

FABULA ULTIMA

T T J R P G



ATLAS
NATURAL FANTASY

The outside world is vast
and the sins of the past are many.



Hold tight to each other
and never stop dreaming!



The **Natural Fantasy Atlas** for **Fabula Ultima** will bring you into worlds deeply permeated by the cycles of time and nature, where young heroes face the consequences of past mistakes and demonstrate that history does not have to repeat itself, creating a brave future of coexistence, much like in classic **JRPGs**!

- ♦ Dive into a new JRPG subgenre based upon harmony and change with **4 new Classes** (Floralist, Gourmet, Invoker and Merchant) and new **Heroic Skills** to create even more new combinations!
- ♦ **10 natural fantasy locations**: archetypal settings with tips and hints for playing an intense natural fantasy campaign or which you can use as inspiration to breathe life into your world.
- ♦ Craft **equipment and tools** with any materials you gather using the rules for **custom weapons** and **forging**.
- ♦ Introduce **Quirks**, optional rules that add even more depth to your characters, and take a break to share a convivial moment with the **camp activities**.
- ♦ **5 Villains**, challenging new **bosses** of increasing power to use in your adventures, providing your Players with tougher and more exciting challenges.
- ♦ **208 full-color pages**, featuring manga and chibi-style illustrations from international artists.

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A game by Emanuele Galletto
fabulaultima.com

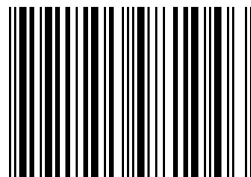


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INTRODUCTION

The mysteries of ages past await you in the **Fabula Ultima Natural Fantasy Atlas**!

This expansion to the **Core Rulebook** focuses on a genre mainly defined by truly ancient secrets, vast uncontaminated territories, heroes who are both humble and persistent, antagonists driven by unbridled curiosity (as well as by their fear of death and the unknown) and powerful manifestations of elemental forces.

This **Atlas** differs slightly from the **Core Rulebook** and the previous Atlases because its stories are usually far more delicate and less bombastic, but no less heroic – on the contrary, it deliberately explores the fundamental concepts at the roots of conflict in every other genre: community, harmony and coexistence.

Besides offering a brief introduction to the way we envision the natural fantasy genre, this Atlas provides **advice and game materials** for the Game Master and **additional rules** for Players, all in three simple chapters:

- ♦ The **World** provides valuable elements for creating natural fantasy settings, including **10 archetypal locations** you can use as campaign elements or for inspiration, plus a list of new **rare items** and **artifacts** inspired by folklore and tradition.
- ♦ The **Protagonists** introduces **4 new Classes** (Floralist, Gourmet, Invoker and Merchant). It also provides several **optional rules** (such as Camp Activities) to highlight moments of rest and bonding between Player Characters in the group.
- ♦ The **Antagonists** chapter focuses on **5 Villains** – pregenerated Bosses, each more fearsome than the last – that embody the challenges and obstacles of this journey.

When compared to the genres of high fantasy and techno fantasy covered in previous Atlases, Natural Fantasy is less frequently the focus of JRPG-style works, and this book doesn't presume to be a complete guide to it. Some sections are tied more closely than others to their authors' creative and philosophical inclinations: their goal is to provide advice and examples from the inspirational works (see page **207**), useful both to those well-versed in this genre, and especially to those who have recently found their way to **Fabula Ultima** and JRPGs in general.

Just turn the page to learn more!

WHAT DEFINES FABULA ULTIMA'S NATURAL FANTASY?

In this book, and in **Fabula Ultima** in general, the term “natural fantasy” indicates a series of specific elements that the authors feel are characteristic of a particular way of building stories and settings.

In brief, we are discussing the authors' personal visions, which do not claim to be the absolute truth. Indeed, narrative genres have nebulous boundaries, and it would be impossible – maybe even irresponsible – to box them in too much.

What follows may help you to better understand the creative roots behind this book!

COMMON PEOPLE

The Player Characters in a natural fantasy campaign are usually **everyday people**, albeit possessing some unusual abilities: the princes, archmages, dark knights and sky pirates found in other genres give way to explorers, alchemists, scholars and wandering warriors. These protagonists are often **young** and unaware of the great mysteries of the world, with the exception of a few fragmented legends which have scores of different interpretations. The focal points of the natural fantasy style are rediscovery, understanding, empathy, respect, and love for the world we live in and are part of, as well as for its past. Looking for answers with **curiosity and humility** we will come to harmoniously coexist with ourselves as well as the world at large.

THE MENTOR

In spite of what we just said, it is possible to play as a Player Character who “knows a lot”, but in natural fantasy these kinds of characters have two key traits: first, they **hesitate** to share their wisdom, often revealing vital information only when they find it absolutely crucial (an excellent way to spend Fabula Points); second, they **aren't able** to solve the world's problems without the rest of the group. A classic example is an old scholar who discovered an ancient power which might be able to protect the region... but also that said power is exclusive to a certain bloodline which they aren't a part of.

Of course, the role of **mentor** should be limited to one character per group, usually the oldest. More often than not, this protagonist will end up having to reconsider how much they really know and may even face a **personal crisis**, eventually finding the answers they need in their younger companions.

VERTICAL DEVELOPMENT

Natural fantasy campaigns are often set in small regions or villages rather than entire continents and cities, but compensate for this “limited perspective” with **vertical** development: the current world was built upon countless layers of history, where terrible powers and wondrous magics are buried. These are **truly ancient** worlds, where the past is millennia away rather than centuries, so that the causes of today’s misfortunes are often incomprehensible.

LIFE, DEATH, AND TRANSFORMATION

Natural fantasy mostly does away with epic and spectacular aesthetics, instead presenting **Fabula Ultima**’s thematic core in a **visceral and sincere** way, and involving the protagonists on an **intimate and personal** level: these are stories about the environment, life, and death. Like fairy tales, and the philosophies and traditions that inspired it, the natural fantasy style presents **death** as a necessary step for the world to regenerate – a terrible pain and yet an opportunity to appreciate life; a meaningful act which cannot be inflicted lightly, nor be stripped of its solemnity.

MAIN REFERENCES

Here are some titles that shaped the artistic vision of this book:

- ♦ The **Dusk trilogy (Ayesha, Escha & Logy, Shallie)** from the **Atelier** series is without a doubt one of our main influences. It’s set on a dying world victim of the manipulations of ancient humans, a world that can only be revived thanks to the tenacity of a younger generation. The **Ryza trilogy** and the **Sophie duology** also influenced the aesthetics of this book.
- ♦ The **Monster Hunter Stories** series shares its setting with the famous *Monster Hunter* saga, but emphasizes cooperation between human and monster and the importance of **preserving** even the most dangerous species.
- ♦ **Jade Cocoon: Story of the Tamamayu** is a great example of a campaign that takes place in a short time frame, and is set in a relatively **small** place: a single village and the surrounding forests struggling against a terrible curse.
- ♦ **Etrian Odyssey Untold: The Millennium Girl** features a truly inspired cast of characters and a plot centered around the progressive discovery of the mysteries of the past. It also reinvents the concept of a post-apocalyptic world as a **lush** and verdant landscape.

NATURAL FANTASY PILLARS

On page 14, **Fabula Ultima's Core Rulebook** discusses the **Eight Pillars** that uphold its entire game experience. This **Atlas** builds on those elements in its own way.

ANCIENT RUINS AND HARSH LANDS

This pillar plays an important role in the natural fantasy style: its protagonists often find themselves traversing vast uninhabited regions, where ground and roots merge with millennia-old ruins of the past.

The wind blows strong among the cavities of the jungle trees. Rumor has it that, in the past, a skilled navigator used the **thermal updrafts** to fly over the hunting grounds of the dynaguars and reach the **Shattered City**.

The Orwie river's spring is lost among **the fog and the crevices** of the Eastern Glacier. Its many waterfalls run between the colossal remains of the **Stone Guardians** that, according to legends, hold up the sky and prevent the stars from falling.

The narrow strip of land connecting the Sparrow Coast to the archipelago can be crossed only at **low tide**, when the metal skeletons of the Airship Cemetery emerge from the waters and the **forebearers' machines** awaken.

A WORLD IN PERIL

In natural fantasy worlds, humanity is defined by its relationship to the creatures of wilderness: some coexist with them, others hunt them for food or protection. Far more dangerous are those creatures born of ancient curses and experiments, not to mention any antagonists who want to make an improper or self-serving use of magic and technology from the past.

Eager to gain the approval of the city and its Council, a **young inventor** decides to unearth and reactivate an ancient alchemical machine, unaware that its magical vibrations will once again lure the **Calamity Serpent**.

One baby out of seven is born with a red horn sprouting from its forehead, flowers bloom without color, waters boil, and fire lashes out against those who attempt to wield it. Oracles claim that the **cinder giant**, whose spirit was dismembered and imprisoned in the temple of the Forbidden Valley so that humanity could tame fire and build forges, is finally enacting their revenge.

CLASHING COMMUNITIES

In natural fantasy campaigns, the clashes between different factions are often of a much smaller scale: tensions between neighboring villages or clans, and fights between humans and animals or spirits, or between opposing parties of the same people. In its darkest forms, such conflicts erupt into violence, expropriation, or even genocide.

Newly arrived in the village and terrified by a spiked wildcat sighted by his caravan during the journey, a **nobleman** has ordered the local hunters guild to exterminate all predators in the region. When they refuse to kill any creature that hasn't attacked the settlement, the noble hires some **mercenaries** from the Citadel amidst the plains.

Only the **Inara** know the procedures required to activate the progenitors' metal artifacts, which lie scattered around the archipelago. Driven by greed, the **sheriffs** of the capital infiltrate Inara settlements to extort information; one of these operations led to a terrible massacre of the natives.

EVERYTHING HAS A SOUL

This pillar is both central and explicit in natural fantasy: the stream of souls manifests as elemental entities, animals or plants, veritable holy symbols that embody the life cycle of regeneration and transformation. The stream of souls is also among the main victims of the **Villains'** actions.

Hell-bent on reuniting the fragments of her wife's soul, scattered across the spirit world, the witch **Ihimi** bound her spirit to the Rain Tree. Two thousand years have passed and the stream of souls has stagnated: echoes of the departed roam the earth, clinging to the living and turning them into terrible monsters.

Just as the Progenitors cried their tears to create the ocean and gave their flesh to make the earth, the inhabitants of the Glass Isles accept that the **nocturnal messengers** devour the bodies of the departed and feast on the grief of the living, bringing both to the afterlife as nourishment and consolation for the ancestral spirits.

The four ancient trees of the region, also known as **Vei Arbru**, host the elemental essences of the seasons: each is kept safe by a guardian fairy that nurtures it both when it's in bloom and when it withers before being born again.

MAGIC AND TECHNOLOGY

The **juxtaposition** of magic and technology is a powerful element of natural fantasy stories. Both have a light and dark side: magic is tied to natural elements, but it can also destabilize them, causing terrible catastrophes; technology – a reminder of the wars and destruction of the past – can be recovered and adapted, but it comes with the risk of repeating the same mistakes.

The **Necropolis** is a chasm spanning the size of an entire region, that goes down into the depths of the earth. Inside, magical energy – usually too rarefied to sustain any **Ritual** – can be used in full. Scholars call this phenomenon **tomb radiation** and it becomes more powerful the deeper you go.

Powered by a triple alchemical vapor-furnace and armed with massive steel spikes, automatic crossbows and mortars, the **armored train** crosses the vast forests of magical trees. It's the only true connection between the various settlements of the region.

HEROES OF MANY SIZES AND SHAPES

The natural fantasy genre focuses upon the difficult journey toward coexistence and harmony; as such, the Player Characters represent a fundamental opportunity to show how representatives of different people and cultures can learn from each other and, in a spirit of mutual respect, fight for the future together.

Bomiri is a young moth-girl from Mangrove Village. After the death of her elderly mentor, she fully devoted herself to studying **herbalism** and **medicine**, in an attempt to find a cure for the disease that killed her.

When she was twelve years old, **Lovisa** got lost in the crevasses of the Mora glacier and was almost devoured by a young **nagadon** who was trapped in a cave with her. Despite being afraid, she gathered food for herself and the hatchling, later preventing the rescuers from killing him. Now they are inseparable and they carry **letters**, **medicines** and **information** across the entire valley.

Famous among Inner Sea nomads for his generous and slightly-too-exuberant character, **Yalsi** the thief is wanted by the imperial navy for daring to rob a high official: hidden amidst gold coins was a strange necklace, which looks awfully familiar to the **metallic heads** buried among the hills of Yalsi's native village.

*"This world is ancient and in no hurry.
It reserves its deepest and most sincere affection
for those who take time to understand and grow."*

IT'S ALL ABOUT THE HEROES

Natural fantasy protagonists might not look as extraordinary as other heroes but, in reality, they embody the **deepest** meaning of heroism: humility, respect for life, looking for dialogue, choosing the hardest path, and fighting cruelty and ignorance with fiery compassion. From this point of view, the world has a desperate need for people like them.

When their village was destroyed by the hill clan during their hunt for miasma beasts, an **old witch** and a **young blacksmith** joined forces with a **deserter** and a **wandering swordswoman** in an attempt to outpace the army and prevent it from claiming a stone stele that, according to the seidr tradition, gives access to the power of the Triclopean God.

A mysterious and terrible virus, known as **scarlet death**, is infecting the predators of the region, prompting them to viciously maul weaker creatures and attack settlements. **Catha**, a Rasna warrior-poet, believes the epidemic originated at the brink of the continent in the **dragon boneyards**, where lay the remains of once-great creatures exterminated by the Ancients.

MYSTERY, DISCOVERY AND GROWTH

Given its focus on stories about travel, exploration, and encounters between different people or discoveries from the ancient past, **mysteries** and **growth** are two key elements of natural fantasy. At the same time, this genre questions the consequences of the application of knowledge, and how it can be used for both good and evil.

Having reached the **mechanical ruin** buried among the dunes, the heroes discover that the great forest is part of an ancient project to cleanse the environment, started by a people who died out millennia ago. Its keeper is an **artificial intelligence**, meant to guide humanity in reconstruction, but turned cold and uncaring by loneliness.

Growing up in the tower-city of Ur, **council inspector Kalia** was soon met with the corruption rampant among her colleagues, who took advantage of their positions to extort money from villages in exchange for "protection". Her principles will be harshly tested throughout the campaign, culminating in a fight with her superior officer, **Corax**, which will cause her to permanently do away with her badge and dedicate herself to helping others without the need for a fake authority to back her up.

BEFORE WE START

The following pages discuss some crucial aspects of participating in a natural fantasy campaign with **Fabula Ultima**.

A RAW BEAUTY

The natural fantasy style relies on a careful balance between moments of **calm**, **serenity** and **beauty**, alternating with moments of **raw and direct** contact with the inevitable facts of life. Neither of these aspects can be sacrificed: keeping only the first means presenting a false and “sanitized” version of nature; keeping only the second leads to self-indulging morbidity.

This **doesn't mean** that you have to include explicit or particularly gory descriptions. On the contrary, discussing how to handle scenes of violence and death is paramount, especially when they involve people or animals (see **Core Rulebook**, page 147).

THE HUNT

Killing other living creatures to protect your community or provide resources is a common theme of natural fantasy and should be handled with care.

- ♦ **Never minimize.** Be it that of an animal, a plant, a person, or a spirit, death is a significant event that should be **dignified**. It should never be cold or systematic, especially in a natural fantasy game, where it should have ecological, emotional or spiritual consequences. As explained on page 86 of the **Core Rulebook**, there is no obligation to kill an enemy reduced to 0 Hit Points. It is a **choice**.
- ♦ **Never demonize.** If **necessity** demands it and proper respect is shown for the consequences, killing another creature to save lives, protect the ecosystem, or transform their body into nourishment, tools or instruments is an **integral part** of the cycle of life, not a violation.

EVERY LIFE MATTERS

Even when the world revolves around the cyclical return of every lifeform to the stream of souls (one of the Eight Pillars of **Fabula Ultima**, as shown on page 9), one should never downplay the value of life. While it's true that *life* (as a form of energy) lasts for eternity across countless incarnations, *this life* (the memories, personality, and feelings of a specific individual) is unique and irreplaceable, and the moment it leaves us should never not be seen as a tragedy.

COEXISTENCE DOESN'T MEAN SELF-ERASURE

In some stories, ecological themes are handled quite superficially: humanity is depicted as a **parasite**, technology as a source of **corruption**, and ancient lifestyles become romanticized and stereotyped, often without a solid historical or anthropological base. Although they provide fertile ground for **Villains**, such simplistic perspectives represent a form of **cowardly nihilism**.

What natural fantasy proposes is, instead, to make a **humble and brave** choice: our heroes must stop seeing themselves as **masters** or **tormentors** of nature, and remember they are merely one of its many **expressions**, embracing the **responsibilities** that arise from their ability to invent, create, and transform.

In short, we can coexist with the planet we live in **precisely because we are humans**, rather than in spite of it.

CULTURAL INFLUENCES AND COLONIALISM

When we imagine a story centered around **sharing** and **coexistence**, we are often influenced by existing cultures that consider those principles as the foundation of their civilization, tradition, and philosophy. Historically, however, those same cultures have been targeted by violent and repressive colonialist politics, their voices silenced even in present day. Their characteristic cultural elements are often trivialized and reduced to **mere appearances**, robbed of their significance and made to conform to consumer logic, a surface representation that removes all introspective or revolutionary charge. If you want to take inspiration from these cultures when you create new stories and characters, please **strive** not to repeat that harmful rhetoric:

- ♦ Look for **detailed** and **not instrumentalized** sources which present information with integrity and respect, without trivializing cultural complexities or reducing them to stereotypes.
- ♦ If your setting includes tribal cultures, or cultures inspired by real-world native populations, do not consign them to the role of **enigmatic strangers**, **keepers of riches**, **threats** or **victims** in need of help: make them full-fledged protagonists, avoiding recurring stereotypes like the **mystic**, the **raider** or the **scout**.
- ♦ Finally, make sure not to associate the search for harmony and spirituality with a forcibly **ascetic**, **passive** or **impractical** lifestyle; on the same count, do not associate it with a lack of interest in science and technology.



THE WORLD

This chapter provides a bird's eye view of **Fabula Ultima**'s approach to natural fantasy worlds. Both Players and Game Masters are welcome to read it – it contains valuable tools for both roles.

The chapter is constructed as follows:

NATURAL FANTASY LOCATIONS

This section helps you create natural fantasy regions, settlements and landmarks. It also provides ten in-depth examples of natural fantasy locations, each detailed first as a narrative archetype, and then as a collection of playable hooks.

CONFLICTS

This section explores the conflicts typical of natural fantasy, from both narrative and rules perspectives.

MAGIC AND RITUALS

This section delves into the role of magic and supernatural entities in natural fantasy worlds, and what they represent.

TECHNOLOGY

This section provides ideas on how to frame the role of technology and craftsmanship in natural fantasy worlds, including new rules to create items from **raw materials**.

RARE ITEMS AND ARTIFACTS

The chapter's last two sections focus on rare items and artifacts you might find in a natural fantasy setting. As well as general advice, there are also a number of ready-to-use item lists.

NATURAL FANTASY LOCATIONS

During **World Creation** (see **Core Rulebook**, page 148) and play sessions, you will often be called upon to introduce new regions, towns, or interesting locations. This section contains advice and suggestions and discusses the mindset to adopt when creating natural fantasy locations, and then provides ten examples you can use in your campaigns or draw upon for inspiration.

ANCIENT ROOTS, FUTURE BRANCHES

The key element that sets natural fantasy locations apart is simple, but should never be taken for granted – it's the **tension** between a mostly forgotten **past** and an unpredictable **future**, a maelstrom of visions of ruin and hope.

- ♦ **Roots in the past.** Ancient events and their influence on the present might manifest in many different ways: from the complex religious traditions of a clan of hunters to the whispering ruins buried among the dunes of the desert. Every place has many stories to tell and lessons to teach those who explore it with an open mind, humility and respect, accepting even its long silences.
- ♦ **Branching toward the future.** The future is unpredictable and **not yet written**: its potential might take the shape of a precious resource, a new generation able to break a millennia-old curse or even a small cub or hatchling, the last survivor of its kind.

To be narratively alive and inspired, a natural fantasy location should exist in the **present**, the liminal space between these vague extremes – showing the signs of a past not fully understood and holding in its hands a fragile future, which will blossom only if it's protected without smothering it. We might say that:

If a location **does not offer significant revelations** about the world's past or the traditions of its inhabitants, nor **hides a potential** that might bring joy or ruination, depending on how those same people cultivate it, then you need to put a bit more work into it.

However, remember that it is **not** just the Game Master who has the right and responsibility to create, describe, and enrich locations and areas in interesting ways. For instance, you can spend a Fabula Point to describe how your character hears a feeble voice coming from the nearby spring, despite the local elders believing its guardian spirit has long abandoned it – this is the kind of contribution that Players should provide **often** during the course of the game.

COMPLEX CULTURES AND COMMUNITIES

Natural fantasy settings often cover a much smaller area compared to others, usually a single region or no more than two or three settlements. You might think that this limits the variety of situations and cultural contexts during the campaign, but in reality it's an excellent opportunity to flesh them out and make them more **complex, human** and **multidimensional**.

- ♦ **Recurring characters.** When playing in a limited setting, it's very likely that the same character will appear over and over again, even after many sessions. Give each one a **name** and a **face**, learn to love them, showcase their merits and flaws, and do your best to make them grow and evolve as much as the protagonists.
- ♦ **Humanity.** No matter if they live in an elven village in the heart of the forest, are part of an ancient people in possession of extraordinary technologies, or inhabit an underwater city of fishpeople, each and every individual has feelings, an interest in unique forms of art and beauty, doubts, and curiosity, and behaves according to their own personal morality. No community should be a **monolithic stereotype** where everybody thinks in the same way.

We might say that natural fantasy replaces vastness with **density**: this style of narrative likes to take time to showcase, for better or worse, all the facets of each character and asks you, in a gentle but firm voice, not to draw hasty conclusions, but rather to love the world in all its complicated, ephemeral, and magnificent vibrancy.

THE RECONSTRUCTION

Natural fantasy worlds have weathered many catastrophes – the ability to **get back up** after a disaster, to **reinvent** and **rebuild** a world together with those who surround us is a recurring theme, but it might take two opposite forms. This dualism is often mirrored in the locations and their inhabitants:

- ♦ **Hope and adaptability.** Some people don't just survive in this new world, but find ways to gain strength and enthusiasm from it. They find new passion and emotion in an environment that tests them but they still respect the needs of nature.
- ♦ **Reactionary nostalgia.** At the same time, there are those who see reconstruction as a way to go back to the past, to dominate nature without taking into consideration how the world has changed, and how the past they idolize has brought them close to ruin once already. They chase an illusion that will cause untold damage.

VERTICAL WORLDS

Some natural fantasy campaigns are characterized by a **vertical** exploration of the setting: the story often starts on the surface and develops underground, but the opposite is also possible.

For example, the campaign might focus on the long descent into the depths of a **chasm** containing a huge variety of ecosystems, or the gradual ascent of a **world tree** so vast its branches host entire regions, lakes and colossal ruins.

For the sake of brevity, no matter if the story develops toward the top or the bottom, from this point on this kind of setting is called “**abyss**”.

Although playing **Fabula Ultima** with an **abyss** setting isn't much different from usual, there are a few adjustments to consider during World Creation (see **Core Rulebook**, page **148**) and throughout the campaign.

- ♦ **World Creation.** The flowchart on page **149** of the **Core Rulebook** should be replaced with that on the next page, designed specifically for this kind of campaign.
- ♦ **Origins.** The Player Characters' birthplaces are almost never visited during this type of campaign, but the **Origin Trait** can be invoked as usual.
- ♦ **Antagonists.** The **main Villain** is often an **environmental antagonist** (see page **174**) with a corrupting presence, but they might also be someone who exploited the group's curiosity to open the way toward the **heart of the abyss** and its treasures.
- ♦ **Traveling the abyss.** Journeys across a **single stratum** follow the normal rules (see **Core Rulebook**, page **106**), but moving between two **adjacent strata** requires some kind of connection, like a tower, a flight of stairs, or a frozen waterfall. In addition to the **connections** established during **step 5** (see next page), your group might introduce or discover new passages and shortcuts during the campaign.
- ♦ **Safe zones.** To ensure that the group has a chance to **rest**, buy and sell items, or be **rescued** in the event of a **total Surrender**, make sure to periodically introduce safe havens across the various strata of the abyss, **or** include “fast travel” options to and from the main settlement (ancient elevators or portals are good options).

Visit www.fabulaultima.com to download the **abyss sheet** for this kind of campaign.

1

Choose if the abyss develops **upward** or **downward**: is it a great chasm that none has ever seen the bottom of? Or an endless tower that stretches past the clouds? Has anyone given it a specific **name**?

2

Take the **abyss sheet** and put a **starting settlement** at its top or bottom, where the game will begin. Each participant should contribute at least one of the settlement's NPCs or landmarks, for instance a well-stocked general store or a librarian with an expertise in archaeology.

3

At the opposite end of the map sits the **heart of the abyss**, and the campaign's very goal. Choose what it is: a world-saving resource, the answer to a terrible question, or an entity to be sealed before it's too late?

4

What is the role of **magic** and **technology** in the starting settlement? What kind of tools and machinery are available? How do common magic and technology differ from those you can find in the depths of the abyss? Perhaps magic can only be used while inside the abyss?

5

Create the **strata** of the abyss: **five** areas that separate the starting settlement from the heart. Give each one a name and roughly define its ecosystem, flora, and fauna. Then add at least one **connection** between each **pair** of neighboring strata (including the **heart** and the **starting settlement**).

6

For each stratum, create a **historical event**, still firmly ingrained in the memory of the settlement, and an **enigma** or **mystery** surrounding that stratum. What kind of theories do the explorers have about it?

7

Create a **threat** for each stratum: an environmental danger, a curse, or a terrible monster that every explorer has heard about. The most terrible threat lies in the **heart** – you can broadly discuss its nature right now, or decide to leave it for later during the campaign.

ENVIRONMENTAL CONTRASTS

One of the most effective ways to create a memorable natural fantasy location is to base the environment upon the **contrast** between two typically opposite natural elements, such as air and earth or ice and fire.

Common examples include icy plains dotted with bubbling geysers and rocky deserts swept by the wind, but you could also have oceanic depths inhabited by electric creatures.

In a similar vein, the contrast between **old** and **new**, artificial construction and natural regrowth, adds personality to a location and often provides clues about who lived here in the past and how things have changed over time. The result should be a form of dynamic balance, and can also elicit feelings of melancholy or wonder in the travelers.

For instance, a vast horizon of skeletal skyscrapers overgrown by vegetation and taken over by the nests of gigantic feathery creatures; or an endless grassland where herds of bovine calmly graze in the shadow of rusty, titanic war machines.

The goal of such a location isn't purely visual – it represents a fragile environment that is worth protecting and a precarious peace that has been achieved, certainly not without pain, over the course of the centuries.

FLORA, FAUNA, CONSTRUCTS, AND ELEMENTALS

Partially continuing from the points above one of the best ways to make a location look alive is to populate it with creatures whose appearance, behavior, and abilities are strictly tied to their environment.

- ♦ **Beasts, monsters, and plants.** These creatures might prove more or less aggressive – similar to the flora and fauna of our world, with just a few anomalies. Their behavior varies based upon instinct and habits – they may prove formidable opponents.
- ♦ **Constructs.** Relics who outlived their creators, constructs often lack a true conscience, acting according to pre-programmed routines. Even when aware and intelligent, they often speak ancient and almost forgotten languages.
- ♦ **Elementals.** Spirits of nature, fey creatures, and guardian presences all fall into this category. They are often peaceful or playful, but their deep, instinctive attunement with the stream of souls might easily lead to corruption.

USING THE SAMPLE LOCATIONS

The following pages contain **ten complete** natural fantasy **locations**, which you can draw ideas from or place directly in your campaign, both during and after **World Creation** – for example, when traversing an unexplored map region.

Each location entry is structured as follows:

- ♦ **At a glance.** This box provides a synopsis of the location: its **keywords**, the **themes** it symbolizes, the **terrain** around it, and its **elemental forces**, as well as suggestions for **dangers and discoveries** in the area.
- ♦ **Questions for the group.** In **Fabula Ultima**, you should not introduce elements disconnected from the group. These questions give depth to the location and allow Players to have creative input. Usually, the Game Master will ask the questions – and they should make it a habit of doing so even when introducing locations that do not come from an **Atlas**.
- ♦ **Typical features.** This section provides examples of characters and other elements that can typically be found in this sort of location. Feel free to take these and use them in other similar locations of your own devising.
- ♦ **Position.** Here, you will find suggestions on where to place this type of location, both geographically and in the campaign's timeline – towards a campaign's start or end, for instance.
- ♦ **The Villains' plans.** This section provides suggestions on why Villains might be interested in this or other similar locations.
- ♦ **Story hooks.** Lastly, this rich section details **points of interest** (📍), **mysteries** (🔍) and **help requests** (🙏), which the Game Master can use in whole or in part during play.

Players and Game Masters alike are welcome to read these sample locations – they will help the group attune to the natural fantasy style, and can provide you with inspiration when needed.

Do not take any of what follows as "canon" or "official". You have full authority to modify any of these places as you see fit!

THE ANCIENT SHRINE

Badger Temple

Few truly know what lurks behind the quiet of this enigmatic place lost in the depths of the forest: the locals never cross its threshold – even during celebrations – and the youngsters show great respect to those who dare enter just the first chamber. Moss and lichens cover the wall of the now forgotten Badger Temple... and its secret should be forgotten as well.



BADGER TEMPLE AT A GLANCE

Keywords: curse, trial, seal.

Themes: facing one's fears, gaining self-awareness and self-confidence, understanding the past to build the future.

Terrain: stone, vines, water.

Common elements: ☀️ 🌙 📖

Travel roll: d8.

Rare elements: 🍌 🔥

Dangers: a huge sentient plant guarding the path, a magical mist that fools the senses, a barrier created by the statues that flank the entrance.

Discoveries: a spirit protector of the forest, a plant with miraculous properties, a shrine hiding a prodigious blessing.

- ♦ *A number of wooden statues dot the path to the temple. What do they represent? Why are they here?*
- ♦ *A number of frescoes decorate the temple walls, depicting an event so ancient it has been lost to time. What is it?*
- ♦ *The entrance to the temple is easy to find but the inner sanctum is well protected. How do you access it? What prevents you from reaching it?*
- ♦ *The Badger Temple hides an incredible secret. What is it? Who knows about it and what is its price?*
- ♦ *A terrible curse awaits those who desecrate the heart of the temple. What are its effects, and can you break it?*



TYPICAL FEATURES

The typical Ancient Shrine should include at least one of these features:

- ♦ **Creatures** or **spells** to test those who enter.
- ♦ An **incredibly ancient evil** sealed inside.
- ♦ An **artifact** that belonged to a hero of the past.
- ♦ A **legendary beast** of great wisdom.



POSITION

Frequently enough, the location of the Ancient Shrine is already known at the beginning of the campaign, but Player Characters might not be able to explore it in full and be forced to return later with an **artifact** or a **magic password**. The Ancient Shrine might be where the **prologue** is set, when the protagonists – unaware of the original purpose of the structure and the unfortunate consequences of their curiosity – discover or awaken something truly ancient and dangerous.



THE VILLAINS' PLANS

Sometimes, the Ancient Shrine hides an **artifact** that a Villain wants but, for some reason, can't reach. These Villains often wait for Player Characters to overcome the dangers of the Shrine, only to then waylay them. Otherwise, a major or supreme Villain might be **sealed** inside, patiently waiting.

STORY HOOKS

When bringing Badger Temple into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



HALL OF TRIALS

This narrow hallway winds across the depths of the temple, testing all who dare to enter.

- ♦ **Light and darkness.** A single torch shines true, revealing the living frescoes upon the walls – the shadows of four badgers, each bearing a small rattle, slide among the paintings. To continue, the PCs must collect the four rattles. Every time they roll a Check to try, the GM fills **1 section** of an **8 section** Clock. If the Clock is filled before they succeed, or if they attempt to use violence, a fearsome guardian emerges from the frescoes. What is it? Which of the PCs knows legends about its weak spot?
- ♦ **Hall of despair.** This empty room seems endless. Every now and then, the pale image of a badger appears, beckoning the heroes to follow them in the darkness. The PCs have to fill a **6 section** Clock to keep the spirit in sight and reach the exit. Whenever a PC fails a Check, frustration gets the better of them, causing them to suffer a random status effect among **dazed**, **shaken**, **slow** and **weak**.
- ♦ **The door.** The badger stops next to a great stone door covered in thorny vines, which can be removed either with a Ritual or by suffering a **heavy** loss of Hit Points. The badger glows with a feeble light, which restores all the PCs' Mind Points.
- ♦ **Dark vines.** Sprawling creepers and living vines fill the entire room. At the center, a massive, garish flower tinges the scene with scarlet and purple hues. A glowing bud dangles from one of the vines, right above the jaws of the plant-creature at the heart of the flower: its name is **Rafflesia**. Its stalk is covered in thorns, and the badger-spirits are trapped in its two creeping tentacles. It's Vulnerable to **fire** damage, Resistant to **ice** and **bolt**, and Absorbs **light**, thanks to the glowing bud, which also hypnotizes its targets, forcing them to attack the main body – those who charge into **melee** are punished by its thorns. If both tentacles are defeated, the twin badger spirits regain their powers and Rafflesia becomes Vulnerable to **light** damage. How did this creature evolve? How was it created? What is hidden at the center of the room?

? THE SNAKE-SPIRIT

A demon of ruin lies sealed in the heart of the temple and an almost forgotten prophecy foretells that a descendant of the "snake lineage" will one day be able to free it. What is known about this lineage? Who among the Player Characters has heard of it? Or, who among them will discover that they descend from it?

- ♦ **The treasure in the statue.** In the bowels of the temple, wedged between the scales of a giant stone serpent, there is an ancient scepter, the **Soulthorn**, an artifact capable of imprisoning a soul. Only the chosen one can awaken its true power and free the snake-spirit. What would be the consequences of its use? If left to its own devices, what is the snake-spirit going to do once freed?
- ♦ **An ancient pact.** Although remembered as an evil being, the spirit actually taught humanity the arts of herbalism, medicine, and poison. However, their gifts were used to cause death and suffering and, to atone, the spirit began devouring any pain and diseases they saw as born of their actions. As a last act, before corruption overcame them, they sealed themselves away in the temple, and slowly lost all their memories.
- ♦ **Recovered memories.** By using the Soulthorn or coming into contact with the snake-spirit's power, Player Characters may recover some fragments of their memory and investigate further. What catastrophic event forced the spirit to cut all ties with the world? Which of their memories might restore their confidence?

🚩 ZECAR

An aristocratic fox-man called Zecar offers the Player Characters a lavish reward, provided they help him recover a family heirloom from the temple.

- ♦ **The sword of ages.** Laying on a stone altar, this sword is an artifact that, according to legend, grants luck, fame and wealth – but it's protected by a seal. Who among the Player Characters knows how to break it?
- ♦ **Unmasked!** Zecar's ancestry gained its nobility thanks to the sword, but his ancestors returned it to the temple, believing it was its rightful place. Once the blade is in his hands, the haughty fox-man turns out to be a **minor Villain** and uses an Ultima Point to escape. What are his intentions? Why was the sword returned? Which dark powers does it hide and why is Zecar underestimating its influence?



THE SLEEPY HAMLET

Breezeburg

Many people stumble almost by accident into this small hamlet. Breezeburg is located among the hills, far from the capital, the trade routes, and the rest of the world. On the surface, it's an idyllic place, almost drowsy, that makes good use of its few resources – the inhabitants have learned how to respect the pace of nature and wind, living in symbiosis with what they have to offer.



BREEZEBURG AT A GLANCE

Keywords: community, quiet, wind.

Themes: a simple life isn't an easy one, blissful ignorance, false security.

Terrain: hills, grasslands, brooks.

Common elements:   

Travel roll: d8.

Rare elements:   

Dangers: a foreboding presence living in the nearby forest, a swarm of crabby insects, a great thunderstorm incoming.

Discoveries: a hermit who retired here to hide an important secret, an old ruined building lost in the untouched wilds.

- ♦ *Breezeburg is isolated, but not forgotten – there is just nothing too remarkable here. Is it really such a happy place? What is about to change?*
- ♦ *Creatures that couldn't live anywhere else proliferate here, thanks to the untouched wilderness. What makes them unique?*
- ♦ *The villagers live in harmony with the land, the flora, the fauna, and every other natural element. Where does this tradition come from?*
- ♦ *A gentle breeze keeps the windmill's blades in constant motion. What traditions stem from this unusual situation?*
- ♦ *Although welcoming, the locals are very narrow-minded and suspicious about innovations. Why?*



TYPICAL FEATURES

The typical Sleepy Hamlet should include at least one of these features:

- ♦ **A gentle, soothing landscape.**
- ♦ **An eager population**, although unaware of the outside world.
- ♦ **A wise person** of few words.
- ♦ **A small shrine** tied to a forgotten legend.



POSITION

The Sleepy Hamlet is a starting location par excellence – it could even be the birthplace of one or all protagonists (perhaps with the exception of one of them, an outsider whose sudden arrival puts events into motion). Our heroes might expect a happy welcome, unless some negative event undermines the locals' trust. Even then, it should be possible to rebuild it.



THE VILLAINS' PLANS

A place like Breezeburg is rarely relevant in the antagonists' plans, unless they were born and raised there. Perhaps they were childhood friends of the eldest among Player Characters. More often, an antagonist might be looking for an item or a person that lives here, or the Hamlet might suffer collateral damage in the wake of the Villain's plan or the catastrophe they unleashed.

STORY HOOKS

When bringing Breezeburg into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



HIGHILL ROAD

The highest part of Breezeburg is dominated by the largest windmill and the most important buildings in the settlement all lie just along the road.

- ♦ **The windmills.** These massive structures work without pause; their huge blades spin constantly in the wind. Both as part of the irrigation system and by powering the millstones, they contribute to the survival of the small hamlet, but not all seem to serve the same purpose. What is the goal of these other windmills?
- ♦ **The blacksmith.** The small forge is the abode of a man tempered by his work and proud of it. The firelight makes his creations shine: tools for farming, for common use, and for artisans. There are no weapons, except an old sword hanging on the wall. What is the story behind it?
- ♦ **The inn.** A modest inn stands along the road. The sign, creaking in the breeze, says "The Wind Strider". The building is rather small, but warm and cozy. It's quite rare for anyone to stop here: there are usually just one or two adventurers who came by accident and are looking for some respite. Recently, though, a large group slept here – they looked like acolytes on a pilgrimage. Who were they? Why did they stop here of all places?
- ♦ **The temple.** Near the end of a forgotten track, at the highest spot in Breezeburg, there is a small, old temple, covered in moss. It has long-since been abandoned, yet a feeble heart pulses inside. If a Player Character gets close, a gentle, whisper-like breeze blows. Arcanists, Chimerists, Invokers and Spiritists are the best suited to interact. Who lives in this temple? Why was it abandoned?



WHISPERING MANOR

The mansion house belonging to Breezeburg's only noble family is the most ancient building in the entire hamlet. According to the villagers, Whispering Manor has existed since the settlement's foundation. The building has three floors, rather distinctive sloping roofs, and a large balcony, visible from the whole of Breezeburg. But the most curious element is the great windmill on the roof, whose blades never move.

- ♦ **Demetria.** This young woman, the daughter of the last laird of Breezeburg, is secretly a **minor Villain**. After the death of her father, she secluded herself in the manor in isolation. Nobody knows why and the villagers bear no ill toward her, but this doesn't stop them from asking questions and spreading rumors. If the PCs manage to meet her, Demetria is grumpy but not overtly hostile. She doesn't talk about her decision and asks them to leave the manor, using violence only if necessary.
- ♦ **A dark secret.** A long time ago, Demetria's family captured Zephyr, the spirit of air, to gain the wind's favor and found the hamlet. Demetria is ashamed, but considers Zephyr's captivity a necessary evil for the sake of the community. She thinks she deserves no love from the villagers and, in her bitter isolation, fails to notice that the spirit themselves have nurtured resentment. Over the centuries they have accumulated the power of all winds blowing across Breezeburg... and soon they will wipe the hamlet out.



A MISSING FRIEND

Mya, a child that lives in the hamlet, has lost her cat, Ruby. They usually played near the edge of the forest and Mya is afraid that Ruby got lost within it.

- ♦ **Ruby.** A young, snow-furred and strangely silent cat, which Mya stumbled upon in spring. They became inseparable, so the girl decided to adopt the cat and take care of her, despite the other animals treating her with suspicion.
- ♦ **Fang.** Fang is a massive feline beast that lives in the woods near Breezeburg. The inhabitants hate hunting and the local animals are peaceful, but recently Fang has become extremely irritable. He owes the name to the massive fang poking out from the left side of his jaw. He's a skilled hunter, who can inflict **slow** with his powerful claws and summon allies with a roar.
- ♦ **A broken family.** Fang is a loving father, but lost his dearest cub during the last harsh winter. Ruby is actually the child of the powerful feline, reborn as a **cait sith** (see **Core Rulebook**, page 342). In the heart of the forest, the heroes may witness a tender moment as father and daughter are finally reunited. If the group tries to get back Ruby, Fang will give them no quarter. The outcome of the scene rests on the Player Characters' decisions and, perhaps, Ruby's intervention. Does she have any memories of her previous life? Is one of the PCs, possibly a **Chimerist**, able to communicate with her? How will Mya react to this situation?

THE HAUNTED ISLAND

Candle Bay

A haunted isle of steep inlets and rocky cliffs, Candle Bay is home to countless mysteries and legends. The island owes its name to flocks of ominous will-o-wisps that light up its nights, creating a somber and enigmatic atmosphere. Strange rumours abound of this grim and equally fascinating landscape, but even an unsettling children's tale can conceal glimmers of truth...



CANDLE BAY AT A GLANCE

Keywords: ghosts, isolation, transgression.

Themes: disturbed balance, respect for the past, exploitation of resources.

Terrain: thickets, tombstones, reefs.

Common elements: ⚡ ❄️ 🌙

Travel roll: d10.

Rare elements: 🍌 ☀️

Dangers: a wrathful ghost that can't find a way back, a small abandoned temple infested with trickster spirits.

Discoveries: a good luck charm, an ancient holy place, a remote well that allows communication with the dead – for a price.

- ♦ *Colored lights brighten the sky over the bay during “the night of lamentation.” What characterizes this event?*
- ♦ *Since time immemorial, a majestic arc has dominated the great hill. Why was it built? What are the rumors about it?*
- ♦ *It looks like the bay is the home of a creature that can grant wishes. What is their true nature? What is the price of such a miracle?*
- ♦ *They say the island stands at a crossroad between the world of the living and the world of the dead. What is its nature? Who would you like to see once again?*
- ♦ *The spirit of a famous character of the past manifests on certain nights. Who are they? What do they have in common with one of you?*



TYPICAL FEATURES

The typical Haunted Island should include at least one of these features:

- ♦ An ancient **cemetery** or **ruin** haunted by ghosts.
- ♦ A **small port** or other settlement facing some sort of struggle.
- ♦ A **cruel specter**, whose name appears in many horror stories.
- ♦ A **direct link** with the stream of souls.



POSITION

A Haunted Island might be part of the setting from the start, perhaps as a **mystery** and/or **threat**, or the group might land on its shores because of a **danger** or as a result of a **Surrender**. It's usually the stage for an interlude or intermission, and as such can be used at any point in the campaign. More rarely, it could be the heroes' final destination, especially if a powerful, corrupt creature made it their lair.



THE VILLAINS' PLANS

In many cases, a location like Candle Bay acts as a subplot in and of itself and has its own local Villain (probably a **minor Villain**), although in some campaigns it might assume a more central role – an antagonist might attempt to harvest the energy of the restless spirits, or could even be a ghost themselves; or a terrible **demon** or **monster** might consume the dark energies of the island to enact a metamorphosis and reach their full potential.

STORY HOOKS

When bringing Candle Bay into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



MINING VILLAGE

Rich in copper veins, but inexplicably abandoned, the island has become the destination for miners from all over the region.

- ♦ **The dock.** The bay's cramped inlet presents the only possible dock for boats and small ships. During the night, however, the ground shakes and restless ghosts pour across the streets, imploring the miners to leave the island.
- ♦ **The dig site.** The miners' countenances, marked by constant toil, betray their growing concerns, but Baron Darius (**minor Villain**) feverishly pushes them to keep mining copper. What does he crave (or fear) even more than the ghosts? Who among the miners is a familiar face for the PCs?
- ♦ **The Baron.** Descended from a local noble family, Darius the Boastful craves fame and power. Driven by a desire to emulate the deeds of his ancestors (or fearing to let his lineage down), he strong-armed the population into working without pause, to challenge and defeat the specter haunting Candle Bay.
- ♦ **The Centipede.** Made sluggish by the magical purifying properties of copper veins present in the rock, a gigantic monster with almost impenetrable hide has slept under the island for centuries. When challenged, they unleash seismic magic; their carapace regenerates each round and they can also separate parts of their body, which act autonomously in the form of **soldier**-rank enemies.



THE SEVEN-TAILS' FOREST

At the top of the hill, an ancient cemetery hosts the souls of the departed. At its center stands a great cherry tree, apparently weak and dying. A dark aura seeps from the earth and small will-o-wisps dance among the tombs, under the light of distant stars.

- ♦ **Natsuki.** In ancient times, the fox-demon Natsuki haunted the island. Attempts at fighting them all proved futile, until they fell in love with the young Soh and swore never to harm another human as long as he remained at their side. Determined to save his people, Soh bravely accepted this bond – his spirit still roams the forest, now only a pale blue flame. Did he regret his decision?

"The waters of the bay show the reflection of two worlds; so close, yet so far apart. Reality doesn't care if they are benevolent or malevolent. They will return."

- ♦ **The cemetery.** Other spirits haunt the weathered tombstones. None remember who they were in life, and the inscriptions are almost unreadable. The PCs may spend some time deciphering them and discover the secret of the cemetery: the people of the island built it as a ritual site which sends a portion of the departed's spiritual energy to Soh's soul, so that he would continue in his duty even after death. However, the young man's spirit is growing weaker. Why?
- ♦ **The awakening.** If the bond between Soh and Natsuki is broken, the demon returns to torment the bay. The Game Master should create an "Awakening of the Seven-Tails" Clock with **8 sections**, filling one at the end of each scene, or each round during a conflict with Natsuki. Each section except the last one represents the demon growing a new **tail**, and once the Clock is full, Natsuki becomes a **major Villain**. In battle, Natsuki can **charm** their enemies, inflicting **dazed** and **weak**; those affected deal **half** damage to the demon. Natsuki is Vulnerable to **air** and **light** damage, Resistant to **earth** and **lightning** and can Absorb **dark**.



DIANA

The Player Characters find a bottle abandoned on the beach, containing a love letter. The addressee appears soon: Diana, the ghost of the reef, tells the heroes her story and asks for their help to reach a nearby atoll.

- ♦ **Stormysea.** For getting too close to the human world, the nymph Talassia was imprisoned inside the coral reef – and that's how Diana eventually met her. She promised to come back and visit her every day, but an unexpected storm took the life of the young woman, who remained stuck in the bay as a ghost, unable to fulfill her promise. Diana wants to see Talassia again, but spirits cannot cross the sea. How can our heroes help her?
- ♦ **The sea nymph.** A member of the sea people, Talassia has lived in the bay since time immemorial, but ancient and strict laws forbid the nymphs from interacting with surface dwellers, upon penalty of being sent straight back to the stream of souls.
- ♦ **A happy ending?** Eventually, lacking any news of Diana, Talassia tried to contact her with the message in a bottle. If they are reunited, Talassia leaves the sea, stepping onto land and returning to the stream of souls together with her dearest Diana: the Player Characters can witness their last smiles... or perhaps the first of many. If they wish to, they can add a special **Bond** to the two lovers to their sheets – this doesn't count towards the normal limit of six.

THE ETERNAL FOREST

Cerulean Jungle

Majestic trees reaching the sky, roaring waterfalls, and an extremely diverse fauna, including the remnants of primeval epochs – in this enchanted place, fairy spirits and arboreal creatures dance at the pace of the four seasons. Here, nature reigns supreme, fully expressing that very harmonious and unpredictable complexity that humans struggle to understand.



CERULEAN JUNGLE AT A GLANCE

Keywords: magic, nature, hidden truths.

Themes: the majesty of the jungle, feeling small compared to nature, time eventually covers all.

Terrain: water, moss roots.

Common elements:   

Travel roll: d12.

Rare elements:   

Dangers: a territorial creature protecting its nest, a thick jungle of carnivorous plants, turbulent streams leading to a waterfall.

Discoveries: an ancestral ruin overgrown by nature, the favor of fairies, an ancient creature considered extinct.

- ♦ *Navigating and surviving seem impossible, but the forest people live in complete symbiosis with nature. What is their secret?*
- ♦ *The locals don't trust strangers. What do they fear? How can you gain acceptance from them?*
- ♦ *This place hosts a species considered extinct. What kind of creatures are they? What makes them special?*
- ♦ *A plant with miraculous properties grows only here. What are these properties? Who is looking for it, and why?*
- ♦ *Among the overgrown trees and shrubs, you find the remains of a mysterious creature. Is it possible that their kin are still alive?*



TYPICAL FEATURES

The typical Eternal Forest should include at least one of these features:

- ♦ Crystal-clear **rivers** forming majestic **waterfalls**.
- ♦ The remains of **ancient paths**, barely usable.
- ♦ Tunnels leading to **enigmatic underground structures**.
- ♦ A **legendary animal** of great wisdom.



POSITION

Usually, the Eternal Forest occupies most of the map of the known lands: all who travel the continent have to cross it or sail its rivers. The Player Characters are likely to spend a lot of time in the shadow of its trees, exploring many different areas and stumbling upon **dangers** and **discoveries** that will change and evolve the forest over the course of the campaign. Who knows... maybe one day they might even reach those secrets hidden far below its roots!



THE VILLAINS' PLANS

The sheer size of the Eternal Forest makes it an ideal hideout for a Villain, who might also take advantage of it and ambush the heroes. Also, some antagonists will be interested in the **treasures** and the **miraculous machines** hidden in the depths of the forest – some out of greed, and some hoping to wield their powers for good, unaware of their collateral effects.

STORY HOOKS

When bringing Cerulean Jungle into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



THE COURT OF SEASONS

A colossal tree rises at the foot of a majestic waterfall. Its trunk splits into four sections, each with different colored leaves, matching the season that rules it.

- ♦ **The Spring Court.** Graceful and kind, the Sylphs are the gentle and friendly **wind** fairies. They are always celebrating and the joyous atmosphere is even more festive thanks to the brightly colored flowers and reeds, and the bright **green** leaves. Lively and cheerful, the queen spreads joy wherever she goes and loves to watch the court games. Which are the most popular? If the PCs participate, they are rewarded with the **Rebirth Leaf**, a rare accessory that increases all healing received by 5.
- ♦ **The Summer Court.** The **fire** Salamanders are quite famous for their exuberant and mischievous temperament. Their main color is **red**. A sweltering breeze makes this area extremely hot and causes the tree's fruits to mature very quickly. How do Salamanders enjoy this climate? Their queen is prickly, annoying, and loves to play pranks. Nevertheless, when taking a **rest**, the PCs can enjoy the hot springs, which grant Resistance to **fire** damage until the end of the next conflict.
- ♦ **The Autumn Court.** Mild-mannered and calm, the **earth** Dryads, characterized by the **yellow** color, are generous but very shy. Among the denizens of the tree, they feel the deepest connection with it. There is never a quiet moment at court: the Dryads are constantly preparing for a winter that will never come, while leaves fall all around. How can the PCs help them? The queen is mellow and agreeable, her words bringing peace and calm to those who listen. She rewards any help with a set of **Gnarled Armor**, which Absorbs **earth** damage, but makes the wearer Vulnerable to **fire**.
- ♦ **The Winter Court.** The **ice** Undines are **blue**-colored, haughty, contemptuous, bold, prideful, and easy to offend. A chilling wind makes this area positively frigid. Everything is covered in white snow, and the tree branches are withered and empty. Locked within the palace, Undines pass their time engaged in typical court activities, unaware of what is happening outside. What are their main activities? The queen is icy and stern, and her appearance commands respect. If the PCs demonstrate that they are up to the court's standards, they receive as a gift the **Tiara of Tears**, a rare accessory that increases the wearer's Willpower die by one size.

"Respect nature and it will respect you. Trample even a single flower and it will take back what was stolen from it. Everything has a place in this ecosystem!"

? ECHOING RUINS

The remains of ancient machines emerge from the undergrowth alongside the metal fuselage of a huge airship, now crushed by tree roots. The only creatures that live in these forgotten ruins are constructs, intent on an endless cycle of repairs.

- ♦ **Echoing ruins.** Ancient technology is preserved here. Deciphering the old logs and restarting the main console, the PCs discover that this technology is not from the known world. Which epoch does it come from?
- ♦ **Lost technology.** Strange weapons and tools of unknown function lay under the dust inside the fuselage. The PCs might find rare pieces of equipment, recharge their Inventory Points, or decipher an ancient and forgotten alphabet. What kind of tools do they find? What were they designed for? How do they function?
- ♦ **Cold Fusion.** The belly of the ship hides an artifact that can generate infinite energy. The device now exists symbiotically with the last of the **lumenflies**, an ancient species of giant firefly considered extinct. The artifact's heat is necessary for the eggs to hatch, but someone wants to use its power to fight a decisive battle. Who are they? Is it possible to find a compromise?

🚩 PROTECTION WANTED

The heroes stumble upon a caravan of traveling merchants. They are not familiar with this region and they aren't confident to continue without an escort.

- ♦ **Imperatrix.** This creature has ruled the skies of the Cerulean Jungle since time immemorial. Despite her fierce appearance, she prefers to nest up in the mountains and has never attacked the denizens of the forest... until now. She boasts a terrifying dive attack that holds down the target until the end of the round, dealing damage and inflicting **slow**, but she can also breathe searing flames. When in **Crisis**, she can hit up to two targets during a dive and inflict **poisoned** with her tail sting. She is Vulnerable to **ice** and **bolt** damage, but Immune to **fire** and **poison**.
- ♦ **Something unsaid.** In a cage on the central cart is the Imperatrix's offspring, which the merchants stole from the nest. Only the inestimable value of such a creature pushed them to take such a risk. If the PCs discover the truth, the merchants try to buy their silence. If someone returns her lost hatchling, the mother returns to the mountains without causing further damage to the forest. What will the PCs do?

THE EERIE VILLAGE

Darkdepth

Ancient legends tell of the strange village hidden in the darkest and humid depths of the great forest, inhabited by mysterious, inhuman creatures who appear as silent shadows when a traveler is in mortal danger, only to promptly drag their body into the murky depths of the undergrowth. This putrid and rotten place does not belong to the living, and no one return from it.



DARKDEPTH AT A GLANCE

Keywords: hideout, quiet, transformation.

Themes: unusual customs, new life born from death, coexisting with what we don't fully understand.

Terrain: bark, mud, moss.

Common elements: 🏠 🌙 🦴

Travel roll: d10.

Rare elements: 🍌 ☀️

Dangers: a corpse-eating monster defending its territory, clouds of choking spores, a giant corrosive slime.

Discoveries: a fungus with exceedingly rare properties, a precious item left by a traveler, a wellspring of pure water.

- ♦ *Which one of you has already explored these woods?
Have you ever met or noticed the sinister presence of the legend?*
- ♦ *When these forests were still young, an unknown population lived here.
Which one of you has heard of them or stumbled upon the ruins of their civilization?*
- ♦ *In the past, someone you knew got lost in these woods.
Did they ever return? If yes, how did the experience change them?*
- ♦ *Who decided to make the forest paths secure once and for all? How?
What danger are they underestimating?*
- ♦ *What dangerous creature roams in the muddy undergrowth?*
- ♦ *Who is offering to guide you through the forest?*



TYPICAL FEATURES

The typical Eerie Village should include at least one of these features:

- ♦ An **ecological or spiritual role** that scares or disgusts humans.
- ♦ A completely unique **population**.
- ♦ A **natural or magical resource** not found elsewhere.
- ♦ A **protector figure** with an inscrutable or difficult personality.



POSITION

Locations like Darkdepth may appear as a discovery during a journey or be introduced with a Fabula Point, but more often they are a turning point of the campaign, an allegory of the main themes of the story that the group can engage with and even directly talk to. For example, Darkdepth is linked to the fear of death and the instinctive repulsion for decay and rotting, in spite of the fact that these processes are inevitable and essential to creating new life.



THE VILLAINS' PLANS

Some Villains might see the Eerie Village as a precious source of power, others might plan to destroy it to wipe out its influence over the environment – ignoring or underestimating the consequences of such an act. From this point of view, the Eerie Village symbolizes the need to learn why we have to protect what we don't understand and, sometimes, even what scares us.

STORY HOOKS

When bringing Darkdepth into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



SAPROBES' VILLAGE

From outside, Darkdepth looks like the ruins of an ancient village, plunged in a murky hollow in the undergrowth. Some buildings are still visible in the dim light, their walls covered in mold and roofs swelling from spores and mucilage.

- ♦ **Far from the surface.** Reaching Darkdepth isn't easy: one must wade through the dense mud of the forest to a maze of underground caves, or follow the roots of centuries-old trees until light fades and air becomes suffocating. Who or what is going to guide the PCs to the village? What are their intentions?
- ♦ **The saprobes.** The villagers are silent creatures who communicate using subtle movements and often remain immobile, as if they're listening. They are vaguely humanoid in shape, but their decaying fungal bodies are all different. Many wear jewels created by stringing together the most disparate items; bone, wood, glass and ceramic are the most common, but some saprobes add metal pins and earrings to their gill caps. Which of the PCs recognizes a familiar symbol or item? Why does this disturb them?
- ♦ **Leto.** Tall and thin, Leto distinguishes himself from the other saprobes with his interest in humans. He collects and preserves a great number of books and notes, going so far as to learn the basics of some languages and dialects. The PCs' arrival excites and worries him at the same time: he's willing to explain the nature and origin of saprobes, but he wants to know more about the surface world in exchange. He also asks the group not to reveal the location of Darkdepth to nearby villages, because he "learned from his books that humanity isn't patient or sympathetic". What is the saprobes's role? Why do they appear when someone's life is in danger? What answers are hidden among Leto's dusty tomes? What happened to the original inhabitants of Darkdepth?
- ♦ **Bargain Alley.** The long hollow of a fallen tree has become a gathering place for saprobes, who come here to trade items of every sort – those found upon the corpses brought to Darkdepth. Some are really ancient, others extremely new. Saprobes don't use money and are outraged if someone asks to buy some of the jewelry they adorn themselves with. Why is that? What kind of link do they have with the items they choose to wear?

"We do not feel joy in delivering your corpses to the roots of this old tree, but we do so with pride and respect, yes."

? THE DEPTHS OF THE GREAT TREE

Following a group of saprobes carrying a corpse to Darkdepths, the PCs venture among the giant roots of a titanic tree, completely covered with fungi. Its trunk, surrounded by glowing spores, merges with the cave's ceiling and the surface ground.

- ♦ **Marshille.** Sitting among the depths of the roots is a giant woman with harsh, sharp features. She wears a cobweb tunic and a large fungal cap. Her pale fingers end in extremely long nails, with which she traces occult symbols in the air with fine precision. The giantess speaks many languages and introduces herself as "guest and sister" of the saprobes. Is she a descendant of the people that lived here in the past?
- ♦ **Life in death.** Marshille has no problem explaining her role in Darkdepth: every creature that dies in the area is brought to her, so that her magic might breathe new life into the tree and the entire forest, not to mention the saprobes themselves. How do the PCs react to this revelation? Do they think that it is legitimate to deny the mourning families a final farewell for the good of the forest, considering those same families draw sustenance from its fruits?

🚩 THE DRAKE EXPEDITION

Seraphina Drake, a young and enterprising magician from the Central Academy, is organizing an expedition to locate Darkdepth and research the mysterious power that, according to her, controls life and death in the entire forest. She is offering a generous salary to those who escort her and ensure her safety.

- ♦ **Mercenaries.** Anxious for results, Seraphina hired some ex-military. Which of the PCs has dealt with them in the past? What burning defeat still torments these soldiers? Who is their leader and how long do they actually plan on following the magician's orders?
- ♦ **Henrietta Drake.** Seraphina's younger sister accompanies the expedition and handles logistics and upkeep, but she is concerned about her sister's impatience and the mercenaries' methods. Her blood ties with Seraphina make her an ideal hostage.
- ♦ **Temptation.** After reaching Darkdepth and discovering its ties with the life of the forest, the expedition breaks apart: Henrietta and the mercenaries have very different priorities and this will no doubt lead to a Villain emerging (maybe two, depending on the circumstances). Which side, if any, do the PCs take? Do the villagers have any chance to fight back? How will the forest react to this threat?



THE CENTRAL CITY

Eisenstadt

The great city of Eisenstadt rises magnificently among the hills, in stark contrast with the surrounding countryside, which has been progressively abandoned over the last few years and is riddled with windworn megaliths, crumbled mounds and abandoned iron mines. As the seat of both the Alchemists' College and the Government Bureau, it's for all intents and purposes the industrial, political and economic capital of the region, not to mention the destination of all who seek a Special Alchemist License.



EISENSTADT AT A GLANCE

Keywords: elitism, progress, urbanism.

Themes: frantic and ambitious life, cold logic, the forgotten truths and customs of the past.

Terrain: hills, bridges, streets.

Common elements: ⚡ 🔥 📖

Travel roll: d6.

Rare elements: 🍌 🌸

Dangers: night haunts emerging from the mounds, a pair of big time swindlers, the eternal rival of one of the PCs.

Discoveries: a young traveling merchant, 20% discounts all over the city, exclusive tickets to a private soiree.

- ♦ Which one of you has been to Eisenstadt before, and why? Has it changed much compared to your memories?
- ♦ The city is large and noisy. Which one of you feels lost? Who has that enthusiastic shine in their eyes?
- ♦ What is the most melancholic thing you saw crossing the hills around the city? Which of you knows the story of the people who lived there?
- ♦ Which of your friends do you expect to meet here?
- ♦ Did one of you attend the Alchemists' College? Did any of the scholars there leave an impression? Why?
- ♦ What can you buy in this place?



TYPICAL FEATURES

The typical Central City should include at least one of these features:

- ♦ A **school** or **academy** that explores new disciplines.
- ♦ An enterprising but arrogant **middle class**.
- ♦ Traces of a **past culture** that very few talk about.
- ♦ A **merchant quarter**, the true hub of all major trade routes.



POSITION

A location like Eisenstadt often represents a transformative moment in the campaign. Here, the protagonists might find incomplete answers to some questions, meet new allies and, perhaps, buy some brand new equipment and a flying or seaworthy transport. The Central City is also a great opportunity to introduce new **threats** and start the second half of the campaign.



THE VILLAINS' PLANS

Eisenstadt is the largest city in the region, distinguished by its high technological level, easy access to numerous resources, and an ambitious and individualistic society: fertile ground for a Villain. This kind of location tends to present strictly humanoid antagonists, such as greedy merchants, callous industrialists, and alchemists or inventors willing to accept daunting risks in the name of progress.

STORY HOOKS

When bringing Eisenstadt into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



ALCHEMISTS' COLLEGE

One of the most impressive buildings in Eisenstadt, the College was built on ancient foundations, but it has been renovated many times over the years to integrate special pipes and remedy a few “accidents” caused by overzealous researchers.

- ♦ **The Commission.** Led by Dean Elsholtz, it is a mandatory path to receiving a Special License and freely practice alchemy. The Commission replaced the previous individual apprenticeship system with a curriculum aimed at industrial development, removing most of the philosophical and anthropological studies, especially any reference to forbidden alchemical techniques. Who among the PCs thinks this was a reprehensible decision? Who deems it reasonable or understandable?
- ♦ **The classrooms.** Ten ample halls, designed for both theoretical and practical lessons, occupy the third and fourth floor of the College. What is the most unusual subject taught here? Which of the professors shows some interest in the Player Characters? Are there any known faces?
- ♦ **Highflame Library.** As emphasized by its bright blue crest, the College considers knowledge similar to fire, and its purest expression is an intense but controlled flame, which gave name to this colossal library. What legendary tome is kept here? Who can give permission to read it and who wants to prevent it at all cost? And why?
- ♦ **The kiln.** The College's underground level includes a network of boilers which provide energy to the entire complex, and also a series of passages and rooms, connected to the sewers, which contain the more-or-less stable remnants of old experiments. Who or what guards this area? Who has an interest in recovering something from this maze of dangerous junk?
- ♦ **Inner quarter.** Just as thick walls separate Eisenstadt from the countryside, towering fences isolate the merchant and middle-class quarters from the College district, where one can find specialized stores, luxury apartments for the Dean and professors, plus a club for the licensed alchemists. Almost no students live in this district.

"This morning we visited the Expo, boutique shopping in the afternoon, then a tour of the city walls and a night concert! Sleeping? Sleeping is for losers!"

? THE CROMLECH


These megalithic complexes are characteristic of the hills around Eisenstadt, but a few can also be found inside the city in public and private parks. The hill folks worship them, while the city folks disregard them.

- ♦ **Weathered words.** Time almost completely wiped out the engravings on the megaliths, hiding their true meaning from scholars. However, rumor has it a miraculously intact stele can be found in the garden of Governor Bauer. Which of the PCs have studied these megaliths or encountered others like them? How can one visit the Governor's estate?
- ♦ **The pattern.** Although only partial complexes have survived, the placement of the cromlech looks anything but random. According to local folklore, magical stones were used to commemorate the departed and honor the pact between humanity and fairy folk, not to mention ensuring the locals' safety by keeping a dangerous nocturnal predator at bay. Who proposed conducting research on equal grounds with the local shepherds, but was mocked and ostracized? Which strange events seem to give them credit?

🚩 THE HUNT FOR REDGLOVE ERIKA

The city watch captain has placed a 5000 zenit bounty on the head of the mysterious outlaw known as **Redglove Erika**, who is sabotaging kilns and alchemical factories across the region, recently striking at Eisenstadt itself.

- ♦ **Traces.** Erika's most recent attack was on an experimental boiler; as usual, the machinery was damaged beyond repair despite no one being harmed in the accident, and a scarlet-painted glove was found. What do the PCs think about it? Have any of them crossed paths with Erika in the past or suspect her true identity? What was the purpose of the experimental boiler, and what about it seems suspicious or questionable?
- ♦ **Ashes.** Erika (**minor Villain**) is a 60 year old alchemist, jaded and pessimistic, who considers the teachings of the College dangerously shallow and prefers to destroy the alchemical arts rather than letting a bunch of idiots (or worse, bureaucrats!) abuse them. In battle, she is flanked by spirits of **air**, **fire**, **ice** and **earth**, who make her Immune to their respective elements and let her unleash elemental attacks that drain Mind Points and Inventory Points. Which of the PCs understands or approves of her actions? Is there anyone who might show her that people still respect alchemy in its true complexity, and rather than bury its darkest secrets would research them to better contrast their use?



THE REMOTE RUIN

Golden City

A vast city floating in the sky that escaped the unrelenting march of time – few know of its existence and even fewer how to reach it. Legend has it humans are the descendants of its mysterious inhabitants, keepers of lost secrets since the dawn of time. However, in the silent magnificence of this enchanted place lurks the gloom and sadness of an inhuman secret.



GOLDEN CITY AT A GLANCE

Keywords: gloom, astonishment, emptiness.

Themes: the wonders of the ancients, the creation outlasting the creators, the hidden rules of the world, the loneliness of immortals.

Terrain: buildings, gardens, stone

Common elements: 🍌 ⚡ 🔥

Travel roll: d12.

Rare elements: 🏠 🧠

Dangers: an illusory trap that locks the travelers in an endless mirage, the dormant security system that protects the city.

Discoveries: an unknown artifact from a lost civilization, an ancient and forgotten technology, a primordial being and keeper of all lore.

- ♦ *What allows this place to float among the clouds? Why did time never touch the remains of this ancient civilization?*
- ♦ *A keeper ensures that none squander the secrets of the ancients by wasting them on deaf ears. Who are they? How do they fulfill their duty?*
- ♦ *This place reawakens some lost memories in you. Which one of you has been here before? If this was once your home, why did you leave?*
- ♦ *Strangers are forbidden to enter the city. How did you get in here? What is the penalty for trespassers?*
- ♦ *A deep sense of emptiness and gloom hangs in the air. What caused it? How do the inhabitants cope with it?*



TYPICAL FEATURES

The typical Remote Ruin should include at least one of these features:

- ♦ A unique **defensive** or **cloaking system**.
- ♦ An **unbelievably ancient creature** that protects part of the location.
- ♦ Great **mosaics** or **paintings** depicting the history of the world.
- ♦ An **artifact** that should have never been unearthed.



POSITION

A Remote Ruin is a classic **turning point** – inaccessible to the protagonists for a good chunk of the story, reaching it means finding a new perspective upon the world... and discovering its most ancient shadows. This is rarely the end point of the adventure, on the contrary, this is where the protagonists fully realize the magnitude of their task, but they might come back here once they find a solution.



THE VILLAINS' PLANS

Usually, the Remote Ruin and its amazing secrets are the main objectives of one or more Villains from the beginning of the campaign. This could be the lair of some ancient evil, but it's also possible that the entity living here is just gloomy and in pain, easy prey for the Villain's deceptions. If such a creature realizes that they have been used again, rage and desperation might turn them into a terrible scourge. Only the Player Characters can find a way to save the creature and the world.

STORY HOOKS

When bringing Golden City into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



THE CELESTIAL GARDENS

These magnificent vertical gardens climb up into the sky. Vibrant and gargantuan flowers of unusual colors, meandering vines, and other plants with incomprehensible genetics embellish streets and walls, but hidden within are the sad truths of a lost civilization. There isn't even a drop of water. What is the secret of these plants' vitality? Why does flora look so different in this place?

- ♦ **The unliving.** These mannequin-like creatures have been deprived of humanity. With pale and expressionless features, they aimlessly wander through streets and alleyways. Who are these creatures? For what purpose were they created?
- ♦ **A cruel experiment.** Forced to wander eternally, a hybrid similar to a shapeless chimera slowly walks every path of the gardens. They have no defined shape, looking more like a heterogeneous mass of animal limbs. Their eyes look almost human and show sadness and resignation. If the PCs try to speak to them, a human head and torso rise from beneath the skin. The hybrid isn't evil and fights only in self-defense (their attacks are unpredictable and the Affinities change every turn). What is the true nature of this experiment? Which animals made up their amorphous body?
- ♦ **A harsh reality.** Paintings and frescoes decorate gardens' inner walls. Studying them for a while, Player Characters may discover a terrible truth about this experimental greenhouse: it was the theater of macabre and obsessive experimentation. Here, a now forgotten culture manipulated life itself and molded nature and humanity according to a very detailed plan. Who were they? What was their ultimate goal, and what interrupted their plan? Which of campaign's main antagonists made such an obsession their own, to the point of trying to complete the work of these merciless visionaries?



NOT ALL THAT GLITTERS IS GOLD

The glow of the Golden City shines beyond the clouds. Thousands of luminous particles shimmer among the ruins, residuum of the essences that have returned to the stream of souls. And yet, the heart of the city is grim and dark. The secret of its civilization must remain buried and no living being should ever set foot in the Golden City.

*"This is where it all began – maybe for fun, boredom or desperation.
The memory is lost, the truth ignored, and the answers denied."*

- ♦ **Cradle of life.** The Golden City is where souls are purified and reprogrammed for their next birth according to a precise scheme. Instead of following the spontaneous chaos of nature, they are cleansed of all memories and forced to reincarnate according to the designs of an ancient entity, descendant of a forgotten people. Who were they? What caused their disappearance? Why did they manipulate the stream of souls to the point of replacing it?
- ♦ **Deus Ex.** The heir to the will of the ancients appears as a colossal bronze statue, a humanoid angel with two feathered right wings and a female body, and a crying face in place of the left arm. Its true essence (**supreme Villain**) is sealed in the head, protected by a helmet that covers its eyes and monitors all the city's functions. It has been doing this since time immemorial, draining the spirits of any intruders and turning them into pale shadows of themselves. Deus Ex is Immune to **physical** damage, and alternates between Vulnerability and Absorption to **light** and **dark** each round, unleashing attacks based upon the Absorbed element and inflicting random status effects. It also controls the **mechanical sentries** of the entire Golden City and can spend Ultima Points to summon them to fight at its side. In reality, its spirit silently mourns its millennia-old separation from the stream of souls – can the Player Characters help them reunite with it, and how?



CASTAWAYS OF THE SKY

Will and Orvy, two reckless aviators, lost control of their aerostat and crashed among the ruins while escaping a deadly spirit. In helping them, the PCs become embroiled in a violent conflict.

- ♦ **Necroptes.** This ravenous winged spirit can smell death and knows no remorse. They cast **fire** and **air** spells and, although fragile, can strike down enemies in **Crisis** with their terrible Death spell, which reduces the victims' Hit Points to 0 if they were a multiple of 5. They are Vulnerable to **cold** and **light** damage, Immune to **earth** and Absorb **dark**.
- ♦ **Collateral damage.** If the Necroptes isn't defeated within 4 rounds of conflict, the aerostat becomes unusable due to collateral damage.
- ♦ **Rest in peace.** After the end of the conflict, Will and Orvy take a breather and explain the reason for their journey – they are fulfilling their father's last request: scatter his ashes from the highest point in the sky. If the aerostat is still serviceable, they take off. Otherwise, can the PCs figure out a solution?



THE SUNNY BAY

Lowtide

Overlooking the clear waters of a vast sea, Lowtide is a nostalgic place, a glimpse of life on the coast of an uncontaminated island. The crystalline waters and white sand paint the landscape with romantic hues. During half-moon nights, the waters withdraw, revealing secrets hidden beneath the waves that might surprise even the most well-traveled adventurers.



LOWTIDE AT A GLANCE

Keywords: curiosity, memories, rest.

Themes: time spent together, childhood memories, dreams of adventure, mysterious horizons.

Terrain: sea, rocks, sand.

Common elements: 🍌 ⚡ ☀️

Travel roll: d8.

Rare elements: 🌸 🌙

Dangers: an unusually aggressive sea predator, sudden and dangerous marine currents of unknown origin.

Discoveries: an ancient underwater temple spoken of in many myths and legends, the buried treasure of a famous pirate captain.

- ♦ *One of you was born on the island. What are your childhood memories? Why did you leave? What is your relationship with the locals?*
- ♦ *Once a year, on a special occasion, there is a traditional festival on the island. What is its meaning? What does it pay homage to?*
- ♦ *What does the low tide reveal at night? Why does this phenomenon happen only with the half-moon?*
- ♦ *What other kinds of creatures live on the island? What distinguishes their abodes? What kind of relationship do they have with humans?*
- ♦ *An ancient building lays undisturbed among the vegetation. What kind of structure is it? What was its function?*



TYPICAL FEATURES

The typical Sunny Bay should include at least one of these features:

- ♦ A **hidden beach**, quite romantic, too.
- ♦ An **underwater cave** where mysterious plants grow.
- ♦ A **cliff** with an **old lighthouse**.
- ♦ A **dangerous island** that can be reached only under special conditions.



POSITION

Locations like the Sunny Bay are often used at the start of the adventure. It might be a place where the people of the protagonists' village gather and celebrate, or the stage for the first scenes of the campaign, perhaps during a test of courage when something goes horribly wrong, causing the PCs to work together for the first time.



THE VILLAINS' PLANS

Usually, a place such as Lowtide is of no consequence to the Villains, but it might provide the perfect opportunity to meet with an accomplice or kidnap some isolated and unaware individual. Over the course of the campaign, a Villain might land here or make the beach their lair, preventing the locals from entering, or turning it into a tourist trap, without any regard for the environment and the creatures that live here.

STORY HOOKS

When bringing Lowtide into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



THE LIGHTHOUSE ON THE CLIFF

At the top of a cliff overlooking the sea, hidden by thick vegetation, is an old disused lighthouse – a picturesque and oft-forgotten sight.

- ♦ **Crab cave.** A partially submerged cave leads directly into the cliff. Giant crabs with strange carvings on their carapaces have taken refuge from the currents here. They aren't aggressive, but react if someone attacks or gets too close. What is the meaning of those carvings? Has one of the PCs ever seen something similar?
- ♦ **The lighthouse.** This ancient building rises atop the cliff. Completely covered in creeping vines, the lighthouse lays forgotten in this remote part of the promontory. It dates back to ancient times – perhaps it was built by the ancestors of the bay's current residents. The lantern found at the top is decorated with strange paintings and frescoes, depicting a flaming bird. Who built the lighthouse? What was its original purpose?
- ♦ **Golden egg.** Resting on the old lantern's base, this object is craved by researchers and smugglers. Nobody knows who the real owner is, nor how it came to be here, and none has been brave enough to move it. Gathering enough evidence, the Player Characters may discover that the tower was the nest of an ancient creature who used the lantern's light as a waypoint to return home, but that fire has been out for a long time. What kind of egg is it? Where is the mother?
- ♦ **Curlybeard, the self-proclaimed Pirate King.** While inside the lantern room, an old sea dog looking for the egg (see above) attacks the PCs. He fights with an old pistol and a rusty cutlass, which can inflict **weak**. When he enters **Crisis**, the pirate grabs the egg and attempts to escape (a **4 section** Clock, with one section automatically filled at the end of each round). As the singed beard might suggest, the pirate is Vulnerable to **fire** damage, but Resistant to **ice** and **air**. During the fight, the PCs feel the earth shake and the cries of a strange creature getting closer each round – perhaps the mother is coming back to protect the egg? If so, would she unleash her fury only upon Curlybeard? Or the protagonists as well?

*"Whether it's an object, a thought or a feeling,
cast it in the sea. The waters will keep your secret."*

? THE CORAL FOREST

At low tide, a thick coral forest emerges from the sea, painting the atmosphere with bright hues.

- ♦ **The coral labyrinth.** It's easy to get lost in this living maze. Finding the exit requires filling an **8 section** Clock. Each time they fail, the PCs bump into an unwelcome snag, such as a shoal of marine creatures, sharp poisonous corals or they feel a terrible sense of disorientation (**dazed** status effect).
- ♦ **The flooded temple.** At the heart of the labyrinth lies an ancient ruin and in its main chamber, inaccessible to humans, is the ancient **Horn of Tides**. Built by an amphibious people that lived on the coast, the temple is now the lair of a giant moray eel. She isn't aggressive, but values quiet, so she vehemently urges the PCs to face the Trial of Currents (see below) to recover the artifact... omitting a few details.
- ♦ **The Trial.** At the mercy of thundering currents, the heroes feel bitter memories emerging, but of what kind? Each Player Character that manages to explain how one of their Bonds would have helped on that occasion will slowly be cradled by currents, and led before the Horn. What kind of power does this artifact give?

🚩 THE DAMAGED BOAT

Stranded on the coast, the unlucky fisherman Orus needs materials protected by dangerous plant creatures to fix his badly damaged boat.

- ♦ **Wood Guardians.** If the PCs try to establish contact with the protectors of the forest, they are brought before the sacred tree, a millennia-old magnolia always in bloom. All living creatures in the area protect and worship it, grateful for its gifts. What can be discovered by communicating with the magnolia? What compromise does it offer?
- ♦ **Violence is not the way.** If the PCs try to use force to get wood for the fisherman, or if they try to get rid of the forest creatures, the voice of the sacred tree echoes in their mind, ordering them to stop. What punishment awaits them if they don't comply?
- ♦ **The fisherman's gratitude.** If the group returns empty handed, Orus understands the need to respect the local laws and thanks the PCs for their help, showing them the location of a mysterious island that doesn't appear on any map. If they get the wood, he offers to take them to the island with his own boat. What kind of island is it? Which of the PCs has heard of it? What does it hide?

THE BARREN WASTES

Rocky Desert

Beyond the borders of known lands lies a barren waste, an arid desert. Under its reddish sands lie buried the remains of many failed attempts at surpassing humanity's limits. However, this inhospitable territory isn't completely devoid of life and, over the years, the desert people have adapted to adversity and learned to survive and find beauty in this hostile and enigmatic land.



ROCKY DESERT AT A GLANCE

Keywords: ruin, survival, hope.

Themes: the irreparable consequences of human arrogance, beautiful and merciless nature, finding strength in each other.

Terrain: canyons, caves, dunes.

Common elements: 🍌 🔥 📦

Travel roll: d20.

Rare elements: 🌸

Dangers: a forgotten and extremely unstable alchemical experiment, a gargantuan sand scorpion, a sudden ambush by the desert raiders.

Discoveries: a random encounter with an ascetic who knows the secrets of the desert, a safe refuge, a precious mineral sedimented over many centuries.

- ♦ *An unusual phenomenon appears regularly in the desert. It's known as "crimson rain", but it's not water. What is it?*
- ♦ *One of you knows the desert and how to navigate it. What's your story? Do you have a contact that might help you cross it?*
- ♦ *Here and there, ruins of a lost civilization pierce the sand. Which people did they belong to? What is left of them?*
- ♦ *How did the desert people adapt to these arid lands? What threat makes it dangerous to cross the sands?*
- ♦ *An ancient alchemical project lays dormant under the sand. What is it? What was its purpose? Who is looking for it?*



TYPICAL FEATURES

The typical Barren Waste should include at least one of these features:

- ♦ A resourceful and ingenious **nomad people**.
- ♦ An unstable and dangerous **elemental phenomenon**.
- ♦ A roaming **monstrous creature**.
- ♦ The **remains** of an arrogant or unfortunate **civilization**.



POSITION

Often, the journey across the Barren Waste appears mid-adventure or in the second half, and represents a coming-of-age moment for the protagonists, as well as an occasion to consolidate their goals and friendship. By facing the desert and meeting those who have learned how to coexist with it, Player Characters learn to appreciate and respect even the cruelest and most inhospitable parts of their world... and how certain thresholds should never be crossed.



THE VILLAINS' PLANS

Some Villains might use the Rocky Desert as their hideout or lair, or plan to use local resources, precious yet unstable, to the detriment of its people. A particularly ancient Villain might even remember when this was a prosperous land and become obsessed with mirages of past glory... or they might be a spirit born of the desperation of those who witnessed the catastrophe that made this territory arid and inhospitable.

STORY HOOKS

When bringing Rocky Desert into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



RUSTSALT CANYON

An area of canyons filled with sharp rocks and salt crystals. Among sand and stone emerge grooves and metal remains of what seems to be a centuries-old railway, an attempt to connect settlements destroyed by the passing of time.

- ♦ **Ancient railway.** The ruins of this monumental endeavor have been almost completely dismantled and repurposed by the locals. In particular, its opaque metal is ideal to forge very robust tools and pieces of equipment.
- ♦ **The desert people.** Accustomed to the desert, the inhabitants have learned to appreciate what it has to offer and recognize beauty where others see only danger. They have a symbiotic relationship with the Rocksoarers, creatures unfit for hunting who instead feed upon the parasites found on desert whales, and also cultivate a variety of plants and shrubs unique to this region.
- ♦ **A slice of paradise.** If the locals consider them worthy of trust, the PCs are invited to witness a rare spectacle. In a specific location, under a sky of stars, they can hear the song of the desert whale, a majestic creature that lives under the sand, emerging only during the cold nights to draw breath. What is the relationship between the whales and the desert people? Why do they live only in a certain area?
- ♦ **The sea of sand.** This endless waste is dangerous and impossible to cross on foot, but that doesn't dissuade the desert people who, using swift, floating boats, constantly probe the sands looking for ancient relics. What are they really looking for? How do these vehicles work?



BURIED LABYRINTH

An obscure enigma is buried under the sand, in the heart of a maze of tunnels and underground roads. Narrow passages, theater to forgotten experiments, spread through the ground. Among flasks and alembics, enigmatic notes preserved in dusty diaries suggest the researchers were working on a device that could reverse the fortunes of the desert's inhabitants.

- ♦ **Condenser.** This powerful artifact is the result of many years of secret experiments underground. It can extract all water contained in both organic and inorganic matter, making it dry and barren. The tank is inexplicably full. This device could be a game changer for the desert people, but nobody remembers how to use it. What are the PCs going to do? What are the potential consequences of using such a device?
- ♦ **Failed experiment.** The Condenser proved unstable and became a death sentence for the entire city. Stripped of all fluids, its inhabitants have been reduced to withered skeletons that slumber in undeath. They can survive without water and jealously guard their memories, especially those of their mistakes.
- ♦ **The Nameless Queen.** Once sovereign to the surface and first among alchemists, this **minor Villain** hides her mummified body under heavy, jeweled cloaks. Despite being an **undead** with murky memories, she still has a knack for the alchemical arts and can unleash devastating **fire** spells or summon servants of sand and bones, who explode when destroyed. If defeated, the Queen regains enough lucidity to answer a few questions before disintegrating.



A RARE FLOWER

An old nomad from the village wishes to commemorate his late wife by planting the seed of an extraordinarily rare flower next to her tomb.

- ♦ **Dalen.** His weary body prevents him from traveling the desert alone, but his wisdom is without equal. Dalen is looking for the Snaplion, a flower that grows only in the heart of the Rocky Desert. It was his wife's favorite, but those that blossomed next to her tomb have now withered. If the PCs agree to accompany him, they receive a +2 bonus to Open Checks to obtain information about the desert.
- ♦ **Myrmidon.** Similar to a giant antlion, this creature lays in ambush in a sandpit, luring prey with floral antennae. At the start of the conflict, Myrmidon inflicts **slow** on all enemies, then strikes with its powerful mandibles or the **Guillotine** spell (same as **Omega**; see **Core Rulebook**, page 193). It can burrow into the sand, drawing **slow** enemies into its maw, causing **heavy** damage. It is Immune to **earth** damage, Resistant to **fire** and Vulnerable to **ice** and **air**.
- ♦ **Farewell.** After defeating Myrmidon, it becomes clear there are no more Snaplions, outside of the fake flower the creature used as a lure. What are the PCs going to say to Dalen?

THE FREEZING MOUNTAIN

Vertigo Peak

The tallest mountain in a frozen and inhospitable range, beaten by unending storms that howl across crevasses, Vertigo Peak stands tall at the edge of the continent. Despite the eternal winter, a group of seasoned hunters adapted their lives to the hostile mountain and learned its harsh lessons. Meanwhile, the local fauna evolves at frantic speed to keep pace with merciless environments and apex predators.



VERTIGO PEAK AT A GLANCE

Keywords: catastrophe, ice, silence.

Themes: long journeys in extreme environments, punishment for past mistakes, tough harmony.

Terrain: crevices, geysers, ice.

Common elements: 🌩️ ❄️ 🌙

Travel roll: d20.

Rare elements: 🔥 💀

Dangers: thunder and lightning, a sudden landslide, the surprising evolution of a dangerous predator that the group faced before.

Discoveries: a safe camp amidst mountain crevasses, the remains of a creature that can be harvested for unique materials.

- ♦ *This is an extremely coveted hunting reserve. Which of the local creatures threaten the ecosystem? What would happen if they were not contained?*
- ♦ *A recent and sudden climate shift wreaked havoc on the mountain. What was the cause? How did the toughest species adapt to it?*
- ♦ *A decaying structure towers among the clouds. What is it? What was its original function? Who or what occupies it now?*
- ♦ *To fend off local wildlife, the denizens of the region developed an ingenious defensive strategy. How does it work?*
- ♦ *Among local hunters, one shines for their skill. What do they have in common with one of you? What are they known for?*



TYPICAL FEATURES

The typical Freezing Mountain should include at least one of these features:

- ♦ A **dangerous path** in a state of disarray.
- ♦ A **small settlement** hiding ancient knowledge.
- ♦ An **ancient structure**, extremely hard to reach.
- ♦ A **terrible beast** that no hunter dares to face.



POSITION

Locations such as Vertigo Peak represent the **climax of the adventure** and the final test of the Player Character's abilities. Unforgiving weather and dangerous creatures make this the ideal setting for the final act of a campaign. Furthermore, these locations are often situated near a corner of the **map sheet**, far from all the main settlements and shrouded in myth and legends.



THE VILLAINS' PLANS

Vertigo Peak is so remote and dangerous that a common Villain would hesitate to use it as their base of operation. It's far more likely for it to be the abode of a **simple and brutal threat**, a terrible catastrophe looming over the rest of the world. The mountain might also be the birthplace of a **recurring Villain**, where the heroes can finally discover the antagonist's past and understand how this merciless land shaped their motivations.

STORY HOOKS

When bringing Vertigo Peak into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



HUNTING VILLAGE

The inhabitants of this settlement work hard to preserve the delicate balance of the ecosystem, making sure the largest and most dangerous creatures don't descend upon the valley, where the population won't be able to fend them off.

- ♦ **The hamlet.** The local hunters learned not to waste anything, to use everything they harvest from their prey to show respect for their "sacrifice". Despite their harsh and rough personalities, tempered by the difficulties and hardship that they endure, they offer shelter to the travelers. What are the key traditions of these people? Why did they adopt this particular philosophy?
- ♦ **Dragon Fang.** A gigantic weapon used to defend the village from aggressive creatures, this massive harpoon was fashioned from an ancient and unbreakable bone-like material, but the identity of the creature it comes from has been lost to time. What actually is the Dragon Fang? What creature did it belong to?
- ♦ **The old hunter.** His vast scars tell many stories, including those he is unwilling to share. This silent veteran was forced to retire after an unfortunate hunting accident – he was the sole survivor of the expedition, after which he became withdrawn and stopped talking. Who is this old hunter? What accident caused him to retire? What discovery caused him to mistrust everybody?



CALAMITY KEEP

This vast and partially ruined castle was built over the original lair of the dragons, powerful creatures now forgotten among the echoes of the past. Only the boldest and most foolish dare trudge the path to this ancient building.

- ♦ **Lost path.** Many are the dangers hidden along this route. To reach the castle, the PCs have to complete a **10 section** Clock. With each failed Check, the Game Master introduces one of the dangers of Vertigo Peak – landslides, sudden fatigue, an abrupt snowstorm or a pack of opportunistic predators.

"The mountain is harsh but fair. No matter if predator or prey: the true sovereign of the food chain is adaptability."

- ♦ **The great hall.** This massive hall has seen better days and, after a partial collapse, most of the exits are blocked. However, the main structure is solid and only a fool would blame its disrepair on the passage of time. Inside the castle, the PCs can find weapons from ages past, brandished in an ancient battle. The keep also has ancient defense mechanisms, such as ballistae and arquebuses.
- ♦ **Eternal grudge.** Scattered among the ruins, tapestries and trophies tell the tale of an age past, when dragons ruled the mountain – until some “champions” exterminated them... except for one, who fled into the northern mists. The last surviving knight, heavy with remorse, foresaw the creature’s return.
- ♦ **Funeris.** In ancient times, this colossal **demon (major Villain)** experienced mankind’s vainglory firsthand. Being the last of their kind and tormented by the souls of dead dragons, they want revenge. Enveloping the mountain’s side, Funeris is vast enough to be split into three parts: **head**, **tail** and **claws**, each Resistant and Vulnerable to different elements (the color of the **scales** provides a clue). They can breathe **fire**, which ignores Resistances, and also an explosive powder that increases the damage of subsequent attacks. The long tail strikes enemies with **multi (3)**, while the powerful claws can grab a PC, temporarily separating them from the rest of the group. Whenever a part is defeated, Funeris takes off and skips his turns, while preparing to unleash a fearsome cataclysm: if the PCs fail to activate the keep’s defenses (a **6 section** Clock) by the end of the following round, they all drop to 0 Hit Points. If they succeed, Funeris’ remaining parts re-enter the conflict.

ALBERT

A young and inexperienced explorer-photographer, Albert isn’t equipped to face the mountain. He wants to make a name for himself photographing a rare animal that lives only here. Being too green to succeed, he asks the PCs for help.

- ♦ **Unwanted attention.** Albert isn’t evil, just dangerously naive. His articles caught the attention of hunters and trappers who want to make a trophy out of his next subject. Which infamous hunter is following his tracks? Which of the PCs has dealt with them in the past?
- ♦ **Qilin.** While exploring, the group is caught by a sudden snowstorm. A neigh cuts through the wind, but no horses live on Vertigo Peak – the PCs have stumbled upon a **qilin**, an ancient chimera with the body of a deer and the head of a unicorn. Who among them knows the nature of the qilins and their role as benevolent messengers? Which lucky event does this one foretell? Who reacts with suspicion or violence to them?

CONFLICTS

The following pages provide suggestions to help you build natural fantasy **conflicts**. They explore these situations from a rules perspective – which the **Core Rulebook** also discusses at length from page 58 – but, more importantly, they focus on the narrative tensions at play during clashes between individuals or factions.

IGNORANCE AND FEAR

Natural fantasy conflicts are extremely varied, but all share one common element: the will of one or more contenders to **act** before fully understanding the nature of the problem and the possible consequences. They often do so out of **fear** of what they don't know how to control or understand.

The simple answers are seldom the correct ones. Prejudice and fear might cause irreparable damage but, at the same time, one can't wait forever. This contradiction is at the heart of natural fantasy and something **that has no simple solution** – on the contrary, this particular style of game hinges upon doing your best, acting out of generosity and taking responsibility for your mistakes.

When creating situations based on these dynamics, you should pay attention to:

- ◆ **Fear and shame.** Someone feels in danger: it might just be due to survival instinct, but it can also arise out of fear of losing credibility, power, or control, or the growing realization that one's worldview is naive or incomplete.
- ◆ **Neglected teachings.** Traditions, legends, stories, and relics remind us of similar situations from the past, but the factions or contenders involved are unaware of them, willfully ignore them or (even worse!) misinterpret them to fan the flames of conflict instead of solving it.
- ◆ **Pride and prejudice.** The contenders often have a shallow opinion of their adversaries, and stubbornly refuse any chance of compromise, convinced that their actions are an unfortunate necessity or inherently “righteous”.
- ◆ **Long-term consequences.** Every conflict is going to have an aftermath that the contenders do not understand or choose to ignore, usually because they believe it won't really come to pass, won't involve them directly or is preferable to any other alternative regardless.
- ◆ **A glimmer of hope.** In all these situations, there is always a chance for negotiation and dialogue that people are ignoring, and that is exactly where Player Characters come into play and show their support.

MISTAKES OF THE PAST, HOPES OF THE PRESENT

Natural fantasy stories don't focus just on the immediate and brutal pain caused by exploiting the land, oppressing people and uprooting traditions and cultures. On the contrary, they argue that such actions are going to have **very** long-term consequences, much longer than the life expectancy of those involved, and that to heal such wounds we will need not only the ability to understand and forgive, but also the self-awareness and courage to take a step back and change our point of view.

The price of past cruelties falls upon the people of the present, and the price of present cruelty will fall on the people of the future.

The recurring leitmotifs of the genre include neglectfulness, the rediscovery of ancient and terrible technologies, curses (often generational or cyclical), and the idea that the protagonists have to **endure and overcome** the consequences of the past, taking care not to cause the same suffering to future generations.

If you are running low on inspiration, you can rely upon some natural fantasy classics and their related conflicts:

- ♦ **Catastrophic artifacts.** Magical or technological items infused with almost miraculous powers reemerging from ancient times. They represent a temptation for both the hopeless and those who crave power and authority, but in both cases these tools will unleash a devastation that the planet was trying to forget.
- ♦ **Punishment incarnate.** Curses, plagues and epidemics might be the ecosystem's answer to atrocities committed by civilizations past – they often force animals, spirits, and machines to act in a destructive manner, and assume a full physical form only towards the end of the campaign.
- ♦ **Millennia-old progenies.** Simple in terms of narrative premise yet extremely dangerous, these adversaries are the result of century-old (perhaps millennia-old) experiments to create better weapons or eliminate pollution and radiation. They might be biological creatures or huge out-of-control machines.

Further advice and suggestions on which Villains to use depending on the situation can be found in **Chapter 4: Antagonists**.

THE PRICE OF PEACE

The idea that natural fantasy must have a bucolic aesthetic and deal with small, peaceful villages is **superficial** to say the least: a large number of these stories take a different twist, highlighting the difficulties in human relationships. Sometimes they are just the inner conflicts of a village or a family, but tales of violence and oppression between neighboring nations are equally common, not to mention the marginalization of one or more individuals who called local dogmas into question.

Traditions are important and they were probably created for a good reason, but this might not be the case any longer: blindly following them might lead to grave misjudgments. At the same time, discarding them for profit or power is equally cruel and irresponsible.

In line with the themes of change and coexistence that permeate the natural fantasy genre, peace isn't static, but something that must be redefined day by day, based on new necessities, otherwise it becomes an oppressive silence.

WHEN WORDS ARE NOT ENOUGH

Many natural fantasy conflicts involve factions who struggle to communicate: these disputes often take the form of wars between humans and animals, monsters, or spirits, but the idea also works in the case of rivalries or tension between nations that don't speak the same language.

Some character options allow the PCs to communicate with usually unintelligible creatures and powers – for example, **Elemental Harmony** (see page 155), **Feral Speech** (see **Core Rulebook**, page 183) and some Rituals. These are excellent choices if you want one of the protagonists to act as a mediator, but you might **avoid them on purpose**, so that the group has to struggle with the difficulties of communication (a character might acquire them **later** to show their evolution).

In such situations, it's important to highlight the values of hospitality and understanding: if the story includes a presence considered “**alien**” or “**outsider**”, the heroes' first instinct should be to **suspend judgment** to understand its point of view, needs, and necessities, instead of driving it back, fighting or eliminating it. Although defending oneself from a raging monster or making contact with destructive spirits is rather common (combat is a core part of **Fabula Ultima** after all), the real antagonist appears later, often under the guise of an **evil influence** that has corrupted peaceful creatures (see page 174).

A CRUEL CURIOSITY

A lack of knowledge might spark a conflict, but seeking knowledge can take on dangerous forms when not accompanied by empathy and respect: it is fated to become a morbidly analytical pursuit.

This category include those “scientists” who **demand** answers and use any means necessary to reach them – vivisectioning living creatures and putting whole ecosystems under the microscope, destroying entire archaeological complexes and ancient ruins, or stealing the ritual objects and cultural heritage of an entire people just to catalog them in a university library or flaunt a collection.

In this regard, **archaeology**, **botany** and **zoology** are excellent starting points for a natural fantasy conflict. Even better if a member of the group practices one of these disciplines with both ethics and passion, or if they are a descendant of the culture under scrutiny. It's a great way to **flip** the usual fantasy stereotype that depicts ancient ruins as completely detached from the current culture, promoting a false portrayal of archaeological research and its social and environmental impact.

Example: at the center of Irkalla lake is a millennia-old **city-island** whose name none remembers. Clattering constructs, protected by stone armor and animated by complex magics, wander across its labyrinthine canals. Along the southern coast is a **village**, inhabited by the descendants of the original builders: the local artisans adapted the **wind motors** recovered among the ruins and the Council is gathering explorers to discover the truth about their ancestors and the lights that appear over the lake during the night. However, some want to collect the maze's treasures and sell them to the highest bidder, and others have the dangerous wish to see in action the miraculous weapons of light mentioned in the Irkallans' poems.



BEASTS AND MONSTERS

The protagonists of **Fabula Ultima** are positive, heroic figures, who fight against the twisted ideologies and egotistic machination of the **Villains**. This premise is strictly linked to the idea that the antagonists are **aware** and **in control** of their actions, even when they don't fully understand the consequences.

What happens when the antagonists are little more than animals or monstrous creatures that, acting on instinct or according to their life cycle, threaten the region or the protagonists' community?

In such a case, it's legitimate **to question** how "heroic" it is to fight creatures who are just following their instincts or needs. The works that inspired this Atlas approach this subject in a number of ways:

- ♦ **Survival.** This is the easiest approach, albeit a bit superficial and questionable, and it simply reassures the Players that their actions are justified: in these settings, humans are far less numerous than beasts and monsters, hence it's sometimes necessary to fight and kill them.
- ♦ **Conservation.** In this approach, a bit more complex and thoughtful, it is legitimate to eliminate specific creatures that can cause massive damage to the entire ecosystem, making those specific creatures play the role of **Villains**.
- ♦ **Exorcism.** This approach is based upon the idea of fighting only creatures that are corrupted or infected by a magical influence or parasite, to purify them once they are weakened (in **Fabula Ultima** one can choose the fate of an enemy reduced to 0 Hit Points – death is not the rule). The source of such corruption is often an **environmental antagonist** (see page 174).
- ♦ **Revenge.** In this variant of the previous approaches the heroes discover, often through the ability to communicate with beasts, that the terrible fury or corrupting influence was spawned from human atrocities, creating an age-old grudge that might take the shape of a **major** (or even **supreme**) **Villain**... and to make matters worse, our protagonists' early actions might have contributed to such a disaster.

This Atlas cannot tell you which approach, or what relationship between humanity and nature, you should adopt. This is something your group should decide together. Nevertheless, remember that the nature of the struggle between humans and the world is a **precise thematic choice** that should never be trivialized.

*"I have no doubt that it is necessary.
I just wish I wasn't the one to carry this burden."*

SOMETHING BITTER OR MELANCHOLIC

Finally, all tense situations and conflict scenes in a natural fantasy campaign should have a **bitter** or **melancholic** aftertaste, which highlights the torment of the antagonists, the bonds between the heroes and those who are in danger, or reiterates how the PCs are facing the consequences and paying the price of errors that were committed by the people of the past.

Here are some examples:

To defeat the **wrathful ice spirits**, the Alderman's daughter decided to wield an ancient **relic** with the power to destroy souls. She too is going to forfeit her own, but the clan will survive.

The majestic **Jade-Horned Lion** nourishes the region by cyclically dying and being reborn; but his current incarnation became attached to a human orphan and **rejected** death, ultimately turning into a monster.

A **terrible disease** strikes down settlements that surpass a certain **technological level**, or that dig up and activate the Progenitors' machines.

Cornered by the new **fishing regulations**, the people of a Player Character's native village accepted thethane's money and allowed his men-at-arms to scour the **forbidden ruins** under the village.

The heroes battle a beautiful and titanic **plant monstrosity**, contaminated by the experiments of a careless **apprentice witch**. The seed was planted by a young hunter to **commemorate** the death of his partner.

Crossing the **Bone Steppe** at night is very dangerous – following the steps of the **Warthog Goddess**, whose wounds bleed continuously, the restless spirits of animals killed by a now-forgotten Empire possess their own bones and assault the living.

Born from an egg that hatched centuries after the extinction of her species and overwhelmed by desperation, the **Magmamoth Queen** devoured the ancient magic of the forest, until she became a veritable **living hive**.

MAGIC AND RITUALS

In a natural fantasy campaign, magic is a field where the themes of balance, coexistence, mistakes, and punishment emerge at their strongest. Moreover, the relationship between humanity and supernatural creatures hinges on a few core assumptions, discussed in the following pages.

MAGIC AS A NEGOTIATION

Magic represents the delicate relationship between humanity, the ecosystem, and the mysteries of life itself: it's important to ask what is the **source** of the magical powers wielded by the characters and how such abilities might alter the existing balance.

The “**Everything has a soul**” pillar, from page 14 of the **Core Rulebook**, comes into its highest expression in natural fantasy – magic is alive, often incarnate as a local spirit or presence, and reacts according to its own will and personality.

Depending on which characters are involved in the campaign and what kind of threat they face, this approach might express itself in many ways and should influence the game mechanics. The following sections contain advice and considerations on how to handle these themes, which require special attention.

SPIRITS, DEITIES, AND PRESENCES

“Divinity” isn’t something far away and limited to specific moments of prayer; it’s **close**, **everyday**, and **omnipresent**, but also **extraordinary**, **sentient**, and **unpredictable**. It’s part of everything on both an **individual** and **universal** level.

- ♦ **Individual.** Divine entities often appear as spirits or presences inhabiting a place, object, or creature. Sometimes they manifest as **elemental** beings, other times as **demons** born from a build-up of spiritual power or due to a creature’s extreme longevity, or as a conglomerate of magical energy, lacking a conscience but still “alive”.
- ♦ **Universal.** Divinity as a concept also represent the global, cyclical and interconnected totality of everything: a symphony of lives that are born, transformed and pass away, feeding upon and influencing each other. This universal dimension of the divine often appears in the guise of a **spirit realm**, permeating reality but visible only to a few.

We can say that magic draws power from a **universal** energy through an **individual** medium, but in doing so it causes immediate reactions on the **individual** level and/or long-term consequences on a **universal** scale.

FAVORABLE AND UNFAVORABLE REACTIONS

Since both magic and the divine dwell in spirit form within places, items, and creatures, the use of **spells, Rituals, and magic abilities** – excluding those of the **Invoker** Class (see page 154), with its ability to harmonize with natural forces – might provoke a reaction from those very same spirits. The details of such events vary based on the character's **Identity** and abilities used, but they often come into play as a consequence of **Opportunities, Fabula Points, Sacrifices, Surrenders, or failed Rituals**. The Game Master might also add favorable and unfavorable plot twists as they see fit.

Among the most fitting rules to use in these circumstances are **harmful or beneficial environmental effects** (see **Core Rulebook**, page 299), a sudden shift in the **invocation wellsprings** (see page 156) or, in the most extreme situations, the introduction of a new **threat or danger**.

MEDIATION AND RITUALS

Following these premises, **Rituals** become a **dialogue** with the forces of nature and require self-discipline, empathy and preparation – they are often the exclusive prerogative of a single member of the group, trained in one or more disciplines:

- ♦ **Chimerism, Elementalism, and Spiritism.** These are the most common disciplines, associated with communicating and negotiating with the spirits of flora and fauna, the presences inhabiting the basic elements and the positive and negative influences that flow through all living creatures, respectively.
- ♦ **Arcanism.** When reimagined to fit a natural fantasy style, this discipline represents the ability to gain the favor of ancient protector spirits, keeping a fragment of their power inside any item they consider an appropriate vessel. This may include being hosted within the Arcanist's own body, in the form of a tattoo, scarification or partial metamorphosis.
- ♦ **Entropism and Ritualism.** Finally, these disciplines are the most unusual and they are linked to a subject we will address in the following page: magic as a form of **control**.



MAGIC AS CONTROL

If the magical arts represent a field defined by difficult compromise and negotiation between humanity and supernatural powers, it's just a matter of time before someone tries to overstep these "limitations" and gain full control over these forces.

In natural fantasy worlds, magic is an allegory of life itself: the insidious desire to **reject** or **eliminate** its most complex and mysterious aspects – so that it operates “on a human scale”, following **cold, predictable** and **standardized** rules – sparked some of the most terrible atrocities during ancient times.

Even in this case, some character options lend themselves more to this kind of magic, unconcerned with the balance of the ecosystem, focused on reaching a result without any regard for the consequences:

- ♦ **Entropism.** A complex discipline with unlimited potential, capable of manipulating time and space, Entropism is perfect as the legacy of a distant epoch, when extremely advanced civilizations made reckless mistakes for which the world is still paying the price. More often than not, the protagonists that wield Entropism are androids or experimental beings, awoken after millennia of stasis. It's a kind of magic dramatically **out of place**, a relic of a different time that brings with it a warning about a calamity that might strike the world again.
- ♦ **Ritualism.** Precisely because of its relatively basic and approachable nature, this discipline is often assimilated with an academic or rationalist mindset, divorced from the spiritual implications and, in the end, reduced to a mere tool. If used in conjunction with technological sciences it can reactivate **ancient machinery** to take full control over the forces of nature or be used to unleash indiscriminate preemptive destruction against any threat, be it real or perceived.
- ♦ **Classes.** It might be interesting to employ Classes such as **Tinkerer**, **Merchant** (see page 158), **Loremaster** and **Symbolist** (see **High Fantasy Atlas**, page 146) to create a character with a cold, utilitarian view of magic at first – over the course of the campaign they will develop a more complex and nuanced perspective, recognizing and confronting the idea that magic is a living force that they have to coexist with.

Finally, we have to spend a few words on the most common variations of these concepts: **decide** and **fear of death**.

*"He looked for immortality and it was granted to him.
He broke the peace and peace was forever taken from him."*

DEICIDE

It might seem strange to so directly discuss the subject of killing a god, since **Fabula Ultima** draws its inspiration from a long videogame tradition where the final antagonist is often a god-like entity with almost unlimited divine powers. However, in the natural fantasy genre, this dynamic is often **turned upside down**: the destruction of a god isn't a rightful act of rebellion against a destiny that someone else already wrote, but rather a violent, ignorant and selfish act, showing a lack of empathy toward the spiritual world and driven by fear or greed.

Example: after ransacking the villages of the Great Taiga, the Shōgun didn't find the fabled iron mines he was looking for. However, his agents sighted a creature known as **Ōtetsuguma**: a massive bear with metallic fur, who defeated scores of soldiers and mercenaries sent to capture her. Bent on defeating this threat and bringing a new trophy to his master, the Shōgun ignores the fact that the protector god of the region lives inside the bear: if she is killed before finding a successor, she won't be able to awaken the spirits of flora and fauna in spring, condemning the Great Taiga to a never-ending winter.

FEAR OF DEATH

One of the finest examples of the desire to control magic and nature is, without any shadow of a doubt, the quest for **immortality**, which often drives the actions of the main antagonist or is the foundation of one or more **mysteries** or **threats**. This endeavor is as futile as it is reckless: denying the reality of death or attempting to trick it and push it away, pollutes the cycle of life, causing spiritual stagnation and unleashing upon the world a calamity that will snuff out future generations.

Example: ten thousand years ago, humanity fell victim to a fearsome epidemic. Fearing extinction, scientists dismembered the ancient **Kalpavriksha** tree and developed a synthetic forest to separate bodies and souls: instead of returning to the spiritual stream of the planet, these souls were put in stasis inside the network, waiting for it to birth a generation of clones, completely immune to the disease, to host them. However, the research team grossly underestimated humanity's knack for survival: now, their descendants live in harmony with generations of clones discarded by the system, who developed individual souls in the meantime. Trapped in their stasis, the original souls became **corrupted**, making the resynchronization erratic and turning them into malevolent shape-shifting spirits.

TECHNOLOGY

Contrary to what one might think, technology remains a core element of natural fantasy campaigns, but it might assume very different roles depending on its function in the setting.

MACHINES OF A FUTURE PAST

In the natural fantasy world, technology represents the endless possibilities of the future and the quiet warnings of the past at the same time – this thematic tension might become the hinge of a narrative arc for a character built upon the **Tinkerer**, **Merchant** (see page 158) or **Loremaster** Classes.

Below you can find some advice and observations concerning this topic:

- ♦ **Dangerous leaps.** Recovering and studying technological relics from eras past offers a chance to accelerate the development of a community or settlement, but doing so without weighing the possible consequences might lead to a catastrophic outcome. The message of natural fantasy stories isn't that technology is inherently malicious, but rather that its impact should be **carefully** evaluated: often, the wiser path to tread is a slower and **more careful** development, because taking every possible shortcut creates fertile ground for **opportunists**.
- ♦ **Quest for coexistence.** In line with the previous point, natural fantasy strongly critiques the idea of technology as a “victory over nature”: even in a world where humanity lives surrounded by dense forests and wild animals, looking to **rule** over them rather than living in harmony means surrendering our hearts to **despair**. The way to coexistence is seldom peaceful, but there is a noticeable difference between protecting what you love and annihilating everything else.
- ♦ **Tools of destruction and rebirth.** In natural fantasy stories we frequently see the rediscovery or reactivation of a machine, device, or generator that provides extraordinary power... but also brought ruin upon its ancient creators. These technologies have an **ambivalent** role: they are gifts from the past just as much as they are its curse, and represent another chance, but if handled with arrogance or haste they will lead to tragedy.

All these elements are great ways to spark a **conflict**, either between different factions hell-bent on using technology in different ways, or between humans and the spirits of nature. Thanks to their long lives, these spirits remember perfectly the disasters of the past and consider the current humans to be as childish and irresponsible as their ancestors, often to the point of choosing a preemptive strike. Of course, many would consider these “unmotivated” attacks as another threat to eradicate.

VEHICLES AND TRANSPORTS

Natural fantasy worlds are characterized by small or medium-sized settlements, dense forests and winding paths. Travelers journey on foot or with mounts, carts, or small boats. Flying vehicles and mounts are extremely rare, perhaps nonexistent. However, sometimes the remains of ancient technologies are combined and adapted to create ingenious rustic hybrids.

From a thematic perspective, traveling on foot is a slow but harmless choice, whereas using mounts or vehicles might be an act of violence against nature, depending on the character's **treatment** of the animal or environment. The relationship between a character and their **Faithful Companion** (see **Core Rulebook**, page 217) is an excellent positive example, while destroying a forest to create a railroad is a classic example of cruelty toward the ecosystem.

THE ROLE OF THE ARTISAN

The **artisan** is a very important figure in natural fantasy settings, and their social role can be characterized as mostly technical, mostly spiritual, or a balanced mixture of the two.

- ♦ **Technical role.** In this sense, the artisan has the knowledge and abilities to shape matter and create something new from it, giving form to an idea and finding innovative solutions to many problems.
- ♦ **Spiritual role.** From a magical and ritualist perspective, the artisan has the gift to mediate between the spirits and energies that inhabit matter, emphasizing their unique properties in the final object.

These **transformative** roles are inextricably intertwined, but some artisans focus more on one or the other. Given their importance, the following pages present an updated version of the optional rules for **materials and forging**, originally introduced with the 2022 winter holidays bonus: **A Christmas Gift from Edgar!**



MATERIALS AND FORGING

This optional rule is especially fitting for natural fantasy stories, but it can be integrated into any campaign without any modification.

It has four main goals:

- ◆ Define more precise guidelines for the value of **materials** than those provided in the **Core Rulebook**.
- ◆ Extend the use of gathered **materials** to the creation of **equipment**, instead of limiting it to selling, funding Projects or reducing the Mind Point cost of Rituals.
- ◆ Provide rules for characters that want to forge **weapons, armor, shields** and **accessories**. The Project rules weren't meant for this and they are quite unwieldy for blacksmiths, weaponsmiths, stylists, goldsmiths and so on.
- ◆ Allow Game Masters to offer forging materials instead of complete items when giving rewards, not only saving time and energy better spent on designing **adversaries** and **important** items, but also providing a way to reward the Players even when the narrative situation doesn't lend itself to "classic" rewards such as rare items, Inventory Points or money.

OBTAINING MATERIALS

The **Core Rulebook** already suggests that Game Masters include non-equipment items among **rewards** (see pages **264–265**); forging materials follow those same rules and should be considered part of the session's rewards. Each copy of a given material is a **single-use** item and has a value assigned by the GM (ideally between **500** and **3000** zenit).

Example: four level 12 Player Characters have defeated a colossal insect. An appropriate reward would amount to 1800 zenit in total, with no single item worth more than 1000 zenit. Since the group already recovered an **aegis gorgonis** (800 zenit; see **Core Rulebook**, page **283**) shortly before the battle, the Game Master offers them a **titan carapace** (1000 zenit).

The Game Master is free to give materials any name and value, or use the table from page **78** onward to randomly generate them. The important thing to remember is that each material has to quite clearly inspire one or more possible uses.



PURCHASING MATERIALS

Characters may purchase any material available in their surroundings by spending an amount of zenit equal to its value. When it comes to **Projects, step 3** on page **134** of the **Core Rulebook** abstracts this process but the group might prefer to purchase specific materials and keep them for future use. The Game Master has the final say on which materials can be bought in any given area, at which cost and in which quantity, but they should involve Players who control characters from that region or have studied it, or who play Classes like **Tinkerer**, **Merchant** (see page **158**), **Loremaster** or **Wayfarer**.



SELLING MATERIALS

If there is an artisan, merchant or other potential buyer available, Player Characters can usually sell materials at **half** their normal value in the same way as for normal items (see **Core Rulebook**, page **124**).

Continuing from the previous example: if the group ever decides to sell that **titan carapace** they retrieved, they would earn 500 zenit.

On the other hand, using a material to cover the cost of a Project (see **Core Rulebook**, page **137**) or to forge items as described in the next page will let you use its **full** value, showcasing its full potential.



ISSUES AND ALTERNATIVES

These options involve PCs in the process of transformation, death and rebirth typical of natural fantasy, but must not be used to reenact colonialist fantasies or gratuitous cruelties towards animals and living beings.

- ♦ Harvesting the remains of a monster that threatened the village and using them to protect it is very different from hunting for others of the same species to hoard materials: finding resources should be a **consequence** of the story events, not a **goal** (you can leave that to the **Villains!**).
- ♦ This system won't suffer if you limit yourselves to **inanimate** materials such as minerals, fluids, scraps, fallen branches or leftover chrysalises.
- ♦ When you create an item from the remains of a creature, strive to do so with the required **dignity**, creating something that **pays homage** to their original form, appearance, and nature..



FORGING RARE ITEMS

This optional rule makes it possible to spend materials to create new **weapons**, **armor**, **shields**, and **accessories** designed by the Players – as long as they meet at least one of the following conditions:

- ♦ The group has access to an NPC **artisan** capable of creating the required item. For example, a blacksmith for armor or a tailor for a dress.
- ♦ The group has access to an **artifact** or other magical or technological device that can synthesize or transform objects.
- ♦ The group includes at least one Player Character with the **Tinkerer** Class or an **Identity** that ties into a profession relevant to the item that they want to create. The Game Master has the final say, but they shouldn't be too restrictive.

The forging process described below usually requires a single **rest**; keep in mind however that there is no limit to the number of items the group can forge during the same rest, provided they have all the appropriate materials and enough zenit to pay all the required artisans.

1

The group prepares a **draft** of the item they wish to create, using the rules in the **Core Rulebook** (see page 266 onward). The item's total cost in zenit must be **equal to or lower than [the highest level among PCs, multiplied by 60]**.

2

The group also indicates which **materials** they will provide for forging it; their total value must be **equal to or higher than** the cost of the item (if higher, the materials will be **completely** expended anyway).

3

The Game Master decides whether the item has a cost appropriate to its effects and whether the provided materials are fit for forging it.

If the Game Master proposes any changes, go back to **step 1**.

4

Once the Game Master approves the draft and proposed materials, the item can be created. If this is done by an artisan NPC, they will require payment equal to **a tenth of the item's total cost in zenit**.

Since the design and approval process for each item might require a fairly long conversation, it's often a good idea to take care of forging during the downtime **between sessions**. However, it's important that the group is in a situation that lets them **rest** between the end of a session and the start of the next (irrespective of when you decided to play the corresponding **rest scene**).

Continuing from the previous example: the group wants to use the **titan carapace** to craft a **heavy** weapon with the same profile as the **beowulf** (see **Core Rulebook**, page 276), but capable of dealing **air** damage. The total cost is **660** zenit, well within the limit of 720 zenit derived from the group's level of 12. The Game Master has no objections, so the item can be crafted by expending the material (worth 1000 zenit – 340 are wasted) and paying **66** zenit to a local weaponsmith. The **brynhild** will be ready in a few hours!

Going strictly by the numbers, this process is far less convenient than a standard in-game reward, but it provides the group with the freedom to choose which item they create and gain access to. Moreover, finding a true rare item, instead of a simple raw material, becomes a very **special** moment, since its value will be slightly higher than anything the group might forge on their own.



INTERACTIONS WITH OTHER RULES

Like most optional rules tied to equipment, forging might raise a few questions. Here is a list of answers to the most common ones:

- ♦ **Custom Weapons.** The group can take advantage of the forging rules to create any kind of equipment, including **custom weapons** (see page 112). They just need to use the base version of a custom weapon in the draft, instead of an item from the basic equipment lists, and then apply the rules from page 266 of the **Core Rulebook** as usual.
- ♦ **Technospheres.** Weapons, armor and shields intended for **technospheres** (see **Techno Fantasy Atlas**, page 130) follow the standard rules for forging, but the only Qualities available are slots **α**, **β**, **γ** and **δ**.
- ♦ **Pilot's Modules.** Weapon, armor and support **modules** (see **Techno Fantasy Atlas**, page 160) can be forged using these rules. Keep in mind that the base version of **weapon** and **armor modules** are worth about 500 zenit each (any modifications increase their cost in the same way as for rare items), while **support modules** are worth about 1000 zenit.

MATERIALS GENERATOR

Animal Nature (d10, based upon the general body shape)

Arthropods	Birds	Fishes
1. Antenna	1. Bone	1. Bone
2. Carapace	2. Cranium	2. Cartilage
3. Gland	3. Crest	3. Crest
4. Horn	4. Egg	4. Eggs
5. Leg	5. Feather	5. Fin
6. Mandible	6. Membrane	6. Gland
7. Pincer	7. Sac	7. Sac
8. Shell	8. Talon	8. Scale
9. Sting	9. Tendon	9. Spine
10. Web	10. Wattle	10. Teeth
Mammals	Mollusks	Reptiles
1. Claw	1. Antenna	1. Bone
2. Cranium	2. Gland	2. Claw
3. Fang	3. Membrane	3. Cranium
4. Fur	4. Sac	4. Crest
5. Horn	5. Scale	5. Egg
6. Rib	6. Seashell	6. Fang
7. Tail	7. Shell	7. Gland
8. Tendons	8. Slime	8. Scale
9. Vertebra	9. Sting	9. Spine
10. Whiskers	10. Tentacle	10. Tail

*"This mushroom here? They call it Faery Toadstool.
No. It's not a good idea to pick it."*

Other Nature (d8 or d12, based upon the context)		
Fungal	Incorporeal	Liquid
1. Boletus	1. Ash	1. Clot
2. Hen	2. Bubble	2. Drop
3. Honeyshroom	3. Essence	3. Extract
4. Morel	4. Gas	4. Fluid
5. Mucilage	5. Mirage	5. Ichor
6. Mushroom	6. Smoke	6. Oil
7. Oyster	7. Strand	7. Reagent
8. Truffle	8. Vapor	8. Sludge
Artificial	Mineral	Plant
1. Chain	1. Block	1. Algae
2. Core	2. Charcoal	2. Bark
3. Fabric	3. Crystal	3. Berry
4. Gear	4. Dust	4. Bramble
5. Leather	5. Fragment	5. Branch
6. Lens	6. Gem	6. Flower
7. Plate	7. Limestone	7. Fruit
8. Propeller	8. Rock	8. Leaf
9. Rope	9. Salt	9. Moss
10. Scrap	10. Shard	10. Petal
11. Spring	11. Stele	11. Root
12. Valve	12. Stone	12. Thorn

Elemental Descriptor (d6, based upon the element)

Air	Bolt	Dark
1. Cerulean	1. Amber	1. Amethyst
2. Dry	2. Conductive	2. Astral
3. Emerald	3. Electrostatic	3. Colorless
4. Green	4. Magnetic	4. Fragile
5. Hollow	5. Thundering	5. Ruined
6. Light	6. Yellow	6. Spectral
Earth	Fire	Ice
1. Carved	1. Blazing	1. Arctic
2. Diamond	2. Explosive	2. Azure
3. Fossil	3. Incendiary	3. Crystalline
4. Golden	4. Ruby	4. Freezing
5. Iron	5. Scarlet	5. Frosty
6. Sandy	6. Stinging	6. Pale
Light	Poison	Water
1. Ethereal	1. Corrosive	1. Blue
2. Opaline	2. Infected	2. Coral
3. Royal	3. Speckled	3. Deepwater
4. Shining	4. Streaked	4. Sapphire
5. Silver	5. Toxic	5. Thin
6. Transparent	6. Violet	6. Wet

Other Descriptors (d10, based upon the function)		
Agility and Precision	Damage and Power	Protection
1. Elastic	1. Bloated	1. Ancient
2. Glazed	2. Broken	2. Curly
3. Grim	3. Chipped	3. Hardened
4. Oily	4. Colossal	4. Holy
5. Polished	5. Fermented	5. Regal
6. Scrawny	6. Heavy	6. Rough
7. Sharp	7. Monstrous	7. Rubbery
8. Slender	8. Serrated	8. Scaly
9. Slippery	9. Sharp	9. Silky
10. Small	10. Thick	10. Tough
Recovery	Sabotage	Support
1. Aromatic	1. Bitter	1. Carved
2. Bitter	2. Dazzling	2. Fairy
3. Blood	3. Echoing	3. Glowing
4. Fragrant	4. Eerie	4. Harmonious
5. Fresh	5. Hexed	5. Iridescent
6. Juicy	6. Hooked	6. Lucky
7. Purifying	7. Irritating	7. Magical
8. Scarred	8. Nauseating	8. Noble
9. Smooth	9. Rusty	9. Soft
10. Sweet	10. Sticky	10. Warm

RARE ITEMS

Playing **Fabula Ultima** in a natural fantasy setting is an excellent opportunity to express your creativity and design pieces of equipment tied to folklore, exploration and the protagonists' personality.

This section contains tips to help you imagine and describe compelling natural fantasy equipment, followed by a list of new **rare items** you can include in your campaign or use as inspiration.

INGENUITY AND PERSONALITY

In natural fantasy worlds, every item tells a story, highlighting the ingenuity and the craftsmanship of its creator, whether it's a treasure from ages past or a trusty tool for adventurers.

- ♦ **Past and Present.** In natural fantasy campaigns, contemporary equipment often looks very **down to earth** and no-frills – not very memorable, perhaps, but solid and reliable. On the other hand, more elaborate and unusual pieces of equipment are often **handed down** from generation to generation, or **retrieved** from the depths of mysterious ruins and adapted to new uses. **Firearms** often fall in the last category and are a once-in-a-lifetime sight.
- ♦ **Accessories of all kinds.** Natural fantasy accessories can be divided into three main categories: **precious** jewelry created with highly refined craftsmanship and symbolic materials, like silver, iron, jade, bone, or the scales of a specific creature; **lucky charms** and other personal creations; and finally, **practical** tools that the characters carry for emergencies. This last category is of particular importance because of an underlying message: even the most humble tool can become powerful in the hands of a hero that deeply cares for it.
- ♦ **Built with your own hands.** One of the most distinctive design principles of natural fantasy is the ingenious combination of ancient technologies and recycled materials, such as repeating crossbows built with wood and bone, alchemical arquebuses, steam-powered devices, and blades forged with unknown alloys or components recovered from ancient constructs. These tools usually follow the standard profiles included in the **Core Rulebook**, but the most complex and unlikely weapons might require the **custom weapon** rules (see page 112).

In short, natural fantasy items should stand out for their practical appearance, handmade quality, the ability to merge ancient technologies and recycled materials, or reveal something about those who **chose, created** or **gifted** them.

A STORY IN EVERY ITEM

When designing a rare item for a natural fantasy campaign, take some time to think about the story it tells: what **technique** was required? What **materials** were used? Which **places** or **creatures** did they come from?

One of the core themes of natural fantasy is **transformation**, which can also be interpreted as the death or sacrifice of something in order for something else to exist. From this point of view, a character's equipment is a collection of stories, taken from fragments of other beings' lives and bodies.

The rules for creating rare items from **materials** (see page 76) offer an excellent opportunity to dive deep into this concept over the course of the campaign.

SPECIAL EQUIPMENT

Characters with animal or plant-like features are rather common in the natural fantasy genre, and it might be interesting to create equipment tailor-made for them (perhaps using the **custom weapon** rules; see page 112), or give their pieces of equipment an unusual name and appearance.

Example: a spider-person using silk **flails** or elemental **stingers**; a flower fairy dressed in **petals**; an anthropomorphic cactus whose **caps** and **berets** are actually custom weapons that determine the profile of their needle spray.








HISTORICAL, FOLKLORIC, AND LITERARY REFERENCES

If you're looking for a name for a natural fantasy item but you're short on ideas, you might draw inspiration from items and creatures from folklore and literature, especially works tied to spirits, ghosts, or fairies, or you could pay homage to famous scholars, warriors, artisans and explorers from the real world.








Example: Bai Suzhen, Boggart, Bradamante, Cervantes, Csoma, Da Vinci, Earhart, Gentileschi, Grimm, Guðríðr, Gwyllion, Huolong, Kaguya, Oberon, Okiku, Qingzhao, Rembrandt, Shahrazād, Shiranui, Tomoe, Vasilisa, Yoshizawa, Zaratán.

As usual, do your best to match each name with an item whose properties mirror the historical and cultural inspiration, rather than misrepresent it.






SAMPLE NATURAL FANTASY RARE WEAPONS

WEAPON	COST	ACCURACY	DAMAGE
	Ladle	500 z	【DEX + INS】 【HR + 8】 physical
	Thrown ♦ One-handed ♦ Ranged ♦ If you have acquired the Made with Love Skill (see page 149), treat your Skill Level in it as if it were increased by 1 (up to a maximum of SL 4).		
	Camera Obscura	600 z	【INS + INS】 【HR + 6】 dark
	Arcane ♦ Two-handed ♦ Melee ♦ When you obtain a result of 13 or higher in a Check made to examine the profile of one or more enemies that you can see, if you have acquired the Spell Mimic Skill (see Core Rulebook , page 183), you can choose one of those enemies. If the chosen enemy knows one or more spells you may learn one of them as a Chimerist spell.		
	Memorialis ♦	700 z	【DEX + MIG】 +1 【HR + 12】 physical
	Spear ♦ Two-handed ♦ Melee ♦ When you use the Ripples Skill (see page 155), you recover 5 Mind Points.		
	Blazing Fan	800 z	【DEX + MIG】 +1 【HR + 6】 fire
	Brawling ♦ One-handed ♦ Melee ♦ Your invocations that target two or more creatures deal extra damage equal to your Skill Level in Linked Invocations (see page 155).		
	Derringer	800 z	【DEX + INS】 +1 【HR + 8】 physical
	Firearm ♦ One-handed ♦ Ranged ♦ The first attack you perform with this weapon during each scene deals 5 extra damage. Also, despite being based on the pistol 's profile, this isn't considered a martial (♦) weapon.		
	Bronze Libra	900 z	【INS + INS】 【HR + 6】 earth
	Arcane ♦ Two-handed ♦ Melee ♦ After you perform a Magic Check, if the value of one die is a multiple of the value of the other, you regain Inventory Points equal to 【half your Skill Level in Winds of Trade (see page 159)】 .		
	Giant Fork ♦	1000 z	【DEX + MIG】 【HR + 16】 physical
	Spear ♦ Two-handed ♦ Melee ♦ When you use this weapon with the Knife and Fork Skill (see page 149), you may add the High Roll to the attack's damage (you don't have to treat it as being equal to 0).		




“Be afraid of the hunter that doesn’t remember from which creature they fashioned their tools.”

WEAPON	COST	ACCURACY	DAMAGE
	Viper Bone 1200 z	[DEX + INS] +1	[HR + 8] poison
	Dagger ♦ One-handed ♦ Melee ♦ Attacks with this weapon deal 5 extra damage as long as it’s not your turn .		
	Summer Masher ♦ 1300 z	[MIG + MIG]	[HR + 18] ice
	Heavy ♦ Two-handed ♦ Melee ♦ When you hit only one creature with this weapon, if that creature belongs to the plant Species, the attack deals 10 extra damage. Then, if that creature is in Crisis , you and every ally who can see you recover an amount of Mind Points equal to your High Roll in the Accuracy Check.		
	Norimitsu ♦ 1400 z	[DEX + INS] +1	[HR + 14] physical
	Sword ♦ Two-handed ♦ Melee ♦ Attacks with this weapon deal 6 extra damage to elite or champion -rank enemies.		
	The Barrel ♦ 1500 z	[MIG + MIG]	[HR + 18] physical
	Heavy ♦ Two-handed ♦ Melee ♦ When you hit one or more creatures with this weapon, you may spend 1 Trade Point (see page 159). If you do, the attack deals extra damage equal to [your Skill Level in Private Stock, multiplied by 5] .		
	Pinwheel Rod 1600 z	[WLP + WLP]	[HR + 6] air
	Arcane ♦ Two-handed ♦ Melee ♦ As long as one of your spells or invocations (see page 156) deals air damage, it deals 10 extra damage.		
	Voltaic Hound ♦ 1600 z	[DEX + INS] +1	[HR + 16] bolt
	Firearm ♦ Two-handed ♦ Ranged ♦ After this weapon deals damage to one or more creatures, if at least one of those creatures is Vulnerable to bolt damage, you may deal 10 bolt damage to every enemy you can see.		
	Hirundo ♦ 1800 z	[DEX + DEX]	[HR + 12] light
	Bow ♦ Two-handed ♦ Ranged ♦ After resolving your Encourage Skill (see Core Rulebook , page 201), you may perform a free attack with this weapon. If you do, treat your High Roll as 0 when calculating damage dealt by this attack.		









SAMPLE NATURAL FANTASY RARE ARMOR

ARMOR	COST	DEFENSE	MAGIC D.	INITIATIVE
	Woolly Cuirass ♦ 800 z	11	INS size	-3
	As long as you're not in Crisis , you gain Resistance to ice damage and are immune to weak .			
	Engineer Jacket 1000 z	DEX size +1	INS size +1	-1
	When you use an elemental shard , you may deal its damage to each of up to three creatures you can see. Additionally, when you deal damage with an elemental shard , you deal 5 extra damage.			
	Noble Dress 1600 z	DEX size +1	INS size +1	-
	When an ally who is able to see you causes you to recover Hit Points, if you are in Crisis , that ally recovers 5 Mind Points.			
	Apothecary Robes 1800 z	DEX size +1	INS size +2	-2
	When you use the Potion Rain Skill (see Core Rulebook , page 211), the restoring effect is not halved.			
	Fairy Tunic 2000 z	DEX size +1	INS size +2	-2
	As long as you are affected by one or more spells with a duration of "Scene", you gain a +2 bonus to Magic Defense.			

SAMPLE NATURAL FANTASY RARE SHIELDS

SHIELD	COST	DEFENSE	MAGIC D.	INITIATIVE
	Plate Manica 800 z	+2	-	-
	As long as you have no martial armor and no other shield equipped, you may apply the effects of the Dodge Skill (see Core Rulebook , page 203).			
	Lid Shield ♦ 1500 z	+2	+2	-
	When you deal damage with a delicacy (see page 151), you deal 5 extra damage.			
	Lily Vambrace ♦ 2000 z	+2	+2	-
	If you have the Battle Gardening Skill (see page 139), you can use it when you plant a magiseed with the Graft Skill.			

SAMPLE NATURAL FANTASY ACCESSORIES

ACCESSORY	COST
	Watering Can 500 z
	When you perform a water invocation (see page 157), you may fill 1 section of the Growth Clock (see page 140) of a Player Character you can see.
	Spicy Powder 600 z
	When you deal damage using a delicacy or potion , you may change its type to fire . This effect may change the damage type dealt by the Expiration Date Skill (see page 159).
	Dandelion Obi 700 z
	When you perform an air invocation (see page 156), you may recover from a single status effect of your choice.
	Clockwork Heart 800 z
	You are Resistant to bolt and fire damage. If you enter Crisis , the effect of this accessory ceases until your next rest .
	Needlefrog Mantle 900 z
	When you deal poison damage to one or more creatures during a conflict, each of those creatures who loses Hit Points this way cannot recover Hit Points until the start of your next turn.
	Handmade Scarf 1000 z
	When you gain one or more Trade Points via the Real Treasure Skill (see page 159), you also gain 1 Fabula Point.
	Fallen Leaf Amulet 1500 z
	When you use the Tree of Life Skill (see page 139), if you are in Crisis and choose an ally you can see who is in Crisis , you and that ally both benefit from the Hit Point recovery granted by the Skill.
	Eccentric's Cookbook 1600 z
	Once per rest , you may choose a single combination of two tastes whose effect you already discovered (see page 151). If you do, roll again to determine the effect of the combination, replacing the previous effect.

ARTIFACTS

Natural fantasy campaigns boast a massive variety of artifacts. In line with the themes of this genre, their value doesn't necessarily stem from their power, but rather from their **cultural** and **sentimental** value, as well as what they **represent** for those who inherited them or received them as a gift.

VISIONS OF THE PAST

Natural fantasy artifacts are often **very ancient** and impossible to replicate in the current era. They include clues about the epochs they came from and were often the epicenter of terrible disasters and tragic mistakes that humanity **barely** remembers. It's very likely that, driven by ambition or necessity, we repeat the errors that these artifacts were intended to warn us against, **misinterpreting** what little information is available or reinterpreting it at our **convenience**.

INSTRUMENTS OF TRANSFORMATION

Some natural fantasy artifacts have the power to transform creatures, places and objects. These can be divided between **allegories of inevitable change** (if the transformation is spontaneous and uncontrolled) and **temptations of control** (if it can be directed or manipulated). How people **react** to the presence of such artifacts is a key aspect of natural fantasy storylines.

DYNAMIC ARTIFACTS

More often than not, natural fantasy artifacts present a dynamic evolution: not only we discover more about their role, but the artifacts themselves become progressively more powerful or take a new form, even in rule terms – they might become an **ally** or a **vehicle**, grant a new **Skill**, or create a **Villain**.

RENUNCIATION, RESTITUTION AND CONSERVATION

Fabula Ultima often portrays artifacts as dangerous items that the heroes have to find **before** the Villains do. However, natural fantasy artifacts tend to have a cultural significance – they don't belong in a museum, but rather, **exactly** where they are. The heroes shouldn't seek to replace Villains as the possessors of such items, but rather ensure their restitution or that nobody takes them. Sometimes, this means renouncing a great power and trusting that others will keep it safe in the PCs' absence – after all, humility, hope, and trust are **core** elements of natural fantasy protagonists.



CARDINAL KYLIX

A large, shallow metal cup, freezing to the touch.

Legends tell of the Statue Civilization and their ability to extinguish any opposition or rage from elemental forces, making them docile and predictable – a power that, millennia ago, allowed them to build immense cities and create an unprecedented civilization. In this age of unpredictable and destructive natural phenomena, some regard that power as a source of hope and answers. Preserved in the hands of a colossal statue at the bottom of the Northern Chasm, this artifact whispers promises of control and safety, of a world where humanity will become master of land and sea. There is only one question it cannot answer: what will humans do when they have nothing to fear anymore, except each other?



EGG OF ILLUYANKA

A heavy and cumbersome egg with an extremely hard, striped shell.

Over the centuries, the mighty draconic creatures known as Illuyanka ruled over the Cedar Forest, discouraging any attempt to build a permanent settlement. But with the arrival of drought, the tribes of the plains formed an alliance, creating hunter cadres to exterminate the already-scarce Illuyanka, and cut down the forest to create new pastures. This egg is probably the last of its kind, preserved by the elven ascetics of the Yellowcape Clan in anticipation of a threat that, according to their oral tradition, will manifest when the egg hatches.



GEMSHORN OF TRANQUILITY

A flute carved from the horn of a cliffgoat.

When a cliffgoat reaches the end of their life and manages to serenely breathe their last, one of their horns might fall off. Once collected and crafted by a skilled artisan, the horn becomes a musical instrument with magical properties: if the flutist has good intentions, their music soothes the fear and rage of **beast**, **monster** and **plant** creatures (an effect equivalent to a **Chimerism** or **Spiritism** Ritual, but requiring neither Mind Points nor a Magic Check; however, during a conflict, it still needs a full Clock to activate).



HAVENBELL

A brass bell decorated with a red ribbon.

According to some folk tales, if you help a silkie in danger or show her great respect and admiration, she might offer you a small decorated bell. Ringing it causes a house to appear nearby. It will be rustic, but welcoming and secure and it's protected by the silkie herself, in the guise of a tall, stern fairy with sapphire-colored hair. You can **rest** here in complete security but, at the end of the rest, you have to roll **1d6**: with a **1** or **2**, the silkie makes a peculiar (often bizarre) request of you. If the request isn't satisfied, this artifact vanishes in a puff of leaves and dew.



KEYS OF THE HARMONIST

A large silver ring with nine keys of dull metal.

This artifact dates back to the time when the Harmonists undertook long journeys across the southern plateau, spending months in service to the animal spirit that, in turn, would reveal their name and give them part of their power. Today, the plateau is an icy waste and the heavy keys that held the spirits' favor are blackened and inert. Still, if a group of brave and honest heroes were to follow the pilgrimage's path, showing their loyalty, that dormant power might be reawakened and the spirits could fight alongside humans once again, in the guise of **Arcana** that can be summoned by any member of the group (but not by two or more at once).



MOON MIRROR

A circular mirror of oxidized metal.

Found by one of the village's founders in a very ancient tomb near the ocean, this mirror appears to be made out of an unknown metal which reflects moonlight with great intensity. At night, it allows the user to perform a Ritual as if they had acquired the **Verdant Sway** Skill (see page **139**), without paying the Mind Point cost. For this Ritual to succeed, the mirror must be oriented to reflect moonlight toward the plant. Sometimes, the reflected light causes vibrations and unpredictable movements in machines and armor. What is its secret?



REIDY'S JOURNAL

An old journal with thick pages, overflowing with notes.

Written by a young and brilliant scholar during his final days, this massive journal is a rich anthology of legends, folklore and historical accounts.

Once per **rest**, the group may start a new search among its pages or continue a previous one. The Game Master assigns a Clock to each piece of research (the more obscure the information, the bigger the clock, from 4 to 10 sections) and Player Characters attempt a **Group Check** with **DL 10** to make any progress. Once a research Clock is full, the Game Master provides a useful, reliable, and precise answer to the original question.



RESIN TEAR

A curved sword carved from gleaming amber.

Unable to even dent the armor of the ape-people of Iron Mountain, the warriors of Oradh Kingdom felled the Thunder Forest's trees, from youngest to oldest, sparing none but the millennia-old yew tree near the waterfall. From its hardened resin, boiling with sorrow, an Oradhan warrior carved a blade that could command lightning (similar to an **Elementalism** Ritual, but costing no Mind Points). Wielding it, he exterminated the ape-people and conquered their forge, whose secrets were stolen and acted as foundation to Oradhan's military tradition. Ever since that moment, the spirits and beasts of land and sky are at war with the Oradh. The name of that warrior was hidden, since his lineage is cursed.



SEAL OF THE SECOND SUN

A delicate cylindrical seal made of lapis lazuli.

The embossed inscription on this artifact recites, in high-imperial register: *"In the hands of the Winter Queen, a path opens to the new Sun"*. Discovered by a young explorer lost in the underground necropolis of Abarsa, this artifact caught the attention of scholars and collectors, some drawing connections to the female statues lining the perimeter of a stone tower in the southern archipelago, dating back to the imperial age and the second ice age. A group of adventurers is organizing an expedition to the tower but, despite their protests, they have been forbidden from taking the cylinder with them.



SKULL OF THE SALAMANDER-GODDESS

A massive salamander skull with topaz teeth.

Stolen from the stone circle at the bottom of the valley of Three Volcanoes and brought before the Governor by an ambitious merchant, this massive fossil is under investigation by the Alchemists' Guild, who are fascinated by its ability to **emit heat** and **fuel flames** in close proximity. During these academic investigations, however, the scholars ignored the legends about this artifact, which represent the earthly bond of the elemental spirit that protects the Three Volcanoes – if the skull isn't returned before the coming summer, She-Who-Breaks-the-Earth will rise and, unable to find her head, will roam across the world looking for it.



SKY OIL

A dense and viscous green liquid.

Having studied nature, the Ancients wished to rule it. Having ruled it, they wished to create it. Having created it, they wished to improve it. This mysterious liquid, which rains down from reddish clouds gathered over the ocean, is an extraordinary elemental conductor and the prime result of its creators' boundless ambition. This artifact transforms all it touches, following inscrutable logics, compressing millennia of evolution into mere hours and subjecting the victim to atrocious pain, as the mutations observed in the aviocetae of the Coral Coast amply demonstrated.



THREE-KNOT ROPE

A thick rigging rope with three very tight knots.

Created in ancient times by the fishermen of the Mist Isle, these magical ropes contained the essence of the wind in their knots. Undoing the first knot, you can cast the **Ventus** spell (see **Core Rulebook**, page 189), ignoring its Mind Point cost; undoing the second knot enables you to perform an **Elementalism** Ritual to control the wind, ignoring its Mind Point cost; the third and final knot, rarely undone, grants an audience with the Wind Princess herself. Only one Three-Knot Rope has survived to the current day and the art of their creation was lost during the occupation of the Mist Isle, currently reduced as a domain of the Dogado.

"Perhaps due to our ability to communicate, we humans often deem our pain more significant than the far quieter pain of other creatures."



TOME OF THE METEOR

A strange mechanism is encased in the cover of this heavy tome.

One of the most discussed books in the Academy's library, this tome presents detailed descriptions of improbable machines, alongside formulae and prayers to unknown entities. Even the cover is a mystery: lodged inside the wooden panel is an extraordinary clockwork device, with comet-shaped pointers moving at different speeds along a calendar, whose dates and seasons have nothing to do with ours. Every self-respecting scholar dismisses this artifact as a very elaborate joke, but the most honest admit that they are a bit worried at the idea that the mechanism might stop someday.



UNDOVEN

A heavy metal contraption, similar to a portable oven.

A relic from a distant time, the Undoven closely resembles a massive portable oven with a large front door. This artifact has the extraordinary ability to **disassemble** any complex object into simple materials using heat. It can also self-recharge, but this takes some time.

Once per **rest**, you can put any one piece of equipment (**weapon, armor, shield, or accessory**) in the Undoven to gain **two** different **materials** (see page 74) with a combined value equal to that of the destroyed item. What would happen if you put another artifact inside?



WHITE MASK FRAGMENT

The right half a horned wooden mask.

Some stories tell of how the sculptor Acaunissa lost her inspiration. During a dream, a bat told her it was stuck at the bottom of Bone Valley and that only the Vulture King could grant it back to her. Her father forbade Acaunissa from leaving, but she ignored him and sculpted a white mask with two horns to trick the souls of the departed. When she met the King, he told her the mask itself was proof her inspiration had never been lost in the first place. After her return, Acaunissa's father punished her by breaking the mask, but the artist's courage still permeates this fragment and no **undead**, except **Villains**, may harm the one who wears it.



PROTAGONISTS

This chapter is dedicated to the creation and growth of natural fantasy Player Characters – to take full advantage of its contents you have to pair it with the **Press Start** chapter of the **Core Rulebook** (from page **145** onward). All options contained here are designed to be compatible with those presented in other official **Fabula Ultima Atlases**. When deciding which additional mechanics to include in your **Fabula Ultima** campaigns, the whole group should consider what fits the narrative context and the needs of all who participate – take good care of your play experience!

This chapter contains two main sections:

NATURAL FANTASY HEROES

Here you will find tips and suggestions for Players who are about to create a character and play in a natural fantasy campaign, including several examples of PCs that make use of the natural fantasy rules and options presented in the following pages.

NEW OPTIONS

Here you will find new rules and mechanics designed for natural fantasy PCs but compatible with any **Fabula Ultima** campaign:

- ♦ **Custom weapons.** New rules to create unique and ingenious weapons.
- ♦ **Natural Fantasy Quirks.** New natural-fantasy-style mechanics that enrich and add depth to your characters.
- ♦ **Camp Activities.** A new optional rule to add mechanical depth to resting scenes.
- ♦ **New Classes.** Four new Classes focused on processes of growth and discovery: the prudent **Floralist**, the surprising **Gourmet**, the harmonious **Invoker** and the dependable **Merchant**.
- ♦ **New Heroic Skills.** Twenty-one new Heroic Skills that augment the options found within the **Core Rulebook** and provide power-ups and support for the new Classes introduced in this **Atlas**.

NATURAL FANTASY HEROES

The main characters of natural fantasy campaigns are extremely varied, and often seem indistinguishable from those found in high fantasy stories. However, we can still identify a number of recurring elements that make them stand out.

In many ways, almost every natural fantasy Player Character can be described as the “more restrained and less superheroic version” of another classic archetype from a different **Fabula Ultima** campaign. The core theme is always the same: the natural fantasy style starts from the same premises and key concepts outlined in the **Core Rulebook**, but makes the story more compact, simple (not simplistic), and familiar.

BRAVERY AND INTROSPECTION

The natural fantasy style ties in strongly with ideas like the **rediscovery of the past** and the ability to **coexist** with the environment without suppressing it, but at the same time without letting ourselves be crushed by it. Of course, these elements are also a key part of our protagonists.

- ♦ **Many questions.** Even the quietest and most contemplative of natural fantasy characters is actually **curious**, often fascinated by the mysteries of the past and the wide world beyond the boundaries of their town or village. Of course, some of these heroes are timid or insecure, but in the recesses of their souls burn a craving for adventure and a fascination with mythology, legends and tales of people and places far away in time and space.
- ♦ **Compassionate souls.** Natural fantasy heroes often put themselves in someone else's shoes, empathizing with others and being deeply affected by their suffering. Some might play the tough guy or appear cold because they were hurt one time too many, but this facade should **crack** over the course of the campaign, eventually crumbling once they face a situation that reopens old wounds.
- ♦ **A steady heart.** Despite living in an often dangerous and incomprehensible world, surrounded by a metaphorical and literal “dark forest”, these characters **rally tightly** together, finding strength to overcome fear and doubt in their fellow travelers.
- ♦ **Ready to take a step back.** While possessing all these qualities, natural fantasy heroes don't demonstrate them all the time and are far from perfect – in fact, it is key to the development of the campaign that Players have their characters make mistakes and be forced to reckon with their own ignorance. This creates a chance for them to reevaluate themselves and others, rather than seek refuge within pride and fear. After all, seeking the truth means accepting that said truth might be painful.

A DYNAMIC BALANCE

The various elements described in the previous page lead to a single, pivotal idea: **balance**. By this we don't mean a static or artificial balance, a combination of order, immobility, and predictability, but rather the **constantly shifting** balance of nature, made of mistakes, joy, pain, regrets, and events both large and small, forming an interconnected network so vast that nobody can truly glimpse all its nuances. Being a natural fantasy hero means becoming an **active and aware** part of this cycle, protecting it from those who want to control or interrupt it out of fear.

FRIENDS AND FAMILY

In many campaigns of **Fabula Ultima**, the protagonists' friends and families fade into the background or aren't even mentioned unless they are key characters in the setting or, as is so very often the case, potential Villains. During a natural fantasy game, however, it's a good idea to break away from this habit:

- ♦ **Recurring NPCs.** This option is ideal for campaigns that take place in a relatively small region: some NPCs might be childhood friends, relatives, or mentors to the protagonists. We should also see their evolution over the course of the story, without necessarily turning them into allies or antagonists.
- ♦ **Bonds within the group.** If the majority of the PCs come from the same community, it's an excellent idea to represent their relationship using the **Starting Bonds** optional rule (see **Core Rulebook**, page 220). We recommend that you use negative as well as positive Bonds, to create more opportunities for character growth.

You can also establish that two or more Player Characters come from the same family, but if you do, make sure this relationship doesn't mirror real life too closely and that it doesn't create discomfort at the table.

SAMPLE NATURAL FANTASY CHARACTERS

The following pages provide profiles for ten Player Characters designed for natural fantasy contexts. In contrast to the new **Classic Characters** (see page 134), these examples focus on the **thematic construction** of the heroes and provide some tips on how to grow these characters and their role in the story.

All characters in the following pages use the optional rules for **Quirks** (see page 120) and some have **Custom Weapons** (see page 112).

AKELARRE



BASIC INFORMATION

Identity: Clumsy
Janara Apprentice

Theme: Doubt

Origin: Creek town

Quirk: Flight

Signature weapons: Magic
pumpkins

AKELARRE IN DETAIL

- ♦ Trained by **Janara witches** in the magical art since the age of seven, Akelarre abandoned his birth name and decided to dedicate his entire being to honoring the memory of his mentor, **Hilda**, who mysteriously disappeared during her pilgrimage to the remote **Willow Island**: a journey that, at the time, the young apprentice was considered too inexperienced to undertake.
- ♦ Although Hilda was a very forgiving mentor and extraordinarily talented in magic (or rather, because of that!), Akelarre is plagued by **Doubt** and afraid that he will never measure up to her, so he still lives in her shadow.
- ♦ Akelarre's Classes are **Floralist**, **Elementalist** and **Wayfarer**. Together with the rest of the group, the Player repurposed the **Flight** Quirk to represent his flying broom, a gift from Hilda.
- ♦ During the campaign, Akelarre's Player should be the go-to person regarding **witchcraft traditions** and legends about Willow Island.
- ♦ Akelarre's journey will deal with his insecurities and need for **validation**; his fellow travelers will play a pivotal role in helping him (or putting him to the test).

APSU



BASIC INFORMATION

Identity: Waterfiend Hunter

Theme: Hope

Origin: Salt Hill

Quirk: Cursed

Signature weapons: Short swords

APSU IN DETAIL

- ♦ The bards sing of another age, when humans waged war against the sea, using their machines to poison it. Since then, those who are born with blue hair are **Cursed** by the Old Woman of the Tide, scorned by the earth, and hounded by the ocean: their blood is saltwater.
- ♦ Able to see waterfiends due to his curse, Apsu earned his livelihood by catching and killing them, to extract drinking water from the remains. This brutal life was interrupted when he met an old oracle on the way to **Ocean's Mirror** to negotiate a truce with the Old Woman of the Tide or, if necessary, kill her.
- ♦ Apsu is an **Elementalist**, **Wayfarer** and **Weaponmaster**, who uses **Spellblade** to cast powerful spells such as **Thunderbolt**, through his **shortswords**.
- ♦ The Game Master should involve Apsu's Player in establishing any information about the curse of blue hair and the water spirits, especially the most dangerous and aggressive ones.
- ♦ Although his background and skill suggest a story of pain and violence, Apsu is an optimist who strives to see the silver lining in all things – his **Hope** theme makes him a real touchstone for the entire group.

DONNA MAXWELL



BASIC INFORMATION

Identity: Spark-spirit Huntress

Theme: Guilt

Origin: Illwind

Quirk: Ancient Weapon

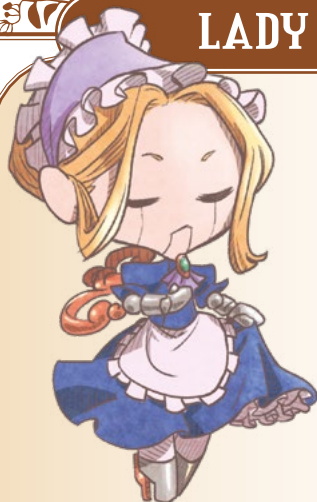
Signature weapons: Seismic revolver

DONNA IN DETAIL

- ♦ Three years ago, a research team led by Donna Maxwell left the fortified citadel of Illwind for the ruins of the **Celestial Labyrinth**. Driven by arrogant curiosity, these scholars activated the ancestral mechanism which the Scripture calls **the Matrix of Days**, thereby freeing the **Spark-spirit** trapped in its engine and causing the destruction of Illwind.
- ♦ Armed with a **seismic revolver** found in the Labyrinth, Donna swore to find and kill the Spark-spirit before it could unleash its fury once more. She considers herself **Guilty** of making a disastrous mistake, and she isn't wrong.
- ♦ Donna's Classes are **Loremaster**, **Sharpshooter** and **Tinkerer**. She uses a variety of infusions and capitalizes on her **Insight** thanks to **Knowledge is Power**.
- ♦ Donna's Player should be the go-to person for everything related to Illwind and its researchers, not to mention the Celestial Labyrinth and the dreadful wonders it hides.
- ♦ Donna's revolver is a powerful weapon that targets Magic Defense and deals 5 extra damage to **elementals** (a Quality valued at around 900 zenit), but it reacts unpredictably when near ancient machines and the ruins scattered across the entire region.



LADY UNDERSOON



BASIC INFORMATION

Identity: Kind Android
Without Memory

Theme: Belonging

Origin: Ancient Ruins

Quirk: Underchild

Signature weapons: Clockwork
keys

LADY UNDERSOON IN DETAIL

- ♦ When the villagers found her, Lady Undersson was standing still, in absolute silence, in front of the evergreen tree next to the entrance of the **ancient ruins**. Devoid of any memory regarding her previous function, the android decided to help the villagers in their everyday chores, overcoming their initial hesitation due to their past experiences with machines from underground.
- ♦ Despite her desire to become part of the village community, Lady Undersson is plagued by short, fragmented visions of a hazy past that she cannot escape, and the looming feeling that she forgot something terrible.
- ♦ Lady Undersson is an **Entropist** and a **Spiritist**, who uses **clockwork keys** (see page 116) as her weapon of choice.
- ♦ The Game Master should consult with Lady Undersson's Player for details regarding ruins and ancient machines.
- ♦ Over the course of the game, the **Underchild** Quirk allows Lady Undersson's memories to become clearer and clearer until she remembers key information about a looming threat. It's essential that this moment establishes once and for all a bond of **trust** between this PC and the rest of the group.

LAURENCE



BASIC INFORMATION

Identity: Chef and Former Hunter

Theme: Mercy

Origin: Village of Arca

Quirk: Big Bro

Signature weapons: Sword and shield

LAURENCE IN DETAIL

- ♦ When Laurence was just an apprentice hunter, his squad cornered a powerful and regal wyvern in its lair and killed it. However, when the **captain**, who Laurence saw as his adoptive mother, went in and exterminated the entire brood, something in his soul snapped and he swore never to kill again.
- ♦ Recently, a **mysterious force** has been pushing beasts and monsters to attack human settlements, destroying vehicles, structures, and machinery with unprecedented ferocity. Laurence volunteered to accompany a team of heroes to discover what has caused such resentment.
- ♦ Laurence is a **Gourmet, Guardian** and **Weaponmaster**. His **Big Bro** Quirk makes him excel at supporting the entire group.
- ♦ The Game Master should consult Laurence's Player when describing wild beasts and their habits, not to mention the tactics employed by the hunters of Arca.
- ♦ Due to his oath, Laurence was **mocked** and **shunned** by the hunters of Arca, and his old captain considers him her greatest disappointment. It's up to the other Player Characters to help him when mentor and pupil inevitably clash again.



MELISSA HOLTZ

BASIC INFORMATION

Identity: Exuberant Alchemist

Theme: Ambition

Origin: Eiche

Quirk: Traveling Workshop

Signature weapons: Alchemical
scepters

MELISSA IN DETAIL

- ◆ In spite of her parents' doubts, young Melissa worked hard and traveled far to discover the secret of alchemy, with the **Ambition** of attaining an official license and, upon her eventual return, bringing prosperity to the mountain hamlet of **Eiche**.
- ◆ Melissa saved her money to buy a cart, pulled by a mighty and loving auroch. This **traveling workshop** is full of mementos, notes and unusual ingredients.
- ◆ Melissa combines **Gourmet**, **Spiritist** and **Sharpshooter**: together with the rest of the group she adapted the **Gourmet's** rules to represent alchemy, using five **seasonal essences** instead of tastes. Her **alchemical scepters** are custom **arcane** ranged weapons that she uses to fire her compounds, creating expanding clouds using **Barrage**.
- ◆ Taking inspiration from the *wu xing's* Late Summer, Melissa's Player and the rest of the group decided to add a **fifth season** to their setting, the **Calm**, which has its own seasonal essence and is a time of transition for the entire world when the elements coexist and combine in ways that are, so far, poorly understood.
- ◆ Melissa's personal goals are rather simple, but the mystery of the Calm should have a deep influence on the story: of course, one or more **Villains** have plans for it.

MYLO ULVE



BASIC INFORMATION

Identity: Gentleman
Archaeologist

Theme: Justice

Origin: Zentrulia

Quirk: Mysterious Grimoire

Signature weapons: Elemental
rings

MYLO IN DETAIL

- ♦ An archaeology graduate from the **Golden College**, Mylo Ulve left the capital when the Senate closed the faculty and sold all exhibits to collectors to bankroll a new expansionist campaign to the West. Mylo was able to save only the **Codex Rubrum**, an extraordinary magical tome that, sometimes, answers the reader's question in the language of the ancient civilization of **Escria**.
- ♦ The information in the Codex supports the College's theories about Escria and the magical prowess of its **Scribe-Priests**, not to mention its downfall at the hands of the founders of Zentrulia. Even more importantly, they completely invalidate the propaganda which presents the current aristocracy as scions of the glorious Escria.
- ♦ Mylo's Classes are **Loremaster**, **Tinkerer**, and **Wayfarer**. He uses **Alchemy** and **potions** and is one among the very few Zentrulians that understand the language of Escria.
- ♦ Mylo's Player should be the go-to person for everything related to the history of Zentrulia and the fall of Escria (unless the group includes a descendant of the Escrians, of course).
- ♦ As a character, Mylo adds **two goals** to the campaign: uncover the truth about the Codex Rubrum and Escria, and oppose the Zentrulian nobles who crave the ancient magic of the Scribes.

OCTAVIA POLPI



BASIC INFORMATION

Identity: Proud Ocean Merchant

Theme: Rebellion

Origin: Yonaguni

Quirk: Stubborn Scion

Signature weapons: Reinforced pipe

OCTAVIA IN DETAIL

- ♦ The youngest offspring of the Polpi merchant clan, Octavia is a young oceanid, whose stubbornness and cutting humor hide a heart of gold. This is why she **rebelled** against her own family and their way of conducting business and decided to travel the surface world, building a commerce and communication network that takes into consideration the needs of the locals – and beating her relatives to it.
- ♦ Octavia is always accompanied by two tireless bodyguards, **Crabbecca** and **Breamthony**, who love her very much. Breamthony shares some of her opinions about the rest of her family, while Crabbecca is just worried for her.
- ♦ Octavia's shrewdness is well represented by her **Merchant** and **Orator** Classes, and in case of emergency she can deal substantial blows with her **reinforced pipe** (which uses the **staff** profile).
- ♦ Octavia's Player should provide information about the Polpi clan, the oceanids and the underwater territory of Yonaguni, in particular regarding what kind of transportation is available for the surface-dwellers that want to visit it.
- ♦ At the start of the campaign, Octavia is driven by her need for **Rebellion**, but over the course of the game she should realize the true nature of her feelings and become more mature.

CHAPTER 3

PROTAGONISTS

RUAIRI

BASIC INFORMATION

Identity: Moth Court Outcast

Theme: Solitude

Origin: Hawthorn Forest

Quirk: Outcast Fairy

Signature weapons: Floral
greatswords

RUAIRI IN DETAIL

- ◆ Once upon a time, Ruairi was a noble warrior of the **Moth Court**, but he was exiled because of his love for the Raven Witch, **Baobhan Sith**. He wandered **alone** for centuries, only to eventually stumble upon the tomb of his soulmate. There, he fell into a deep slumber, until the arrival of a group of heroes with more enthusiasm than common sense roused him from sleep.
- ◆ Despite how much time has passed, Ruairi is still an exceptional fighter and many fairies remember his name; however, the relationship between humanity and the fairy realm has **soured** significantly, and both sides now look at him with suspicion.
- ◆ Ruairi wields a **floral greatsword** and combines the abilities of **Floralist** and **Darkblade**, in a contrasting image of fragile beauty and visceral sorrow. True to faefolk tradition, **iron** is his **weakness**.
- ◆ The Game Master should often consult Ruairi's Player about all things related to the fairies' society, tradition, and powers.
- ◆ Ruairi doesn't like to talk about it, but fairies cannot die unless killed, and such must have been Baobhan Sith's fate. One day, he's going to discover who was responsible and, on that day, he might swear **Vengeance** or perhaps even turn into a Villain.



TSUKIHIME

BASIC INFORMATION

Identity: Incarnation of the Moon God

Theme: Duty

Origin: Second Moon

Quirk: The Long Dream

Signature weapons: Bows

TSUKIHIME IN DETAIL

- ♦ According to legend, when a grave danger looms over the Land of Elms and the **Second Moon** shines blue, the **Moon God** incarnates in the world with the shooting of an arrow. This time, the guardian is a young woman of elegant bearing and brave heart, albeit a bit stubborn. The Priestess named her Tsukihime, or Moon Princess.
- ♦ Tsukihime's **Duty** is to quell the restless spirits and purify the springs of the **four rivers** that cross the region. The task will prove much bigger than expected, and she cannot do it alone.
- ♦ The moon's favor grants Tsukihime a special affinity toward nature – her Classes are **Chimerist**, **Invoker** and **Sharpshooter**.
- ♦ Tsukihime's Player should be the go-to person for everything related to the Moon God, the Second Moon and the spirit world. At the same time, the Princess' knowledge of human society is extremely limited and, above all, outdated.
- ♦ Every incarnation of the Moon God is destined to return to the stars once their purpose is fulfilled. Hence, it's **essential** that Tsukihime and the rest of the group develop strong emotional bonds over the course of the campaign. Perhaps these bonds will be powerful enough to prevent a painful farewell.

NEW OPTIONS

From here on, the chapter focuses on new options and rules designed to enhance the natural fantasy vibes of your **Fabula Ultima** campaign. However, if the whole group agrees, **you can use these options for any campaign.**

These introductory pages provide preliminary information about the various options, in terms of both mechanics and play experience, to help you identify the most interesting ones for your game.

CUSTOM WEAPONS

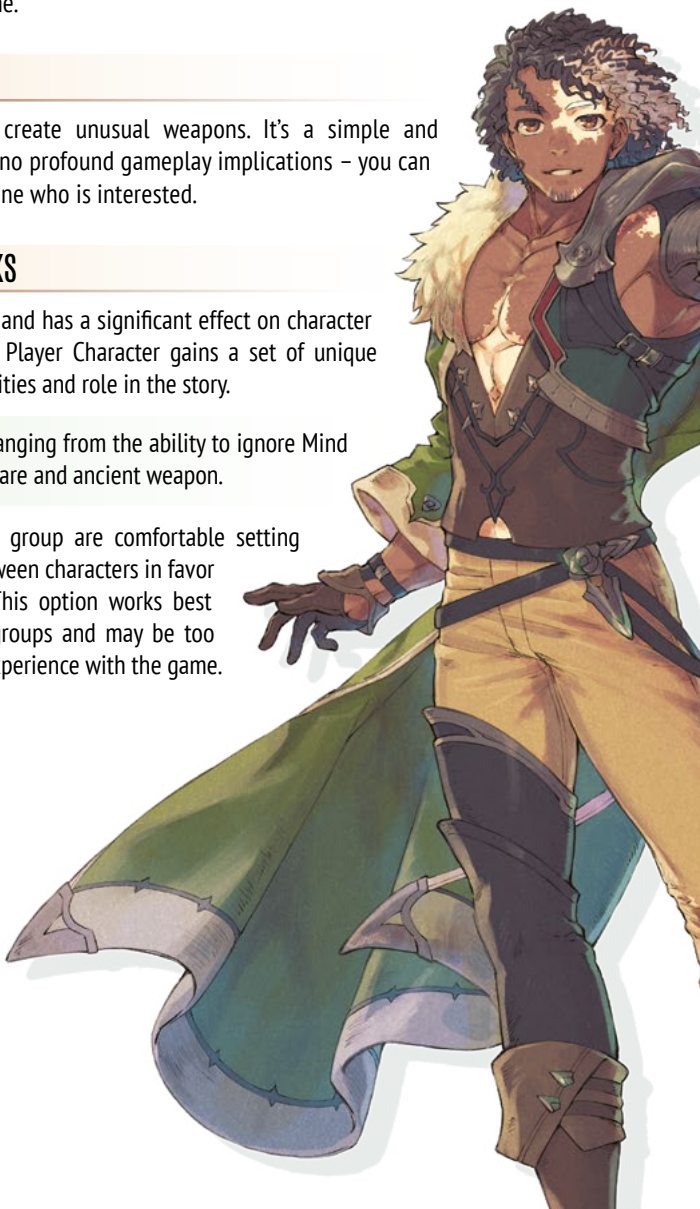
You can use this rule to create unusual weapons. It's a simple and straightforward option with no profound gameplay implications – you can always leave it open to anyone who is interested.

NATURAL FANTASY QUIRKS

This option is more complex and has a significant effect on character creation. If you use it, each Player Character gains a set of unique mechanics defining their abilities and role in the story.

These effects are powerful, ranging from the ability to ignore Mind Point costs to brandishing a rare and ancient weapon.

Use Quirks if you and your group are comfortable setting aside the power balance between characters in favor of strong characterization. This option works best in **tight and collaborative** groups and may be too complex if this is your first experience with the game.



CAMP ACTIVITIES

This new optional rule allows the group to put more emphasis on **resting scenes** – rather than just a simple narrative interlude used to create a new Bond or modify existing ones, they become a way to provide special benefits to the entire group or to specific allies.

In and of itself, this is a simple rule, but it adds a tangible benefit to the rest scenes which allows the group to showcase the personality and nature of each character.

If you use this option, resting scenes will take a larger part of each session, on average, and you will need to keep track of which Activities have already been used and what their benefits are (these are often single-use).

NEW CLASSIC CHARACTERS

These sample natural fantasy builds expand on those provided in the **Core Rulebook** (see page 172), expressing the full potential of this **Atlas**' new Classes. You will also find two premade Groups to draw inspiration from – one features characters sharing a common Class, the other with greater variety.

NEW CLASSES

The **Natural Fantasy Atlas** introduces four new Classes for Player Characters. They are designed to interact normally with those found in the **Core Rulebook** and other expansions without any modifications. The following pages contain some practical tips for Players and Game Masters to get the most out of these new Classes.

NEW HEROIC SKILLS

This last, lengthy section contains twenty-one new Heroic Skills. Some are tied to the new Classes introduced by this **Atlas**, but most add options for those found in the **Core Rulebook**.

*"I've never seen a flower like this.
I wonder what its properties are!"*



FLORALIST

- ♦ Floralists shine both for the variety of effects they can unleash, and their efficiency – for all intents and purposes, the **magiseeds** are “automatic” secondary actions in addition to the character’s regular action. That being said, this Class requires **good timing**, because planting a **magiseed** one turn too late means wasting its potential.
- ♦ Although the Floralist’s baseline aesthetic is tied to seeds and plants, you can use this Class to represent any character that can summon **temporary little helpers**. You can go for a few simple cosmetic changes (algae, mushrooms, corals, etc.), or you could choose something like clockwork turrets, support drones or even familiars, sprites or imps!
- ♦ Usually, a Floralist’s abilities go way beyond those of a common gardener or botanist, and the Player should have final say when establishing any element of the setting tied to plants, forests, plant-related creatures, and enemies belonging to the **plant** Species.



GOURMET

- ♦ This is a very peculiar Class, designed to mimic the experience of exploring and combining items in a videogame by trial and error, without being able to consult a precise guide. Its key feature is **procedural** gameplay. Every Gourmet is different from the last, despite using the same **five flavors**: in order to discover which role the character will play in the group, you must first and foremost play them.
- ♦ The Gourmet’s rules are based upon **flavors**, rather than specific ingredients. This makes it easy to use this Class to represent other specialists (like brewers, mixologists, confectioners or sushi chefs). You can also create strictly vegetarian or vegan menus. You may also adapt these rules to represent any character who combines materials or ingredients to create special effects, be they a chemist, an alchemist or a pyrotechnician – you only have to define five ingredient types, and voila!
- ♦ The preparation, presentation and consumption of food are pivotal elements of each and every culture, and embody the themes of **transformation** and **interdependence** that are the beating heart of the natural fantasy style. If your group includes a Gourmet, take your time to describe the most unusual delicacies, but also to reflect upon the deep implications of ending one life to feed another.



INVOKER

- ♦ Inspired by the **geomancer** archetype presented in some JRPGs, the Invoker never has access to their full range of abilities – instead, their **invocations** are based upon the **elemental wellsprings** available on the scene. To compensate, their cost in Mind Points is low and their effects are quite strong... not to mention the possibility of enhancing various kinds of damage with **"Hex" invocations**.
- ♦ The **Ripples** Skill is very powerful, but requires a synergy with at least one other member of the group who is able to capitalize upon the different types of damage: the obvious choice is an **Elementalist**, but **Chanters, Dancers** (see **High Fantasy Atlas**, page 136 and 142) and **Espers** (see **Techno Fantasy Atlas**, page 150) are not far behind.
- ♦ Far from being a mere gameplay rule, the fact **Invokers** don't impose themselves upon the environment but rather **adapt** to it is a powerful thematic choice. It also creates a contrast with **Elementalists**, who have to spend vast amounts of Mind Points to reliably access whatever damage type they require. This tension, as well as the role of **elemental** creatures and the relationship between magical arts and ecology, are very interesting parts of the setting to explore.



MERCHANT

- ♦ Although more compact than the previous three Classes, the Merchant shouldn't be underestimated: **Winds of Trade** lets you introduce new NPCs and gives you access to the right tool at the right time, while the other Skills form an impressive support arsenal, especially for characters who heavily rely on Inventory Points, such as **Tinkerers** and **Symbolists** (see **High Fantasy Atlas**, page 146).
- ♦ A cornerstone of the Merchant is that it doesn't focus on accumulating money, as shown by the **Real Treasure** Skill. The heroic nature of this Class hinges upon communication, contacts, and helping exchanges between distant people. It's a quest for richness and prosperity, but in a human, cultural and communal sense.
- ♦ Merchants are curious, perceptive and very attentive individuals: some have traveled far and wide, others have accrued **knowledge** of every sort over the course of many negotiations, meetings and encounters. A Merchant's Player should be involved in establishing setting elements such as trade routes, roads, relationships between people, and key resources, not to mention matters of **etiquette**, such as what would be the most fitting gift to present to a prominent public figure.

CUSTOM WEAPONS

The majority of JRPG protagonists wield unique weapons that reflect their style and are an expression of their personality – from battle umbrellas to gun axes, nothing should be considered too impractical!

The following rules allow you to create a **custom weapon** for your hero during character creation. Later on, the Game Master can create rare versions of these weapons as per the normal rules in the **Core Rulebook** (see page 268). You can find sample rare custom weapons in the following pages.

Custom weapons aren't necessarily better than normal basic weapons – choose what to use based on what fits your personal vision of the character.

CREATING A CUSTOM WEAPON

A custom weapon starts with the following characteristics:

- ♦ It belongs to one **Category** of your choice (**arcane, bow, brawling, dagger, firearm, flail, heavy, spear, sword** or **thrown**).
- ♦ It is not a **martial** weapon (♦), but might become one depending on the **customizations** that are chosen for it (see below).
- ♦ It is a **two-handed** weapon and cannot benefit from the **Monkey Grip** Heroic Skill (see **Core Rulebook**, page 238); in short, a custom weapon will always occupy both hand slots.
- ♦ It is a **melee** weapon or a **ranged** weapon (your choice, and regardless of the Category you previously chose for it).
- ♦ It has a **cost** of **300** zenit.
- ♦ Its **Accuracy Check** relies on **[DEX + INS]** or **[DEX + MIG]** (your choice).
- ♦ It deals **physical** damage equal to **[HR + 5]**.

A custom weapon also receives **three** customizations from the list on the right.

- ♦ Each customization can only be chosen **once** for each custom weapon.
- ♦ Choosing a customization marked with ♦ turns the weapon into a **martial** weapon.
- ♦ If a customization says “you”, it refers to the character who has the weapon equipped.
- ♦ Some especially powerful customizations count as **two** customizations or increase the cost of the custom weapon.

CUSTOMIZATIONS

Accurate

Adds a +2 bonus to the weapon's Accuracy Check formula.

Defense Boost

You gain a +2 bonus to Defense, and you are treated as having a **shield** equipped for the sake of your Skills (for instance, **Defensive Mastery** or **Dodge** – see **Core Rulebook**, pages 197 and 203).

Elemental

Choose **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light** or **poison**. The weapon now deals damage of the chosen type instead of **physical**, and also deals **2** extra damage.

Magic Defense Boost ♦

You gain a +2 bonus to Magic Defense.

Powerful ♦

The weapon deals **5** extra damage, or **7** extra damage if it is a **heavy weapon**.

This customization is not available for **arcane** and **dagger** weapons, or for weapons with the **quick** customization (see below).

Quick (counts as two customizations) ♦

When you perform the **Attack** action and choose to attack with this weapon, you may perform two attacks (against the same target or against different targets). If you do, both attacks follow the rules for **two-weapon fighting** (see **Core Rulebook**, page 69).

Transforming (increases the custom weapon's cost by 100 zenit)

This weapon has a second form, which must be designed as a separate custom weapon, must have the transforming customization, and doesn't cost you any zenit.

While you have one of the two forms equipped, you can equip the other form whenever you want. During a conflict scene, you can only do so during your turn, while no other effect is being resolved, and **only once** per turn.

If one or both the forms are **martial** (♦), remember that you must have the appropriate Classes to equip them. Additionally, a **transforming** weapon can still only have **one** Quality (the Quality applies to both forms).

COMPATIBILITY

Custom weapons allow you to create the most bizarre armaments you can imagine, but at the same time, efforts have been made to keep them somewhat balanced. For instance, one might argue that a **quick** and **accurate** custom weapon is always better than a pair of **steel daggers**, but there is a loss in flexibility because you can't combine that custom weapon with a different weapon – there's pros and cons to each choice.

TRANSFORMING WEAPONS

The **transforming** customization is by far the most complex option provided by custom weapons. One important note, however: if one form of your weapon is a **melee** weapon and the other is a **ranged** weapon, or if they belong to different **Categories**, you only gain the benefits of **one** form at a time.

For instance, if you use a weapon with a **melee** form and a **ranged** form, you won't be able to add both **Powerful Shot** and **Powerful Strike** to damage, or to **Counterattack** while simultaneously having **Crossfire** available.

A character wielding a transforming weapon is always free to decide which form they start with at the beginning of a conflict.

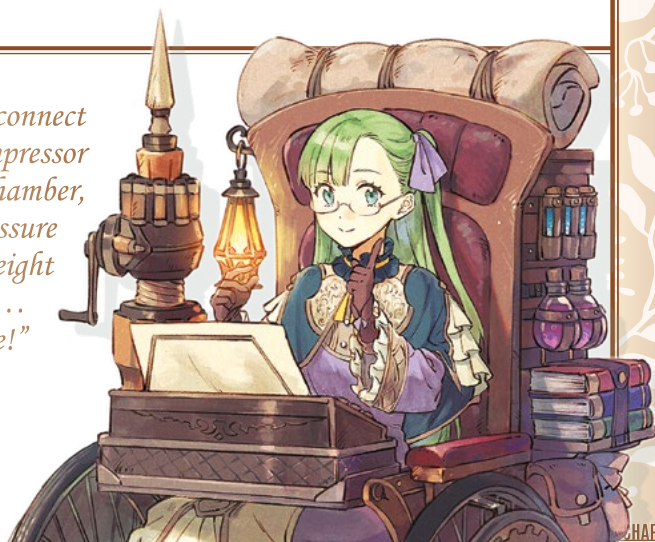
SAMPLE NATURAL FANTASY CUSTOM WEAPONS

The following pages showcase a few examples of natural fantasy-style custom weapons, accompanied by possible **rare** evolutions. The following conditions apply:

- You may **never** wield a custom weapon in a single hand, not even decreasing its damage by 4 as indicated on page **268** of the **Core Rulebook**.
- When it comes to **transforming** weapons, any modification (extra damage, Qualities, Accuracy bonuses etc.) is automatically applied to both forms.

Sometimes, a Player Character's custom weapon will have narrative weight (such as if it was obtained via the **Ancient Weapon** Quirk, on page **121**). In that case, it can be a good idea to describe later rare variants as "upgrades" of the initial weapon, instead of completely different items (for instance, they might be described as ribbons attached to the hilt of a sword, or arrows with unique properties for a bow). However, the rules and mechanics that govern items and equipment should not be altered.

*“Oh! If we connect
the primary compressor
to the combustion chamber,
dividing the pressure
between the eight
secondary valves...
hehehe!”*



CHAPTER 3

PROTAGONISTS



AUTODRIVERS

Loud and powerful, these weapons were developed by the Merchant Chloe from just a sketch and a double-pressure tank. Built to process very tough material, rather than for combat, they nevertheless proved themselves as highly effective weapons, especially when combined with a host of experimental chemicals (see **infusions**, **Core Rulebook**, page 214).



STAKE DRIVER

The weapon's basic form, worth **300** zenit.

Stake Driver ♦

Accuracy: [DEX + INS] +2

Damage: [HR + 10] physical

Spear ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.



AUTOSCRAPPER

A possible rare evolution, worth **1400** zenit.

Autocrapper ♦

Accuracy: [DEX + INS] +2

Damage: [HR + 14] earth

Spear ♦ Two-handed ♦ Melee ♦ When you reduce an enemy to 0 Hit Points with this weapon, you gain a **material**, chosen by the Game Master, worth an amount of zenit equal to or less than [your **Tinkerer level**, multiplied by 100]. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.

CLOCKWORK KEYS

These special keys fit perfectly in **Lady Undersson's** back socket (see page **101**) and power the special electrical beam she fires from her chest.



BRASS KEY

The weapon's basic form, worth **300** zenit.

Brass Key

Accuracy: [DEX + INS] +2

Damage: [HR + 7] bolt

Arcane ♦ Two-handed ♦ Ranged ♦ No Quality. ♦ This weapon has the **accurate**, **defense boost** and **elemental** customizations.



OXIDIZED KEY

A possible rare evolution, worth **800** zenit.

Oxidized Key

Accuracy: [DEX + INS] +2

Damage: [HR + 7] bolt

Arcane ♦ Two-handed ♦ Ranged ♦ All damage dealt by your spells becomes **air** and its type cannot change. When an ally present on the scene performs the **Guard** action, you may swap this **clockwork key** with a different one in your **backpack**. ♦ This weapon has the **accurate**, **defense boost** and **elemental** customizations.

FLORAL SCISSORS

These huge scissor-swords are the weapon of choice of Jacek, the Floralist. They can chop even the toughest shrub with ease.



ROSENSCHWERT

The weapon's basic form, worth **300** zenit.

Rosenschwert ♦

Accuracy: [DEX + INS] +2

Damage: [HR + 10] physical

Sword ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **accurate**, **magic defense boost** and **powerful** customizations.

"The Lake Moth was one of the last spirits to fall prey to the Fury, and this metal harbors their last will."



CRESCENT SCISSORS

A possible rare evolution, worth **1000** zenit.

Crescent Scissors ♦

Accuracy: [DEX + INS] +2

Damage: [HR + 10] light

Sword ♦ Two-handed ♦ Melee ♦ When you use the **Graft Skill** (see page 139), you may erase **1 section** of your **Growth Clock**. ♦ This weapon has the **accurate**, **magic defense boost** and **powerful** customizations.



GUNBRELLAS

For those who don't sacrifice elegance, even during the most dangerous adventures.



EYRE

The weapon's basic form, worth **400** zenit.

Form I ♦

Accuracy: [DEX + INS]

Damage: [HR + 5] physical

Dagger ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **defense boost**, **magic defense boost** and **transforming** customizations.

Form II ♦

Accuracy: [DEX + INS] +2

Damage: [HR + 10] physical

Firearm ♦ Two-handed ♦ Ranged ♦ No Quality. ♦ This weapon has the **accurate**, **powerful** and **transforming** customizations.



EARNSHAW

A possible rare evolution, worth **1000** zenit.

Form I ♦

Accuracy: [DEX + INS]

Damage: [HR + 9] dark

Dagger ♦ Two-handed ♦ Melee ♦ As long as an ally you have a Bond of **affection** towards is present on the scene, damage dealt by this weapon ignores Immunities and Resistances. ♦ This weapon has the **defense boost**, **magic defense boost** and **transforming** customizations.

Form II ♦

Accuracy: [DEX + INS] +2

Damage: [HR + 14] dark

Firearm ♦ Two-handed ♦ Ranged ♦ As long as an ally you have a Bond of **affection** towards is present on the scene, damage dealt by this weapon ignores Immunities and Resistances. ♦ This weapon has the **accurate**, **powerful** and **transforming** customizations.

HEAVY ARBALESTS

These massive crossbows must be fitted to a tripod before shooting. They are built out of sheets of metal found in ancient ruins.



GASTRAPHETES

The weapon's basic form, worth **300** zenit.

Gastraphetes ♦ **Accuracy:** [DEX + MIG] +2 **Damage:** [HR + 10] **physical**

Bow ♦ Two-handed ♦ Ranged ♦ No Quality. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.



HELEPOLIS

A possible rare evolution, worth **1600** zenit.

Helepolis ♦ **Accuracy:** [DEX + MIG] +2 **Damage:** [HR + 14] **fire**

Bow ♦ Two-handed ♦ Ranged ♦ Deals 5 extra damage to creatures suffering from **slow**. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.

METEOR BELLS

The warrior-invokers who pass the trial of the Whispering Mountain wield these unusual weapons: a pair of massive, hallowed rattles, connected by a strong hemp rope or a heavy chain.



COPPER RATTLES

The weapon's basic form, worth **400** zenit.

Form I **Accuracy:** [DEX + MIG] **Damage:** [HR + 5] **physical**

Brawling ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **quick** and **transforming** customizations.

Form II ♦ **Accuracy:** [DEX + MIG] **Damage:** [HR + 12] **ice**

Flail ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **elemental**, **powerful** and **transforming** customizations.

⚠ Weapon customizations are **not** part of its Qualities!



WATER TOLL

A possible rare evolution, worth **1500** zenit.

Form I ♦

Accuracy: [DEX + MIG]

Damage: [HR + 9] physical

Brawling ♦ Two-handed ♦ Melee ♦ After you resolve one of your **water** invocations (see page 157), you may perform a **free** attack with this weapon. Treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack. ♦ This weapon has the **quick** and **transforming** customizations.

Form II ♦

Accuracy: [DEX + MIG]

Damage: [HR + 16] ice

Flail ♦ Two-handed ♦ Melee ♦ After you resolve one of your **water** invocations (see page 157), you may perform a **free** attack with this weapon. Treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack. ♦ This weapon has the **elemental**, **powerful** and **transforming** customizations.



SEEKER'S SHOVELS

The crystal-seekers from Rockvale learn how to handle these massive shovels from birth.



SHOVELPICK

The weapon's basic form, worth **300** zenit.

Shovelpick ♦

Accuracy: [DEX + MIG] +2

Damage: [HR + 12] physical

Heavy ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.



VANGUARD SPADE

A possible rare evolution, worth **1300** zenit.

Vanguard Spade ♦

Accuracy: [DEX + MIG] +2

Damage: [HR + 16] physical

Heavy ♦ Two-handed ♦ Melee ♦ You gain Resistance to **earth** damage. Additionally, when you suffer **earth** damage, you gain 50 zenit and regain 1 Inventory Point. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.

NATURAL FANTASY QUIRKS

Quirks are an **advanced optional rule** that provides strong thematic and mechanical options for Player Characters. The Quirks presented in these pages were written with a Natural Fantasy assumption, but may be used in any campaign; you may also use them as reference to create your own Quirks - but you should only use those if the rest of your group agrees to it.

- ♦ A Player Character may only ever have **one** Quirk.
- ♦ If you use Quirks in your game, it is **strongly suggested** that each Player Character begins play with one; additionally, no two characters in the same group should have identical Quirks.
- ♦ On average, a group of Player Characters with access to Quirks will be able to tackle more challenging situations than what would be normal for their level.
- ♦ If it makes sense in the story, a character may lose their current Quirk and gain a different one - discuss this with the group.

USING QUIRKS IN YOUR GAME

Quirks should be seen as a mechanical and narrative reinforcement of your characters' unique nature. Keep the following in mind:

- ♦ **Quirks shape the game.** Even the less impactful Quirk is a powerful statement about your character and their role in the story. If you pick **Ancient Weapon**, that item will surely have narrative implications; if you go with **The Long Dream**, you are inviting the Game Master to create situations in which you'll be pressed to use your powers. Quirks will take the already heroic Player Characters and kick them up a notch, which can prove a bit overwhelming. Think carefully before you use them!
- ♦ **Freedom of choice.** You don't need a Quirk for your character concept to be valid. If your **Identity** is "Barkville's Firstborn", you shouldn't feel forced to pick **Stubborn Scion** for that Identity to be relevant to the story.
- ♦ **What you should use Quirks for:** bringing interesting situations into play, giving your character unique issues to confront, providing additional mechanical support to your character's Traits.
- ♦ **What you should never use Quirks for:** making your character stronger than the rest of the group, stealing the spotlight, bringing sensitive topics that make others uncomfortable into play.

ANCIENT WEAPON

You don't fear delving deep in the ancient ruins; from their cold tunnels you have retrieved an unusual weapon, which saved your life in more than one occasion. Where did you find it? When did you stumble upon a similar weapon, and who carried it?

Together with the rest of your group, create a **rare custom weapon** (see page 112) worth 1200 zenit or less.

This weapon should have an especially unusual and technological appearance; it can be a good idea to make it a **firearm** weapon and determine that similar items are rare and mysterious in your world.

Once per session (approximately **four hours of play**), the Game Master may give you 1 Fabula Point in order to have sudden complications arise due to the unique nature of the weapon (such as strange machines reacting to its presence, or monsters drawn to the special energy it emits). However, the weapon **cannot be destroyed, damaged, lost or stolen without your permission as a Player**.

ARBOREAL

You are a sentient plant creature, with humanoid intelligence. Do you belong to a particular species, or are you one of a kind? How does your life cycle function? Do you resemble a specific type of plant, flower, or tree?

Choose a status effect: **dazed, enraged, or shaken**. You are immune to the chosen status effect. However, you also gain Vulnerability to a damage type of your choice: **air, bolt, earth, fire, or ice**.

You also learn one NPC spell (pages 310-311 of the **Core Rulebook**; you cannot choose **Devastation**; if a Magic Check is required, use **[INS + WLP]**): customize the spell as needed (name, damage type, status effects etc.). When you cast this spell while **in sunlight**, its total MP cost is reduced by 5 (to a minimum of 0 Mind Points).

BIG BRO

Your travel companions know they can rely on you when it's time to make camp and catch a precious breath among the constant pressure of your adventure. Who taught you to care for others? Is there anyone among the other Player Characters you see as a younger brother or sister? What special promise did you make them?

If your group's campaign does not make use of the optional rule **Camp Activities** (see page 130), your character still gains access to it.

Your character gains access to **three Camp Activities** instead of only two.

If your character gains this Quirk during a campaign that already makes use of Camp Activities, you simply gain access to a single new Camp Activity of your choice.

When you choose to perform Camp Activities during a **Rest**, choose one option: you perform **two different Camp Activities**, whose effects cannot be applied to the same creature; **or** you perform **the same Camp Activity twice**, applying its effects to two different creatures.

CURSED

You bear the burden of a strange curse. Through which supernatural effects does it manifest? How did you become cursed? Did you bother a magical creature or explore a forbidden place? Who might tell you how to break it?

When you acquire this Quirk, describe the nature of your curse and tie it to one of the **threats** present in your world. Once this threat is resolved, you will finally have a chance to break free from the curse - describe how you expect this to happen.

Examples: nearby animals become aggressive; waters become treacherous when you swim or sail; invisible sprites misplace your belongings.

When you are about to perform a Check, you may instead describe how your curse gets in the way and automatically roll a **fumble** (both dice are treated as if you had rolled a **1** on them). If you do, you receive **2 Fabula Points** instead of 1, and generate an **opportunity** as normal.

If you ever manage to break the curse, immediately gain a Heroic Skill of your choice (you may even choose a Heroic Skill whose requirements you **do not** satisfy, unless they include a Skill you don't have). This includes choosing a Heroic Skill for a Class you do not have.

ELEMENTAL SOUL

You are deeply infused with the power of a natural element. Who among your forebears first received this magical spark? What troubles has it caused you?

Choose your elemental damage type: **air**, **bolt**, **earth**, **fire**, or **ice**. You gain Resistance to the chosen damage type; additionally, whenever you deal damage, you may change its type so that it matches your elemental damage type. However, you also gain Vulnerability to a different damage type chosen among those five.

You also gain the ability to perform Rituals of the **Elementalism** discipline, but only if those Rituals manipulate your chosen element (respectively air, electricity, earth/rock, fire, and ice/water).

FLIGHT

You belong to a unique heritage of humanoids who have the ability to fly or levitate. How does this work? Is it magical, or do you have wings? How did this particular advantage shape the history and society of your people? How do people usually react when they see you?

You are able to fly. In addition to the obvious advantage in mobility, your **melee** attacks can target **flying** creatures and you cannot be targeted by **melee** attacks unless the attacker is flying or is somehow able to reach flying targets.

While in **Crisis** or unable to fly freely (such as when you're inside a vehicle designed for human-sized creatures or in a narrow corridor), you lose all benefits granted by this Quirk. Additionally, when you suffer **air**, **bolt** or **ice** damage during a conflict scene, you lose the benefits of this Quirk until the start of your next turn.



*"No blame in being afraid sometimes.
That's why we stick together:
so that our friends can be brave
for us, when it happens."*



MYSTERIOUS GRIMOIRE

You came into possession of an old and hefty magical tome; sometimes, scribbles and advice appear on its pages, helping you in your adventures. Where did you find it? What kind of personality emerges from the text's style and tone?

As long as you have this Quirk, your **grimoire** is an indestructible **artifact** that cannot be lost or stolen unless as a consequence of **Surrender**.

When your group stumbles upon a **danger** or **discovery** after a **travel roll**, you may ask the Game Master a single question concerning that **danger** or **discovery** (you may ask it immediately or save it for later); the Game Master answers truthfully and describes how the answer appears on your **grimoire**.

Once your **grimoire** has answered **10 questions**, it almost shared all of its knowledge with you: choose one of the following options.

- ◆ **Awakened Consciousness:** you lose this Quirk and the **grimoire** turns into a Non-Player Character; create this NPC together with the rest of your group, giving them a name and describing their appearance. They do not have an NPC profile and do not take part in Checks or conflicts, but they learn **two spells** of your choice among those found in the **Elementalist**, **Entropist**, and **Spiritist** lists (see **Core Rulebook**, pages **188**, **192** and **208** respectively). **Once per conflict**, if requested, the NPC will cast one of these spells. Spells cast this way will be cast at the **end** of the current round, require no Mind Points, and use **2d10** for the Magic Check (if needed).
- ◆ **Hidden Magic:** you lose this Quirk, but your grimoire will still share a final and most powerful secret. You acquire a Heroic Skill of your choice among **Comet**, **Extra Spells**, **Hope**, and **Volcano** (see **Core Rulebook** from page **232** onwards; you may choose a Skill whose requirements you do not fulfill).

You could also use this Quirk to introduce a new Player Character (and Player) in your group; if you do, the character who had taken this Quirk should receive the benefits listed by **Hidden Magic** instead of those in **Awakened Conscience**. Suggested Quirks for a Player Character brought into a campaign this way are **Arboreal**, **Robot**, **The Beast Who Spoke**, and **The Long Dream**.

Whatever your choice, the **grimoire** goes back to being a **completely normal book** and the Game Master chooses one option: the **grimoire** provides a **key clue** regarding a **threat** that is present in your world; or the **grimoire** reveals the existence of a new **threat** and provides a **key clue** about it.



OUTCAST FAIRY

Once upon a time, you lived with your kin in the Realm of Fairies, in close contact with the stream of souls... but it has been long since you last visited. What went wrong? What is the state of the Realm at the moment? Who governs it?

You may always communicate with any creature belonging to the **beast**, **elemental**, and **plant** Species.

You learn **one spell** of your choice among those found in the **Elementalist**, **Entropist**, and **Spiritist** lists (see **Core Rulebook**, pages **188**, **192** and **208** respectively); additionally, you gain the ability to perform Rituals whose effects fall within the **Ritualism** discipline, and you may use these Rituals to **transport creatures in and out of the Realm of Fairies**.

However, you also possess a unique **weakness** typical of fairies: decide it together with your group. Once per session (approximately **four hours of play**), the Game Master may give you 1 Fabula Point in order to have sudden complications arise due to this **weakness** or have you **automatically fail a Check** (they must do so before the **Check** is performed; the Check's Result and High Roll are both treated as being 0).

Examples: you are allergic to iron; you must count all poured grains of sand or salt; if you see someone perform a specific gesture, you must do the same.



ROBOT

You are an artificial body in which a mysterious life shines, lone descendant of an age lost to time. Do you look organic or mechanical? What prevents you from perceiving or communicating like a normal human would? What fragmented memories do you still hold from the time you were created?

You are not considered a living creature and gain Immunity to **poison** damage and Resistance to **earth** damage. You are also immune to the **poisoned** status effect.

You do not need to breathe, eat or drink, but you still follow the normal rules for **resting**; you also recover Hit Points and recover from status effects as normal.

You gain a +2 bonus to all Checks you perform to examine or interact with machines, technology and **constructs** (except for Accuracy Checks and Magic Checks).

STUBBORN SCION

You hail from the wealthiest, most influential family in this region. On what do they base their fortune and reputation? Are you the only heir? What is it about your family you really can't stand, and why did it lead you to join the other characters?

If you choose this Quirk during **character creation**, increase your **initial savings** (see **Core Rulebook**, page 165) by **1000 zenit**.

Additionally, you are accompanied by **two fiercely loyal bodyguards**: give them a name and describe their appearance. They do not have an NPC profile and never take part in Checks or conflicts, but you are **inseparable** and they somehow appear whenever you need their help. They offer the following benefits:

- ♦ **Be careful!** When you suffer damage, you may halve it.
- ♦ **Here is the information you previously requested.** During a **Rest**, you may ask the Game Master one question; they will answer truthfully.
- ♦ **Stay down, I'll take care of this!** When you create an **elemental shard**, you may have it deal extra damage equal to **[5 + half your level]**.

Whenever you make use of one of these benefits, your bodyguards suffer **1d6 Fatigue Points**; as long as they have **10 or more Fatigue Points**, you cannot rely on them.

Fatigue is shared between bodyguards; it is not tracked individually.

At the end of each session (approximately **four hours of play**), your bodyguards recover from **1d6 Fatigue Points** (to a minimum of zero).



SENSITIVE TOPICS

Many Quirks bring complex themes to your table: for instance, **The Long Dream** presents a dynamic that can be dangerously close to that of a terminal illness; **Robot**, **Outcast Fairy**, **The Beast Who Spoke** and **Underchild** will likely lead to the character being seen as an anomaly or even as a threat; **Stubborn Scion** can involve generational conflict and toxic family pressure; **Cursed** or **Survivor** imply seriously traumatic experiences. When you choose and customize your Quirks, commit to respecting the personal boundaries of those who play with you. Use **lines** and **veils** (see **Core Rulebook**, page 140) and be ready to pause the game if a scene is making someone uncomfortable. Be kind to each other, and be kind to yourselves.

SURVIVOR

You are among the few who survived a natural catastrophe or the attack of a dreadful creature. Do you believe someone is responsible for this? Were you able to keep in contact with any other survivors? Do you think reconstruction is possible?

Permanently increase your maximum Hit Points **and** maximum Mind Points by 5.

Choose one option: gain the ability to equip **martial melee** and **ranged weapons**, **martial armor**, and **martial shields**; **or** learn any one spell from the **Elementalist** or **Spiritist** lists; **or** permanently increase your maximum Inventory Points by 2.

THE BEAST WHO SPOKE

You belong to a long line of magical beasts who protected human villages over the centuries; nowadays, however, humanity has forgotten your role. Where do you make your nest? Do you know of any of your kind who are still alive? Who, among the other Player Characters, has shown interest or respect towards your nature?

You may not equip any items, with the exception of **accessories** and **weapon and armor modules** (see **Pilot** Class, page **158** of the **Techno Fantasy Atlas**). However, as long as your **armor slot** is empty, you gain a +2 bonus to Defense and a +2 bonus to Magic Defense.

You also gain **two** benefits of your choice among the following:

- ♦ You may also equip **custom weapons** (see page **112** for more).
- ♦ You learn one NPC spell (pages **310-311** of the **Core Rulebook**; you cannot choose the spell **Devastation**; if a Magic Check is required, use **[MIG + WLP]**): customize the spell as needed (name, damage type, status effects etc.).
- ♦ Your attacks with **unarmed strikes** deal 6 extra damage. This amount increases to 10 extra damage if you are **level 30 or higher**.

THE LONG DREAM

Long ago, your spirit dwelled in nature; then, something brought you to take on a human form, but it won't be forever. Was it a prayer or some kind of magic? What part of your appearance betrays your origin? Do you fear that last farewell?

At the end of each session (approximately **four hours of play**), before assigning XP, roll **2d20**. If you roll a number **equal to or lower than** your current character level, the **last farewell approaches**.

When a rule or ability requires you to spend Hit Points, Mind Points, or Fabula Points, you may instead ignore that cost. If you do, the **last farewell approaches**.

At the end of a scene where you ignored a cost as described above, **if the last farewell has approached at least 10 times already**, the moment has come for you to leave the world of humans. You shall forever return to your original form as a natural and inanimate object: together with your group, take your time to roleplay one last bittersweet moment before you go. The same happens if you **Sacrifice** yourself.

Examples: you might turn into a great guardian tree, into a visage on the side of a cliff, into a uniquely shaped rock, or into the brightest star in the sky.

A character whose **last farewell has come** is considered dead in game terms, and cannot be brought back. However, from now on **all Player Characters in the campaign** (including your new character) will receive 1 additional Fabula Point at the start of each session (approximately **four hours of play**).

TRAVELING WORKSHOP

You own a transport that also acts as your shop and laboratory. How did you obtain it? How does it move, and what energy fuels it? What makes it extremely recognizable? Normally, how do people react to its passage?

You may only choose this Quirk if your character has acquired one or more Classes among **Gourmet** (see page **148**) and **Tinkerer** (see **Core Rulebook**, page **210**).

You obtain a **land vehicle** (see **Core Rulebook**, page **125**). This vehicle is big enough to accommodate you and the rest of your group, plus two or three guests, but unfit for combat.

If a Project requires a **special ingredient or material**, you may spend 1 Fabula Point to suddenly stumble upon something similar in your workshop; if you do, the invention **must** have a **terrible flaw** (see **Core Rulebook**, page **134**).

UNDERCHILD

There isn't much you remember about your past, but upon awakening you found yourself in the depths. Once you reached the surface, you realized you weren't exactly like everyone else... you are spontaneously attuned to ancient technology, and boast a strange power reserve you can draw from. Who was the first person you encountered? What items did you have with you? Are you afraid of regaining your memories?

When a rule or ability requires you to spend **100 or fewer** Hit Points, Mind Points, or Inventory Points during a conflict, you may instead ignore that cost. If you do, you cannot ignore a cost this way again until the end of your next **Rest**. Describe where this intense but ephemeral energy stems from!

Examples: a magic gem hidden in your left eye; a power generator grafted to your arm; an arcane circuit that resembles an intricate tattoo.

Additionally, when you encounter a contraption or creature connected to ancient technology **or** to a ruins' past, you may choose one option: ask the Game Master its purpose; **or** ask the Game Master what can activate it; or ask the Game Master what can deactivate it. The Game Master answers truthfully and you describe a brief flashback that reveals the answer.

After you receive an answer this way for the **sixth time**, you remember **the real reason** why you had been left dormant underground, and the Game Master chooses one option: you remember a **key clue** regarding a **threat** that is present in your world; **or** you remember the existence of a new **threat** and receive a **key clue** about it.

Note that you will keep all benefits from this Quirk after this revelation (both the ability to ignore costs and to ask questions).



CAMP ACTIVITIES

Camp Activities are an optional rule designed to give greater spotlight to **resting scenes** (see **Core Rulebook**, page 91) and provide more options in addition to just increasing or modifying Bonds. While they have been created with a natural fantasy tone in mind, they can be used in any campaign.

Using this rule will not make Player Characters especially more powerful than normal, but surely offers an improvement in flexibility.

CHOOSING CAMP ACTIVITIES

If you use this optional rule, each Player Character gains access to **two different Camp Activities**, chosen during character creation from the list in the following pages.

Make sure to **avoid redundant Camp Activities** within the same group, and to choose Activities that fit your Player Character's **concept and Identity**.

USING CAMP ACTIVITIES

When Player Characters play a **resting scene** (be while inside a settlement or in the wilderness), each Player Character who takes part in it may perform **one** among the Camp Activities they have access to, describing it and applying its benefits to the chosen **target**.

It should be noted that each character may choose how to employ the resting scene, independently from everyone else.

Example: Brandon, Martha, and Ylua pause to rest in the city, spending 20 zenit each. They decide to play a resting scene inside the tavern; Brandon **Sleeps Soundly** to gain an additional action in the future, while Martha prepares a **Double Portion** for Ylua, who is often the target of the party's healing spells. Seeing Martha's kindness, Ylua decides to use this scene to **Gather** a few useful ingredients for the cook... hoping not to get into any trouble!

Whether they perform a Camp Activity or not, characters may still use the resting scene to adjust their **Bonds** (see **Core Rulebook**, page 91).

KEEPING TRACK OF THE BENEFITS

Many Camp Activities provide a benefit that can be used **only once** before the next rest; to make sure you easily remember which characters have access to each specific benefits, you could use tokens, counters, or other small objects that express the personality of whatever Player Character performed the corresponding Camp Activity.

Example: Brandon's player keeps track of **Sleep Soundly** using a pink plastic button; on the other hand, Martha's player gives a little badge portraying a slice of cake to anyone who benefits from her **Double Portion**.

If the benefit carries over from one session to another, instead, you can simply take note of it in a **clearly visible** area on your character sheet!



CAMP ACTIVITY

TARGET

Camp Forge

Yourself

Choose one option: you repair a damaged item owned by the group; **or** you create a single **basic weapon, armor, or shield** of your choice (see pages **130-133** of the **Core Rulebook**) without paying its cost in zenit; **or** you destroy a single piece of **equipment** owned by the group and obtain a **material** whose value is **equal** to the cost of the destroyed item (see page **74** for more information on materials).

Cartography

Yourself

Once before the next rest, after your group makes a **travel roll**, you may **reroll the die** and keep the new result.

Combat Lesson

One ally

Once before the next rest, after making an **Accuracy Check** or a **Magic Check for an offensive spell** (⚡), the target may add a bonus of +4 to the Result of the Check.

CAMP ACTIVITY	TARGET
Daydream	Yourself
Once before the next rest, when you lose Hit Points for whatever reason, you may choose to halve that HP loss.	
Double Portion	One ally
Once before the next rest, if the target is about to recover Hit Points, they may double the amount of Hit Points recovered.	
Exploration	Yourself or one ally
<p>You spend your time looking for useful items; describe how, then roll 1d6.</p> <ul style="list-style-type: none"> ♦ 1. Ouch! You recover half the normal amount of HP and MP during this rest. ♦ 2. Not what I was looking for... The target regains 2 Inventory Points. ♦ 3-5. Hoho, this can be useful! The target regains 3 Inventory Points. ♦ 6. Jackpot! The target regains 3 Inventory Points, and you also find an amount of zenit equal to [your character's level × 50]. 	
Gathering	A character with the Gourmet Class
<p>You look for ingredients in the area; describe how, then roll 1d6.</p> <ul style="list-style-type: none"> ♦ 1. H-help! At the end of this rest, the entire group will be caught in an easy conflict against a threat whose level is equal to the group level. ♦ 2. Will these be okay... The target receives 2 ingredients with random tastes. ♦ 3-5. Looks tasty! The target receives 3 ingredients with random tastes. ♦ 6. Ah, these! The target receives 3 ingredients, each with a taste of their choice. 	
Magic Lesson	One ally
Choose a single spell among those you know. Once before the next rest, the target may perform the Spell action to cast the spell you chose (they must still pay its MP cost and perform any Magic Checks as needed).	
Martial Practice	Yourself
Once before the next rest, when you perform an attack, you may grant that attack multi (2) or increase its multi property by one point.	

CAMP ACTIVITY	TARGET
Massage	One ally
Once before the next rest, if the target is about to pay a Mind Point cost, they may halve that MP cost. This benefit cannot be applied to a Ritual's MP cost.	
Midnight Oil	Yourself
You generate 3 points of progress for a single Project of your choice.	
Pep Talk	One ally
Once before the next rest, if the target is about to recover Mind Points, they may double the amount of Mind Points recovered.	
Planning	One ally
Once before the next rest, after the target performs a Group Check as leader or performs a Check to examine someone or something , they may add a bonus of +4 to the Result of that Check.	
Sleep Soundly	Yourself
Once before the next rest, you may perform an additional action on your turn during a conflict scene. This action must be used to perform the Equipment, Hinder, or Inventory action.	
Training	Yourself
Once before the next rest, if you are about to suffer one or more status effects from the same source, you may instead choose not to suffer any of those status effects.	



OPTIONS AND VARIANTS

You might create new Camp Activities for your characters; if you do so, try to keep them on the same power level as these. Then again, if your group has a passion for fantasy cooking, you might change this rule so that each Activity is instead a special dish created by your character, and always has **one ally** as the target – sharing is caring, after all!

NEW CLASSIC CHARACTERS

ELEMENTAL ACROBAT

Dexterity **d10**, Insight **d6**, Might **d8**, Willpower **d8**

Fury (1 level): Indomitable Spirit

Invoker (3 levels): Invocation (**SL 2**), Ripples

Sharpshooter (1 level): Barrage

Giant chakram (**custom weapon**, [**DEX + MIG**], **thrown, ranged, accurate, defense boost, powerful**), combat tunic, 120 zenit.

FLUTIST MONK

Dexterity **d6**, Insight **d8**, Might **d8**, Willpower **d10**

Invoker (3 levels): Invocation, Wellspring Expansion (**SL 2**)

Spiritist (2 levels): Ritual Spiritism, Spiritual Magic (Cleanse)

Staff (described as a magic flute!), sage robe, 270 zenit.

FRONTIER RESEARCHER

Dexterity **d8**, Insight **d10**, Might **d6**, Willpower **d8**

Loremaster (1 level): Quick Assessment

Merchant (2 levels): I've Heard of It!, Winds of Trade

Sharpshooter (2 levels): Crossfire, Warning Shot

Twin pocket pistols (**custom weapon**, [**DEX + INS**], **firearm, ranged, accurate, quick**), travel garb, 170 zenit.

GRINNING VETERAN

Dexterity **d6**, Insight **d8**, Might **d10**, Willpower **d8**

Gourmet (3 levels): Cooking, Knife and Fork, Traveling Cook

Guardian (1 level): Protect

Weaponmaster (1 level): Bladestorm

Waraxe, runic plate, 70 zenit.

KEEPER OF THE SACRED TREE

Dexterity **d6**, Insight **d6**, Might **d10**, Willpower **d10**

Arcanist (3 levels): Bind and Summon (Oak), Emergency Arcanum (**SL 2**)

Invoker (2 levels): Invocation, Linked Invocation

Staff, travel garb, 370 zenit.

LOTUS DUELIST

Dexterity **d10**, Insight **d8**, Might **d6**, Willpower **d8**

Elementalist (2 levels): Elemental Magic (Ventus), Spellblade

Floralist (2 levels): Battle Gardening, Chloromancy (Ocean Lotus)

Weaponmaster (1 level): Counterattack

Water lily blade (**custom weapon**, **[DEX + INS]**, **sword**, **melee**, **accurate**, **elemental (ice)**, **magic defense boost**), sage robe, 70 zenit.

SHY APOTHECARY

Dexterity **d8**, Insight **d10**, Might **d8**, Willpower **d6**

Merchant (1 level): Expiration Date

Tinkerer (4 levels): Potion Rain (**SL 2**), Visionary (**SL 2**)

Tome, sage robe, 270 zenit.

SMALL MERCHANT

Dexterity **d6**, Insight **d10**, Might **d8**, Willpower **d8**

Merchant (2 levels): Real Treasure, Winds of Trade

Wayfarer (3 levels): Faithful Companion (**SL 3**; a massive and cuddly creature who can tap into the PCs' Trade Points to either negate all damage suffered by another creature, or deal elemental damage)

Tome (described as an abacus!), silk shirt, 370 zenit.

TROUBLEMAKER ROGUE

Dexterity **d10**, Insight **d8**, Might **d8**, Willpower **d6**

Gourmet (2 levels): Cooking, Knife and Fork

Rogue (1 level): High Speed

Sharpshooter (2 levels): Barrage, Warning Shot

Shortbow (described as a sling!), travel garb, 270 zenit. This character's **delicacies** take the form of sling bullets with strange effects!

TWILIGHT WITCH

Dexterity **d6**, Insight **d10**, Might **d6**, Willpower **d10**

Entropist (2 levels): Entropic Magic (**SL 2**: Dispel, Mirror)

Floralist (3 levels): Battle Gardening, Chloromancy (Star Peony), Verdant Sway

Tome, sage robe, 270 zenit.

CHILDHOOD FRIENDS: WE HAVE A LONG JOURNEY AHEAD

Three young heroes accompany a **mysterious elf** on a pilgrimage to discover the meaning of the sudden visions that plague her. The **upbeat squire** and the **young herbalist** are flexible characters, capable of dealing damage as well as supporting their allies with **magiseeds** and the **Breach** and **Encourage** Skills. The **rowdy miner** hits hard but, above all else, she is of great help during travel and can get useful information everywhere she goes!

MYSTERIOUS ELF

Dexterity **d10**, Insight **d10**, Might **d6**, Willpower **d6**

Chimerist (1 level): Feral Speech

Loremaster (2 levels): Flash of Insight (**SL 2**)

Sharpshooter (2 levels): Barrage, Warning Shot

Shortbow, sage robe, 170 zenit.

ROWDY MINER

Dexterity **d6**, Insight **d8**, Might **d10**, Willpower **d8**

Fury (1 level): Provoke

Merchant (1 level): Winds of Trade

Wayfarer (3 levels): Tavern Talk, Treasure Hunter, Well-Traveled

Waraxe (described as a pickaxe!), bronze plate, 120 zenit.

UPBEAT SQUIRE

Dexterity **d10**, Insight **d6**, Might **d8**, Willpower **d8**

Orator (2 levels): Encourage (**SL 2**)

Weaponmaster (3 levels): Bone Crusher, Breach, Melee Weapon Mastery

Bronze sword, travel garb, runic shield, 120 zenit.

YOUNG HERBALIST

Dexterity **d6**, Insight **d8**, Might **d8**, Willpower **d10**

Elementalist (2 levels): Elemental Magic (Terra), Magical Artillery

Floralist (3 levels): Chloromancy (**SL 2**: Prancing Dandelion, Remedy Lily), Graft

Staff, sage robe, 270 zenit.

*"Despite the same world awaiting them,
each would learn a different lesson from it."*

THE KITCHEN BRIGADE: I'VE COME UP WITH A NEW RECIPE!

This group explores the Gourmet Class in many different ways: since each character's **cookbook sheet** is personal and independent, the same combinations yield different results depending on who uses them!

DEEP-FRY ARTIST

Dexterity **d8**, Insight **d8**, Might **d10**, Willpower **d6**

Fury (1 level): Withstand

Gourmet (2 levels): Cooking, Salt and Pepper

Guardian (2 levels): Bodyguard, Protect

Wok shield (**custom weapon**, **[DEX + MIG]**, **brawling**, **melee**, **defense boost**, **elemental (fire)**, **magic defense boost**), bronze plate, 70 zenit.

INFUSION MASTER

Dexterity **d8**, Insight **d8**, Might **d8**, Willpower **d8**

Gourmet (2 levels): Cooking, Knife and Fork

Sharpshooter (2 levels): Barrage, Ranged Weapon Mastery

Tinkerer (1 level): Gadgets (Basic Infusions)

Kettle (**custom weapon**, **[DEX + INS]**, **firearm**, **ranged**, **accurate**, **magic defense boost**, **powerful**), silk shirt, 170 zenit.

PICKLER

Dexterity **d6**, Insight **d10**, Might **d8**, Willpower **d8**

Entropist (1 level): Entropic Magic (Stop)

Gourmet (2 levels): Cooking, Traveling Cook

Merchant (2 levels): Private Stock, Winds of Trade

Blast chiller (**custom weapon**, **[DEX + INS]**, **dagger**, **melee**, **accurate**, **defense boost**, **elemental (ice)**), sage robe, 70 zenit.

STREET COOK

Dexterity **d8**, Insight **d8**, Might **d6**, Willpower **d10**

Gourmet (2 levels): Cooking, Made with Love

Orator (2 levels): My Trust in You, Unexpected Ally

Wayfarer (1 level): Tavern Talk

Staff (described as a fan!), sage robe, 270 zenit

FLORALIST

ALSO: Bloomblade, Gardener, Herbalist



*There is no rose
without thorns.*

Spiritual energy flows strongly within plants, thanks to their direct connection to our earth. Growing from this encounter are **magiseeds**, gifted with the unique ability to thrive on spiritual energy and blossom into a majestic yet ephemeral triumph of magic.

Floralists can identify and cultivate these strange seeds, which grant a large variety of benefits and can be combined with all sorts of disciplines, martial and magical.

- ♦ When did you first discover a magiseed, and where?
- ♦ Who taught you how to tend to plants and flowers?
- ♦ How did you implement magiseeds in your combat style?
- ♦ Are there many practicing your art, or are you the exception?



FLORALIST FREE BENEFITS

- ♦ Permanently increase your maximum Hit Points **or** Mind Points by 5 (your choice).

FLORALIST SKILLS

BATTLE GARDENING

[+3]

After you **plant a magiseed** through the **Chloromancy** Skill (not when using **Graft**), you may choose one option: perform a **free attack** with an equipped weapon; **or** perform the **Spell** action for free, casting a spell with a **total Mind Point cost equal to or lower than $[5 + (SL \times 5)]$** (you must still pay its MP cost). Treat the **High Roll (HR)** of your Accuracy Check or Magic Check as being equal to 0 when determining damage dealt by this attack or spell.

CHLOROMANCY

[+10]

Each time you acquire this Skill, you discover **a new type of magiseed** from the list found in the next pages.

During a conflict, if there are **no magiseeds** in your **garden**, you may use an action and spend 20 Mind Points to **plant a magiseed** of a type you have discovered. The rules for the **garden** and for **magiseed growth** can be found in the next pages.

GRAFT

As long as there is a **magiseed** in your **garden** and **1 or more sections** of your **Growth Clock** are **filled**, you may use an action to **remove** that **magiseed** from your **garden**: if you do, **plant a different magiseed** among those you have discovered (keep the current filled sections of your Growth Clock unchanged).

TREE OF LIFE

[+5]

When a **magiseed** is removed from your **garden**, you may choose one creature you can see: if that creature is in **Crisis**, they recover **$[5 + (SL \times 5)]$** Hit Points.

VERDANT SWAY

You gain the ability to perform Rituals of the **Ritualism** discipline; **additionally**, you may use **Ritualism** to **create, animate, and/or control vegetation, pollen, spores, and toxins** (but you cannot create nor control **plant-Species** NPCs this way).

MAGISEEDS

THE GARDEN

When you plant a **magiseed**, it takes root in your **garden** until removed. Your **garden** is an **abstract** space whose appearance varies depending on your character's look: it might be a pot on their back, a gap along their blade, or even the ground under their feet. Your **garden** can only contain **one magiseed at a time**, and any **magiseeds** in your **garden** are **automatically removed** at the end of each scene.

THE GROWTH CLOCK

When you acquire the **Chloromancy** Skill, you also receive a **Growth Clock** which is present only during conflict scenes and represents the cycle of life in your **garden**.

- ◆ Your Growth Clock has **4 sections**, and it begins each scene **empty**.
- ◆ At the end of your turn, if a **magiseed** is present in your **garden**, **fill 1 section** of your Growth Clock; **then**, if there is still a **magiseed** in your **garden** and that **magiseed** has an “at the end of your turn” effect (see below), apply that effect.
- ◆ When you fill the **fourth section** of your Growth Clock, **remove** the **magiseed** in your **garden**, then **erase all sections** of your Growth Clock.
- ◆ Sections of your Growth Clock **may not be filled nor erased** in any way other than described above, through **Brambleheart** and **Green Thumb** (pages **162** and **166**), or through effects that **explicitly affect Growth Clocks**.

MAGISEED EFFECTS

Magiseeds can have passive effects, or have effects that trigger at the **end** of your turn, **after** your Growth Clock has increased.

- ◆ The effects of a **magiseed** apply only while it is present in your **garden**, and they vary depending on the current number of filled sections in your **Growth Clock** (☉).
- ◆ You **only** apply the effect corresponding to the **exact number** of currently filled sections in your **Growth Clock**, not any effect above or below it.
- ◆ If a magiseed's effect deals damage, it deals 5 extra damage if you are **level 30 or higher**. If a magiseed's effect causes Hit Point and/or Mind Point loss and/or recovery, the amount increases by 10 if you are **level 30 or higher**.

MAGISEED LIST

Below and in the next pages you will find a list of standard **magiseeds** that each Floralist can discover by investing levels into the **Chloromancy** Skill.

Your group can also collaboratively create new **magiseeds**, and the Game Master may opt to include them among **rewards**, obtained independently of your investment in **Chloromancy**. Each magiseed is worth approximately 1000 zenit; try your best to keep these new **magiseeds** on a similar power to those on the standard list.



ARCTIC NARCISSUS

It stubbornly survives in frozen territories.



EFFECT

- 0-1You are Resistant to **earth** and **ice** damage.
- 2-3You and your allies present on the scene are Resistant to **earth** and **ice** damage.



BLAZING CHRYSANTHEMUM

Its thick petals resemble an erupting volcano.



EFFECT

- 1-3At the end of your turn, choose **earth** or **fire**. Until you use this effect again or this **magiseed** is no longer in your **garden**, all damage dealt by you and every ally present on the scene becomes the chosen type, its type cannot change, and it ignores Resistances.



DESERT DAHLIA

A tenacious plant, it doesn't fear the dryness of dunes.



EFFECT

- 0-1You are Resistant to **air** and **fire** damage.
- 2-3You and your allies present on the scene are Resistant to **air** and **fire** damage.



GOLDEN GINKGO

Its vibrantly colored leaves represent tenacity.



EFFECT

1

At the end of your turn, you and every ally you can see recover from **dazed**, **enraged**, and **shaken**.

2-3

At the end of your turn, you and every ally you can see recover an amount of Mind Points equal to **[5 + your Skill Level in Chloromancy]**.



GRAVE ASPHODEL

Solemn and elegant, it embodies death's ineluctability.



EFFECT

1

At the end of your turn, you may choose an enemy you can see. If you do, that enemy suffers **shaken**.

2

At the end of your turn, every enemy you can see suffers **shaken**.

3

At the end of your turn, you deal an amount of **dark** damage equal to **[15 + your Skill Level in Chloromancy]** to each enemy you can see who is suffering from **shaken**.



HERMIT IRIS

Its leaves carry whispers of ancient knowledge.



EFFECT

1

At the end of your turn, choose an enemy you can see. The Game Master reveals its **Level, Rank, Species, maximum Hit Points, maximum Mind Points, Traits, Attributes, Defense, and Magic Defense**.

2-3

At the end of your turn, choose an enemy you can see. The Game Master reveals its **Level, Rank, Species, maximum Hit Points, maximum Mind Points, Traits, Attributes, Defense, Magic Defense, and Affinities**.



HOOKLEAF NIGHTSHADE

Its purplish berries contain a deadly magical venom.



EFFECT

0-1

All damage you deal becomes **poison**, its type cannot change, and it ignores Immunities and Resistances.

2-3

All damage you deal becomes **poison**, its type cannot change, and it ignores Immunities and Resistances. Additionally, when you deal **poison** damage for the first time during your turn, you deal extra damage equal to **[your Skill Level in Chloromancy]** and each creature that lost Hit Points this way suffers **poisoned**.



HORNED HAWTHORN

Favored by witches and surgeons alike for its purifying properties.



EFFECT

0-1

You are Resistant to **dark** and **poison** damage.

2-3

You and your allies present on the scene are Resistant to **dark** and **poison** damage.



LUNAR MAGNOLIA

It blooms in the darkest hours of the night.



EFFECT

1-3

At the end of your turn, choose **ice** or **light**. Until you use this effect again or this **magiseed** is no longer in your **garden**, all damage dealt by you and every ally present on the scene becomes the chosen type, its type cannot change, and it ignores Resistances.



OCEAN LOTUS

A graceful symbol of serenity and wisdom.



EFFECT

- 0-1** You are immune to **dazed** and **slow**.
- 2** You treat your **Dexterity** and **Insight** as being one die size higher (up to a maximum of **d12**).
- 3** You and every ally you can see treat your **Dexterity** and **Insight** as being one die size higher (up to a maximum of **d12**).



PILGRIM GAZALIA

Its flamboyant corolla is synonymous with abundance.



EFFECT

- 1-2** At the end of your turn, choose yourself **or** another Player Character you can see. The chosen character regains 2 Inventory Points.
- 3** At the end of your turn, you **and** every other Player Character you can see regain 1 Inventory Point.



PRANCING DANDELION

A symbol of energy and vivacity, it spreads seeds through stormy winds.



EFFECT

- 1-3** At the end of your turn, choose **air** or **bolt**. Until you use this effect again or this **magiseed** is no longer in your **garden**, all damage dealt by you and every ally present on the scene becomes the chosen type, its type cannot change, and it ignores Resistances.



REGAL PROTEA

A colorful and tenacious flower, favored by an ancient dynasty.



EFFECT

- 0-1 You are immune to **shaken** and **weak**.
- 2 You treat your **Might** and **Willpower** as being one die size higher (up to a maximum of **d12**).
- 3 You and every ally you can see treat your **Might** and **Willpower** as being one die size higher (up to a maximum of **d12**).



REMEDY LILY

Its elegant flowers filter and purify spiritual energy.



EFFECT

- 1 At the end of your turn, you and every ally you can see recover from **poisoned**, **slow**, and **weak**.
- 2-3 At the end of your turn, you and every ally you can see recover an amount of Hit Points equal to **[15 + your Skill Level in Chloromancy]**.



SERRATED ROSE

Its thorns form a tangle equally breathtaking and dangerous.



EFFECT

- 1 At the end of your turn, you may choose an enemy you can see. If you do, that enemy suffers **slow**.
- 2 At the end of your turn, every enemy you can see suffers **slow**.
- 3 At the end of your turn, you deal an amount of **physical** damage equal to **[15 + your Skill Level in Chloromancy]** to each enemy you can see who is suffering from **slow**.



SILVER STRELITZIA

Its silvery blossoms are easily mistaken for jewels.



EFFECT

- 0-1** You are Resistant to **bolt** and **light** damage.
- 2-3** You and your allies present on the scene are Resistant to **bolt** and **light** damage.



STAR PEONY

It silently gazes into celestial depths.



EFFECT

- 1** At the end of your turn, you may choose an enemy you can see. If you do, that enemy suffers **dazed**.
- 2** At the end of your turn, every enemy you can see suffers **dazed**.
- 3** At the end of your turn, you deal an amount of **light** damage equal to **[15 + your Skill Level in Chloromancy]** to each enemy you can see who is suffering from **dazed**.



STRIPED ORCHID

Each segment of this plant is covered in toxins.



EFFECT

- 1** At the end of your turn, you may choose an enemy you can see. If you do, that enemy suffers **weak**.
- 2** At the end of your turn, every enemy you can see suffers **weak**.
- 3** At the end of your turn, you deal an amount of **poison** damage equal to **[15 + your Skill Level in Chloromancy]** to each enemy you can see who is suffering from **weak**.



WARDWATTLE

A tangle of robust branches, whose thorns spread powerful poison.



EFFECT

0-1 You are Resistant to **physical** damage.

2

You are Resistant to **physical** damage. Additionally, after a creature **hits** you with a **melee** attack, you deal an amount of **physical** damage to that creature equal to **[5 + your Skill Level in Chloromancy]** (after their attack was resolved).

3

You are Resistant to **physical** damage. Additionally, after a creature **hits** you with a **melee** attack, you deal an amount of **physical** damage to that creature equal to **[5 + your Skill Level in Chloromancy]**, and then deal an amount of **poison** damage to that creature equal to **[5 + your Skill Level in Chloromancy]** (both these damage instances happen after that creature's attack was resolved).



WRATHFUL CARNATION

Despite their beauty, its yellow flowers emit an irritatingly pungent smell.



EFFECT

1-4

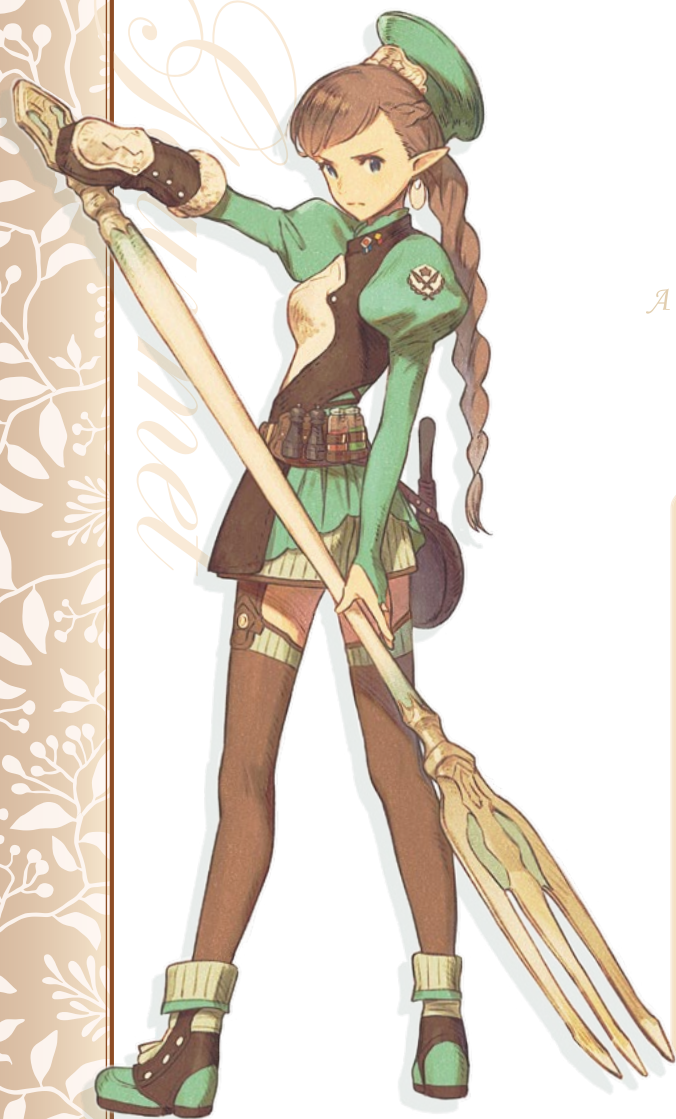
When this **magiseed** leaves your **garden**, choose up to one enemy you can see. Until the end of your next turn, when the chosen enemy performs an attack or casts an offensive spell (⚡), they must include you among the targets of that attack or spell (if able).

At the end of your turn, you may remove this **magiseed** from your **garden**; if you do, erase **all** sections of your Growth Clock.



GOURMET

ALSO: Brewer, Chef, Pâtissier



*A true chef respects
the nature of that
which they transform.*

Cooking may be considered a common skill, but **Gourmets** refine their knowledge of foodstuffs to a level that is nothing short of supernatural: they refine the art of extracting spiritual energies from every ingredient, infusing meals with powerful magical effects! While most Gourmets are content with simply settling down in a town or village and making a living off their skills, some wander the world in a lifelong search for new ingredients.

- ♦ Who taught you how to cook? What is your relationship with your teacher?
- ♦ Is your craft something revolutionary, or is it an established field of work?
- ♦ What does your cooking look like? Which tools do you use?
- ♦ What legendary recipe or ingredient are you looking for?



GOURMET FREE BENEFITS

- ♦ Permanently increase your maximum Inventory Points by 2.
- ♦ You may start **Projects** to create unique foods and drinks; they are always **consumable** and their **area** is based on the number and type of creatures you need to nourish.

GOURMET SKILLS

COOKING

[+5]

When you **rest** inside a settlement, you gain **[SL] ingredients** (see next page).

You may use an action and combine **2 or 3 ingredients** to prepare a **delicacy** (see next page) and choose one option: you apply its effects to yourself or an ally you can see; **or** you perform a **free attack** with a weapon you have equipped. This attack deals no damage, but you apply the delicacy's effects to each enemy hit by the attack.

You may carry **up to 10 + [SL × 5] ingredients**, and they **will never spoil until you use them**; if you take this Skill during character creation, you begin play with **ten** ingredients with random tastes.

KNIFE AND FORK

When you perform the **free attack** granted by the **Cooking** Skill, if you combined **no more than 2 ingredients**, you may have the attack deal damage as normal. If you do, you treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

MADE WITH LOVE

[+3]

When you use the **Cooking** Skill and choose to apply the effects of the **delicacy** to yourself or an ally you can see, you may spend up to **[SL × 10] MP**. For every 10 MP you spend this way, apply the **delicacy's** effects to an additional ally you can see.

SALT AND PEPPER

When you prepare a **delicacy**, you may spend 2 Inventory Points: if you do, change the **taste** of one ingredient to a different taste of your choice.

TRAVELING COOK

[+3]

After each **travel roll**, if you acquired the **Cooking** Skill, you gain **[SL × 2] ingredients**.

INGREDIENTS & DELICACIES

The **Gourmet** Class is designed around experimenting new taste combinations, as well as using these combinations to come up with a variety of strategies. To help you keep track of all this information you can use a **cookbook sheet**, which can be downloaded from **fabulaultima.com**.

GAINING INGREDIENTS

You will normally receive **ingredients** through the **Cooking** and **Traveling Cook** Skills; you might also receive them as **rewards** during play. When you obtain an **ingredient**, you're never too sure what it will taste like – roll a **d6** to determine the **ingredient's taste** using the table below, then describe its **appearance** and give it a **name**.

You may also purchase **ingredients** from stall, shops or merchants: the price is **10 zenit** for an **ingredient** with a random taste, or **20 zenit** for an **ingredient** with a taste of your choice.

INGREDIENT TASTE

1. Bitter	2. Salty	3. Sour	4. Sweet	5. Umami	6. Your choice
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Example: after traversing the Petrified Forest, you gain two **ingredients** thanks to the **Traveling Cook** Skill. You roll a **1** and **5** for their tastes, which means one tastes **bitter** and the other tastes **umami**.

You decide to call the first **ingredient** "Fossil Honey" and the second **ingredient** "Stonebark Shroom". You record both of them on your **cookbook sheet**, placing them in the matching taste columns.



TASTES AND DELICACIES

When you use the **Cooking** Skill, you combine two or three **ingredients** to generate a special **delicacy** with powerful effects that will be applied to its targets.

- ♦ Every **different** combination of **two tastes** (even if it's the same **taste** used twice!) will add an **effect** to the **delicacy**.
- ♦ When you combine two **tastes** you **never combined before**, determine the **effect** of that combination by rolling a **d12** and consulting the chart on the next page; most entries also require you to make a choice (such as a specific damage type or status effect). Once you're done, record the resulting effect on your **cookbook sheet**: from this moment on, that **taste combination** will **always** produce that exact **effect** when you use it.
- ♦ No two combinations of **tastes** in your **cookbook sheet** can have **identical effects**. When you determine the effect of a new combination, you must make your **choices** in such a way that the resulting effect has no precedents (for instance, by selecting a different damage type or status effect); if you can't, **reroll the d12**.
- ♦ When completed, your **cookbook sheet** will feature a total of **15 effects**, one for each possible pair of **tastes**.

Example: you combine three ingredients, one of them **salty** and two of them **bitter**. The resulting **delicacy** features two combinations (**bitter + bitter** and **bitter + salty**), which means it will have two different effects.

In the past, you combined **bitter + bitter** and rolled a **4**, which means the effect allows for MP recovery; on the other hand, you never combined **bitter + salty** before, so you need to determine this combination's effect by rolling dice.

You roll a **1**, and must choose a status effect for this effect; since you already chose recovery from **weak** for the **sour + sweet** combination in the past, you decide to opt for **dazed**. From now on, the **bitter + salty** combination will always allow you to heal the target from **dazed**.

Now that you've done this, you know that your **delicacy** allows every target to heal from the **dazed** status effect and also recover 40 Mind Points.

Delicacies created through the **Cooking** Skill have an immediate effect and are then destroyed; if you want to prepare foods with unique effects and use them later, you must instead use the rules for **Projects** (see **Core Rulebook**, page 134).

DELICACY EFFECT

d12 Combination effect

- 1 Each of this **delicacy's** targets recovers from the **(choose one: dazed; enraged; poisoned; shaken; slow; weak)** status effect.
- 2 Each of this **delicacy's** targets suffers the **(choose one: dazed; shaken; slow; weak)** status effect.
- 3 Each of this **delicacy's** targets recovers 40 Hit Points. This amount increases to 50 if you are **level 30 or higher**.
- 4 Each of this **delicacy's** targets recovers 40 Mind Points. This amount increases to 50 if you are **level 30 or higher**.
- 5 This **delicacy** deals 20 **(choose one: air; bolt; earth; fire; ice; poison)** damage to each of its targets. This amount increases to 30 damage if you are **level 30 or higher**.
- 6 Until the end of your next turn, every source that deals **(choose one: air; bolt; earth; fire; ice; poison)** damage deals 5 extra damage to each of this **delicacy's** targets.
- 7 Each of this **delicacy's** targets cannot perform the **Guard** action during their next turn.
- 8 Each of this **delicacy's** targets cannot perform the **Spell** action during their next turn.
- 9 Each of this **delicacy's** targets cannot perform the **Skill** action during their next turn.
- 10 Each of this **delicacy's** targets gains Resistance to **(choose one: air; bolt; earth; fire; ice; poison)** damage until the end of your next turn.
- 11 Each of this **delicacy's** targets treats their **(choose one: Dexterity; Insight; Might; Willpower)** as if it were one die size higher (up to a maximum of **d12**) until the end of your next turn.
- 12 During the next turn of each of this **delicacy's** targets, all damage they deal becomes **(choose one: air; bolt; earth; fire; ice; poison)** and its type cannot change.

SPECIAL RULES OF EFFECTS

Delicacies and their effects follow a few unique rules.

- Each **delicacy** always features **one, two, or three effects**, depending on which **taste** combinations you used (the effects may also be **four or six** if you use the **All You Can Eat** Heroic Skill, on page 161); you decide in which order to apply these effects, and may choose to **forgo** any number of them (this choice must be exactly the same for all targets of the **delicacy**).
- Effects **5 to 12** can only be applied during conflict scenes.
- A **delicacy** can only have **one** type **5** effect (which is to say, a damage-dealing effect); if a **delicacy** has two or more type **5** effects due to the **taste** combinations you used, you **must** choose one of them and forgo the others.
- A **delicacy** can only have **one** type **12** effect (which is to say, a damage type-changing effect); if a **delicacy** has two or more type **12** effects due to the **taste** combinations you used, you **must** choose one of them and forgo the others.

Other than that, all of a **delicacy's** effects are cumulative, and will be fully applied to each of its target.

Example: if you obtain a type **2** effect on **sweet + umami**, a type **5** effect on **bitter + umami**, and a type **9** effect on **bitter + sweet**, the **delicacy** created combining these tastes will be able to deal damage, inflict a status effect, and also prevent the use of **Skill** actions for a brief period!

AND FINALLY, A BIT OF ADVICE!

This Class is quite atypical: there is no real way to perfectly control the role your character will cover, because your abilities are procedurally generated over the course of the campaign. However, remember that **you may prepare delicacies outside of conflict scenes**: it will cost you some ingredients, true, but you will be able to "scout" the effects ahead of time and avoid trial and error during a critical situation. Other than that, pay attention to which effects best synergize with each other and with the rest of your group, and take advantage of the **multi** property to apply the same **delicacy** to two or more enemies!

INVOKER

ALSO: Ascetic, Channeler, Five-Soul Master

*Wish not for control,
but understanding.*



Invokers research the innate energy of souls and the way it spontaneously flows and manifests throughout their surroundings. Even if their art relies on calling upon the power of the elements, they adapt to the existing power sources rather than force an unnatural outcome and upset the flow of spirits.

That said, Invokers remain formidable adventurers: they boast great flexibility and a unique affinity for elemental creatures.

- ♦ How did you develop the art of invocation?
- ♦ Is there a spirit or elemental creature you have a special bond towards?
- ♦ How do your invocations manifest?
- ♦ Are your abilities relatively common, or are you the exception?



INVOKER FREE BENEFITS

- ♦ Permanently increase your maximum Hit Points **or** Mind Points by 5 (your choice).

INVOKER SKILLS

ELEMENTAL HARMONY

[+2]

You may always communicate with creatures of the **elemental** Species.

When you restore a creature's Hit Points with an **invocation** or spell, if an **elemental** is present on the scene, the restored amount is increased by **[SL × 5]**.

INVOCATION

[+3]

You may use an action and spend 5 Mind Points to perform an **invocation**, drawing energy from one of the **wellsprings** present on the scene (see next page). Your **[SL]** in this Skill determines which invocations you have access to.

LINKED INVOCATION

[+3]

When you perform an **invocation**, you may spend up to **[SL × 10]** additional Mind Points. For every 10 Mind Points you spend this way, the invocation may target an additional creature you can see.

RIPPLES

[+5]

After an enemy you can see loses Hit Points due to damage dealt by one of your allies, if that damage was increased by one or more of your **"hex"** **invocations**, you may perform a **free attack** with a weapon you have equipped. This attack may **only** target that enemy, and receives a bonus equal to **[SL]** to its Accuracy Check; if it is successful, all its damage becomes of the same type dealt by your ally, and **all "hex" invocations** present on its target end immediately after the attack has been resolved.

If two or more enemies trigger this Skill at the same time, you can perform a **free attack** against **each** of them, in whatever order you prefer.

WELLSPRING EXPANSION

[+5]

As long as you have a weapon belonging to the **arcane, bow, brawling, flail, sword, or thrown** Category equipped, your **"blast" invocations** deal **[SL]** extra damage, and the extra damage granted by your **"hex" invocations** is increased by **[SL]**.

INVOCATIONS

DETERMINING AVAILABLE WELLSPRINGS

During each scene, your surroundings grant you **two different wellsprings**: the Game Master tells you what they are. Remember to describe how wellsprings manifest in the scene; they may be natural features, objects, or even creatures.

Example: during a battle taking place on a steam-powered airship amidst stormy clouds, any two of **air**, **fire**, **lightning** and **water** would make sense.

PERFORMING AN INVOCATION

When you perform an **invocation**, choose one option you have access to among those in the table below (provided the corresponding wellspring is available in the scene); then, apply its effects to **one** creature you can see.

Your Skill Level in the **Invocation** Skill determines which invocations you have access to: **[SL 1]** enables “**blast**” invocations, **[SL 2]** enables “**blast**” and “**hex**” invocations, and **[SL 3]** gives you access to all invocations.

Example: if **air** and **earth** wellsprings are available and your Skill Level is 2, you have access to **Aero Blast**, **Aero Hex**, **Geo Blast**, and **Geo Hex**.

If an invocation deals damage, it will deal 5 extra damage if you are **level 20 or higher**, or 10 extra damage if you are **level 40 or higher**.

Similarly, if an invocation causes the target to recover Hit Points or lose Mind Points, the amount will increase by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.

WELLSPRINGS AND INVOCATIONS

Air wellspring (damage type: air)

Aero Blast	You deal 20 air damage to the target.
Aero Hex	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal bolt and fire damage.
Breeze	The target recovers 30 Hit Points.
Twister	You deal 10 air damage to the target, and they suffer dazed .

WELLSPRINGS AND INVOCATIONS

Earth wellspring (damage type: earth)

Geo Blast	You deal 20 earth damage to the target.
Geo Hex	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal air and ice damage.
Growth	The target recovers 30 Hit Points.
Quicksand	You deal 10 earth damage to the target, and they suffer slow .

Fire wellspring (damage type: fire)

Pyro Blast	You deal 20 fire damage to the target.
Pyro Hex	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal earth and ice damage.
Burst	You deal 10 fire damage to the target, and they suffer shaken .
Smoke	The target loses 20 Mind Points and also suffers weak .

Lightning wellspring (damage type: bolt)

Electro Blast	You deal 20 bolt damage to the target.
Electro Hex	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal earth and fire damage.
Static	You deal 10 bolt damage to the target, and they suffer slow .
Thunder	The target loses 20 Mind Points and also suffers dazed .

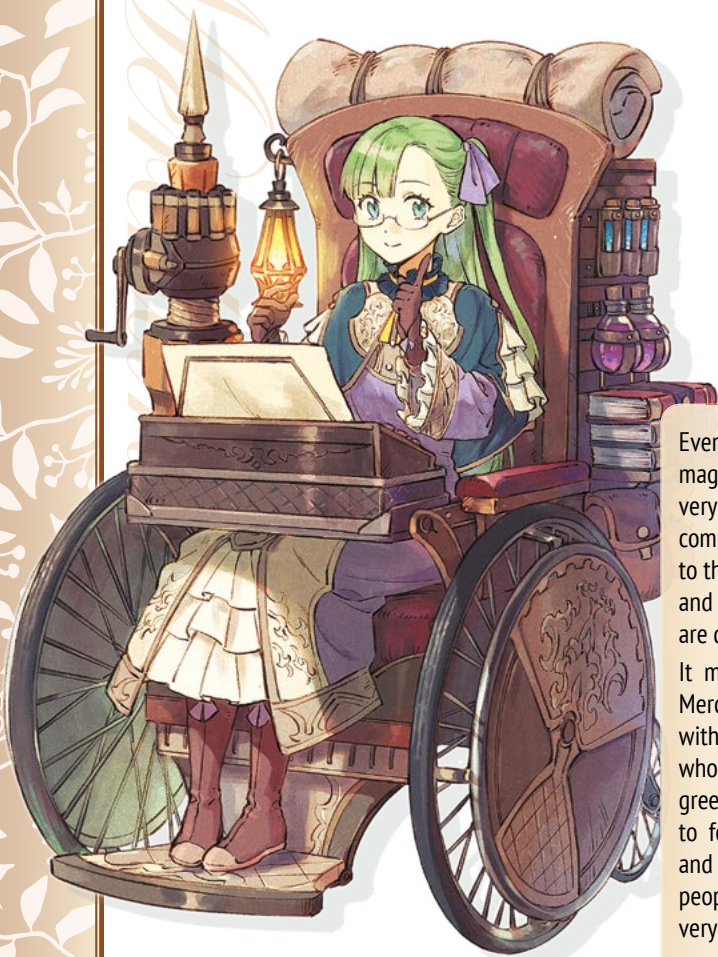
Water wellspring (damage type: ice)

Hydro Blast	You deal 20 ice damage to the target.
Hydro Hex	Until the start of your next turn, the target suffers 5 extra damage from all sources that deal air and bolt damage.
Chill	The target loses 20 Mind Points and also suffers shaken .
Frostbite	You deal 10 ice damage to the target, and they suffer weak .

MERCHANT

ALSO: Antiquarian, Collector, Pharmacist

*First of all, think:
how will this help
people in need?*



Even in worlds rife with great magic, wealth and money are very influential. Trade and commerce are one key aspect to the development of nations and kingdoms, and **Merchants** are quite aware of this power.

It might seem strange for a Merchant to be treated on par with a hero: and yet, those who resist the temptation of greed and rely on commerce to foster exchanges of ideas and dialogue between distant people truly are fighting their very own revolution.

- ♦ Who introduced you to the art of commerce? Is it a family business?
- ♦ Would this world be better without money? If so, why are you still a merchant?
- ♦ What do you love about commerce? And what do you despise about it?
- ♦ Do you have a business rival? What is your relationship with them?



MERCHANT FREE BENEFITS

- ♦ Permanently increase your maximum Inventory Points by 2.

MERCHANT SKILLS

EXPIRATION DATE

[+3]

When a **potion** or **delicacy** (see page 151) you created that **does not** deal damage causes one or more creatures to recover Hit Points, you may instead have it deal **poison** damage equal to **[half your level + (SL × 10)]** to each of those creatures. This damage's type cannot change, and it is **halved** if you are dealing damage to **two or more creatures**.

I'VE HEARD OF IT!

[+3]

After you or an ally who is able to hear and understand you roll dice for a Check to examine a creature, item, or location, you may spend 1 Trade Point to grant a bonus equal to **[SL × 2]** to the Result of that Check.

PRIVATE STOCK

[+3]

When you or another Player Character spend **[SL + 2]** or fewer Inventory Points, you may spend 1 Trade Point to ignore that cost.

REAL TREASURE

[+3]

Once per session, when you help an NPC or community **defeat greed and corruption**, **improve their quality of life**, or **coexist with other creatures**, if you have acquired the **Winds of Trade** Skill, you gain **[SL + 1]** Trade Points.

WINDS OF TRADE

[+3]

After you **rest** in an area where commerce is possible, you gain **[SL + 1]** Trade Points. You may never have more than **[SL + 3]** Trade Points; if you acquire this Skill during character creation, you begin play with 2 Trade Points.

During a **non-conflict scene**, you may spend 2 Trade Points to choose one option: you create a **material** or **rare item** approved by the Game Master whose value in zenit is **equal to or lower than [your level, multiplied by 30]**; or you create an NPC that lives nearby and explain their occupation as well as how you met them, then the Game Master tells you what they require in exchange for their services.

NATURAL FANTASY HEROIC SKILLS

These Heroic Skills are added to the list in the **Core Rulebook** (see page 232).

HEROIC SKILL	REQUIREMENT	DESCRIPTION
Heroic Skills with a Class mastery requirement		
All You Can Eat	Gourmet	Combine four ingredients into a delicacy .
Auramancer's Refraction	Arcanist, Spiritist	Improves Aura and Barrier , and punishes enemies who damage protected targets.
Bend Magic	Elementalist, Entropist, Invoker, Symbolist	React to enemy spells with your invocations .
Brambleheart	Darkblade, Floralist	Your brambles protect you and react to enemy attacks.
Brave Bash	Commander, Fury, Guardian, Pilot, Weaponmaster	Use Bone Crusher to challenge foes with a shield, then deal additional damage.
Cheer Up!	Chanter, Esper, Orator	Improves My Trust in You .
Chimeric Soul	Chimerist, Mutant	Casting Chimerist spells grants benefits based on the Species.
Cleansing Moonlight	Entropist, Spiritist	Your spells can remove status effects and spells from targets.
Ephemeral Tranquility	Dancer, Esper, Rogue, Spiritist, Symbolist	Improves Hallucination and Torpor , and cleanses status effects to cause HP loss.
Fitcast	Chimerist, Darkblade, Esper, Fury, Wayfarer	Use Might for Magic Checks, and treat weapons relying on Might as being arcane .
For a Better Future	Merchant	Use Trade Points instead of Fabula Points and improve settlements with donations.

HEROIC SKILL	REQUIREMENT	DESCRIPTION
Greater Chloromancy	Floralist	Increase magiseed effects and manipulate vegetation.
Green Thumb	Floralist	Quicken or delay the growth of your magiseeds .
Inner Wellspring	Invoker	Carry an elemental wellspring of your choice within yourself.
Power Nap	Guardian, Merchant, Wayfarer	Take a little nap during a conflict to regain your energies.
Side by Side	Wayfarer	Improve your synergy with your Faithful Companion .
Silent Hunter	Rogue, Sharpshooter, Weaponmaster	Improve High Speed with bows , spears , and thrown weapons, and deny free attacks .
Skillful Dosage	Gourmet, Loremaster, Merchant, Tinkerer	Delicacies , potions and spells heal above maximum HP and MP.
Specialty of the House	Gourmet	Prepare a unique delicacy with alternative effects.
Strength of Five Wellsprings	Invoker	Invocations improve Attributes.
Wise Counsel	Commander, Loremaster, Orator	Your Support Checks grant extra benefits to the leader .

ALL YOU CAN EAT

Requirements: you must have mastered the **Gourmet** Class.

Once per scene when you use the **Cooking** Skill, you may combine **four ingredients into a delicacy** (thus ignoring the normal limit of three ingredients). Other than that, the delicacy follows the normal rules.

AURAMANCER'S REFRACTION

Requirements: you must have mastered one or more Classes among **Arcanist** and **Spiritist**, and must have learned the **Aura** spell and/or the **Barrier** spell.

Choose a damage type among **air**, **bolt**, **earth**, **fire**, **ice**, and **light**.

When an enemy you can see deals damage to one or more creatures who are affected by an **Aura** and/or **Barrier** spell you cast, the damage suffered by each of those creatures is reduced by an amount equal to **[half your level in the Spiritist Class] or to [your level, divided by 10]** (use whichever value is **higher**; this reduction is applied **before** damage Affinities). Then, you may deal an amount of damage of the chosen type equal to **[half your level]** to that enemy. If you do, you cannot deal damage this way until the start of your next turn.

BEND MAGIC

Requirements: you must have mastered one or more Classes among **Elementalist**, **Entropist**, **Invoker**, and **Symbolist** (see **High Fantasy Atlas**, page **146**), and must have acquired the **Invocation** Skill.

After an enemy you can see **hits or misses you with an offensive spell** (⚡), if the Result of their Magic Check was an **even number**, you may immediately use the **Invocation** Skill for free (after the spell has been fully resolved) to perform an **invocation** you have access to against that enemy, without spending Mind Points. This invocation must **not** be a **"hex"**, and it may target **only** that enemy (you cannot use the **Linked Invocation** Skill with it).

BRAMBLEHEART

Requirements: you must have mastered one or more classes among **Darkblade** and **Floralist**, and must have acquired the **Chloromancy** Skill.

You are Resistant to **light** damage and **poison** damage.

After you lose Hit Points, if you are in **Crisis** and a **magiseed** is present in your **garden**, you may fill **1 section** of your **Growth Clock**.

Additionally, when you use the **Shadow Strike** Skill, you may have your attack deal **poison** damage instead of **dark** damage (the damage type still cannot be changed). If you do, your **Shadow Strike** deals extra damage equal to **[twice the number of filled sections in your Growth Clock]**.

BRAVE BASH

Requirements: you must have mastered one or more Classes among **Commander** (see **High Fantasy Atlas**, page 140), **Fury**, **Guardian**, **Pilot** (see **Techno Fantasy Atlas**, page 158), and **Weaponmaster**.

When you use the **Bone Crusher** Skill, if your attack targets **only one creature** and you have a **shield** equipped, you may **challenge** that creature until the end of your next turn. The **challenge** also ends if that creature is **challenged** by someone else, or if you **challenge** another creature.

The creature you are **challenging** must include you among the targets of their attacks and offensive spells (⚡), if able; additionally, once per turn (including other creatures' turns), when you deal damage to the creature you are **challenging** with a **free attack** using a **one-handed melee** weapon, or with a **custom weapon** belonging to the **dagger** or **sword** Category, you may deal 5 extra damage to that creature.

CHEER UP!

Requirements: you must have mastered one or more Classes among **Chanter** (see **High Fantasy Atlas**, page 136), **Esper** (see **Techno Fantasy Atlas**, page 150) and **Orator**, and must have acquired the **My Trust in You** Skill.

When you use **My Trust in You** on another Player Character, that character chooses **Dexterity**, **Insight**, **Might**, or **Willpower**: they treat the chosen Attribute as being increased by one die size (up to a maximum of **d12**) until the end of the scene or until you use **My Trust in You** on them again.

CHIMERIC SOUL

Requirements: you must have mastered one or more Classes among **Chimerist** and **Mutant** (see **Techno Fantasy Atlas**, page 154), and must have acquired the **Spell Mimic** Skill.

When you cast one of your Chimerist spells, you gain a benefit based on the **Species** of the creature you originally learned that spell from. Choose one option: you gain Resistance to both damage types associated with that Species; **or** when you deal damage of a type associated with that Species, you deal 5 extra damage. The chosen benefit lasts until the end of the scene, or until you cast a Chimerist spell again.

The damage types associated to each Species are **air** and **ice (beast)**, **earth** and **poison (construct)**, **fire** and **ice (demon)**, **air** and **bolt (elemental)**, **bolt** and **fire (monster)**, **earth** and **light (plant)**, **dark** and **poison (undead)**.

CLEANSING MOONLIGHT

Requirements: you must have mastered one or more Classes among **Entropist** and **Spiritist**.

When you hit one or more creatures with an offensive spell (⚡), if you have an **arcane** weapon equipped and the **High Roll** of your **Magic Check** is **8 or higher**, you may have each of those creatures no longer be affected by **all** spells with a **duration** of “Scene” that are currently affecting them.

When you cast a spell targeting one or more allies, if you have an **arcane** weapon equipped, you may choose one status effect among **dazed**, **enraged**, **poisoned**, **shaken**, **slow**, and **weak**: if you do, each target recovers from the chosen status effect.

EPHEMERAL TRANQUILITY

Requirements: you must have mastered one or more Classes among **Dancer** (see **High Fantasy Atlas**, page 142), **Esper** (see **Techno Fantasy Atlas**, page 150), **Rogue**, **Spiritist**, and **Symbolist** (see **High Fantasy Atlas**, page 146).

When you cast the **Hallucination** or **Torpor** spells (see **Core Rulebook**, page 208-209), you may apply **both** status effects to each target hit by the spell.

During a conflict, you may use an action and spend up to 20 Mind Points. For every 10 Mind Points spent this way, you may choose a different enemy you can see who is suffering from **two or more status effects**. Every enemy chosen this way recovers from **all** status effects and loses an amount of Hit Points equal to **[half your level + (the number of status effects that enemy recovered from this way, multiplied by 10)]**. Then, you recover 20 Mind Points for each of those enemies that entered **Crisis** or was reduced to 0 Hit Points by this effect.

FITCAST

Requirements: you must have mastered one or more Classes among **Chimerist**, **Darkblade**, **Esper** (see **Techno Fantasy Atlas**, page 150), **Fury**, and **Wayfarer**.

When you perform a Magic Check for a spell or Ritual, you may replace **one** of the Attributes with **Might** (such as **[MIG + MIG]** for a Chimerism Ritual).

As long as the **Accuracy** formula of a weapon you have equipped includes **Might**, you may treat that weapon as also belonging to the **arcane** Category for the purpose of Skills and effects that require it.

FOR A BETTER FUTURE

Requirements: you must have mastered the **Merchant** Class, and must have acquired the **Real Treasure** and **Winds of Trade** Skills.

When you need to spend one or more Fabula Points, if you are **not** spending them to **alter the story** (see **Core Rulebook**, page 98), you may spend that many **Trade Points** instead. Describe which memories of your trades and journeys give you strength!

Additionally, when you gain **two or more** Trade Points through the **Real Treasure** or **Winds of Trade** Skills, you may choose to gain **exactly 1 Trade Point** instead. If you do, choose a settlement within **1 travel day** of your position and increase its **prosperity** by an amount equal to **[your Skill Level in Winds of Trade + your Skill Level in Real Treasure]**; a settlement's **prosperity** starts at 0 and has no upper limit.

The chart below indicates the effects of your donations on the settlement and on anything within **1 travel day** of it.

Prosperity	Effects within 1 travel day of the settlement
10 or more	When you or an ally need to pay a cost in zenit, whatever the reason, that cost is halved .
15 or more	People gladly accommodate you and your allies: while in this area, you can always rest freely, without spending zenit. Furthermore, any travel rolls made in this area never use a die greater than d8.
20 or more	When a Villain in this area spends Ultima Points, they must spend twice as many Ultima Points.

GREATER CHLOROMANCY

Requirements: you must have mastered the **Floralist** Class.

Once per turn when a **magiseed** leaves your **garden**, if that **magiseed** has one or more “at the end of your turn” effects, you may spend 20 Mind Points. If you do, reproduce **one** of those effects (you may also choose an effect that doesn't match the current sections of your **Growth Clock**).

Additionally, if you have acquired the **Verdant Sway** Skill, your Rituals can now also influence and control **soldier**-Rank creatures belonging to the **plant** Species (but you are still unable to **create** them).

GREEN THUMB

Requirements: you must have mastered the **Floralist** Class.

When you fill **1 or more sections of your Growth Clock**, you may choose one option: you fill **1 additional section** of your Growth Clock; **or** you fill **1 fewer section** of your Growth Clock (to a minimum of 0 sections filled). If you do, you cannot use this effect again until after your **Growth Clock** has become completely empty.

Additionally, damage dealt by your **magiseeds** ignores Resistances.

INNER WELLSPRING

Requirements: you must have mastered the **Invoker** Class.

When you acquire this Heroic Skill and whenever you **rest**, you may choose one **wellspring**: **air**, **earth**, **fire**, **lightning**, or **water**. If you do, you gain the following benefits until your next **rest**:

- ♦ You **always** treat the chosen **wellspring** as being available during each scene, in addition to whatever **wellsprings** are already available.
- ♦ You may perform Rituals of the **Elementalism** discipline, but only if those Rituals manipulate the element of the chosen **wellspring**.
- ♦ You gain Resistance to the damage type corresponding to the chosen **wellspring**.
- ♦ When you deal damage, you may change its type to the one corresponding to the chosen **wellspring**. If you do, that damage ignores Resistances.

POWER NAP

Requirements: you must have mastered one or more Classes among **Guardian**, **Merchant**, and **Wayfarer**.

On your turn during a conflict, you may use an action to recover an amount of Hit Points and Mind Points equal to **[20 + half your level]** and also recover from all status effects. If you do, your turn ends **immediately**, you lose the ability to **hear and see**, and your **Defense and Magic Defense** scores become **equal to 5** and cannot be modified in any way (but you may still use the **Protect** Skill from the **Guardian** Class, if you have acquired it!). These penalties last until the start of your next turn, until after you **lose Hit Points**, or until after you **are hit by an attack or offensive spell (⚡)**.

SIDE BY SIDE

Requirements: you must have mastered the **Wayfarer** Class, and must have acquired the **Faithful Companion** Skill.

When your companion deals damage, they deal 5 extra damage.

When your companion performs a Check, you may spend 1 Fabula Point and **invoke** one of your companion's **Traits** in order to let them reroll one or both dice (as per the rules on page 46 of the **Core Rulebook**).

After you use the **Faithful Companion** Skill to have your companion perform an action during your turn, you may choose one option (after the companion's action has been resolved): you and your companion each recover 10 Mind Points; **or** the first time you or your companion perform a Check before the end of your next turn, that Check gains a bonus equal to **[your Skill Level in Faithful Companion]**.

SILENT HUNTER

Requirements: you must have mastered one or more Classes among **Rogue**, **Sharpshooter**, and **Weaponmaster**, and must have acquired the **High Speed** Skill.

When you use the **High Speed** Skill to perform a **free attack** with a weapon belonging to the **bow**, **spear**, or **thrown** Category, the attack deals extra damage equal to **[your Skill Level in the High Speed Skill, multiplied by 5]**.

Additionally, when you attack one or more creatures with a weapon that belongs to the **bow**, **spear**, or **thrown** Category, those creatures cannot perform **free attacks** until the end of the current turn.

SKILLFUL DOSAGE

Requirements: you must have mastered one or more Classes among **Gourmet**, **Loremaster**, **Merchant**, and **Tinkerer**.

Potions and **delicacies** you create, as well as **spells** you cast, can now cause creatures to recover Hit Points and Mind Points beyond their **maximum HP and MP** scores. This **cannot** cause a creature's current HP and/or MP to go above 150% of the respective maximum scores; at the end of each scene, if the **current Hit Points and/or Mind Points** of a creature are still above their maximum scores, they become equal to the maximum score.

SPECIALTY OF THE HOUSE

Requirements: you must have mastered the **Gourmet** Class.

When you acquire this Heroic Skill, choose **three different tastes** among **bitter, salty, sour, sweet, and umami**. Then, choose **three different effects** among the following:

- ♦ You deal 20 (**choose one: dark, light**) damage to each of this **delicacy's** targets. This amount increases to 30 damage if you are **level 30 or higher**. Choose the type of this effect when you acquire this Heroic Skill.
- ♦ During the next turn of each of this **delicacy's** targets, all damage they deal becomes (**choose one: dark, light**) and its type cannot change. Choose the type of this effect when you acquire this Heroic Skill.
- ♦ For each of this **delicacy's** targets, if they are affected by one or more spells with a **duration** of "Scene", instead they are no longer affected by any of those spells.
- ♦ Choose yourself or an ally you can see. For each of this **delicacy's** targets, the next time that target performs an attack or cast an offensive spell (⚡) before the end of this scene, they must include the chosen creature among the targets of that attack or spell (if able).
- ♦ Each of this **delicacy's** targets suffers **enraged**.
- ♦ Each of this **delicacy's** targets suffers **poisoned**.
- ♦ Each of this **delicacy's** targets recovers 30 Hit Points and 30 Mind Points, or 40 Hit Points and 40 Mind Points if you are **level 30 or higher**.
- ♦ Each of this **delicacy's** targets recovers from a single status of their choice.
- ♦ Each of this **delicacy's** targets recovers from **dazed, enraged, and shaken**.
- ♦ Each of this **delicacy's** targets recovers from **poisoned, slow, and weak**.

When you create a **delicacy** using **exactly 3 ingredients** during a conflict, if each ingredient matches a different **taste** among those chosen when you acquired this Heroic Skill, you may ignore **all** of that **delicacy's** normal effects. If you do, you may instead apply **one, two, or all** the effects you chose when you acquired this Heroic Skill.



STRENGTH OF FIVE WELLSPRINGS

Requirements: you must have mastered the **Invoker** Class.

After you perform an **invocation** during a conflict, you **and** up to one ally you can see increase one of your Attributes' die sizes by one (up to a maximum of **d12**). This increase lasts until the end of the scene or until you use this Skill again, and the Attribute is based on the **wellspring** you invoked: **air (Insight)**, **earth (one Attribute of your choice)**, **fire (Dexterity)**, **lightning (Might)**, or **water (Willpower)**.

WISE COUNSEL

Requirements: you must have mastered one or more Classes among **Commander** (see **High Fantasy Atlas**, page **140**), **Loremaster**, and **Orator**.

When you perform a **Support Check**, if the **leader** of the Group Check can hear and understand you, you may use **[INS + INS]**, **[INS + WLP]**, or **[WLP + WLP]** instead of the normal Attributes required by the **Support Check**.

Describe how you offer your advice!

Additionally, when you use the **teamwork** option (see **Core Rulebook**, page **76**) to support another Player Character's Check during their turn in a conflict scene, you may spend 10 Mind Points. If you do, choose **up to two** of the following benefits:

- ♦ That character recovers 20 Mind Points.
- ♦ That character recovers from **dazed**, **enraged** and **shaken**.
- ♦ At the end of that character's turn, choose one option: perform a **free attack** with a weapon you have equipped; **or** perform the **Spell** action for free, casting a spell whose total MP cost is **equal to or lower than 20**.
- ♦ If that character succeeds on their Check and the Check allows them to fill or erase one or more sections of a Clock, they may fill or erase 1 additional section of it.



ANTAGONISTS

This book's fourth and final chapter delves into the creation of natural fantasy enemy NPCs – especially Villains. Game Masters can combine it with similar advice from the **Core Rulebook** (mostly from page 292 onwards) to plan riveting **conflict scenes** for all game levels. As usual, you can use the material as is or adapt it to your liking by following the advice below.

NATURAL FANTASY VILLAINS

An introductory section containing tips and advice for creating and playing pivotal antagonists in the natural fantasy style.

VILLAIN EXAMPLES

Five different enemy NPCs – one each for levels 5, 10, 20, 30, and 40 – that make ideal natural fantasy Villains. For each, you'll find this information:

- ♦ **History.** The Villain's base concept and possible backstory.
- ♦ **Profile.** The Villain's statistics, as described on page 320 of the **Core Rulebook**.
- ♦ **Tactics.** The Villain's preferred combat tactics.
- ♦ **Extra content.** One or more additional ideas, including tips for modifying the Villain's profile, possible supporting enemies, and even additional **phases** (see **Core Rulebook**, page 301) that you can use during conflicts.

These Villains were designed to spark the Game Master's imagination and assume a **group of 4 well-rounded PCs**. Remember that some of their abilities might not conform to the standard cost for NPC Skills (see **Core Rulebook**, page 303) and that you'll likely need to tweak these Villains before adding them to your campaign. To balance things out, consider your Player Characters' capacities and then modify any opposing **Affinities**, **immunities to status effects**, **damage types**, or other parameters that could be frustrating to deal with or unsuitable for your group's campaign.

NATURAL FANTASY VILLAINS

When you create a natural fantasy antagonist, the information on page 254 of the **Core Rulebook** is an excellent starting point, but there are a few extra things to remember, just as there are for Player Characters.

BASIC PRINCIPLES

The natural fantasy genre presents a significant variety of archetypal Villains, but we can still infer some common key traits:

- ♦ **A link to the past.** These antagonists have one or more elements that link them to the past of the setting: some are obsessed by ancient legends; other crave power and authority lent by millennia-old magics and technologies, or want to wipe out every last trace of them; finally, some are entities who survived an ancient calamity or were created in the distant past.
- ♦ **Familiar concepts.** A natural fantasy antagonist's motivations and origin are often linked to needs, feelings, doubts, or emergencies that you might have had a brush with at least once in your personal life. As much as this might unsettle you, a part of you should be able to understand, perhaps at an instinctual level, what these Villains represent.
- ♦ **Catastrophic results.** When a natural fantasy Villain reaches their goals, the consequences are devastating: be it the awakening of a truly ancient danger, a permanent alteration to the ecosystem, or the extermination of entire communities, the Villain's victory will tear open a wound in this world.

The Game Master is given three main tools for introducing these Villains into the narrative and diving deep into their origins and objectives:

- ♦ **Stories, relics and traditions.** If a Villain is the incarnation of an ancient danger, references to their existence should gradually appear during the campaign: these sources are often vague or partly contradictory – fertile ground for studies and speculations.
- ♦ **Game Master scenes.** Above all else, these scenes are useful to add depth to the antagonists, revealing their doubts and hesitations. When dealing with Villains that are closer in nature to a cataclysm or a supernatural presence, these scenes can show omens of their arrival and a growing sense of foreboding.
- ♦ **Conflicts.** During conflicts, natural fantasy Villains tend to fully embrace one of two extremes: some speak openly with the protagonists, explaining their reasons, while others march forward, undeterred and silent, toward their objective.

THE FOUR ARCHETYPES

In natural fantasy, Villains often fit into one of four recurring types, with some very distinctive characteristics.

THE ARROGANT

This Villain is driven by ego: craving power, money and/or knowledge, they never stop to consider the destructive consequences of their actions and see the world as something to examine, dissect, exploit, and optimize.

Examples: an adventurer willing to commit any kind of atrocity to collect valuable trophies; a pioneer ready to destroy the ecosystem to build roads and railways.

THE PROTECTOR

This Villain wants to protect one community at the detriment of another. They believe they are doing what is necessary and, if defeated, might even become an ally.

Examples: a warrior looking for an ancient weapon that will let him impose a truce between clans; a huntress who wants to exterminate every predator in the continent.

THE OUTSIDER

Either supernatural or artificial, this antagonist follows a personal and unfathomable logic. They rarely speak, and when they do it muddies the waters even more, or they quote events, rules or information completely unknown to the characters.

Examples: a demon or ghost coming to reclaim a tribute in accordance with a forgotten tradition; an artificial intelligence reawakened in the wrong age.

THE CATASTROPHE

This Villain could be a monster, a beast, an elemental phenomenon, a disease, or even an expanding ecosystem (see next page). They are the incarnation of a looming disaster and there is no chance for parlay.

Examples: a scourge created by a cyclical curse; an infection that corrupts animals and plants, turning them into abominations; a wandering volcano close to erupting.

ENVIRONMENTAL ANTAGONISTS

Sometimes, natural fantasy Villains manifest in the form of miasmas, curses and afflictions that change any ecosystem their influence spreads to.

It should be noted that the antagonist is not the environment itself, but rather whatever force is **corrupting** it – this is often the result of actions by the world's ancient's inhabitants. This isn't a struggle between people and nature, but a war where both, side by side, face the consequences of a tragic, faded past, in an attempt to understand it so that it doesn't repeat itself.

Among the most common **environmental antagonists** are magical phenomena, curses, elemental imbalances, and diseases born of ancient experiments.

When it comes to game rules, these Villains offer some interesting possibilities:

- ♦ **Environmental effects.** The environment itself might add special effects during conflicts: a corrupting miasma that damages any creature suffering from a specific status effect at the end of each round, a magical desertification that halves any healing received by living creatures, or an elemental aura that empowers or weakens a specific type of damage. These effects can be very powerful and should be considered an **additional enemy** for the sake of conflict building.
- ♦ **Shared Ultima Points.** The most dangerous creatures among those affected by the corruption might be able to spend Ultima Points from the Villain's pool to **invoke Traits** and **Recover** (see **Core Rulebook**, page 101). They shouldn't be able to **Escape**, but they are considered Villains for the purpose of Skills and game effects.
- ♦ **Fabula Points and atmosphere.** If a Villain manifests through environmental corruption, the Player Characters should receive a Fabula Point every time their influence become especially noticeable, for example in the guise of a terrible omen or when a creature is shown to be a thrall to the Villain's will (see **Shared Ultima Points** above). **Game Master scenes** are particularly useful for this purpose.
- ♦ **Final battle.** Usually, an environmental antagonist cannot be confronted directly until the protagonists reach their **core** or **incarnation** and free the region from their influence – a liberation that is sometimes only temporary...
- ♦ **Altered wellsprings.** This is a very specific option, but if your group includes a character that can use **invocations** (see page 156), the Villain's influence might create new **wellsprings** outside of the standard list or, perhaps, alter the existing **wellsprings** over the course of a conflict.

“You humans have a habit of considering cruel what is merely equitable. For years you stole my children, and now I shall steal yours.”

ON A SMALLER SCALE

One recurring element of natural fantasy campaigns is that they limit themselves to a rather small space and time frame: pretty often, a natural fantasy Villain might renounce their goal or be permanently defeated after just one or two confrontations.

From this point of view, the number of Ultima Points available to these Villains might become a **problem**: a Villain might have 5 or 6 Ultima Points left when their story has reached a satisfying conclusion in terms of narrative.

This problem might present itself in any short campaign, but the usual pace of natural fantasy games makes it more noticeable. Here is some advice to offset it:

- ♦ **Avoid supreme Villains.** If you foresee a short and focused campaign set in a small region, you can easily limit yourself to a few minor Villains and a single major Villain, without resorting to supreme Villains. If you change your mind, you can always call for an **escalation** (see **Core Rulebook**, page 102).
- ♦ **Make Villains fearsome.** Spend Ultima Points every time a Villain fails a Check, misses a target, or is afflicted by two or more status effects; every now and then, do it even when they succeed, just to improve the Result or the High Roll!
- ♦ **Fiction first.** If the Player Characters' actions create a situation where the Villain no longer has a reason to act (a rather common occurrence in natural fantasy, where many antagonists are driven by very simple needs), **it's not wrong** to discard all the remaining Ultima Points and stop considering this character a Villain.

SUBVERTING THE PREMISES

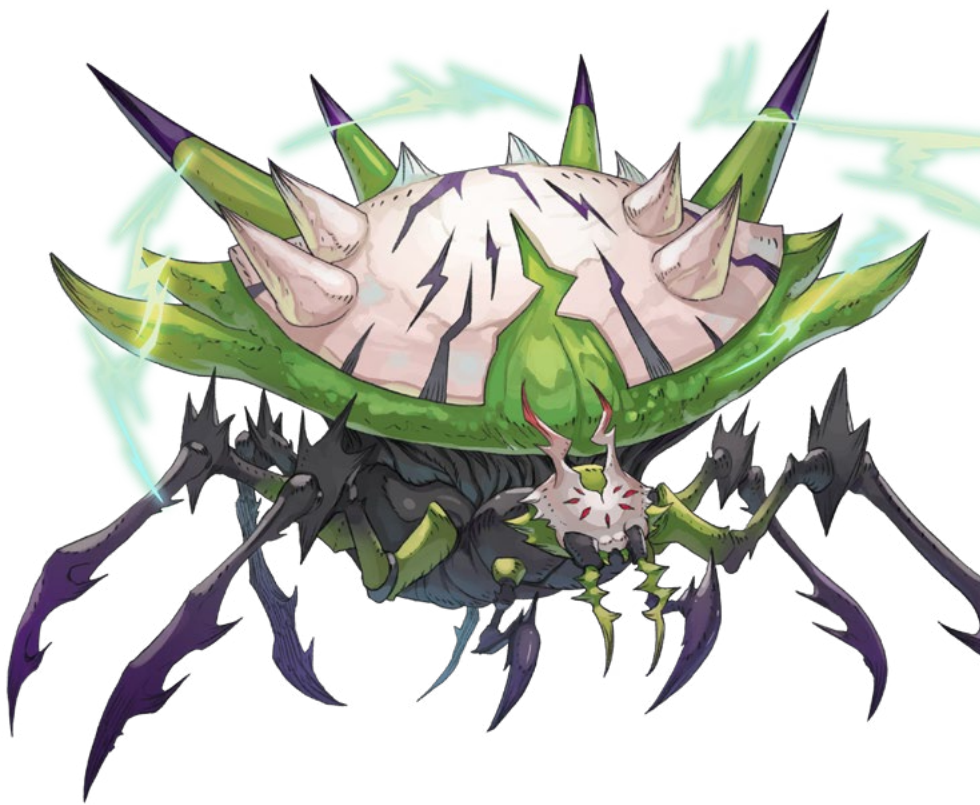
Natural fantasy campaigns offer excellent chances to subvert many conventions of the JRPG genre and design Villains who are essentially invincible if battle against them is approached as usual (for example, the **Heart of Eldgren** on page 205).

Examples: a ghost that, if defeated, comes back to haunt the village at night, unless someone returns a specific item to them; a monster under a curse who, if brought to 0 Hit Points without purifying them first via a Ritual or Project, completely loses their conscience and becomes an abomination; a truly ancient android who, when in **Crisis**, automatically Surrenders if convinced to trust humanity via a Clock.

TONITRANEA REX

The Mountains of Edessa are famous for their electrore formations, which create a rather unique biome. However, the recent lowering of temperatures across the region, caused by a mysterious turbulence from the west, significantly reduced the charge stored within said mineral, causing the deterioration of the flora native to the region and forcing many local species to migrate. Among these species are the exceedingly rare Thunder Spiders. Usually peaceful, once outside their natural habitat these huge arthropods become extremely ravenous – they eat constantly and grow beyond measure. This accelerated growth is very painful, and makes them even more aggressive.

A truly gigantic specimen was recently spotted in the valley, so ferocious that the population of nearby villages was forced to flee their homes. They talk with fear and respect about the **Tonitranea Rex**, the Lord of Thunder. Its hunting ground grows by the day, threatening not just the people of the valley but the balance of the region's entire ecosystem.



TONITRANEA REX'S TACTICS

During conflicts, the Tonitranea Rex uses its heightened mobility to disorient enemies and take them down. This gigantic arthropod is made up of **three parts**, each with its own profile: the **Head**, the **Thorax** with its long legs, and the massive **Abdomen** covered with electrostatic spines. In order to defeat the creature, **all** three must be reduced to 0 Hit Points.

- ♦ **On the first enemy turn** of each round, if at least two enemies aren't suffering from **slow**, the **Abdomen** uses **Paralyzing Silk** against all enemies. Otherwise, if it doesn't have enough Mind Points or if it's **electrified**, the **Abdomen** uses **Trampling Slam** against as many random targets as possible (this causes the **Thorax** to stop **dangling** and the **Abdomen** to stop being **electrified**).
- ♦ **On the second enemy turn**, the **Thorax** uses **Predator Ascent** to start **dangling** if it's an odd-numbered round, or **Electrostatic Charge** if it's an even-numbered round. If it doesn't have enough Mind Points, it uses **Lightning Claw** against as many random targets as possible.
- ♦ **On the third enemy turn** of each round, the **Head** uses **Toxic Spit** against a random target.
- ♦ **On the fourth enemy turn** of each round, the **Thorax** acts again, using **Lightning Claw** against as many random targets as possible.

Since **Head**, **Thorax** and **Abdomen** are all parts of the Tonitranea, each of them has access to the Villain's Ultima Points pool, with two caveats:










- ♦ If one part spends 1 Ultima Point to recover from all status effects and recover 50 Mind Points, **all parts** gain these benefits.
- ♦ If one part spends 1 Ultima Point to Escape from the scene, **all parts** escape immediately together.

If engaged while on the hunt, the Tonitranea Rex uses Ultima Points to **Invoke a Trait** every time it misses one or more targets in **Crisis**, but always keeps 1 Ultima Point to Escape to its lair. If engaged within the lair, however, the creature spends Ultima Points more liberally and uses them to activate the **Survival Instinct** special rule (see **Thorax**).

ABDOMEN

Lv 5 • MONSTER

Traits: bulky, electrostatic, spiky, tough.

DEX d8	INS d6	MIG d10	WLP d8	HP	60 • 30	MP	55	Init. 7
DEF +0	M. DEF +0		 RS  IM 	 VU  VU 		 RS		

BASIC ATTACKS

- ✂ **Trampling Slam** • [DEX + MIG] • [HR + 5] **physical** damage. If the Abdomen is **electrified** this attack deals 10 extra damage and all its damage becomes **bolt**; if the **Thorax** (see page 179) is **dangling**, this attack gains **multi (2)**. After this attack is resolved, the **Thorax** stops **dangling** and the **Abdomen** is no longer **electrified**.

SPELLS

- ⚡ **Paralyzing Silk** • 20 MP • **Special** • **Instantaneous**.
Every enemy the Abdomen can see suffers **slow**.



SPECIAL RULES

- Electrostatic Spines** • After a creature hits the Abdomen with a **melee** attack, if the Abdomen is **electrified**, it deals 5 **bolt** damage to that creature (after the attack has been resolved).
- Grounding** • If the Abdomen suffers **earth** damage when **electrified**, it stops being **electrified**.
- Limb** • The Abdomen is immune to **dazed**, **enraged** and **shaken**.

HEAD

Lv 5 • MONSTER

Traits: frail, lucifuge, poisonous, protected.

DEX d8	INS d10	MIG d6	WLP d8	HP	40 • 20	MP	45	Init. 9
DEF +0	M. DEF +0	 VU  RS  RS 				 VU  IM		

BASIC ATTACKS

- ☠ **Toxic Spit** • [DEX + MIG] +3 • [HR + 10] **poison** damage.

SPECIAL RULES










- Wall of Legs** • During a conflict, as long as the **Thorax** (see page 179) isn't **dangling**, the Head is invisible to enemies.

"Listen to me, lass, stay away from that creature: lightning will reach you long before you hear the Lord of Thunder."

THORAX (Champion 2)

Lv 5 • MONSTER

Traits: armored, coordinated, electrostatic, ravenous.

DEX d8	INS d8	MIG d8	WLP d8	HP	100 + 50	MP	90	Init. 10
DEF +2	M. DEF +1		 RS  IM 	 VU 	 VU 	 RS		

BASIC ATTACKS

- ✂ **Lightning Leg** ♦ [DEX + MIG] +3 ♦ [HR + 5] bolt damage; if the **Thorax** is **dangling**, damage dealt by this attack ignores Resistances. This attack has **multi (2)**, but it can only target two enemies provided they are **both** suffering from **slow**.

OTHER ACTIONS

- ⚙ **Electrostatic Charge** ♦ The Thorax can use an action and spend 10 Mind Points to rub its back legs along the **Abdomen**, creating an electrostatic cloud. If it does, the **Abdomen** (see page 178) becomes **electrified**.
- ⚙ **Predator Ascent** ♦ The Thorax can use an action and spend 10 Mind Points to climb up the webs and become **dangling** until it suffers **fire** damage, **ice** damage, or damage of a type it is Vulnerable to; the Thorax also stops **dangling** after the **Abdomen** (see page 178) uses **Trampling Slam**. As long as the Thorax is **dangling**, no part of the Tonitranea Rex (**Abdomen**, **Head** and **Thorax**) can be targeted with **melee** attacks unless the attacker is flying or able to target **flying** creatures.

SPECIAL RULES

Limb ♦ The Thorax is immune to **dazed**, **enraged** and **shaken**.

Survival Instinct ♦ At the end of each round, if the Tonitranea Rex is within its **lair** and the **Abdomen** and/or the **Head** are at 0 Hit Points, the Thorax **must** spend 1 Ultima Point to gather its strength and bring both parts back into the scene, each with a number of Hit Points equal to their **Crisis** value, but suffering from no status effects and at full Mind Points.

HANDLING THE PARTS OF THE TONITRANEA REX

Although the various parts of this Villain have individual profiles, in **narrative** terms they are actually a single entity: for this reason, when one is reduced to 0 Hit Points and/or leaves the conflict, they should be described as **grievously wounded or exhausted**, not dead. At the same time, their senses are based on the Tonitranea Rex as a whole (for example, defeating the **Head** does not impair the "sight" of the other parts, which can target their enemies normally).

CHAPTER 4

ANTAGONISTS

MULTI-PART ENEMIES

Tonitranea Rex is built according to an idea common to both JRPGs and beat 'em up games: a boss that appears as a single body, but with a variety of minor **parts** that can be targeted and damaged individually, to destroy, stun, or immobilize them for a certain amount of time.

This method offers a number of advantages:

- ♦ It safeguards the value of **multi-target** abilities; those same abilities would otherwise be wasted against a solitary **champion**-rank enemy.
- ♦ It prevents the battle from becoming too long, since the number of enemies **goes down** bit by bit when the various parts are reduced to 0 Hit Points.
- ♦ It provides a lot more **personality** to enemies with a monstrous anatomy, making each section of their bodies a mini-enemy that supports or synergizes with the others, and these interactions show the nature, instincts, and habits of said creature.
- ♦ It allows the Game Master to add **regeneration** rules that set the pace of the conflict and push the Players to make significant tactical decisions: do they want to eliminate the more aggressive secondary parts first, knowing that they might come back later? Or do they focus on the main body?

As a rule of thumb, an enemy built according to this logic includes:

- ♦ **Main body.** An **elite** or **champion** rank NPC that, usually, has support abilities and an action or special rule that allows it to bring the other parts back into the scene (usually when the main body enters **Crisis** for the first time or at a set point each round). Sometimes (but not always!), defeating the **main body** causes the remaining **parts** to immediately leave the conflict.
- ♦ **Parts.** Each section of the creature that plays a pivotal role in their tactics has a separate profile, usually of **soldier** rank. Some **parts** are built for offense (such as the head of a dragon, a robot's ventral turret, or a manticore's spiked tail) and others for defense (such as an energy barrier generator, a claw shielding the body, or a floating ring).

In most instances, the ideal composition is a **champion** rank **main body** which replaces a number of soldiers equal to the **PCs on the scene minus 1**, accompanied by **two soldier** rank **parts**. However, as usual, you shouldn't be afraid to experiment. The following page presents some ideas to play with!



ANCIENT ROBOT

The outer shell of this complex adversary is the **Armor (soldier)** with high Defenses and Hit Points, flanked by two **Armaments (soldier)** that are more fragile, but capable of unleashing attacks and spells. Inside, there is a **Core (elite)**, completely invulnerable as long as the **Armor** is on the scene, which creates a new **Armament** at the end of each round if there are **less** than two. Both the initial **Armaments** and the new ones are chosen at random from a six-option list, each with different Affinities and offensive capabilities. If the **Core** is reduced to 0 Hit Points, the entire robot deactivates immediately.



MAGMASAUR

This adversary consists of a **Body (elite)**, a **Head (elite)** and a powerful **Tail (soldier)**. The **Tail** attacks with large swipes and can even inflict a status effect, but it can't be regenerated if defeated; the **Head** can cause grievous injuries with its bite and flaming breath; and finally, the **Body** strikes with sharp claws or, if in **Crisis**, a powerful body slam. Also, at the end of each round, if the **Head** is defeated but not the **Body**, the Head returns to the scene with Hit Points equal to its **Crisis** value. The same happens to the **Body** if it's defeated while the **Head** is still up and running.



STORM SPIRIT

In contrast to the previous examples, this adversary consist of three parts of the same rank: the **Essence of Lightning (soldier)** that uses electric attacks and spells, the **Essence of Air (soldier)** that inflict status effects like **slow** or **weak**, and the **Essence of Water (soldier)** that heals the other parts' Hit Points and Mind Points. These three **Essences** balance each other out, but when one is defeated, the remaining **Essences** become more powerful, **doubling** their maximum and current Hit Points, not to mention their number of turns starting from the next round!

NODE AND DYLON

Born and raised in the lake village of Turva, **Node** and **Dylon** have been inseparable since birth: together, the young human and the sea tiger learned how to sail the narrow canals, swim against the current, and survive among the waters. Side by side, they became the most respected pair of hunters in the village, protecting it from dangers, delivering letters and messages to the settlements of nearby regions, and obtaining food, medicines, and other resources.

Everything changed during a particularly long hunting trip, when a ravenous and overgrown eelfang attacked their group: miraculously escaping the carnage, the two hunters developed a grudge against the beast, despite the warning of their old mentor, Stelarcte, and her stern exhortation to remember the souls of the fallen without bringing further torment to them. The duo left Turva for many months, trained hard and finally faced and killed the beast, exacting their revenge.

Alas, awaiting their return was a gruesome silence: the village had been reduced to ashes, destroyed by a migrating lava beast. Node and Dylon came to a grim realization: a world populated by monsters of such power would never be safe for humanity, and the only way to save as many lives as possible was to preemptively hunt down and kill these creatures. None but them can bear such a burden but, as always, having each other to rely upon will be enough.



NODE AND DYLOM'S TACTICS

Node and Dylan add an environmental effect to every conflict they take part in, the **tide**. At the start of the conflict, the tide is **high** and it remains so as long as neither of them is in **Crisis**; as soon as **either** of them is in **Crisis**, the tide becomes **low**.

- ♦ **On the first enemy turn** of each round, **Node** uses **Hunting Horn** if he has enough Mind Points and hasn't used it so far. Otherwise, he uses **Hunter's Bow**, prioritizing targets suffering from **weak** (during **high** tide) or **slow** (during **low** tide).
- ♦ **On the second enemy turn**, **Dylan** uses **Rock Toss** against a random target. If he doesn't have enough Mind Points he uses **Sea Fin** against a random target.
- ♦ **On the third enemy turn**, **Node** acts again, using **Net Throw** against as many random targets as possible, prioritizing those suffering from **weak** during **high** tide.
- ♦ **On the fourth enemy turn**, **Dylan** uses **Coordinated Action**, prioritizing enemies suffering from **weak**. **Node's free attack** (during **high** tide) targets a random enemy instead. If Dylan doesn't have enough Mind Points, he uses **Sea Fin** instead, always prioritizing **weak** targets.

Node and Dylan are friends who share every aspect of their lives: for this reason they have a single pool of Ultima Points and each can spend them to **Invoke a Trait** or **Recover**; if one spends an Ultima Point to **Escape**, **both** leave the scene safely.

The goal of this rule is to highlight how deep the symbiosis and harmony of this duo run, creating a stark contrast with the mission they undertook: they are clearly able to show care and tenderness, but they decided to **discard** these feelings when looking at one of their prey.

During the first conflict with the Player Characters, Node and Dylan don't see them as worthy opponents, but rather as naive and headstrong people that don't understand the importance of their mission: as such, they spend Ultima Points to **Recover** only when suffering from **3 or more status effects**, and they always keep 1 Ultima Point to **Escape** as soon as one of them is reduced to 0 Hit Points (ignore the **I'll Avenge You!** special rules).

In subsequent battles, however, they consider the PCs a grave danger to their mission and spend Ultima Points to **Invoke a Trait** every time they fail a Check.



NODE (Elite)

Lv 10 • HUMANOID

Traits: determined, loyal, pragmatic, seaborne.

DEX d10	INS d6	MIG d8	WLP d8	HP	120 • 60	MP	60	Init. 10
DEF +1	M. DEF +1			RS	VU RS VU			

Equipment: short bow, travel garb.

BASIC ATTACKS

- Net Throw** • [DEX + MIG] +4 • [HR + 5] **physical** damage. This attack has **multi (2)**.
- Hunter's Bow** • [DEX + DEX] +4 • [HR + 8] **physical** damage. If the tide is **high** and the target is suffering from **weak**, this attack deals 5 extra damage. If the tide is **low** the target suffers **slow**.

SPELLS

- Hunting Horn** • 10 • T MP • **Up to three creatures** • **Scene**.
Until this spell ends, each target gains a +1 bonus to Accuracy Checks.

SPECIAL RULES

High Tide Style • When the tide is **high**, **Node**'s attacks always treat the target's Defense as being equal to their **current Might** die size.

I'll Avenge You! • When **Dylon** (see next page) is reduced to 0 Hit Points, Node recovers from all status effects and loses all his Vulnerabilities. After that, the tide becomes **high** again.

Low Tide Speed • When the tide is **low**, all damage dealt to Node by creatures suffering from **slow** is reduced by 5 (before applying Affinities).

THE TIDE AND FLOW OF THE BATTLE

Node and Dylon's special mechanic is the **tide**: this kind of additional rule is excellent to add "phases" to a conflict without tying them to a specific adversary. It's also an interesting way to add a back-and-forth pace to the scene, to reveal something about the enemies' personality, and to ensure they can't benefit from all their skills at the same time, which could make them too overwhelming or frustrating. The best way to keep track of these effects is a **physical reminder**, like a coin to flip or a card to rotate (this last prop can easily represent a cycle of four phases, for example).

*"We don't expect gratitude.
Nonetheless, we know what must be done."*

DYLON (Elite)

Lv 10 • BEAST

Traits: imposing, protective, seaborne, staunch.

DEX d6	INS d8	MIG d10	WLP d8	HP	140 • 70	MP	60	Init. 9
DEF +2	M. DEF +1			VU	RS VU RS			

BASIC ATTACKS

- ✂ **Sea Fin** • **[INS + MIG] +1** • **[HR + 5]** ice damage. If the tide is **high**, the target suffers **weak**. If the tide is **low**, the target won't be able to see **Node** (see previous page) until Dylon uses **Sea Fin** again.

SPELLS

- ⚔ **Rock Toss** • **[MIG + WLP] +1** • **5 MP** • **One creature** • **Instantaneous**. Dylon deals **[HR + 10]** earth damage to the target.

OTHER ACTIONS

- ⚙ **Coordinated Action** • Dylon can use an action and spend 10 Mind Points to perform a **free attack** with **Sea Fin**, treating the High Roll as 0 when calculating damage. After this attack is resolved, if the tide is **high**, **Node** (see previous page) can perform a **free attack** with **Hunter's Bow**, treating the High Roll as 0 when calculating damage; otherwise, if the tide is **low**, **Node** recovers 10 Hit Points instead.

SPECIAL RULES

- High Tide Strength** • When the tide is **high**, all damage dealt by Dylon ignores Resistances.
- I'll Avenge You!** • When **Node** (see previous page) is reduced to 0 Hit Points, Dylon recovers from all status effects and loses all his Vulnerabilities. After that, the tide becomes **high** again.
- Low Tide Tenacity** • When the tide is **low**, Dylon becomes Resistant to **physical** damage.

A REFLECTION IN TWO PARTS

While the **Tonitranea Rex** (see page 176) is a terrible predator that upsets the ecosystem, Node and Dylon showcase how pain and tragedy might warp protective instincts into extremism – a **preemptive** and **short-sighted** hunt, fueled by fear rather than understanding. However, the village of Turva and their mentor cultivated a diametrically opposite philosophy, one that still endures in the powerful bond between Node and Dylon: it's not too late, and the Player Characters might be able to bring those feelings back to surface before they drown in a sea of bitterness.

4
CHAPTER

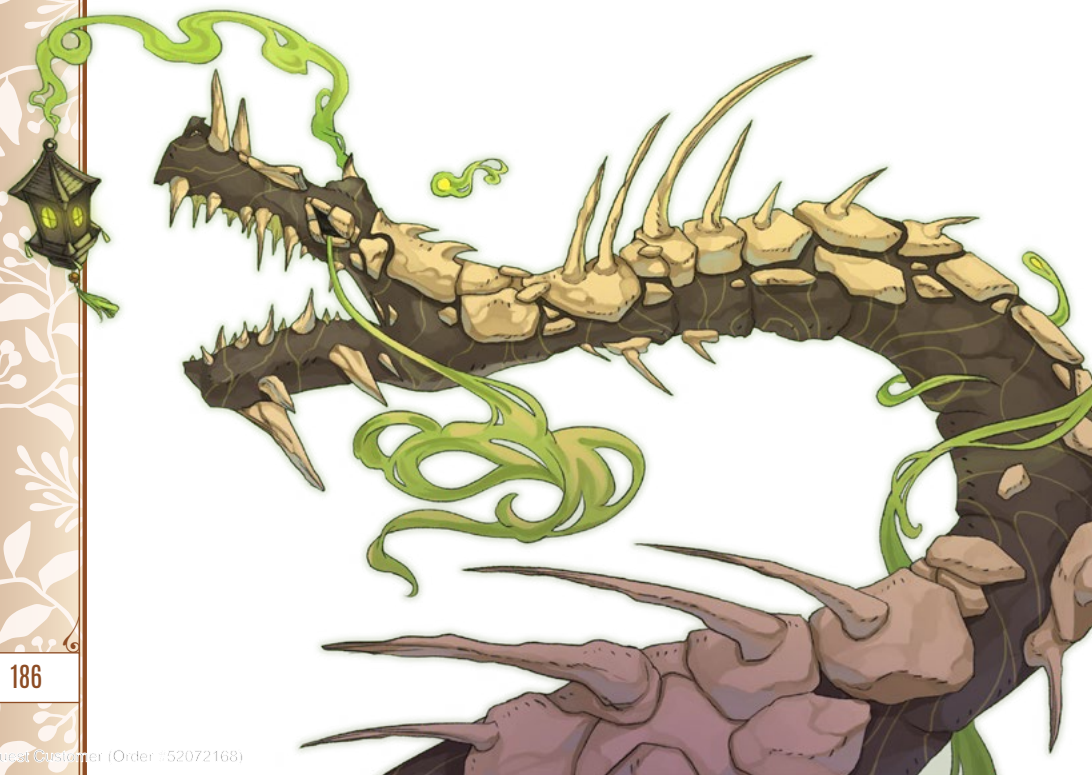
ANTAGONISTS

BRIGHTVALE

Legends say that once upon a time, at the foot of a mountain in the Northlands, there was a village called **Brightvale**, because of its verdant territory and favorable climate. The people of the village were united, kind, welcoming, and loved life above all else – in fact, they were healthy and very long-lived.

However, this longevity made every bereavement excruciating: the villagers would cry and try to comfort each other as the faint light of the Funerary Lantern guided the procession. Both the living and the dead only wished to be able to remain with their loved ones forever, and this is how some souls managed to find a way back, guided by the Lantern itself. The people thought it was a miracle, unaware of the looming danger: in order to remain among the living against the natural order of things, those spirits were consuming the life of their loved ones.

As more and more people died, just as many spirits joined the village. And year after year, those souls gradually forgot who they were, until they became faint presences, attracted like moths to the light of the Lantern. In the end, they turned into pale flames thirsting for life. Eventually, the spirits overtook the village, and Brightvale itself – now the epicentre of this warping of the natural order – was reborn as a terrible serpentine monstrosity that withers everything it touches, constantly chasing the Lantern that the naive villagers put all their faith into.



BRIGHTVALE'S TACTICS: PHASE 1

The battle with Brightvale is divided in two parts. During the first, the heroes have to climb the lengthy **Back of Brightvale**, trying to reach the head, while harassed by **Will-o-Wisps** attracted by their life energy (at the start of the conflict there are **two Will-o-Wisps**).

- ♦ **On the first enemy turn** of each round, the **Back of Brightvale** uses **Compact Terrain** (if it is **not in Crisis** or already under its effect). Otherwise, if it has 40 or more Mind Points, it uses **Silent Recall**, targeting as many **Will-o-Wisps** as possible, making them shoot **Pale Flame** against random targets. If neither of these conditions is true, the **Back** performs the **Guard** action instead (be aware that its effect lasts only until the start of the Back's next turn in this round).
- ♦ **On the second enemy turn**, the **Back of Brightvale** uses **Unstable Ground** against two random targets.
- ♦ Then, all **Will-o-Wisps** present on the scene perform their turns, using **Grave Whispers** against a random target, prioritizing those with the **highest** current Hit Points. If they lack the Mind Points, they use **Pale Flame** against a random target instead.
- ♦ **On the last enemy turn** of the round, if it has enough Mind Points, the **Back of Brightvale** uses **Sandy Dive**, otherwise it uses **Stolen Strength**.
- ♦ At the end of each round, if there are **less than two Will-o-Wisps** present on the scene, a new **Will-o-Wisp** joins the conflict.

In this phase, the **Back of Brightvale** doesn't use Ultima Points – from a certain point of view, it hasn't even noticed the characters yet.

When the **Back** reaches 0 Hit Points, the body of Brightvale breaks apart and the gargantuan creature plummets to the ground. Now the heroes can move to the second half of this battle, against the **Head of Brightvale** and the **Funerary Lantern** hanging in front of it (see page 190).

We encourage you to give the Player Characters **one round of free actions** to catch their breath and get ready for the next part of the battle.










The conflict scene **does not end** and it's not necessary to roll initiative again, but all remaining **Will-o-Wisps** fade away, leaving the scene.



BACK OF BRIGHTVALE (Champion 3)

Lv 20 • CONSTRUCT

Traits: floating, infested, lengthy, rocky.

DEX d8	INS d8	MIG d12	WLP d6	HP	300 • 150	MP	100	Init. 11		
DEF +0	M. DEF +0		 VU	 IM	 RS	 IM	 RS	 VU		 IM

BASIC ATTACKS

✦ **Unstable Terrain** • [MIG + MIG] +2 • [HR + 10] earth damage. This attack has **multi (2)**.

SPELLS

⊗ **Compact Terrain** • 5 MP • Self • Scene.

Until this spell ends, the Back of Brightvale gains Resistance to **physical** damage. When the Back goes into **Crisis**, this spell ends. The Back can't cast this spell while in **Crisis**.

⊗ **Silent Call** • 10 • T MP • Up to two creatures • Instantaneous.

Each target may perform a **free attack** with a weapon they have equipped (or a **basic attack**, if the target is an NPC). If they do, treat the High Roll as 0 when calculating damage.

OTHER ACTIONS

⚙ **Sandy Dive** • The Back of Brightvale can use an action and spend 20 Mind Points to dive under the desert sand and suddenly reemerge. If it does, all enemies present on the scene have to perform a **Group Check [INS + MIG] with DL 10**. If the Group Check fails, the Back deals 15 **earth** damage to each enemy it can see, and those enemies also suffer **shaken**.

⚙ **Stolen Strength** • The Back of Brightvale can use an action to steal energy from the shattered souls that surround it. If it does, each **Will-o-Wisp** on the scene loses 20 Hit Points; then, the Back of Brightvale recovers 20 Mind Points for each **Will-o-Wisp** that lost Hit Points this way.

SPECIAL RULES

Construct • The Back of Brightvale is immune to **poisoned**.

Sand and Dust • At the end of **each** of its turns, if the Back of Brightvale is in **Crisis**, it loses 10 Hit Points as its body slowly falls apart. If it reaches 0 Hit Points this way, all of its enemies plummet to the ground, suffering 20 **physical** damage.

Without Conscience • The Back of Brightvale is immune to **dazed**, **enraged** and **shaken**.

*"Nothing remains of those ancient lands.
Only sand, silence and a pale light far, far away."*





WILL-O-WISP

Lv 20 ♦ UNDEAD

The remains of the inhabitants of Brightvale, the Will-o-Wisps crave the energy of the living and float around the creature that was once their home.

Traits: empty, faint, incomplete, whispering.

DEX d12	INS d8	MIG d6	WLP d8	HP	70 ♦ 35	MP	70	Init. 9		
DEF +0	M. DEF +0	 RS	 VU	 RS	 IM	 RS	 RS	 VU	 VU	 IM

BASIC ATTACKS

✂ **Pale Flame** ♦ [DEX + WLP] +2 ♦ [HR + 10] fire damage.

SPELLS

⚡ **Grave Whispers** ♦ [INS + WLP] +5 ♦ 5 MP ♦ One creature ♦ Instantaneous.
The Will-o-Wisp deals [HR + 15] dark damage to the target.

SPECIAL RULES

Embrace the End ♦ As long as there are **at least two Will-o-Wisps** on the scene, **Grave Whispers** deals 5 extra damage.

Feeble Flame ♦ When a Will-o-Wisp suffers damage it is Vulnerable to, it loses all Mind Points and suffers **dazed, shaken, slow** and **weak**.

Flying ♦ See **Core Rulebook**, page 307.

Parasitic Flame ♦ When one or more enemies recover Mind Points, they regain only **half** the normal amount and each Will-o-Wisp recovers 999 Mind Points (if there are two or more Will-o-Wisps on the scene, this effect triggers only once).

Undead ♦ The Will-o-Wisp is immune to **poisoned** and HP recovery may harm it (see **Core Rulebook**, page 305).

UNDEAD ADVERSARIES IN NATURAL FANTASY

Clinging to life so fiercely that one becomes undead is a classic of the high fantasy genre: ancient warlocks becoming abominable lichs, entire spectral armies forced by ancient oaths to emerge from their graves, and so on. Brightvale frames this idea in a natural fantasy context, adding a touch of horror – the love of a steadfast community turned to unhealthy attachment and misfortune. This adversary doesn't have any evil plan or grand ambitions, it lacks even a real conscience – it's considered a **Villain** because it embodies the villagers' fear and refusal to accept the natural order of life.

CHAPTER 4

ANTAGONISTS

BRIGHTVALE'S TACTICS (PHASE 2)

The heroes must now face what is left of the souls of the villagers, still tied to the world of the living by the pale light of the **Funerary Lantern**.

- ♦ **On the first enemy turn** of each round, the **Head of Brightvale** resolves **Unnatural Presence**, then uses **Gravesand Jaws** against a random target.
- ♦ **On the second enemy turn**, if it has less than 30 Mind Points, the **Head** spends 1 Ultima Point to **recover**, otherwise it uses **Dust to Dust** against a random target.
- ♦ **On the third enemy turn**, the **Lantern** uses **Follow Me...** against a PC that is not under its effect yet, prioritizing those with the highest **current Might**. If it lacks the required Mind Points, it uses **Dim Light** against random targets.
- ♦ **On the fourth enemy turn**, if it has enough Mind Points, the **Head** uses **Ancient Desires**, otherwise it uses **Gravesand Jaws** against a random target.

In this phase, the **Head of Brightvale** doesn't spend Ultima Points as long as the Lantern is **lit** – but when it becomes **extinguished**, the Head spends them liberally to strike its enemies.

FUNERARY LANTERN

Lv 20 ♦ CONSTRUCT

Traits: ancient, faint, fragile, hypnotic.

DEX d8	INS d8	MIG d6	WLP d12	HP	70 ♦ 35	MP	90	Init. 8
DEF +0	M. DEF +0				VU	RS		VU AB IM

BASIC ATTACKS

- ✂ **Dim Light** ♦ [WLP + WLP] +2 ♦ [HR + 10] **light** damage. This attack has **multi** (2).

SPELLS

- ⚡ **Follow Me...** ♦ [INS + WLP] +2 ♦ 10 MP ♦ **One creature** ♦ **Scene**.
All damage dealt by the target becomes **light** and its damage type cannot be changed. After the target takes a turn, this spell ends.

SPECIAL RULES





Construct ♦ The Funerary Lantern is immune to **poisoned**.

Quiet in the Dark ♦ When the Funerary Lantern is reduced to 0 Hit Points, if it was **lit**, it becomes **extinguished** and its current Hit Points become 1. As long as it is **extinguished**, the Lantern cannot regain or lose Hit Points, nor perform any actions or **free attacks**.

HEAD OF BRIGHTVALE (Champion 3)

Lv 20 • UNDEAD

Traits: apathetic, empty, hypnotized, quiet.

DEX d8	INS d6	MIG d8	WLP d12	HP	240 • 120	MP	180	Init. 10		
DEF +0	M. DEF +0		 VU	 IM	 IM	 IM		 VU	 VU	 IM

BASIC ATTACKS

- ✂ **Gravesand Jaws** ♦ [DEX + MIG] +2 ♦ [HR + 10] **earth** damage. If the **Funerary Lantern** (see previous page) is **extinguished**, this attack deals 5 extra damage.

SPELLS

- ☠ **Dust to Dust** ⚡ ♦ [MIG + WLP] +5 ♦ 10 MP ♦ **One creature** ♦ **Instantaneous**.
The Head of Brightvale deals [HR + 20] **earth** damage to the target, and the target suffers **weak**.

OTHER ACTIONS

- ⚙ **Ancient Desires** ♦ The Head of Brightvale may use an action and spend 20 Mind Points to choose one of the following options: if the **Funerary Lantern** (see previous page) is **extinguished** it becomes **lit** and regains 35 Hit Points; **or** if the **Funerary Lantern** is **lit**, it recovers 35 Hit Points and performs a **free attack** using **Dim Light**.

SPECIAL RULES

Desperation ♦ When the Head of Brightvale loses Hit Points from a recovery effect because of the **Undead** rule (see below), if the **Funerary Lantern** (see previous page) is **extinguished**, the Head loses an amount of Hit Points **equal** to those it would have recovered (instead of half).

Life Craving ♦ After a Player Character spends a Fabula Point to **Invoke a Trait**, if the **Funerary Lantern** (see previous page) is **lit**, the Head of Brightvale recovers 10 Hit Points and that PC becomes **feeble** until the **Lantern** is **extinguished**. A **feeble** PC cannot invoke their Traits.

Symbol of Attachment ♦ As long as the **Funerary Lantern** (see previous page) is **lit**, the current Hit Points of the Head of Brightvale cannot be lower than 1.

Undead ♦ The Head of Brightvale is immune to **poisoned** and HP recovery may harm it (see **Core Rulebook**, page 305).

Unnatural Presence ♦ At the start of each of the Head of Brightvale's first turn during each round, if **no Player Character** is suffering from **shaken** and the **Funerary Lantern** (see previous page) is **lit**, all Player Characters on the scene become **shaken**.

TITANIA, QUEEN OF FAIRIES

Many legends tell how dangerous it is to strike a deal with fairies, the ancient beings who rule the woods of the shire. And with good reason. It's not their cunning, nor their knack of twisting every word to their own desires that makes them so fearsome; no, their most terrible weapon is time itself. Mortals age and die, and their descendants often forget the ancient oaths or turn them into mere tales. But the fairy beings are untouched by the flow of the years and, if someone denies them their due, their fury is inextinguishable.

The villagers of Frosthill struck one such deal with **Titania**, the Queen of Fairies: every year, the Queen would grant plentiful crops and peaceful pastures but, in exchange, the inhabitants had to gift them three seeds from their favorite peach tree. For three generations the villagers kept their word, but gradually forgot the true meaning of the ceremony, until they eventually disregarded it completely. And so the fury of the Queen struck them down, causing the flora of the same fields and pastures they had nurtured for years to grow beyond measure. This created a gigantic plant maze that has held the inhabitants hostage ever since, for the amusement of the fairy court. It's a magical domain, where day, night, and climate answer to Queen's every whim.



THE QUEEN OF FAIRIES

Titania is an atypical antagonist who might assume one of two symmetrical forms, the **Queen of Midday** or the **Queen of Midnight**, alongside their corresponding mischievous court.

- ♦ If the characters challenge Titania, the fae monarch enters the fray as the **Queen of Midday**, accompanied by two **Sun Poppies**.
- ♦ When reduced to 0 Hit Points in either form, Titania uses the **Dawn** or **Dusk** special rule (see upcoming pages) to assume their opposite form.
- ♦ After each shift, Titania is considered a **new creature** in terms of rules, with full Hit Points and Mind Points, and no lingering status effects. Any and all spells that affected the other form end, and any **symbol** (see **High Fantasy Atlas**, page 148) is removed. It's possible to steal from them **twice** using **Soul Steal** (see **Core Rulebook**, page 203), once per form.

From the perspective of Titania and their court, our heroes are a form of entertainment, so a **sacrifice** is not available in this conflict, but it is possible to perform some **deeds** to gain the **favor** of the court (the amount of favor granted is shown in brackets in the list below). The Game Master has to reveal this information as soon as someone fulfills a **deed** but the full list must be kept secret. Each **deed** provides **favor** only once.










- ♦ **Combo Breaker (+1)**. Titania cannot perform **any action** during their turn.
- ♦ **Fourth Wall (+1)**. A Player (yes, a Player, not a character!) makes Titania laugh.
- ♦ **Inconceivable! (+1)**. A PC wins an **Opposed Check** where Titania uses the bonus of **Aspect of the Queen** or **Aspect of the Huntress**.
- ♦ **Insubordination (+1)**. A character with the **Outcast Fairy** Quirk (see page 125) causes one of Titania's forms to enter **Crisis**.
- ♦ **Look Out, My Queen! (+1)**. A character uses the **Protect** Skill (see **Core Rulebook**, page 197) to shield Titania from danger.
- ♦ **One Hundred to Zero (+1)**. A PC reduces an enemy from **maximum HP** to 0 HP.
- ♦ **To Persist is Human (+1)**. Titania has used both **Weird Mind** and **Eternal Body**.
- ♦ **What a Boom! (+1)**. A PC brings **two or more enemies** to 0 HP in a single turn.
- ♦ **Planned Defeat (+2)**. One Player Character **surrenders**.
- ♦ **Spirit of the Underdog (+2)**. Titania has reached 0 Hit Points once in each form.

If the PCs accumulate **6 or more favor**, Titania loses all their Ultima Points and the conflict ends: the Queen is now willing to negotiate with the group.

QUEEN OF MIDDAY (Champion 3)

Lv 30 • ELEMENTAL

Traits: ethereal, fickle, gracious, shimmering.

DEX d8	INS d10	MIG d8	WLP d8	HP	300 • 150	MP	160	Init. 12		
DEF +1	M. DEF +2	 RS	 IM		 VU	 VU	 IM	 VU	 AB	 IM

BASIC ATTACKS

✂ **Royal Fan** ♦ [DEX + INS] +3 ♦ [HR + 10] air damage and the target suffers **slow**.

SPELLS

☼ **Solar Mantle** ⚡ ♦ [INS + WLP] +3 ♦ 10 ♦ T MP ♦ Up to three creatures ♦ Instantaneous.
Titania deals [HR + 20] light damage to each target.

OTHER ACTIONS

⚙ **Fairy Decree** ♦ Titania may use an action to impose one of the following **decrees**, ending the effects of any previous one; after that, they perform a **free attack** with **Royal Fan** against a random target.

♦ **Season of the Opposites:** when an enemy performs a Check, **but not** an Open Check or an Opposed Check, they succeed if the Result is **lower** than the Difficulty Level, instead of **equal or higher** (critical successes and fumbles follow the normal rules).

♦ **Mirror Mirror:** when an enemy has to choose one or more targets for an effect, they have to do so **randomly** among the eligible targets.

♦ **Law of the Fairies:** when an enemy performs an **Opposed Check**, the Queen chooses which Attributes they use.

⚙ **Radiant Bloom** ♦ Titania may use an action and spend 20 Mind Points to make all **Sun Poppies** (see next page) bloom. If there is no **Sun Poppy** present on the scene, a new one enters the conflict and immediately **blooms**.

SPECIAL RULES

Aspect of the Queen ♦ Titania gains +3 to all Opposed Checks concerning fairies or diplomacy.

Dusk ♦ When Titania is reduced to 0 Hit Points in the Queen of Midday form, they **have to** spend 1 Ultima Point to call forth the night. In doing so, Titania and any remaining **Sun Poppies** (see next page) leave the conflict. At the end of the current round, Titania returns to the conflict as the **Queen of Midnight** accompanied by two **Moon Orchids** (see page 197). If they have no Ultima Points left, Titania **surrenders**.

Elemental ♦ Titania is immune to **poisoned**.

Weird Mind ♦ At the start of each of their turns, if Titania is suffering from **dazed** and/or **shaken**, they recover from these status effects and regain 10 Mind Points.

*“Evil? Me? Nonsense.
I was simply denied what was agreed upon.”*



SUN POPPY

Lv 30 ♦ ELEMENTAL

Lazy fairies with the form of multicolored flowers, who blissfully bask in the presence of their radiant Queen.

Traits: ephemeral, lazy, multicolored, shining.

DEX d8	INS d10	MIG d8	WLP d8	HP	100 ♦ 50	MP	70	Init. 9
DEF +1	M. DEF +2		RS	VU	RS VU	IM	IM	

BASIC ATTACKS

- ✂ **Diurnal Caress** ♦ [DEX + WLP] +6 ♦ [HR + 10] **light** damage. The next time the target suffers **light** damage during this round, they suffer 5 extra damage.

OTHER ACTIONS

- ⚙ **Sweet Oblivion** ♦ The Sun Poppy may use an action to drain enemies of their strength. Each enemy the Sun Poppy can see loses 20 Mind Points.

SPECIAL RULES

Elemental ♦ The Sun Poppy is immune to **poisoned**.

Energized Awakening ♦ When the Sun Poppy is reduced to 0 Hit Points, all enemies present on the scene regain 30 Mind Points.

Kissed by the Sun ♦ As long as she is in **bloom** and Titania is **not in Crisis**, the Sun Poppy loses her Vulnerabilities to **ice** and **dark** damage.

Withering Heat ♦ After the Sun Poppy loses Hit Points due to damage of a type she is Vulnerable to, or loses any amount of Mind Points, if she is in **bloom**, she stops being in **bloom**.

TITANIA, QUEEN OF MIDDAY'S TACTICS

- ♦ **On the first enemy turn** of the round, Titania uses **Fairy Decree** to impose one of their **decrees**, in cyclical order: **Season of the Opposites**, **Mirror Mirror**, **Law of the Fairies**, then **Season of the Opposites** again and so on.
- ♦ **On the second enemy turn**, if they have enough Mind Points, Titania uses **Radiant Bloom**, otherwise they attack a random target with **Royal Fan**.
- ♦ Next, all **Sun Poppies** perform their turns. The first (if present) uses **Sweet Oblivion**, the second (if present) uses **Diurnal Caress** against a random target.
- ♦ **On the final enemy turn**, Titania uses **Solar Mantle** on as many enemies as possible. If they have less than 10 Mind Points, they spend 1 Ultima Point to **Recover** instead.










CHAPTER 4

ANTAGONISTS

QUEEN OF MIDNIGHT (Champion 3)

Lv 30 • ELEMENTAL

Traits: brutal, merciless, mercurial, regal.

DEX d10	INS d8	MIG d8	WLP d8	HP	300 • 150	MP	160	Init. 12		
DEF +0	M. DEF +0	 RS	 VU		 AB	 IM	 VU	 IM	 VU	 IM

BASIC ATTACKS

Fairy Arrow ♦ [DEX + MIG] +3 ♦ [HR + 15] ice damage.

SPELLS

Lunar Blanket ⚡ ♦ [INS + MIG] +3 ♦ 10 MP ♦ One creature ♦ Instantaneous.
Titania deals [HR + 20] dark damage to the target, and the target suffers **weak**.

OTHER ACTIONS

Gaunt Bloom ♦ Titania may use an action and spend 20 Mind Points to make all **Moon Orchids** (see next page) **bloom**. If there is no **Moon Orchid** present on the scene, a new one enters the conflict and immediately **blooms**.

Wild Hunt ♦ Titania may use an action to declare one of the following **hunts**, ending the effects of any previous one; after that, they perform a **free attack** with **Fairy Arrow** against a random target.

- ♦ **Hound the Prey:** Titania and the **Moon Orchids** (see next page) deal 5 extra damage against **weak** targets.
- ♦ **Gathering Horn:** Titania chooses a **Moon Orchid** (see next page) present on the scene, who performs his turn immediately after Titania's this round (following the **tactics** on next page).
- ♦ **Thrill of the Hunt:** the next time a source deals damage to Titania and/or one or more **Moon Orchids**, that source deals no damage instead.

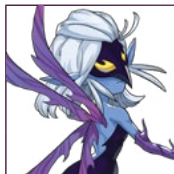
SPECIAL RULES

Aspect of the Huntress ♦ Titania gains +3 to all Opposed Checks concerning swiftness, accuracy or giving chase.

Dawn ♦ When Titania is reduced to 0 Hit Points in the Queen of Midnight form, they **have to** spend 1 Ultima Point to call forth the day. In doing so, Titania and any remaining **Moon Orchids** (see next page) leave the conflict. At the end of the current round, Titania returns to the conflict as the **Queen of Midday** accompanied by two **Sun Poppies** (see page 195). If they have no Ultima Points left, Titania **surrenders**.

Elemental ♦ Titania is immune to **poisoned**.

Eternal Body ♦ At the start of each of their turns, if Titania is suffering from **slow** and/or **weak**, they recover from these status effects and regain 10 Mind Points.









MOON ORCHID

Lv 30 ♦ ELEMENTAL

Fierce and devout fairies in the shape of delicate flowers. They use their razor-sharp petals to hunt the prey chosen by the Queen.

Traits: ephemeral, frantic, lethal, pure.

DEX d10	INS d8	MIG d8	WLP d8	HP	100 + 50	MP	70	Init. 9
DEF +2	M. DEF +1		 VU 	 IM  RS 	 RS  VU  IM			

BASIC ATTACKS

- ✂ **Nocturnal Laceration** ♦ [DEX + MIG] +6 ♦ [HR + 10] dark damage. If the Moon Orchid is in **bloom**, this attack deals 5 extra damage.

OTHER ACTIONS

- ⚙ **Rude Awakening** ♦ The Moon Orchid may use an action and spend 20 Mind Points to deal 10 dark damage to every enemy he can see.

SPECIAL RULES

Elemental ♦ The Moon Orchid is immune to **poisoned**.

Ephemeral Beauty ♦ As long as he is in **bloom**, the Moon Orchid becomes Vulnerable to **physical** damage.

Fragile Frost ♦ After the Moon Orchid loses Hit Points due to damage of a type he is Vulnerable to, or loses any amount of Mind Points, if he is in **bloom**, he stops being in **bloom**.

Moon Kiss ♦ As long as at least one Moon Orchid is in **bloom**, Titania loses their Vulnerabilities to **fire** and **light** damage.

TITANIA, QUEEN OF MIDNIGHT'S TACTICS

- ♦ **On the first enemy turn** of each round, Titania uses **Wild Hunt** to declare one of their **hunts**, in cyclical order: **Hound the Prey**, **Gathering Horn**, **Thrill of the Hunt**, then **Hound the Prey** again and so on.
- ♦ **On the second enemy turn**, if they have enough Mind Points, Titania uses **Gaunt Bloom**, otherwise they attack a random target with **Fairy Arrow**.
- ♦ Next, all **Moon Orchids** perform their turns. The first (if present) uses **Rude Awakening**, the second (if present) uses **Nocturnal Laceration** against a random target.
- ♦ **On the final enemy turn**, Titania uses **Lunar Blanket** on as many targets as possible. If the Queen has less than 10 Mind Points, they spend 1 Ultima Point to **Recover** instead.

ELDGREN

Millennia ago, the great forest of **Eldgren** gracefully welcomed those who proved themselves worthy of its favor: after overcoming the tests imposed by the guardian spirits, worthy mortals received the great tree's blessings, so that entities dwelling in the earth, the stone, among the branches, and in the streams would heed their words and prayers.

Unfortunately, an ancient civilization, whose erudition was matched only by their fear of the unknown, decided that these superstitions were obsolete and dangerous, that such a power had to be grasped and controlled. They started many wars, but left precious few accounts. The forest was reduced to a smoldering waste, but even less remained of those short-sighted people.

However, the spirits never left their home: over the centuries, they healed the earth and new life blossomed in Eldgren. The superficial wounds were mended, but the rage and the resentment for the mortals' actions still burned in the depths, like buried embers, slowly poisoning the heart of the forest, and allowing an invisible parasite to make its nest within it.

When young humans, oblivious to what had transpired, set foot among the trees once again, Eldgren remained silent, waiting.

When some of them pushed deeper, studying the broken ruins of those ancient people, Eldgren waited.

But when the first trees were felled, the spirits decided that these mortals were the same as their ancestors and, if left unchecked, the tragedies of the past would repeat themselves.

Ash swept away, embers roar hateful once again: the ancient guardians of the forest are ablaze with a ghostly and vengeful fire, while millennia-old trees entwine their branches and shake the ground to uproot the human threat once and for all... even at the cost of snuffing out hundreds.

Not all is lost: a minuscule fragment of Eldgren's ancient heart managed to escape desperation and traveled beyond the boundaries of the forest, looking for heroes who can heal its suffering...

*"What do you know about pain? Of suffering?
Your ancestors committed unforgivable crimes.
You will be given no chance to repeat them!"*



4

CHAPTER

ANTAGONISTS

ELDGREN ♦ PHASE 1

THE FOREST'S TRIAL

In this **first phase**, the characters delve into the forest, hoping to stop it before it unleashes its rage on nearby villages.

From a narrative perspective, the last non-corrupted shard of the heart of the forest guided the PCs here. The shard might be an NPC, but it would be better if they are a Player Character who has remembered the true nature of their mission. Such a revelation might be triggered with a **Fabula Point** or with a Quirk like **Underchild** (see page 129), or introduced by the awakening of the **Mysterious Grimoire** Quirk (see page 124). Another interesting option is the revelation that a PC's **Faithful Companion** (see **Core Rulebook**, page 217) is much more than a common animal.

In this phase, the forest is an environmental element, it doesn't take part in the conflict nor use any Ultima Points. The main threat is the **Ashen Rådande** (see page 201), who hinder the heroes while they undertake the ancient trials of Eldgren.

The **trials** take place **at the end** of each round, in the following order:

- ♦ **Trial of Strength (first round).** Each PC must perform a **[MIG + WLP]** Check with Difficulty Level **10**. For each success, the group accrue **1 Trial Point**, but those who fail lose **half of their current Hit Points**.
- ♦ **Trial of Remembrance (second round).** Each PC can choose one of their **Bonds** and **give** it to the Forest; that Bond cannot be **invoked** until the end of the scene. Each PC who chooses to give one of their **Bonds** must recount one campaign event linked to it, and then roll their highest **base** Attribute die, adding the **strength** of the gifted Bond, accruing **1 Trial Point**, plus another one if the result is **10 or higher**. Each PC that doesn't give a Bond fails the trial and becomes **coveted** by the Rådande until the end of the Scene.
- ♦ **Trial of Unity (third round).** Each PC rolls their lowest **base** Attribute die. If the result is **equal to or lower** than that PC's **total number of Bonds**, the group accrue **1 Trial Point**. If the result is **higher**, the PC loses **half of their current Mind Points**.

At the end of the **fourth round**, if the group has accrued a number of Trial Points equal to or higher than **[the number of Player Characters, multiplied by 3]**, the ancestral magic recognizes their valor and brings them before the **Ancient** (see page 202). Otherwise, a strange spell drops them at the edge of the forest and they will be able to face the **Ancient** only later; meanwhile, Eldgren will have started rampaging across the countryside.



ASHEN RÅDANDE

Lv 40 ♦ PLANT

Once guardians of the forest, now they are driven by the gut-wrenching hatred that burns in their hearts.

Traits: merciless, poisoned, scorched, terrifying.

DEX d10	INS d12	MIG d8	WLP d6	HP	120 + 60	MP	80	Init. 11
DEF +0	M. DEF +0		VU		RS IM VU	RS		

BASIC ATTACKS

✂ **Fan the Flames** ♦ [DEX + MIG] +4 ♦ [HR + 20] fire damage. After resolving this attack, if the target wasn't **coveted**, the Ashen Rådande loses 10 Hit Points.

SPELLS

⚔ **Shared Torment** ⚡ ♦ [INS + WLP] +7 ♦ 20 MP ♦ One creature ♦ Instantaneous.
Both the Ashen Rådande and the target suffer **poisoned**.

SPECIAL RULES

Harrowing Rage ♦ As long as the Ashen Rådande is **poisoned**, all damage they deal ignores Immunities and Resistances.

Plant ♦ The Ashen Rådande is immune to **dazed**, **enraged**, and **shaken**.

Trial by Fire ♦ When the Ashen Rådande is reduced to 0 Hit Points, Player Characters receive 1 Trial Point.

ASHEN RÅDANDE TACTICS

At the start of the conflict, a number of Rådande equal to **the number of PCs minus 1** enter the scene. The forest spirits' grudge drives them to push intruders away, preventing them from even attempting to demonstrate that they are worthy of Eldgren's trust and respect.

On their turn, if they are not **poisoned**, a Rådande uses **Shared Torment** against a random target, prioritizing those who are not **poisoned** already. If **poisoned**, the Rådande uses **Fan the Flames** against a random target, prioritizing **coveted** ones.

Also, every time a Player Character **fails** one of the three trials of the spirits, another Rådande immediately joins the conflict (up to a maximum number of Rådande equal to how many were present at the start of the conflict).

ELDGREN ♦ PHASE 2

ELDGREN'S TACTICS: THE ANCIENT

At this point, the PCs have to face Eldgren in all her rage, under the guise of the ancient and colossal guardian of the forest: a towering wooden colossus, similar to a giant moose with blazing antlers.

This conflict can either immediately follow the **trials** (described in the previous pages) or occur later on if the characters failed the **trials** or didn't reach the forest before it animated and began its march of destruction. In the first case, you should make sure that the PCs have enough time to reorganize and use **potions** or other abilities to regain strength; in the second, if the group took a really long time to arrive, this battle might include a Clock representing the progressive destruction of a settlement or a region, automatically filling by one section at the end of each round.

In the form of the **Ancient**, Eldgren is powerful and unrelenting, but quite predictable.

- ♦ **On her first turn** of each round, if **two or less PCs** are **enraged**, Eldgren uses **Rekindle the Embers**, otherwise, she uses **Scorching Gaze** against a random target. If she doesn't have enough Mind Points, she uses **Ashen Antlers** against a random target.
- ♦ **On her second turn**, Eldgren uses **Toxic Despair** against as many random targets as possible, prioritizing those already **poisoned**.
- ♦ **In the third turn**, Eldgren uses **Scorching Gaze** against a random target; if she doesn't have enough Mind Points, she spends 1 Ultima Point to **Recover**.
- ♦ **On her fourth turn**, Eldgren uses **Ashen Antlers** against a random target.
- ♦ **On her fifth turn**, Eldgren uses **Thousand-year Fury** against the enemy toward which she bears a **grudge**. If she doesn't have a **grudge** against anyone, she attacks a random target with **Ashen Antlers** instead.

In this phase, Eldgren spends Ultima Points to **Invoke a Trait** every time she fails a **Magic Check** to cast one of her offensive spells (⚡), or to **Recover** during her third turn. Once reduced to 0 Hit Points, the Ancient collapses to the ground and stops moving, leaving the **Heart of the Forest** exposed (see page 204).

ELDGREN, THE ANCIENT (Champion 5)

Lv 40 ♦ PLANT

Traits: ashen, immense, resentful, tortured.

DEX d6	INS d8	MIG d12	WLP d10	HP	700 ♦ 350	MP	180	Init. 12
DEF +0	M. DEF +0		VU RS	VU IM RS	AB			

BASIC ATTACKS

- ✂ **Ashen Antlers** ♦ **[MIG + MIG] +4 ♦ [HR + 20]** fire damage. If Eldgren bears a **grudge** this attack deals 5 extra damage. If this attack misses while Eldgren bears a **grudge**, she loses 30 Hit Points after resolving the attack.
- ☠ **Toxic Despair** ♦ **[INS + MIG] +4 ♦ [HR + 15]** poison damage. This attack has **multi (2)**. If a creature hit by this attack is suffering from **poisoned**, they suffer **shaken** and **weak**.

SPELLS

- ⚡ **Rekindle the Embers** ♦ ♦ **[MIG + WLP] +4 ♦ 10 × T MP ♦ Up to three creatures ♦ Instantaneous.** Each target suffers **enraged**.
- ⚡ **Scorching Gaze** ♦ ♦ **[MIG + WLP] +4 ♦ 10 MP ♦ One creature ♦ Instantaneous.** Eldgren deals **[HR + 25]** fire damage to the target, and the target suffers **shaken**.

OTHER ACTIONS

- ⚙ **Thousand-year Fury** ♦ Eldgren may use an action to deal 30 damage to the creature toward which she bears a **grudge**, plus 10 extra damage for every other time she has used this action since the start of the scene. Then, Eldgren stops bearing her **grudge**. Damage dealt by this action has no type and thus ignores Affinities.

SPECIAL RULES

Ancestral Grudge ♦ When an enemy causes Eldgren to lose Hit Points, she starts bearing a **grudge** toward them. She can bear only one **grudge** at a time. If Eldgren recovers Hit Points while bearing a **grudge**, instead she recovers no Hit Points and stops bearing a **grudge**.

Misery ♦ Eldgren is immune to **poisoned**. As long as there are two or more creatures suffering from **poisoned** present on the scene, Eldgren may treat her Defense and Magic Defense scores as being equal to 13.

Plant ♦ Eldgren is immune to **dazed**, **enraged**, and **shaken**.

Suffering Exhale ♦ When Eldgren enters **Crisis** for the first time during a scene, all creatures present on the scene suffer **poisoned**.

Tough Grudge ♦ As long as she bears a **grudge**, Eldgren gains Immunity to all damage types except **air** and **earth**.

CHAPTER 4

ANTAGONISTS

ELDGREN ♦ PHASE 3

In this phase, the characters are face-to-face with the pulsing Heart of the Forest, and at last they have the chance to heal it, removing the mysterious and invisible **parasite** that infested it.

This conflict is based upon a special rule designed to showcase the narrative through the game mechanics:

The Heart enters the scene with **current** Hit Points equal to 1 and its Hit Points **cannot** go below 1. If the Heart's current Hit Points become **equal to or greater than 480**, it loses **all** Ultima Points and Surrenders immediately.

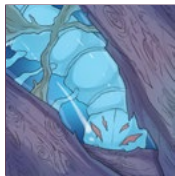
This scene also includes a “**Slumbering Hope**” Clock with **4 sections**, visible to all participants. This Clock can be filled or emptied only in the following ways:

- ♦ When a Player Character present on the scene spends 1 Fabula Point to **invoke a Theme of Belonging, Hope, Justice or Mercy**, fill **1 section** of the Clock.
- ♦ At the start of the **fourth enemy turn** (see below) of the round, if the Clock is full, **empty it**. If you do, the Heart regains 40 Hit Points and 40 Mind Points, and it doesn't perform any action this turn.

ELDGREN'S TACTICS: THE HEART OF THE FOREST

The Heart follows a very strict cycle of play:

- ♦ **On the first enemy turn**, the Heart uses **Flame of Remembrance** during odd-numbered rounds or **Avenging Miasma** during even-numbered rounds, both against random targets.
- ♦ **On the second enemy turn**, if it has enough Mind Points, the Heart uses **Aura of Desperation** during odd-numbered rounds, or **Ashen Breath** during even-numbered rounds. If it lacks the required Mind Points, it uses **Avenging Miasma** against random targets.
- ♦ **On the third enemy turn**, the Heart uses **Ancient Vitality** or, if it doesn't have enough Mind Points, a **Recovery** action. If it doesn't have any Ultima Points left, it uses **Flame of Remembrance** against a random target.
- ♦ **On the fourth enemy turn**, check the “**Slumbering Hope**” Clock (see above). If the Clock isn't empty and the Heart is **not in Crisis**, it uses **Parasite Grasp**. If the Heart is **in Crisis** and/or it doesn't have enough Mind Points, it uses **Flame of Remembrance** against a random target.



THE HEART (Champion 4)

Lv 40 ♦ PLANT

Once the living core of Eldgren, the Heart is covered by the withered remains of the Rådande who died to protect it.

Traits: burning, desperate, millennia-old, resentful.

DEX d8	INS d10	MIG d8	WLP d10	HP	480 + 240	MP	200	Init. 13		
DEF +0	M. DEF +0	AB	AB	AB	AB	AB	AB	AB	AB	AB

BASIC ATTACKS

- ✂ **Flame of Remembrance** ♦ **[INS + MIG] +7** ♦ **[HR + 15]** fire damage. After resolving this attack, if the Accuracy Check's **High Roll** was **even**, the Heart regains 20 Hit Points, otherwise, it loses 20 Hit Points.
- ✂ **Avenging Miasma** ♦ **[INS + WLP] +7** ♦ **[HR + 15]** poison damage. This attack has **multi (2)**.

SPELLS

- ⊗ **Ashen Breath** ⚡ ♦ **[INS + WLP] +4** ♦ **10 MP** ♦ **One creature** ♦ **Instantaneous**.
The Heart deals **[HR + 25]** fire damage to the target.
- ⊗ **Aura of Desperation** ♦ **20 MP** ♦ **Special** ♦ **Instantaneous**.
Every creature able to see the Heart suffers **shaken**.
- ⊗ **Parasite Grasp** ♦ **30 MP** ♦ **Special** ♦ **Instantaneous**.
The mysterious infection nestled in the Heart of Eldgren spreads, causing it to spasm violently: the Heart loses the exact amount of Hit Points required to enter **Crisis**. After that, the Heart deals **poison** damage equal to **[the amount of Hit Points lost with this spell divided by the number of creatures present on the scene]** to each creature present on the scene (including itself).
If a Player Character learns this spell with **spell Mimic** (see **Core Rulebook**, page 183), they immediately lose all their Fabula Points and suffer **enraged**. If the campaign continues, the group might even have that character evolve into a **Villain**, infected by the parasite.

OTHER ACTIONS

- ⚙ **Ancestral Vitality** ♦ The Heart may use an action and spend 20 Mind Points to stop being affected by any spell with **duration** "Scene" and any **"hex"** invocations (see page 156).

SPECIAL RULES

- Parasitic Despair** ♦ As long as it is **not in Crisis**, the Heart is treated as having **neutral** Affinity (-) to all types of damage.
- Plant** ♦ The Heart is immune to **dazed**, **enraged**, and **shaken**.

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INSPIRATIONAL WORKS

Atelier (Dusk trilogy, Ryza Trilogy and Sophie duology) by Gust and Koei Tecmo; **Bistro Heroes** by Team Tapas; **Etrian Odyssey III: The Drowned City** and **Etrian Odyssey Untold: The Millennium Girl** by Atlus; **Final Fantasy: Crystal Chronicles** by Square Enix; **Harvestella** by Live Wire Inc. and Square Enix; the **Horizon** series by Guerrilla Games; **Ico, Shadow of the Colossus** and **The Last Guardian** by Team Ico; **Jade Cocoon: Story of the Tamamayu** by Genki; the **Monster Hunter Stories** series by Capcom and Marvelous Inc.; **Ōkami** and **Ōkamiden** by Capcom; the **Rune Factory** series by Marvelous Inc.; **The Legend of Zelda: Breath of The Wild, Tears of the Kingdom** and **The Wind Waker** by Nintendo; **Wild Arms 3** by Media.Vision; **Wild Hearts** by Omega Force.

Among non-videogame inspiration, we must mention: **Dungeon Meshi** by Ryoko Kui; **Earthborne Rangers** by Earthborne Games; **Frieren – Beyond Journey's End** by Kanehito Yamada and Tsukasa Abe; **Laputa – Castle in the Sky** by Hayao Miyazaki and Studio Ghibli; **Made in Abyss** by Akihito Tsukushi; **Mushishi** by Yuki Urushibara; **Nausicaä of the Valley of the Wind** by Hayao Miyazaki and Topcraft; **Princess Mononoke** by Hayao Miyazaki and Studio Ghibli; **Seirei no Moribito** by Nahoko Uehashi; **Symbaroum** by Mattias Johnsson and Mattias Lilja; **The Dragon, the Hero and the Courier** by Yamada Gregorius; **The Fire Hunter** by Rieko Hinata and Akihiro Yamada; **The Wildsea** by Felix Isaacs; **Trigun** by Yasuhiro Nightow; the **Ikoria, Lorwyn and Zendikar** settings and Rei Nakazawa's flavor texts for the **Kamigawa** set in Magic: the Gathering.

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Your story
will bring new kindness.

