Magnitude 14, Flavour Primeval, Source Altera
Damage bonus	+1 Body per Attack *Alternatives:* +4 additional +1 Body per attack Magnitude 7, Flavour Root, Source Arcane

Damage type, Mind	Change from Body to Mind damage
	Alternatives:
	+7 additional +1 Mind per attack
	+11 deal equal amount to target Body
	Magnitude 4, Flavour Silence, Source Astra
Damage type, Soul	Change from Body to Soul damage
	Magnitude 3, Flavour Veiled, Source Altera
	Alternatives:
	None
Drain damage	+1 Body healed to wielder when attacking,
	Alternatives:
	+4 additional resist penalty per attack
	Magnitude 4, Flavour Silence, Source Altera
Elemental damage	Add +1 Body of specific elemental damage per Attack. Quicksilver elemental deals Mind, sulfur deals Soul.
	Alternatives:
	+4 additional +1 Body per attack
	Magnitude 6, Flavour Warmth, Source Arcane
Lower resist	-1 BR, MR or SR for target after successful attack. Effect lasts until next round.
	Alternatives:
	+4 per maximum BR penalty (default 1)
	+4 additional resist penalty per attack
	+5 extended, Duration S
	Magnitude 9, Flavour Root, Source Altera

Kinetic handle	A special handle paired with a gauntlet which lets the wielder call the weapon. Not enough momentum to cause damage. Within speaking range.
	Alternatives:
	+5 reversal, weapon acts as ranged, Range S
	+4 transposing, weapon is teleported to wielders grip
	Magnitude 1, Flavour Root, Source Astra
Speed bonus	Weapon gains +1 Speed
	Alternatives:
	+1 additional +1 Speed
	Magnitude 1, Flavour Warmth, Source Arcane
Special*	Weapon is intended for one specific creature. The weapon has one charge for one successful attack, it deals 15 Body.
	Alternatives:
	+5 effective against specific origin sub-type
	+25 weapon deals -10 BR, MR or SR instead, Duration S
	Magnitude 25, Flavour Primeval, Source Altera
Veiled	Enables Attacks on veilwalkers.
	Alternatives:
	+9 solidify veilwalkers
	Magnitude 2, Flavour Veiled, Source Astra
Weightless	Weapon gains -1 Weight
	Alternatives
	+1 additional -1 Weight
	Magnitude 1, Flavour Warmth, Source Astra

ARMOUR

Magic armour is indispensable to an adventurer who wants to stay alive. Their effects are activated upon an Attack against them, unless otherwise noted. Each use drains a charge, until it is out of charges. Standards for magic armour:

- 50 charges
- No dissipation until depleted

General effect changes for armour, with added magnitude of aura.

- ✦ 5 per 10 extra charges
- ✦ 20 permanent magic (no depletion)
- ✦ 10 hidden aura until use (lingers one scene)
- ✦ 5 additional effect from another Source
- ✦ 5 additional effect from other Flavour

Force barrier	Increased protection in the form of a magic aura enveloping the armour. Gain +1 BR. *Alternatives:* +5 additional +1 BR Magnitude 6, Flavour Root, Source Arcane
Elemental protection	The armour is varnished in a special material that offers extra protection against a specific element. Grants +1 BR, MR and SR to one predefined element. The possible elements are fire, water, earth and air. *Alternatives:* +5 additional +1 BR, MR and SR +3 convert to salt, quicksilver or sulfur Magnitude 6, Flavour Raw, Source Arcane
Magic protection	The armour is inscribed with magic runes that grant protection against spells cast on the wearer. The protection applies to one specific flavour, specifically +1 Repel against those spells. *Alternatives:* +5 additional +1 Repel +7 protection against specific source Magnitude 3, Flavour Raw, Source Altera
Camouflage	Renders the wearer invisible upon activation. The wearer must stand still to remain invisible, it may be re-activated after movement for the duration of one scene. *Alternatives:* +7 stay invisible even when moving Magnitude 6, Flavour Warmth, Source Arcane

Stasis	Activate to negate current momentum, does not offer protection against rapid deceleration. Can be activated as a reaction to stop a fall in mid-air. Deactivation takes one full turn.
	Alternatives:
	+4 deceleration dampening, no damage from full stops
	+4 slow falling, fall at controlled pace
	+9 fly at own pace
	+12 fly at double own pace
	Magnitude 6, Flavour Silence, Source Astra
Servokinetics	Magic aids that help movement. No penalty from wearing armour. Charges dissipate over time, decided by Gamemaster.
	Alternatives:
	+3 dampens all sounds from armour
	Magnitude 4, Flavour Root, Source Altera
Spirit's Gambit	Armour is blessed by the Spirits of the Mountain and Forest to help the wearer in harsh climates. Negates all environmental effects with respect to temperature and comfort. One charge per night of travel.
	Alternatives:
	+4 halves daily water consumption
	Magnitude 7, Flavour Primeval, Source Arcane

ACCESSORIES

An array of different items. First pick an object, then decide what type of item it is, a list of examples is provided – try to pick something that makes sense. Depletion time should be defined by the Gamemaster upon creating the item, but it should not be disclosed to the players.

- ✦ No charges
- ✦ No activation
- ✦ No dissipation until depleted
- ✦ One effect per item
- ✦ Target and range is personal

Example:

> *Head: Coif, earrings, hairpin, coronet, circlet, hood*
> *Neck: Amulet, choker, dink, necklace, pendant, shawl, torc*
> *Arms: Armlet, bangle, bracelet, bracer*
> *Hands: Ring, glove, mitten*
> *Waist: Belt, girdle, sash*
> *Body: Brooch, cape, cloak, mantle*
> *Feet: Anklet, boots, sandals, shoes*
> *Other: Backpack, bag, satchel, quiver*

Astral assistance	Grants advantages when performing Actions. Gain +1 when performing a certain action or quality. +3 maximum bonus still applies. *Alternatives:* +8 gain additional +1 action bonus +5 various minor advantages Magnitude 6, Flavour Veiled, Source Astral
Astral insight	Assisting the wearer when performing certain skills. Applies to one skill tree at a time either for Lore, Favour or Supply trait skills, the item grants a +1 bonus. *Alternatives:* +13 additional +1 skill bonus Magnitude 15, Flavour Root, Source Astral
Astral resourcefulness	Grants bonuses with respects to secondary traits: Lore, Favour and Supply – pick one. Use -1 secondary trait whenever performing a skill. Does not apply to spellcasting or rituals. *Alternatives:* +11 also applies to spellcasting +11 also applies to rituals Magnitude 19, Flavour Primeval, Source Astral

Bonding	Twin items that are worn by friends. Whenever one of the wearers saves the other out of a life-threatening situation, gain +1 Trust.
	Alternatives:
	+6 additional Trust gained.
	Magnitude 5, Flavour Warmth, Source Arcane
Concentration	Enhances the wearers item creation abilities. Grants +1 Focus to item creation skills.
	Alternatives:
	+3 additional +1 Focus bonus
	Magnitude 2, Flavour Raw, Source Astral
Core strengthening	Grants the wearer a modifier to an ability. Pick one ability that is at least remotely related to the base item. +3 maximum bonus still applies.
	Alternatives:
	+7 gain additional +1 ability bonus
	Magnitude 8, Flavour Raw, Source Arcane
Protection	Grants the wearer extra protection. Gain +1 MR or SR.
	Alternatives:
	+5 additional +1 Resist bonus
	Magnitude 6, Flavour Root, Source Arcane
Resistance	Grants bodily resistance, gain +1 Centre against disease and poison.
	Alternatives:
	+3 additional +1 Centre bonus
	Magnitude 2, Flavour Primeval, Source Altera
Senses	Alters the wearers senses. Grants darkvision, can see in total darkness. Direct sunlight will blind the wearer and drain the item of energy.
	Alternatives:
	+6 grant special feature aura reading
	+12 grant special feature aura sight
	+4 grant special feature track
	Magnitude 4, Flavour Raw, Source Altera

Special features	Grant the wearer an appropriate special feature, see page 197.
	Alternatives:
	+10 additional special feature requiring initial effect.
	Magnitude 8, Flavour Primeval, Source Arcane
Survival	Assists the wearers metabolism to better handle survival conditions. Cut water and food consumption in half.
	Alternatives:
	+6 roll Centre to avoid tiredness, difficulty 6
	+6 roll Centre to avoid sunburns, difficulty 7
	+6 roll Centre to avoid frostbite, difficulty 7
	+12 eliminates the need for food and water
	Magnitude 6, Flavour Warmth, Source Astral
Thrill of the hunt	Enhances the wearers ability to move. Gain +1 Pace.
	Alternatives:
	+8 running speed is double Pace
	+7 doubles jumping distance
	+6 additional Pace increase
	Magnitude 5, Flavour Warmth, Source Altera
Veil pocketing	Creates a pocket through the veil that can hide things. Items and persons inside the pocket are weightless. Increases carry capacity by 5 storage is up to one cubic meter, without fresh air.
	Alternatives:
	+11 additional +5 carry capacity and cubic meter storage
	Magnitude 9, Flavour Veiled, Source Altera

Scrolls

Scrolls are inscribed with one-time castable spells and rituals. When the magic in them is activated, the parchment is destroyed, usually by some force appropriate for the flavour, element or entity.

- One use
- No initial cost of casting (already paid by creator)
- Chance of learning spell or ritual

Foci have three uses. Pick an effect then choose a material based on the source, see the list of examples.

Example:
    Arcane: Amber, Aquamarine, Beryl, Pearl, Tourmaline.
    Astra: Diamond, Emerald, Rose quartz, Sapphire, Topaz.
    Altera: Agate, Amethyst, Jade, Opal, Ruby.

- 10 charges
- No dissipation until depleted

General effect changes for weapons, with added magnitude of aura.

- 5 per 2 extra charges
- 5 additional effect from other Flavour

Power charge	Free power points for casting spells. Players can also use these in place of Lore, Favour or Supply. Power charged foci are dedicated to one specific flavour. Magnitude 10, Flavour depending on effect, Source Arcane
Arcane insight	This item has a spell stored within, it can be cast as if it was a scroll (no initial cost), each round of casting costs one charge. Magnitude, Flavour and Source is as initial spell
Conduit	A special focus used to convey energy, used in conjunction with other magic. These will usually appear near some plot relevant mechanism, like portals or large rituals. Magnitude, Flavour and Source according to situation.

DEEP MAGIC

A subset of magic based on the knowledge of the voices of the deep. It includes herbs, alchemy and elixirs. They are usable by all players, but certain characters have an advantage in the ability to refine and create. Follow this simple guide to create a deep magic object:

1. Decide type (potion, elixir or compound)
2. Decide the level of power (added experience level to character)
3. Add effects
4. Add amount
5. Add tolerance

The creation of deep magic by players is tied to the crafting skill "Alchemy". Use the crafting tables on page 76 to guide you. Also put an emphasis on the individual recipes for creation.

Use

Magic item use is separated by type.

Initial effect	A short description of the deep magic effect.
Alternatives	Alternatives on how to adjust the spell effect. Each of these effects are learnt separately. The bonus or penalties are adjustments of the spell magnitude.
Magnitude	The magnitude of deep magic does not connect to an aura, it is only a tool for the Gamemaster to decide power levels when creating items.
Duration	R (1 Round) C (Concentration, Roll consecutive Focus rolls at -1, difficulty 3) S (1 Scene) I (Instantaneous)
Amount	The number of base portions/uses per item. One portion is one use for one character.
Tolerance	Deep magic is dangerous, consecutive use has consequences for a character. The number beside the tolerances notes how many doses a player may consume before risking these effects, within the frame of one day. E (Exhaustion) D (Dehydration) H (Heat stroke) F (Frostbite)

Elixirs are the result of ages of study into the nature of reality and the fundamentals of materials and elements. Effects vary, but their volatility does not. General effect changes for elixirs, with added magnitude:

- 5 per added amount
- 4 per added tolerance

Elemental convergence	Distilled fragments of all the elements, infused with a dissolved gemstone, a liquid with a pink glow. Gain +1 Fortune. *Alternatives:* +4 additional +1 Fortune +1 convert to +1 Strength, glow is orange +1 convert to +1 Agility, glow is green +1 convert to +1 Memory, glow is blue +1 convert to +1 Wits, glow is yellow +1 convert to +1 Charisma, glow is red Magnitude 3, Duration S, Amount 5, Tolerance E 3
Secret of the dragonspawn	Ground up dragon's tooth and a few herbs create a mush of green leaves at a constant unnatural simmer. User gains +1 size category. Gain small scales on skin. *Alternatives:* +5 additional size change, added simmering -1 reduce size -1 category, no constant simmer Magnitude 7, Duration S, Amount 3, Tolerance D 4

| Gogeye tincture | A tincture made from a berry that inexplicably grows near Gog settlements, grey-coloured with milky consistency. User can see in utter darkness, eyes glow faintly. |

Alternatives:

+1 eyes do not glow

+2 see heat signatures, light grey colour with creamy consistency

+4 see through walls, dark grey colour with creamy consistency

Magnitude 3, Duration S, Amount 5, Tolerance H 3

| Elemental divergence | Made from a mixture of bark from different tree types, it is brown and pulpy. Gain +1 BR, MR and SR to one specific element: fire, water, air, earth, salt, quicksilver or sulfur. |

Alternatives:

+3 additional creatures outside of self, resist if unwilling

+4 additional +1 BR, MR and SR

+6 additional element

+2 endure negative effects caused by climate for survival purposes

Magnitude 4, Duration S, Amount 6, Tolerance E 4

| Arcanic oil | A thick blue-tinted oil created from a rare fluorescent fruit. Grants the user access to a natural network of knowledge and understanding. User learns to speak and understand all languages. |

Alternatives:

+7 user learns to read and write as well, dark blue tint

+4 first language read or heard is learnt permanently, Duration I, light blue tint

Magnitude 2, Duration S, Amount 7, Tolerance F 7

Crystals of true obscuring	Dissolved crystals that can hide an object's true purpose, green shimmering liquid. Hides all signs of passing through nature, tracking is impossible. *Alternatives:* +4 user is undetectable by all visual means, if staying still, shimmers blue +5 user is invisible +8 the user's intentions and motives are always hidden, Duration - Magnitude 7, Duration S, Amount 3, Tolerance D 2

Prime mineral magnificence	Imbue a weapon with the essence of perfection, a translucent liquid with a white shimmer in it. Weapon deals +1 Body, salt elemental damage.
	Alternatives:
	+8 weapon deals additional +1 Body
	+1 weapon deals fire elemental damage, shimmer is pulsating red
	+1 weapon deals water elemental damage,
	    shimmer is pulsating blue
	+1 weapon deals air elemental damage,
	    shimmer is pulsating yellow
	+1 weapon deals earth elemental damage,
	    shimmer is pulsating green
	+4 weapon deals +1 Body against sub-type
	    Malicious, shimmer is pulsating purple
	Magnitude 5, Duration S, Amount 3, Tolerance D 2

POTIONS

Potions are magical beverages brewed with herbs, using the knowledge of the deep. They have an array of effects, depending on the ingredients. General effect changes for potions, with added magnitude:

- 5 per added amount
- 4 per added tolerance

Lion's mane nectar	Made from the distilled nectar of Lion's mane flowers, smells like roses. Gain Primal sub-type (also grants natural weapons bonus feature) - user grows large claws.
	Alternatives:
	+4 gain special feature natural weapons, improved.
	Magnitude 4, Duration S, Amount 4, Tolerance E 3
Creeping death	A completely black tincture created from scavenger insects, smells pungent. Lowers highest Resist to 0.
	Alternatives:
	+16 lowers all Resist to 0.
	Magnitude 23, Duration S, Amount 1, Tolerance D 2
Traveller's pearls	A collection of white viscous sap from pine trees, smells like pine. Gain +1 BR, MR and SR.
	Alternatives:
	+12 additional +1 BR, MR and SR.
	-11 Duration changed to R, tolerance changed to F 3
	Magnitude 19, Duration S, Amount 2, Tolerance F 1
Rockheart brew	Made from Rockheart stalks, which grow on natural cave walls, smells musty. Negates all fear effects or penalties caused by pain or damage.
	Alternatives:
	+6 removes paralyzing effects, smells smoky
	+7 reverses shapechanging, smells like turpentine
	Magnitude 5, Duration S, Amount 4, Tolerance E 4
Wine of the wilds	Created from fermented wild grapes and spices, smells like sewage. Removes Sickness, both stage 1 and 2.
	Alternatives:
	+varies cures poison, smells like burnt rubber, added magnitude is half Centre difficulty.
	+varies cures disease, smells like ammonia, added Magnitude is half Centre difficulty.
	Magnitude 7, Duration I, Amount 2, Tolerance D 3

Gift of the unknown spirit	Moss and lichen boiled with a mixture of herbs, smells like thyme. Heals +1 Body. *Alternatives:* +3 additional +1 Body healed +1 change to Mind healing, smells like basil +1 change to Soul healing, smells like bay leaves Magnitude 2, Duration I, Amount 5, Tolerance F 3
Illar's grace	A tincture brewed from a variety of herbs and fresh firebugs, smells like aniseed. Removes or degrades one Trauma of stage 2 or 1. *Alternatives:* +11 degrade one stage 3 Trauma Magnitude 9, Duration I, Amount 2, Tolerance H 2
Lakewalker's secret	Made from dried flowers of the Lakewalker slipper, a rare lakeside orchid that smells vaguely like honey. Grants user the ability to walk on water. *Alternatives:* +1 change to under-water breathing Magnitude 5, Duration S, Amount 4, Tolerance E 3
Warrior spirit	Ground leaves are brewed for days into a green tincture, smells like sweat. Grants user +1 Attack, +1 Body dealt, +1 Speed, +3 Pace. *Alternatives:* +8 additional +1 Attack +7 additional +1 Body dealt +3 additional +1 Speed +3 additional +1 Pace Magnitude 9, Duration S, Amount 2, Tolerance D 1

COMPOUNDS

Alchemy opens up almost unlimited possibilities, but some are best left undefined. Please create your own compounds to involve in the game. These may be cures for mysterious illnesses or other plot devices – you may also create effects that you feel are missing in the game.

When creating compounds be specific in the following ways:

- ◆ Magnitude, amount and tolerance – just so it conforms to the rest of the rules.
- ◆ Create recipes, alchemy is science and therefore any effect is reproducible, even though most do not have the techniques to do it correctly.
- ◆ Dangers, something might go wrong, what could it be?

ADDITIONAL CONTENT

This section sums up the remaining support content needed for the Quest Creation Kit and Errand Creation Kit: Survival Conditions, Travel and Obstacles. This content is example based, feel free to create your own guidelines and challenges for the players.

SURVIVAL CONDITIONS

To really get a feel of the world that surrounds them, add small variances to the players' interaction with it. This chapter can be used to complete locations or to inform climates. Define changes in conditions of the following categories:

Tip:
These conditions are to force the players to adapt to their surroundings, not to randomly punish them or make it harder to progress. As usual let good gameplay and inventive solutions prevail. Remember to give them a good day once in a while.

The weather can always be a problem, especially if you are not clothed well. Use these conditions to immerse the players in the world.

Rainy	Pouring rain is not good for moral or the players' footing. Here are a few sample effects from rainy weather: Gear destroyed: soaked Rations destroyed: soaked Comfort penalty: cold and miserable Disease: water contamination More drinking water: easily gathered water Sample weather: Rainy, Cloudy, Wet, Mist, Humid, Foggy.
Windy	Refreshing, cooling and also horribly dangerous, winds can change the game during travel. Here are a few sample effects from windy weather: Hard to camp: tents blow over, campfires blow out Path is blocked: trees fall over Comfort penalty: cold weather Sample weather: Stormy, Windy, Hurricanes, Typhoons, Tornadoes, Sand-storms.
Hot	Hot and dry, the sun is scorching. Some may appreciate this while on vacation, but on a trek across far-stretching plains, this is outright dangerous. Here are a few sample effects from hot weather: Increased water consumption Sunburns: scorching sun Heat stroke: hot weather and overexertion Dehydration: lack of water nearby Wildfires from campfire: dry grass Sample weather: Sunny, Hot, Dry, Drought, Wildfire

Cold	Morning frost, hail and snow storms. Cold weather can have many forms, none of them good for adventuring. Here are a few sample effects from cold weather:
	Increased travel time: struggle through snow
	Increased food consumption: keep the warmth
	Comfort penalty: cold boots, cold nights
	Frostbite: Brawn roll, difficulty based on severity
	Hypothermia: Centre roll, difficulty based on severity
	Sample weather: Biting cold, snow, frost, blizzard, avalanche, cold, hail, sleet, snow-storms or slush.

Travel and Camping

There are several challenges when it comes to camping, most of them are already counted within the base camp survival ruleset.

No firewood	It is hard to find firewood for the camp, either because of a lack of trees, or a twig- collecting spirit lives nearby. Here are a few sample effects from no campfire:
	• Comfort penalty: cold nights
	• Security issue: campfires keep creatures out
	• Hypothermia: Centre roll, difficulty based on temperature
Impractical terrain	The terrain is not well suited for camping or travel. Rocks, marshlands, slopes and more can be the culprit. Here are a few sample effects from bad terrain:
	• Comfort penalty: no good places to sleep
	• Carry capacity penalty: hard to carry equipment, move carts
	• No trails: harder to navigate
	• Chance of injury and trauma: fracture or gash

Insects or parasites	The scourge of every traveller, small, annoying and sometimes dangerous. Here are a few sample effects from insects and parasites:

- ✦ Disease: mosquito bites, infestation
- ✦ Comfort penalty: annoying, ruining sleep
- ✦ Poison: spider bites (in this world spiders are insects)
- ✦ Food contamination: Food is ruined and or causes sickness
- ✦ Starvation: stomach virus

Foraging	Food is essential and these situations may provide some extra possibilities. Here are a few sample effects from foraging:

- ✦ Fish source: river, lake, sea
- ✦ Foraging source: berries, fruits, greens
- ✦ Wildlife: hunt or trap
- ✦ Comfort bonus: varied meals

Example of Play (Survival conditions):

Gamemaster: (Rations ruined, hard to start a fire) This day has not been good to you, the rain has poured down and most of your food is ruined. The usual twigs are wet, but you do have your lantern. Unless you find a solution, you will probably catch a cold and go hungry. What do you do?

Belisar: If I remember correctly, there were parts of dried meat in the rations?
Can we gather them and boil them in my wine?

Gamemaster: Yes. But first you will have to start a fire, it is hard but not impossible.

Caprenia: We need to start a fire to dry off, I'll do that. Just to be sure, can you help me Vitula?

Vitula: "Yes, I can hold the lantern while you work.". I spend a point of Trust.

Caprenia: Rolls (1D6) 4, 7 total.

Gamemaster: Once again, you impress the others. Starting with only a couple of twigs you soon have a roaring fire. Belisar's wine stew fills your bellies for tonight, you are saved from an uncomfortable night.

Travel

To give context to your areas and locations, it is important to create distance and size. The information in this chapter will help you fill in travel information for areas and locations in the Quest Creation Kit. All numbers assume a 'full day' and that characters are carrying a fair amount of equipment. The default unit is 20km per day, as a walk on a good path.

Sample travel distances per full day of travel

Ship	3 x distance
Horseback	2 x distance
Carriage, road	30km
Foot, road	25km
Foot, good path	20km
Foot, poor path	15km
Foot, mountain	10km
Foot, dense forest	5km
Foot, silent stalk	2km

Areas

Defining travel for your areas is mainly about creating size and distance between locations on the map. You do not need to account for every situation, include some of the expected routes for the players. On these distances you should note the travel type, as per the above table, and any special circumstances not connected to a location.

Obstacles

The bread and butter of any Gamemaster who wants their players to think. Do not feel compelled to only use these types of obstacles, this is only a guide to combine challenge with mechanics. The types we will discuss in this chapter is:

- Exploration
- Riddles
- Traps
- Locks
- Obstruction
- Mystery

> **Tip:**
> *Remember that any damage dealt to players warrants an injury roll.*
> *Obstacles may cause harm if confronted. Always consider this*
> *when planning an obstacle.*

EXPLORATION

To traverse or range over (a region, area, etc.) for the purpose of discovery.

   Foremost when completing a quest is finding your way to your destination. That may be a destination hidden right under the player's nose, like a hidden cellar – or something far more time consuming, such as finding a lost city in a large forest region. Solve by talking to strangers, elders, sages, locals or by tracking, reading the stars – perhaps even meditation?

Lost	Not on an ordinary map and unknown to locals or travellers. A part of an old civilisation or maybe it was just kept hidden until everyone forgot.
Mobile	What if your target keeps moving? It may be the case in a quest to find a missing person, etc. Let the players follow their trail, give hints along the way.
Mapped	A visual representation of the destination's location. Some gamemasters may resort to a simple Survival roll, and some may ask the players for more ingenuity.
Hidden	Someone knows the location and does not tell everyone. Part of a secret club? Someone's dark secret? Shake some verbal trees or go poking around to find it.

Example of Play (Exploration):

> Gamemaster: *As far as you know, the tower of Gremlin Legion is in this valley somewhere, but you haven't spotted anything yet. The map suggest it is still ahead, but unfortunately you have become unsure of exactly what 'ahead' is.*
>
> Vitula: *"This isn't good. We should have paid that farm boy to show us the way, what do we do?"*
>
> Caprenia: *"Maybe we could get a bit higher and look for it. It should be higher than the tree tops, right?"*
>
> Belisar: *"Good idea, we actually brought the climbing gear this time." Can I attempt to climb one of the sturdier trees?"*
>
> Gamemaster: *Yes, go ahead. According to the description, the tower is fifteen meters tall, it should be visible higher up, if you are nearby".*

Riddles

A question or statement intentionally phrased so that it requires ingenuity to ascertain its answer or meaning.

This is the literal definition of riddles, and it may seem like it does not apply in a quest. But with a little practical application, you can create fun and exciting challenges for the players.

Traps

A device or enclosure designed to catch and keep animals by allowing entry but not exit, or by catching hold of a part of the body.

Traps award an extra edge to exploring unknown locations and an opportunity to play on avoidance and prevention. If your players are accustomed to role-playing games of any type they will already be wary of traps, so why not give them what they expect?

Heavy object	Object falling onto the players, dealing damage.
Pit	A trap door or otherwise hidden crevice. May be equipped with weapons to fall on.
Projectile	Something propelled against the players, dealing damage or creating an environmental effect.
Confinement	An enclosure created to confine the players to a specific area.
Wildcard	Something not fitting within the other categories.
Grappler	A trap designed to take hold of one or more players, sometimes dealing damage.

Locks

A mechanism for keeping a door, window, lid or container fastened, usually opened by a key.

Locks present a challenge with several solutions: Will they look for a key, break through, pick the lock? Locks are also great ways to portion off parts of your quest for later. Combine these with riddles to create fun puzzle locks.

Door	Small door with a small lock.
Gate	Gate with a larger locking mechanism.
Vault door	Complicated locking mechanism, riddle or code to enter.
Container	Chest with small breakable lock.

OBSTRUCTIONS

A thing that impedes or prevents passage or progress; an obstacle or blockage.

Like locks, obstructions hinder the players' access, passage or exit from a location – unlike locks these may have no obvious solutions. Try to encourage the players in a way that they don't feel like obstructions are immovable.

Blockage	A passage has been blocked. A structure has fallen into ruin or someone has placed it there. Either by manual labour or ingenuity, solve this for future passage.
Resistance	Something that is passable but may require work and can cause exhaustion or harm. Passing through a thicket of thorns or a narrow tunnel of sharp rocks.
Physical	An obstruction of physical limitations, a vertical drop, a chasm etc. May include danger of severe injury or death.
Guard post	A hindering by human (or other creatures) hands, such as a toll post, guard or paid entrance.
Broken mechanism	Mechanical issues are causing problems for the players, creating an obstruction, solutions may be plenty – a lift has broken down, a vault mechanism is faulty etc..

MYSTERY

Something that is difficult or impossible to understand or explain.

Mysteries are a genre of their own, with quests. It does not, however, hurt to inject a little mystery into your other quests. To create wonder and debate. There is little point in defining different mysteries, keep them in line with the twist and the idea.

Example of Play (Mystery):

Gamemaster: *(Who killed the Elder?) You arrive in Glummerton, a few people take note of the Gog's head trophy. The stable boy greets you, "Hello travellers, you kept your promise and saved our town I see! Anneke's Tavern will surely hold a grand feast in your honour!"*

Belisar: *"Can you take care of our horses, we need to see the Elder urgently." I gently dismount and hand the reigns to the stable boy.*

Gamemaster: *"Sure, thing." He takes care of all your horses, unless you protest.*

Vitula: *I barely look at him and grab the Gog's head.*

Caprenia: *I make my way towards the Elder's house, hoping the others will follow. "Come on, people!"*

Gamemaster: *You make haste to the elder's house. As you approach the door, you notice it is ajar. A small slit in the door reveals the Elder, on the floor, in a pool of blood.*

Caprenia: *I kick open the door and draw my dagger.*

Gamemaster: *With a large spear jammed into his back, there is no way he can be alive – the Elder has been murdered.*

CHAPTER VIII

SAMPLES AND RESOURCES
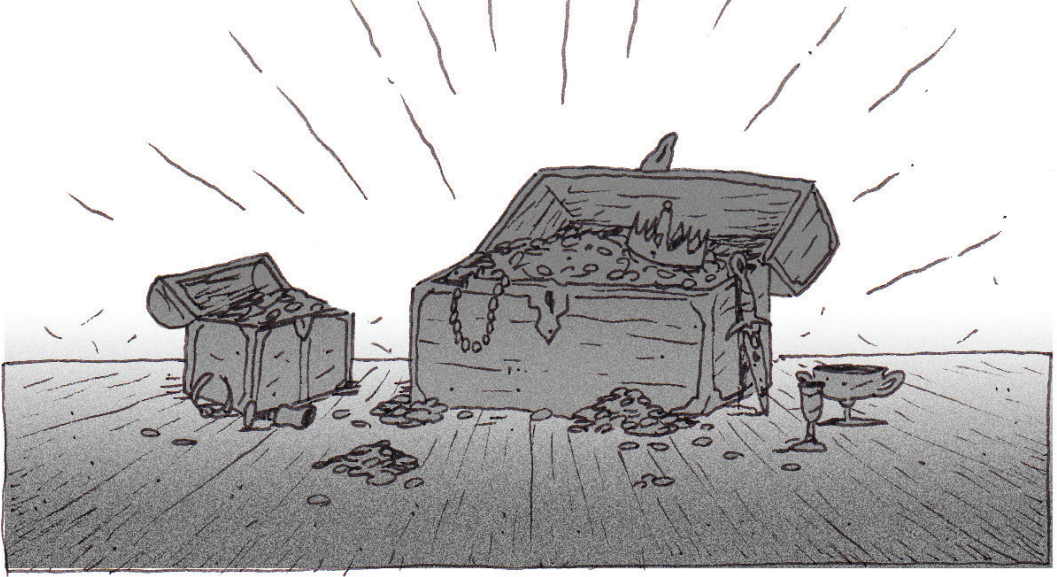
'In the end we are all the same: rushing to get to the end,
only to realize that life was in the middle.'

The Voice of the Bard, Second Act

CREATURES

ABERRATION

SMALL

Aberration, Tentacled	1	Special Features (SF): Appendages x2, Appendage flurry.
Body: 3	4 BR	
Mind: 2	0 MR	Description (DESC): A strange creature indeed, really it's only a lump of hard serrated skin with a few tentacles and one eye protruding from its top. Can attack three times per round, dealing (1) Body per tentacle. Roughly the size as a human.
Soul: 3	1 SR	
Power Points : 3		

LARGE

Aberration, Tentacled	9	SF: Appendages x2, Appendage flurry.
Body: 5	5 BR	
Mind: 2	0 MR	DESC: A strange creature indeed, it's really only a lump of hard serrated skin with a few tentacles and one eye protruding from its top. Can attack three times per round, dealing (2) Body per tentacle. Roughly the size of a coffin with 1-meter tentacles.
Soul: 3	1 SR	
Power Points: 3		

Abhorrence

Astral, Primal	17	SF: Astral Stare, Astral Whispers, Essence Drain (Mind), Natural Weapons, Stare.
Body: 3	2 BR	
Mind: 3	2 MR	DESC: Every Abhorrence is a different colour and shape. all they have in common is their stare, black as night. It drains your MR with a stare and sucks out your brain with their maw.
Soul: 1	0 SR	
Power Points: 3		

Bandit

Humanoid (Human)	1	SF: Aware, Weaponry, Quick Defence.
Body: 5	2 BR	
Mind: 2	1 MR	DESC: A human bandit lives off robbery and stick ups. The bandit has a knife and his
Soul: 2	1 SR	primary attack is with a sword (2) or bow (2). He has moral principles and will avoid killing if possible.
Power Points: 3		

Bear

Beast, Primal, Natural	6	SF: Pin, Natural Weapons, Manoeuvrability, Size (Horse) +2.
Body: 6	3 BR	
Mind: 2	1 MR	DESC: A bear born in the wild, it is aggressive and solitary. It attacks with its claws or bites (3). May be scared off with fire.
Soul: 2	1 SR	
Power Points: 3		

Cultist

Humanoid (Human), Arcane	5	SF: Aura Reading, Profession (Clergy), Arcane affinity, Spellcasting (Coalesce earth and salt).
Body: 2	2 BR	
Mind: 4	1 MR	DESC: A cultist who follows the teachings of a dragon. Adept at telekinetic powers, they will send objects flying to protect themselves and their masters.
Soul: 2	1 SR	
Power Points: 7		

Dragon, sulfur

Dragonkin, Primal, Flying	48	SF: Aware, Essence Drain (Soul), Fiery breath, Flight, Manoeuvrability, Natural Weapons (6 Body, 1 Soul), Size (House) +10.
Body: 11	6 BR	
Mind: 3	1 MR	DESC: A dragon, big as a house. Dangerous for the unwitting adventurer. Attacks with its bite and claws (6) and fiery breath (2, three targets).
Soul: 3	2 SR	
Power Points: 3		

Earth Elemental

Elemental, Mindless, Primal	1	SF: Constrict, Elemental Affinity (Earth), Natural Weapons, Size (Horse) +2.
Body: 5	3 BR	
Mind: -	-	DESC: Earth elementals are created from pure soil and rock, they are mindless beings under someone's control. In some cases, the Spirits of the Mountain bring them forth to guard or perform tasks.
Soul 2	1 SR	
Power Points: 3		

FORGOTTEN ONE

Beast, Primal, Natural	31	SF: Aware, Manoeuvrability, Improved Natural Weapons, Size (Elephant) +4, Rake.
Body: 8	2 BR	
Mind: 3	3 MR	DESC: A creature born of forces from the Deep, blessed by the Spirits of the Forest. It is immense in size and shreds smaller creatures with its claws (5). Can walk on two legs, 5 meters tall.
Soul: 3	1 SR	
Power Points: 3		

FORGOTTEN SPAWN

Beast, Primal, Natural	9	SF: Aware, Manoeuvrability, Improved Natural Weapons, Size (Horse) +2.
Body: 5	2 BR	
Mind: 2M	1 MR	DESC: Spawns of the Forgotten One brought forth to protect its master. Attacks with razor sharp claws (3).
Soul: 3	2 SR	
Power Points: 3		

GRAVENER

Humanoid (Human), Undead	1	SF: Natural weapons, Improved natural weapons, Darkvision, Undying.
Body: 3	2 BR	
Mind: 1	1 MR	DESC: The corpse of a human revitalised with alteral energies, can also be created from other creatures. They are feral and will bite (2) anyone who approaches them. Graveners are controlled by a master or they may be left to their feral drives on their own.
Soul: 4	3 SR	
Power Points: 3		

MOTHERBEAST

Beast, Primal, Natural	33
Body: 7	2 BR
Mind: 1	1 MR
Soul: 2	2 SR
Power points: 3	

SF: Improved natural weapons x2, Fleet to foot, Manoeuvrability, Size (Horse) +2, Stalk, Trip.

DESC: The mother of the creature that always lurks. A great servant to the Spirits, can be called upon to do their will. Can bite and trip targets with its enormous jaws (4).

NAMELESS ALTERAL ENTITY

Humanoid (Human), Undead	-
Body: 5	2 BR
Mind: 2	2 MR
Soul: 5	1 SR
Power points: 3	

SF: Appendage, Natural Weapon, Size (Horse) +2, Alteral Touch, Appendage flurry.

DESC: An entity from the other side. Just one variant of a million creatures. Equipped to drain your soul with a simple touch (2 Body, 1 Soul) of one of its three hands.

PRIMAL ONE

Beast, Primal, Natural	25
Body: 5	1 BR
Mind: 1	1 MR
Soul: 2	2 SR
Power Points: 5	

SF: Improved natural weapons x2, Fleet to foot, Manoeuvrability, Stalk, Trip.

DESC: The creature that always lurks. A willing servant to the Spirits and can be called upon to do their will. Can bite and trip targets with its large jaws (3).

Revenant

Alteral, Incorporeal, Undead	40	SF: Alteral Deflection, Alteral Touch, Energy Drain, Natural weapons, Phasing, Spellcasting (Entwining of air and water), Undying.
Body: -	-	
Mind: 2	3 MR	DESC: A horrible affront to the laws of the natural world. A ghost forced to return without is body. It follows the instructions of its raiser, draining the souls of all that get in its way.
Soul: 5	2 SR	
Power Points: 5		

Shadow being

Arcane, Incorporeal	17	SF: Aura Reading, Darkvision, Telekinesis, Telekinetic thrust
Body: -	-	
Mind: 3	1 MR	DESC: An incorporeal creature that casts a shadow and looks like whatever brought it forth. Feared for its ability to move objects without touching them.
Soul: 4	2 SR	
Power Points: 6		

Shadow Visage

Arcane, Incorporeal	37	SF: Aura Reading, Arcane Affinity, Darkvision, Telekinesis, Phasing, Spellcasting (Natural manipulation of Momentum).
Body: -	-	
Mind: 4	1 MR	DESC: The apparition of ancient sorcerers brought forth from imprints they left on the veil before they died. Wilder and more ferocious than a shadow being.
Soul: 2	2 SR	
Power Points: 11		

Spectre

Incorporeal, Undead, Malicious	63	SF: Stare, Spellcasting (Soul mastery), Phasing, Undying, Deadly stare x 4.
Body: -	-	
Mind: 5	2 MR	DESC: While a revenant may seem wild and dangerous, the spectre is infinitely worse. Its very presence sends shivers down your spine, and its dead stare steal your soul outright. Encountering a spectre ensures certain death.
Soul: 6	3 SR	
Power Points: 7		

Tree Guardian

Natural, Tentacled	18	SF: Appendage x2, Appendage flurry, Size (Horse) +2.
Body: 6	2 BR	
Mind: 4	0 MR	DESC: A large moving tree awakened by the power of the Spirits of the Forest. Can move away from its roots for shorter periods of time. Fights with its many branches, three per round (2).
Soul: 1	3 SR	
Power Points: 3		

Wolf

Beast, Primal, Natural	1	SF: Track, Natural Weapons, Manoeuvrability, Quick Attack.
Body: 3	2 BM	
Mind: 1	0 MR	DESC: A wolf born in the wilds, it hunts in packs of 4–5 animals. It attacks with its claws or bites (2). May be scared off with fire.
Soul: 3	2 SR	
Power Points: 3		

Encounters

Dragon cult

EXP: 78	Base level	Qty (total)	Description
Cultist	5	6 (30)	-
Dragon, sulfur	1	1 (48)	-

A cult of dragon worshippers that stand at the ready to attack anyone who dares to approach their master, the dragon.

Roadside Robbers

EXP: 13	Base level	Qty (total)	Description
Bandit	1	4 (4)	-
Bandit Leader	9	1 (9)	Weaponry, greater

Somewhere along a path, maybe at the side of a bridge, is a camp of five bandits. They take tolls to cross their point of the path or beat up those who refuse. Bandits are not comfortable killers.

Wolf Pack

EXP: 15	Base level	Qty (total)	Description
Wolf, base	1	3 (3)	-
Pack leader	6	1 (6)	+1 Body
Wolf, diseased	8	1 (8)	SF: Diseased (Red boils)

The wolves are roaming the forests and may hunt down the players whenever they are away from the village or if they set up camp before the campfire is lit. One wolf has red boils, it is the most aggressive of the pack.

Quests, Errands and World-Building

For expansive ideas on world-building, seek out Tiana Warner's world-building checklist:
go to https://bit.ly/2TUfd9Q

Not everything can fit in one book, but don't be afraid, help is available.
For samples and templates for:

❖ Quests ❖ Errands ❖ Cultures ❖ Religions ❖ Magic items ❖ Creatures
❖ Encounters ❖ Obstacles ❖ And a lot more …

go to www.worldoftale.com

Be on the lookout for news regarding the upcoming content for
Tale: The Role-Playing Game.

INDEX

THANK YOU

Flint and Steel

(250 coins or more)

Thank you to those who brought a set of Flint and Steel for those cold nights, their contribution will be remembered.

✦ Kristoffer Warnberg ✦ Trip Space-Parasite ✦ Handor ✦ Erlend ✦ Kjetil Hansen
✦ Saul Dudley ✦ Zack Brown ✦ Sigurd Løberg ✦ Thorn ✦ Thea Vik ✦ Martin Dennis
✦ Ricardo Nacarini ✦ Christopher Grey ✦ Hao Zhang ✦ Mark Shocklee ✦ Libby
✦ Rufus TD Cat ✦ Anonymous ✦ Stina Schwebke ✦ Daniel W. ✦ Maggie
✦ Nathan Tamney ✦ Eric M Jackson ✦ Yurj Mancina
✦ Svarny Karadum Petr Bapf ✦ Pete Fox of the Devil's Own ✦ Z. Michael Norton
✦ Craig Griffis ✦ Kenneth Sargent ✦ Mick Cuddy ✦ Randy P. Belanger

Bedroll

(500 coins or more)

Thank you to all those who remembered to bring an extra Bedroll on their journey, they truly were lifesavers.

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✦ Martin Moen ✦ Øivind Stengrundet ✦ Ols Jonas Petter Olsson ✦ Mathew Breitenbach
✦ Knut Vågsæther ✦ Anonymous ✦ Spencer ✦ Fredrik Kihlberg ✦ Linda Gustavsen
✦ Pontus Kjellberg ✦ Joey ✦ Oliver Peck ✦ John Scott ✦ Zach Miller ✦ belethlich
✦ Curtis Takahashi ✦ Paco García Jaén ✦ Paul Ali ✦ Paul Heinze Jr
✦ Daniel 'Sr. Tank' Fernández ✦ Barbro WS. ✦ Ben Hives ✦ Tim Rudolph
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✦ LordDante123 ✦ Daryl Collado ✦ Adam Easterday

Tent

(750 coins or more)

Thank you to those who were willing to carry the tent all the way there! I don't know what I would do without you.

✦ Karl Otto Kristoffersen ✦ Joshua Voshell ✦ Gianfranco "Zotob" Bux ✦ Edward MacGregor ✦ Jostein Aasen ✦ Brina von Mythenmetz ✦ Alexander Lokken ✦ Jack Gulick ✦ Brenna Pennell ✦ rozzdemon

Lantern

(1000 coins or more)

Thank you to all those who brought their Lantern into the forest, we would have been lost without it.

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45 ft. Rope

(1250 coins or more)

Thank you to the people who never ever forget to bring rope, what adventure could possibly go well without one? None, that's right.

✦ Marius og Anneke ✦ Jacob Yohn ✦ Ragnar Hill ✦ Alex Made

Room and Board

(1500 coins or more)

Thank you to the faithful innkeepers that brought us in during those cold nights, your warm beds and cold ale was appreciated.

✦ Outland ✦ Guardian Games Portland

11 ft. Pole

(2500 coins or more)

Thank you to all those who decided to bring their long wooden pole, even though it seemed ridiculous when we left.

✦ Hans Kristian Tele ✦ Guro Røste ✦ Mina Rimehaug ✦ TalonStrike ✦ GremlinLegions