

WILDERFEAST

YOU ARE WHAT YOU EAT



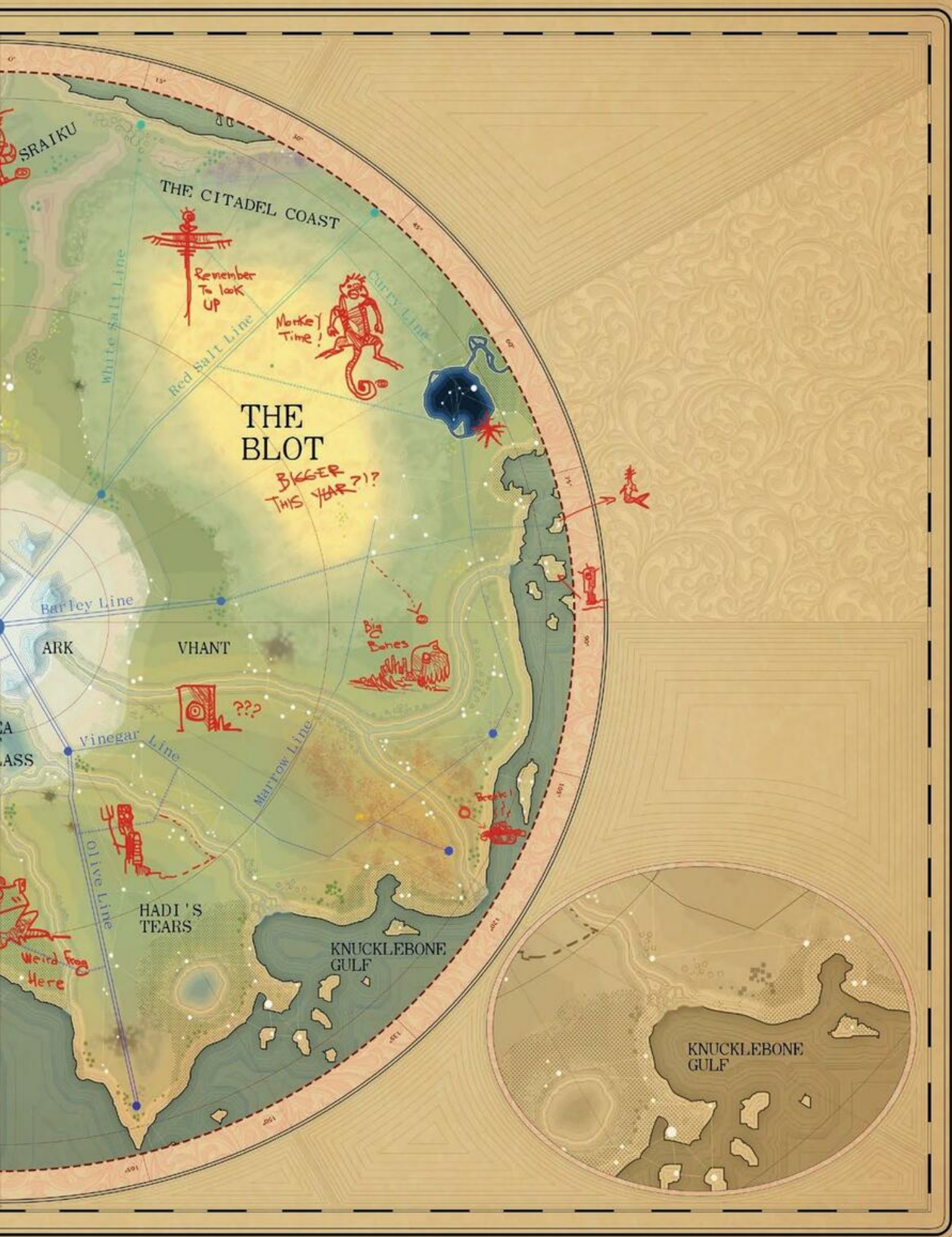


A map of The One Land

and the leylines upon which its trains ride

For use by Charter officers only

Also
ME!



KC SHI

WILDERFEAST

 YOU ARE WHAT YOU EAT 



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Version 1.0

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1

INTRODUCTION

WELCOME TO THE ONE LAND

Monsters, in their infinite variety, roam the One Land. Some, tall-necked and implacable, stride through parched deserts, each titanic footprint swarming with opportunists when the rain at last falls. Others slither through buzzing swamps, spitting fire and flaring their ruffs as they compete for territory. Monsters coast through the clouds, wallow in the mud, knife through the seas, and swing through the canopies. They are beautiful, brutal, quirky, terrifying, playful, and ravenous, and each is unlike any other.

Monsters, dressed in finery, rule the One Land. Consuls partition the horizon with cold eyes, abacuses clicking as they calculate yields of grain and meat. Silk-robed merchants pay the starving and desperate to poach the last members of vanishing species. And every season, by order of the magistrates, the trains haul away hundreds of prisoners for the distant giants to eat alive. From their frost-rimed capital at the center of the continent, these giants glut themselves on every delicacy imaginable, and yet their appetites still are not satisfied.

Monsters, freakish and grotesque, protect the One Land. As the curse-virus called the frenzy spreads, the mutated rangers called wilders fight to maintain harmony between humanity and nature. They kill the creatures they must, nurture the ones they can, and consume the ones they fail to save. In doing so, wilders transform into half-human chimeras, for like all monsters, they derive their power from the One Law of the One Land:

🔪 **YOU ARE WHAT YOU EAT.** 🔪

HUNTER, RANGER, KEEPER, CHEF

You are a wild-eater, better known as a wilder. You are human, though you might not look like it, as with every hunt you incorporate part of another monster into yourself. The first among your kind dedicated their lives to containing the frenzy, the incurable curse which amplifies hunger, pain, and rage in a vicious cycle. But despite their best efforts, the frenzy now circulates with virulent speed across the One Land. Hope remains that you can save the monsters threatened by the supernatural disease, but it is a hope that requires diligence and sacrifice.

Wilders travel in packs, but they are not a formal order. No central authority or hierarchy governs them, and each is free to decide both what harmony with nature means and also how they hope to achieve it. Some wilders live like cave-dwelling beasts, clad in rugged furs and eschewing all polite company. Others act like wandering knights, adored by some and hated by others, their artful mutations forever separating them from those who have not sworn their oaths.

Wilders sleep in the ruins of the greenkings, in the cargo holds of rattling trains, and in the dens of long-toothed monsters who consider them family. They come from every background, and their travels take them across the width of the One Land.

You decide what path you walk as a wilder. But though you follow no creed but your own, all wilders still perform the same duties.

You **hunt** monsters. Wilders scavenge their oversized arksteel weapons from ancient greenking ruins, and few others can even lift their trademark arms. With such a tool in hand and packmates by your side, you track down monsters whose frenzy has advanced too far to manage, and you put them down before they hurt themselves or anyone else. Many wilders wish gentler forms of euthanasia were an option, but these berserk titans never fall quietly.

You **cook** monsters. The frenzy spreads from fallen corpses, but you know the techniques to prepare frenzied meat and make it safe for consumption. Eating your hunts is what gives you your powers, and while all creatures in the One Land take a measure of supernatural strength from their meals, only wilders undergo such permanent and dramatic transformations. The One Land's best wilders are also its most skilled chefs.



You **feed** monsters. Healing the world takes more than just killing your way through it. You must also care for the injured and orphaned monsters left behind. Your beliefs dictate when it is right to interfere with the often-callous reality of nature, but if you refuse to act at all, then it won't be long before the One Land's most wondrous creatures disappear entirely. You comfort, cure, and raise monsters who'd die without your help, and in doing so you demonstrate your humanity — or, perhaps, a quality that transcends it.

Go forth in hunger, wilder. The trail awaits you.

GETTING STARTED

Welcome to the One Land! *Wilderfeast* is a tabletop roleplaying game about monster hunting and campfire cuisine. If you don't know what a tabletop RPG is, the Internet can help. In essence, you're going to play pretend with your friends, and the rules of the game mediate the conversation. The dice and the other players are what make tabletop RPGs different from sitting down and writing a novel, adding an element of unpredictability that makes the game tense and exciting.

One player is the **Guide**, this system's term for the Game Master or GM, who facilitates the game and brings the world to life. The rest are **wilders**, the protagonists of a story about finding harmony between humanity and nature. While the Guide knows the One Land better than the wilders, the One Land can still surprise them, and the Guide should stay open to unexpected discoveries as they explore the wilderness with their fellow players.

Games like this often say, “**Play to find out what happens next.**” We'll second that, but for *Wilderfeast* specifically, we'd like to add, “**Play to become part of this world.**” Seek connections, cherish the little details, and care fearlessly even when apathy is easier. By doing so, in ways great and small, you make this world part of you.

WHAT YOU NEED

To start, grab some six-sided dice (d6s), one eight-sided die (d8), and one twenty-sided die (d20). Wilders, you'll also need a character sheet. Other materials like notebooks enhance the game, but they're optional and we'll get to them when they're more relevant. If you get hungry when you talk about food, bring snacks!



SETTING AND TONE

The One Land is **vast**, **wild**, and **old**. It's populated entirely by **monsters**, extraordinary creatures who take inspiration from paleontology, cryptozoology, and works like *Monster Hunter*™ and *Godzilla*™. Monsters celebrate and exaggerate the methods life uses to survive. Their supernatural abilities are grounded in the pressures of their environment, and in them you can see echoes of familiar animals from our Earth, both extant and extinct. Many monsters display forms of advanced cognition, but while some behave in more human-like ways than others, none could be mistaken as human.

Speaking of humans, they came to this world several thousand years ago. Most live in small, rural communities, in which the full breadth of human diversity — gender, sexuality, appearance, ability, etc. — can be found. Their post-post-apocalyptic technology seems anachronistic to us, combining futuristic, magical salvage with tools made from stone and bone. They have access to high-speed, levitating trains, for example, but they use clubs and spears instead of guns.

Food is no exception. Some people eat pottage from iron kettles, others have cheeseburgers and fries, and still more cook meals with no easy parallel, enabled by the world's fantastical abundance. **Whatever cuisine you know best, you can find its analogue in the One Land.** If you want to replicate the culture surrounding that cuisine — for what is food without its context? — we trust you to do so thoughtfully and creatively.

Finally, the One Land is **vulnerable**. A global trading conglomerate called the Charter expands from the center of the supercontinent, unknowingly (or perhaps uncaringly) spreading the frenzy through the use of scavenged technology. Because of the frenzy, people live in fear of monsters; because of their fear, they ask the Charter to defend them; and because of the Charter, the frenzy spreads further. Wilders are the ones most dedicated to stopping this spiral, but though they are capable and skilled, they are still small compared to the world around them.

Making It Your Own

This book only paints the setting in broad strokes, then colors one corner in detail as an example. All the other blanks are for you to fill. You do this in every RPG, no matter the style or genre, but to make it explicit for Guides and wilders alike: be creative, bend the rules, and fill the world with monsters, regions, and recipes only you could make. Every playgroup's version of the One Land is going to be different, synthesized from your unique blend of imaginations and experiences.

One thing to keep in mind as you explore your take of this world is that it's both serious and silly. **Nature isn't self-conscious.** A majestic leonine monster can spend one minute overseeing its territory, backlit by the orange sun while its mane ripples in the wind, and then spend the next licking its butt. Likewise, as wilders, you grapple with the deterioration of the natural world and the human systems responsible for that decline, but at the end of the day you're also wielding oversized cooking utensils to turn kaiju into dinner. The aim is for its two sides to enhance rather than undermine each other, and as a group you'll find the balance of tone that works best for you.

SAFETY

This game touches on heavy material. Animal sickness and animal death especially can be sensitive topics, and some players find certain types of animals unsettling, like spiders or snakes. Use safety tools to ensure the game stays fun for everyone.

We recommend the **X-card** by John Stavropoulos, found at <http://tinyurl.com/x-card-rpg>

THE BASICS

Gameplay in *Wilderfeast* cycles through phases, each representing a major aspect of an adventure in the One Land.

While every phase has its own rules, they all build off the same foundation.

| | | | |
|--|---|--|---|
|  <h2>FREE PLAY</h2> <p><i>Be creative, and form connections with the world around you.</i></p> <p>Set goals, roll Tests, and develop your relationships with both your packmates and the One Land.</p> |  <h2>THE TRAIL</h2> <p><i>Explore the wild as you follow signs left by the monster.</i></p> <p>Discover Tracks, overcome Events, and traverse Areas with unique terrain and foraging opportunities.</p> |  <h2>THE HUNT</h2> <p><i>Confront your prey, using all your training, wits, and monstrous strength.</i></p> <p>Bring your Traits and Techniques to bear in fast-paced, tactical combat.</p> |  <h2>THE FEAST</h2> <p><i>Gather around the fire to share a meal with your packmates.</i></p> <p>Mix and match Ingredients to restore Stamina and gain bonuses, both temporary and permanent.</p>  |
|--|---|--|---|

Core Rules

Every character has levels in **STYLES**, which represent broad approaches to actions, and **SKILLS**, which represent the types of actions wilders and monsters perform most. If a character attempts an action with something at stake, they make a **Test** using a **STYLE** combined with a **SKILL**, such as a **MIGHTY CALL** to intimidate a monster into backing away or a **SWIFT SEARCH** to follow tracks in the undergrowth.

The basic steps for any Test are:

- 1• Decide the **STYLE** and **SKILL** you're testing.
- 2• Create a dice pool with a number of d6s equal to your level in the Test's **STYLE**.
- 3• Choose your Action Die. Humans use a d8 Action Die and monsters use a d20. Wilders have access to both.
- 4• Roll your dice pool, then add your **SKILL** bonus.
- 5• Check for Success. Your **STYLE** Dice determine *whether* you succeed. If you do, your Action Die determines the *quality* of that success.

A common short-term consequence of failing Tests is that you lose **Stamina**. The less Stamina you have, the more dangerous it is to press forward. A more long-term consequence is that you lose **Harmony**, a shared resource that represents your pack's relationship with each other and the natural world. For more on the core rules, see **Chapter 3: How to Play** (p. 42).

Journeys & Downtime

The bulk of gameplay in *Wilderfeast* occurs during Journeys, where you explore wild places and hunt frenzied monsters. Each phase of a Journey reflects your main duties as a wilder:

- When you're trying to reach a destination, use the rules in **Chapter 4: The Trail** (p. 52).
- When you're trying to fight a frenzied monster, use the rules in **Chapter 5: The Hunt** (p. 62).
- When you're trying to cook a meal, use the rules in **Chapter 6: The Feast** (p. 72).

Finally, when the Journey is over, use the rules in **Chapter 7: Downtime** (p. 86). Downtime is your chance to recover, train new Techniques, and rehabilitate the injured or sick monsters under your care.

Like taking a hike or cooking a meal, context makes each experience unique even while the framework stays the same. The second half of the book contains many hooks for different adventures you can have in the One Land. In particular, **Chapter 11: Guiding the Game** (p. 268) has tips for adjusting the core loop for the stories you want to tell.



2

CHARACTER CREATION

YOUR PERSONA IN THE ONE LAND

A thousand years ago, the world ended for the second time. The leylines convulsed, the waygates melted into toxic slag, and the roads that connected the great web of human civilization ripped apart. This cataclysm stranded the first wilder — who was not yet a wilder — in the deep desert, alone except for her dearest traveling companion. For weeks they wandered without supplies or direction, and as their bellies grew tighter, the first wilder could only watch as her best friend succumbed to a disease no one in the One Land had seen before. When her companion at last did not recognize her anymore, she held the howling, snapping beast tight in her arms, and she wept until it collapsed, dead of exhaustion. Her hunger did not allow her to bury the body. She ate well that night, handling the monster's corpse as tenderly in death as she had in life, and with her friend's strength guiding her steps, she marched on. *"Love what you kill,"* she told her pupils, many years after she escaped the desert. *"And love what can kill you."*

It may seem odd that such desperate circumstances created an order dedicated to hope and healing, but such is the story of the wild — animals, in their struggles, turning the ugly act of survival into something beautiful. In *Wilderfeast*, your character inherits the first wilder's legacy. Like her, you owe your strength to the creatures you eat.

You can find a blank character sheet in the Appendices, as well as a link to download example pregenerated characters. Your character sheet becomes a personal chronicle over time, with every **STYLE**, **SKILL**, and **TRAIT** representing a monster you've made a part of yourself. As you assign levels and choose abilities, think about what those attributes imply.

Who made you what you are, and what do you owe them?

STYLES

STYLES are the core attributes of wilders and monsters, representing the overarching approaches their actions can take. Styles range from 0 to 5 for monsters and 1 to 5 for wilders. Every wilder starts with 3 in one Style, 2 in another Style, and 1 in the remaining Styles, based on their chosen **TOOL**.

For each level you have in a Style, you get a d6 when rolling **Tests**. There are four **STYLES** in total:

- ◇ **MIGHTY** - Being strong, tough, firm, or blunt
- ◇ **PRECISE** - Being calm, methodical, focused, or accurate
- ◇ **SWIFT** - Being quick, energetic, alert, or dexterous
- ◇ **TRICKY** - Being subtle, deceitful, technical, or shrewd



SKILLS

SKILLS are the abilities wilders and monsters use most. Skills range from +0 to +3. Every wilder starts with +1 in three different Skills and +0 in the remaining Skills, based on their Background.

For each level you have in a Skill, you increase a die result by 1 after you roll. You can combine any **SKILL** with any **STYLE** when making **Tests**. There are twelve **SKILLS** in total:

ASSURANCE

Soothing or encouraging creatures, including yourself.

Make a **MIGHTY ASSURANCE** to pin a monster to the ground until it calms down. Make a **SWIFT ASSURANCE** to boost a packmate's confidence with your boisterous demeanor.

CALL

Communicating with monsters, vocalizing, using certain supernatural Traits.

Make a **PRECISE CALL** to echolocate and sense your surroundings. Make a **TRICKY CALL** to imitate a phrase of birdsong.

CRAFT

Creating or repairing objects, from a silk web to a rope snare.

Make a **MIGHTY CRAFT** to hammer the fence of a monster enclosure into place. Make a **PRECISE CRAFT** to tinker with a delicate, fiddly mechanism.

CURE

Tending or healing injuries, including your own.

Make a **MIGHTY CURE** to shrug off the toxin coursing through your system. Make a **PRECISE CURE** to stitch together a nasty cut.

DISPLAY

Making a demonstration, being flashy or showy.

Make a **SWIFT DISPLAY** to show how fast you can chop these onions. Make a **TRICKY DISPLAY** to make an old, drowsy monster look fierce and bloodthirsty.

GRAB

Holding on tight, snatching creatures or objects.

Make a **MIGHTY GRAB** to haul your supplies out of a hungry monster's jaws. Make a **SWIFT GRAB** to steal the keys off someone's belt mid-chase.

HOARD

Having or accumulating resources, storing them safely.

Make a **PRECISE HOARD** to pack just the right gift for the tollkeeper blocking the road. Make a **TRICKY HOARD** to bury the monster's eggs where no one will find them.

SEARCH

Finding things, like tracks, food, or foes.

Make a **PRECISE SEARCH** to distinguish one monster in the herd from a set of hundreds. Make a **SWIFT SEARCH** to harvest the agile fish darting in the shallows.

SHOT

Attacking from afar.

Make a **PRECISE SHOT** to hit a monster right in the wing. Make a **SWIFT SHOT** to spit a jet of water at an insect buzzing past.

STRIKE

Attacking from up close.

Make a **MIGHTY STRIKE** to put all your force behind a blow. Make a **TRICKY STRIKE** to leap out and ambush your prey.

STUDY

Retaining knowledge, reading situations.

Make a **SWIFT STUDY** to identify a monster you only saw for a split second. Make a **TRICKY STUDY** to observe a monster without it noticing you.

TRAVERSAL

Moving across distances.

Make a **MIGHTY TRAVERSAL** to slog through the mud. Make a **TRICKY TRAVERSAL** to sneak through the magistrate's gardens.

❖ GATHERING INFORMATION ❖

TO CHECK WHAT INFORMATION YOUR CHARACTER KNOWS, FOLLOW THESE STEPS WITH YOUR GUIDE:

If it's common knowledge or obvious, you know it.

If you have reason to know it because of your Specialty (p. 20) or Background (p. 25), you know it.

If you have no reason to know it but you have a way of finding out, make a Test.

The default **SKILL** to use is **STUDY**, but you can adjust both your **STYLE** and **SKILL** depending on how you acquire your information. You learn the information whether you succeed or fail, but the outcome of the Test determines what it costs you.

If you don't have a way of finding out, you don't know it.

TRAITS

TRAITS are the qualities that make every creature special, like **FLYING** or **VENOM**. Some Traits can be upgraded multiple times (e.g., **FLYING 2**), in which case you acquire them one level at a time. Every Trait has an explicit mechanical effect, but feasibly your Traits can help in any situation, so long as you can describe how.

By default, every creature has **GRIT**, a Trait representing life's quintessential will to survive. Every human also has **INSIGHT**, a Trait representing their intelligence and ability to read situations. These two **TRAITS** are already written on your character sheet, and we discuss them more on p. 46 after we go over more of the basic rules.

In addition, as you create your character, you gain a few starting Traits. Their mechanics are included here for ease of reference, but as with **GRIT** and **INSIGHT**, they'll make more sense after you read the full rules. Pick one based on its premise (don't stress, it's hard to go wrong) and/or wait until you've read more of the rules to finalize your decision.

Appendix A lists all the **TRAITS**, but neither Guides nor wilders should feel pressured to read them all. Monsters naturally introduce new **TRAITS** into your game over time.

TOOLS & TECHNIQUES

If anything defines wilders other than their mutations, it's their arksteel **TOOL**. Arksteel is a regenerating silver metal made by humanity's lost ancestors. In ages past, the greenkings fashioned enormous arksteel kitchen implements to produce mind-boggling amounts of food. After the greenking civilization fell, the wilders repurposed those artifacts as weapons, though they still come in handy as cooking aids.

There are six **TOOLS** in total:

- Choose a **CLEAVER** if you want to make every strike count.
- Choose **MITTS** if you want to get up close and personal.
- Choose a **PAN** if you want to shield your packmates from harm.
- Choose a **SPIT** if you want to always be moving.
- Choose a **TORCH** if you want to control the situation from a distance.
- Choose **TWINE** if you want to invent creative solutions.

These **TOOLS** are rare and valuable, and most wilders inherit them from their mentors. You're not likely to acquire another, and even if you do, changing Tools isn't a decision you make on a whim. Your Tool reflects your training, your disposition, and your approach to being a wilder.

To create a character, start by choosing one of the six **TOOLS**. Through your **TOOL**, you also gain your starting **STYLES**, two Beginner Techniques (see below), and prompts for your personality.

TECHNIQUES

Techniques are a special subset of **TRAITS**, each corresponding to a certain **TOOL**, and you can only gain them by training during Downtime. There are three tiers of Techniques (Beginner, Intermediate, and Advanced), with each successively requiring more time to obtain. The Beginner Techniques are included here, while the full list of Techniques is in **Appendix B**.



CLEAVER

Among the wilder tools, the cleaver is the most iconic. Six feet or longer, with a flat heavy blade made of pure arksteel, cleavers excel at severing dangerous parts off monsters mid-hunt, as well as butchering the animal so not a scrap of meat is wasted. Cleaver-wielders make intimidating sights, with their massive blades slung over their shoulders, but the cleaver is actually a fairly clumsy weapon when facing anything human-sized. Their fearsome appearances notwithstanding, cleaver-wielders are more often surgeons than soldiers, using their anatomical knowledge to stitch wounds and tend injuries when they return from the trail.

In addition to your Cleaver, you gain:

- Either (a) 3 **MIGHTY**, 2 **PRECISE**, or (b) 3 **PRECISE**, 2 **MIGHTY**
- As well as 1 **SWIFT**, 1 **TRICKY**

You also gain **CLEAN CUT** and one other Beginner Cleaver Technique of your choice.

Finally, choose one you are, and one you struggle to be: *brutal, careful, decisive, efficient, scary, practical*.

BEGINNER CLEAVER TECHNIQUES

- **CLEAN CUT.** (Cost: 4 Actions) Make a **MIGHTY STRIKE** or **PRECISE STRIKE** against a creature within 1 Stride. If you succeed, deal [A] × 2 Part Damage. If you fail, you become **Exposed**.
-
- **BIG F***ING SWORD.** (Cost: 3 Stamina) A human of your choice becomes **Frightened**.
- **MEDICAL TRAINING.** (Passive) Once per Downtime, choose a packmate. They end 1 level of **Wounded**.
- **WASTE NOT.** (Passive) After you finish The Feast, you gain 1 serving of this Ingredient: The Best Bit. Gain (+1) in any **STYLE**.



MITTS

Protective gloves woven from arksteel fiber, mitts are for wilders who want to get their hands dirty without getting their hands dirty. Large enough to go up to the elbow, mitts protect their wielder's hands from the shock of impact while delivering hard, concussive blows. A few wilders adorn their mitts with blades or spikes, but unless they're also made of arksteel, these adornments get crushed within seconds of a hunt starting. Most mitt-wielders prefer instead to focus on their personal technique, training with a mix of closed-fist and open-palm styles. They have a reputation for handling and befriending unruly monsters, whose gnashing teeth can't breach their armored forearms.

In addition to your Mitts, you gain:

- Either (a) 3 **MIGHTY**, 2 **SWIFT**, or (b) 3 **SWIFT**, 2 **MIGHTY**
- As well as 1 **PRECISE**, 1 **TRICKY**

You also gain **CLOSE AND PERSONAL** and one other Beginner Mitts Technique of your choice.

Finally, choose one you are, and one you struggle to be: *brave, casual, focused, honest, understanding, upbeat.*

BEGINNER MITTS TECHNIQUES

- **CLOSE AND PERSONAL.** (*Passive*) You gain Advantage on **STRIKES** against creatures within 0 Strides of you.
• • • • •
- **ARMORED REACH.** (*Passive*) You take no Damage from Passive **TRAITS** (like **BURNING BODY** or **TOUCH-ME-NOT**).
- **I'VE GOT YOU.** (*Cost: 2 Stamina*) Choose a **Rehabilitating** or **Wounded** creature within 0 Strides. You carry it. As long as you carry this creature, you can't Attack, and if it takes Damage, you take the Damage instead. You can put the creature down at any point. If the creature is a monster, this Technique costs 3 additional Stamina.
- **STRONG GRIP, WIDE HANDS.** (*Cost: 2 Stamina*) Until the start of your next turn, you gain 1 level in one of the following Traits: **CLIMBING**, **DIGGING**, or **SWIMMING**.



PAN

The common folk like pan-wielding wilders best, as these wilders are legendary for the massive, communal meals they can sizzle in their tools. Monsters, on the other hand, are ambivalent, for the pan's reflective surface has distracted and agitated many of them while the wielder's packmates make their escape. On the trail, pans heat up well over a campfire, and during the hunt, arksteel pans can deflect fatal blows, with claws and fangs failing to even scratch their adamantine surfaces. The practice of throwing pans is a recent innovation, where pan-wielders toss their weapon like a discus and bounce it off a monster from a safe distance, but old-fashioned wilders still prefer a hearty whack over any new-fangled technique.

In addition to your Pan, you gain:

- Either (a) 3 **MIGHTY**, 2 **TRICKY**, or (b) 3 **TRICKY**, 2 **MIGHTY**
- As well as 1 **PRECISE**, 1 **SWIFT**

You also gain **STEEL SHIELD** and one other Beginner Pan Technique of your choice.

Finally, choose one you are, and one you struggle to be: *composed, generous, leaderly, popular, resolute, wary*.

BEGINNER PAN TECHNIQUES

- **STEEL SHIELD.** (Passive) Your Pan's maximum Durability increases by 30.
.....
- **BOUNCING THROW.** (Passive) Your Pan gains "Range: 2 (**SHOT**). If you deal 10 or more Damage with a **SHOT**, your target becomes **Stunned**."
- **CENTERING STANCE.** (Passive) When you restore Stamina, you may also end a level of any **Condition** except **Wounded** or **Discordant**.
- **MIRROR SURFACE.** (Passive) You can Taunt from any distance.



SPIT

Spits are actually a family of tools, all of which have similar functions. The most common are little more than arksteel skewers, both ends tapering to fine points, but others bear closer resemblance to tridents or forks, with multiple prongs and a long handle. Of all the tools, spits are the most likely to bear elegant decorations or engravings. As for spit-wielders, they specialize in moving far and fast, whirling their tools like batons or stabbing them with pinpoint precision. The most experienced often affix thread, wire, or chain to one end of their tool, so they can grapple up to high surfaces or quickly pull their weapon back after a javelin-like throw.

In addition to your Spit, you gain:

- Either (a) 3 **PRECISE**, 2 **SWIFT** or (b) 3 **SWIFT**, 2 **PRECISE**
- As well as 1 **MIGHTY**, 1 **TRICKY**

You also gain **FLURRY OF MOTION** and one other Beginner Spit Technique of your choice.

Finally, choose one you are, and one you struggle to be: *curious, delicate, honorable, hopeful, polite, spontaneous.*

BEGINNER SPIT TECHNIQUES

- **FLURRY OF MOTION.** (Cost: 5 Stamina) You gain an extra Action if you're on The Hunt.
• • • • •
- **DINING ETIQUETTE.** (Cost: 3 Stamina) Choose a human Community. The Guide tells you one action which will make them approve of you and one action which will make them disapprove of you.
- **NEEDLE AND THREAD.** (Passive) Your Spit gains: "Range: 2 (**SHOT**). If you make a **SHOT** with this **TOOL** and succeed, you may pull yourself 1 Stride closer to your target."
- **UNENCUMBERED.** (Cost: 3 Stamina) You may reroll a **TRAVERSAL**.



TORCH

The most enigmatic of the arksteel tools, the torch defies explanation. Torches appear in a variety of shapes and configurations, though each typically has a nozzle, canister, and trigger. A giant could operate one with a single hand, but most wilders attach straps, buckles, or extra handles just to carry them. They never require refueling, and Charter academicians claim the torch actually functions by opening a microscopic gateway to a distant but extreme heat source, like the heart of a star. Only with careful training can one master the controls for the blue blade of flame, and thus extend the fire's reach or manipulate its shape. Torch-wielders who do become experts in ancient craftwork, for theirs is the only tool with a function more complex than its form.

In addition to your Torch, you gain:

- Either (a) 3 **PRECISE**, 2 **TRICKY** or (b) 3 **TRICKY**, 2 **PRECISE**
- As well as 1 **MIGHTY**, 1 **SWIFT**

You also gain **LINE OF FIRE** and one other Beginner Torch Technique of your choice.

Finally, choose one you are, and one you struggle to be: *in control, patient, scheming, secretive, studious, thorough.*

BEGINNER TORCH TECHNIQUES

- **LINE OF FIRE.** (Passive) Your Torch gains: "Range: 3 (**SHOT**)."
- • • • •
- **GUIDING LIGHT.** (Passive) If you make a **TRAVERSAL** and succeed, the next packmate to make a **TRAVERSAL** gains Advantage.
- **PREHEAT.** (Cost: 3 Stamina) Choose a packmate within 0 Strides. Until the end of the round, if the chosen packmate deals Part Damage, that **PART** also becomes **Burned**.
- **QUICK IGNITION.** (Passive) When your pack Camps and cooks a meal, you may cook an additional meal.



TWINE

Arksteel twine is the most versatile tool. Woven into a basket, it can carry harvested or foraged ingredients, while woven into a cradle, it can carry injured or infant monsters. With a few knots, a wilder can make their twine into a snare, a lasso, a climbing rig, a net, or anything else that imagination and dexterity together can manage. And though it may seem like the most reticent of the tools to hurt another, twine has its uses during the hunt as well. Twine-wielders can wield their weapon like a whip, garrote, or even weaponized yoyo, and they can often restrain frenzied monsters so their packmates can deal the finishing blow.

In addition to your Twine, you gain:

- Either (a) 3 **SWIFT**, 2 **TRICKY** or (b) 3 **TRICKY**, 2 **SWIFT**
- As well as 1 **MIGHTY**, 1 **PRECISE**

You also gain **LASSO AND LEASH** and one other Beginner Twine Technique of your choice.

Finally, choose one you are, and one you struggle to be: *consistent, creative, flexible, gentle, quiet, wise*.

BEGINNER TWINE TECHNIQUES

- **LASSO AND LEASH.** (Cost: 3 Stamina) Either pull yourself 1 Stride closer to a creature or pull a packmate 1 Stride closer to you.
.....
- **FIELD REPAIRS.** (Cost: 2 Actions) Choose a packmate within 0 Strides and make a **SWIFT CRAFT**. If you succeed, restore [A] Durability to the chosen packmate's **TOOL**.
- **SNARE.** (Cost: 2 Actions) Make a **TRICKY CRAFT**. If you succeed, the next time a hostile creature Moves toward you, it instead takes [A] Part Damage and can't Move until the start of its next turn.
- **WHIPLASH.** (Passive) Your Twine gains: "Range: 2 (**STRIKE**)."



SPECIALTY

The greenkings bred thousands of monster species during their reign. They sorted their creations into lineages based on their ancestral heroes, the Anathiren, which in turn informed their breeding practices and priorities. After the greenkings fell, their feral pets and livestock went on to populate the One Land, and to this day you can see the influence of the greenkings' ancient taxonomy on the monsters of the world. Like all the ways humans parse and sort nature, the monstrous lineages aren't a perfect fit, but they help us understand both the One Land and the people who live in it.

Each **Specialty** corresponds to one of the monstrous lineages, and your choice of Specialty indicates your character's expertise in both hunting and caring for members of that lineage. There are eight Specialties in total:

- Choose **Baker** if you're interested in monsters with long lifespans.
- Choose **Butcher** if you're interested in monsters with metallic growths.
- Choose **Fisher** if you're interested in aquatic monsters.
- Choose **Gardener** if you're interested in monsters who manage the One Land's vegetation.
- Choose **Roaster** if you're interested in monsters who live with fire.
- Choose **Roundsman** if you're interested in monsters capable of dramatic change.
- Choose **Saucier** if you're interested in bizarre monsters that defy categorization.
- Choose **Stockkeeper** if you're interested in monsters who hoard food and make lairs.

Starting Traits

To start, you gain one **TRAIT** from your chosen **Specialty**, as well as one **TRAIT** from **ANY Specialty**. If you're not sure what to pick for your second starting Trait, choose another Trait from your Specialty, as most are designed to work together.

On the other hand, if you have a clear vision for your character or you're hungry for more options, ask your Guide if you can pick a **TRAIT** from **Appendix A** rather than from the ones listed in this chapter.



Important Monster

There's a tension to every Specialty. On one level, your Specialty determines the kinds of monsters you *resemble*. For example, are you a Fisher, gilled and scaled after years of hunting sea-monsters, or are you a Roaster, ablaze with mutations taken from monsters that breathed flame?

At the same time, your Specialty determines the kinds of monster you *know*. After all, it's hard to study a lineage without eventually getting to know an individual from that lineage.

Thus, through your Specialty, you gain a close relationship with an **important monster**. Is it a companion? A mentor? An orphan you saved? Or perhaps just a special monster you admire from afar? Most important monsters aren't pets or familiars as they typically appear in fantasy RPGs. Instead, they're independent NPCs with their own agency and desires. They might give you assistance if you encounter them by chance on the trail, or you might need to save them if they're attacked by a frenzied monster.

Talk with the Guide if you'd prefer to create your own important monster, rather than choosing from the list provided for your Specialty.

Baker

The Baker's Line are characterized by their centuries-long life spans. Most are pollinators, feeding on sugar solutions like honey, nectar, or sap. The greenkings bred others to provide milk and eggs, honoring the baker's craft. An example from this lineage is the mammudo, a shy, thick-scaled monster that uses its long tongue to sip nectar from flute-shaped flowers. Baker-wilders are known for their patience, and whether or not they follow the Anathiren pastry tradition, they tend to specialize in desserts.

For your first starting **TRAIT**, choose one of the following:

- **POLLINATOR.** (Cost: 1 Success on a **SEARCH**) Harmony increases by 1.
- **STURDY.** (Passive) Nothing can push or pull you unless you allow it or unless you're **Caught**.
- **SWARMING.** (Passive) If you help a creature who also has this Trait, you both restore <H> Stamina.

Then, pick a second starting **TRAIT** from any Specialty.

In addition, you have a close relationship with one of the following monsters:

- **Sweetloaf**, a *gentle* mammudo (p. 220) or other armored monster, who you accompany most days on long, rambling walks.
- **Huir**, a *moody* chamig (p. 194) or other village-bearing monster, upon whose back you were born and raised.
- **Curly**, an *ornery* myotak (p. 224) or other goat-like monster, who once headbutted you off a mountain because you wouldn't share your treats.
- **Pua Li**, an *easy-going* pitangwa (p. 228) or other talkative monster, the bemused subject of several decades of experiments on monster cognition.
- **Mother-Mother**, a *venerated* votra swarm (p. 256) or other collective monster, whose iterations your family has tended for generations.

Butcher

The Butcher's Line have metal or mineral growths. They're mostly scavengers and detritivores, with strong stomachs adapted to digesting food in various stages of decay. An example from this lineage is the kakwari, a heavyset, flightless bird with a long train of metal feathers, which rattle and flare when it becomes agitated. Butcher-wilders are comfortable with death, often shouldering the burden of the final blow so their companions can keep their hands clean.

For your first starting **TRAIT**, choose one of the following:

- **BLOOD SCENT.** (Passive) You gain Advantage on all Tests during the first round of The Hunt if the other side has a **Wounded** creature.
- **NATURAL ARMOR.** (Passive) You halve the Damage you take from **MIGHTY STRIKES** and **MIGHTY SHOTS**.
- **SCAVENGER.** (Passive) You can't become **Poisoned** from food. If you Forage (*whether you succeed or fail*), you also gain <H> servings of the following Ingredient: **Detritus**. Gain (1) **Poisoned**.

Then, pick a second starting **TRAIT** from any Specialty.

In addition, you have a close relationship with one of the following monsters:

- **Sunset Glory**, a *haughty* kakwari (p. 210) or other flashy monster, who struts around the gardens when not training for shows.
- **Shattertooth**, a *bold* crownwolf (p. 198) or other canine monster, who you feed the bones left over from butchering livestock.
- **Onion**, an *affectionate* lapu-lapu (p. 216) or other wooly monster, whose enthusiastic cuddles can accidentally rub naked skin raw.
- **Maharla**, a *wary* asewa (p. 188) or other molting monster, who you rarely see but who constantly leaves coils of rusting, shed skin around his territory.
- **Quiet Ko**, an *inscrutable* shulu xie (p. 240) or other crystalline monster, whose frenzy you caught early and manage to this day.

Fisher

The Fisher's Line live in seas, lakes, and rivers. By far the largest lineage in terms of both diversity and population, it includes the mysterious leviathans that surround the One Land's coasts. An example from this lineage is the uopang, a regenerating crustacean who rips off its own claws to regrow them in different forms. Fisher-wilders stand on the precipice of the unknown, their mutations giving them access to distant and uncharted aquatic worlds.

For your first starting **TRAIT**, choose one of the following:

- **ECHOLOCATION.** (Cost: 1 Success on a **CALL**) A creature of your choice becomes **Exposed**.
- **ELECTRIC SHOCK.** (Cost: 2 Action) Make a **SWIFT CALL**. If you succeed, each creature within 1 Stride takes [A] Damage and becomes **Stunned**.
- **SWIMMING.** (Passive) You can swim without Disadvantage.

Then, pick a second starting **TRAIT** from any Specialty.

In addition, you have a close relationship with one of the following monsters:

- **A Nu**, a *lonely* uopang (p. 252) or other shellfish monster, who you've kept secret and safe from hunters in a hidden inlet.
- **Longboy**, a *playful* varithan (p. 254) or other sinuous monster, who won't eat anything unless you make a game of it.
- **Pichi-Chi**, an *indecisive* zaili (p. 260) or other pinniped monster, an orphan pup you raised after finding her stranded on the beach.
- **Big Cheeks**, a *judgmental* yudoubu (p. 258) or other piscine monster, who has a surprising ability to read the hidden intentions of strangers.
- **Melody**, a *clever* shakoi (p. 238) or other ocean-going monster, who brings you treasures and junk scavenged from ancient shipwrecks.

Gardener

The Gardener's Line are grazing animals who manage the One Land's flora. Most are fleet-footed, relying on speed to evade predation, but others are stubborn and fierce, using horns and tusks to defend themselves. An example from this lineage is the golyak, a nimble ruminant with splayed horns that leaves shadow images of itself behind when it runs, confusing its pursuers. Gardener-wilders sometimes use wilderfruits and mushi (p. 269) to maintain vegetarian diets, and even those who eat meat try to minimize the blood they shed.

For your first starting **TRAIT**, choose one of the following:

- **CHARGE.** (Cost: 1 Action) Choose a creature within 3 Strides. You Move within 0 Strides of the creature, then deal Damage to both it and yourself equal to the number of Strides you Moved. (*This does not count as spending Stamina.*)
- **HASTE.** (Cost: 1 **SWIFT** Success) You can Move without spending an Action.
- **SLOW METABOLISM.** (Passive) Meals with effects that last until your next meal instead last until the end of the Journey.

Then, pick a second starting **TRAIT** from any Specialty.

In addition, you have a close relationship with one of the following monsters:

- **White Heart**, an *otherworldly* golyak (p. 202) or other hoofed monster, who you've chased for years, just hoping to get a closer look.
- **Shu Shu**, an *oblivious* zimmudo (p. 264) or other clawed monster, whose bamboo grove you've saved many times from destruction without her even realizing.
- **Booger**, a *confident* jama-jama (p. 208) or other frugivorous monster, who has free reign to pillage the farmers' fields so long as you keep paying for the damages.
- **Mhen Tan**, a *placid* cloudcollar (p. 196) or other long-necked monster, a therapy monster whose low song puts nervous hearts at ease.
- **Reaper**, a *fussy* ko-ketak (p. 214) or other bladed monster, who is particular about the placement of every toy and food item in its lair.

Roaster

The Roaster's Line play with fire. Some use it to hunt or defend themselves, while others need heat to gestate or breed. Despite the wide berth other monsters give them, they play a key role in many ecosystems. An example from this lineage is the flintknuckle, a shaggy ape which pounds its fists together to create sparks and ignite its greasy outer coat of hair. Roaster-wilders have a reputation for cooking indulgent food, prioritizing rich, fatty deliciousness over any considerations for health or restraint.

For your first starting **TRAIT**, choose one of the following:

- **BURNING BODY.** (Passive) At the start of each round, every creature of your choice within 0 Strides of you takes 2 Damage. In addition, if you're **Caught** by a **PART**, that **PART** becomes **Burned**. Finally, your **PARTS** can't become **Burned**.
- **FIRE BREATH.** (Cost: 2 Actions) Make a **MIGHTY SHOT** against a creature within 2 Strides. If you succeed, you deal [A] Part Damage and the **PART** you targeted becomes **Burned**.
- **THREATEN.** (Cost: 1 **MIGHTY** Success) A creature of your choice becomes **Frightened**.

Then, pick a second starting **TRAIT** from any Specialty.

In addition, you have a close relationship with one of the following monsters:

- **Red Cape**, a *lethargic* flintknuckle (p. 200) or other primate monster, a former circus act enjoying a quiet retirement.
- **Smokechaser**, a *shrewd* hutangwa (p. 206) or other fire-spreading monster, whose capacity for arson you've used for selfish means.
- **Cinder**, an *independent* hagsechu (p. 204) or other scuttling monster, who constantly gets into trouble when you're not looking.
- **Chan Tuai Sao**, a *voracious* tsian xie (p. 250) or other floating monster, to whom the village sacrifices a freshly slaughtered wooda every full moon.
- **Little Ting**, a *fearless* sposu (p. 242) or other spined monster, who has claimed the best territory from older and larger monsters through sheer audacity.

Roundsman

The Roundsman's Line are defined by change. Many can undergo a metamorphosis in response to environmental pressures, and others have highly adaptable forms of camouflage and mimicry. An example from this lineage is the zaswang, an arboreal cephalopod with a wily reputation, which has learned to forage leftovers in urban environments. Roundsman-wilders are also known as swing-wilders, helping wherever hands are short rather than specializing in a single discipline.

For your first starting **TRAIT**, choose one of the following:

- **CAMOUFLAGE.** (Cost: 1 **TRICKY** Success) You become **Hidden**.
- **METAMORPHOSIS.** (Passive) During The Feast, you may permanently lose this Trait. If you do, choose two **STYLES**, **SKILLS**, or **TRAITS** in which to gain a level instead of one.
- **REGENERATION.** (Cost: 1 Success) Restore 1 Durability to any of your **PARTS**.

Then, pick a second starting **TRAIT** from any Specialty.

In addition, you have a close relationship with one of the following monsters:

- **Shim**, a *curious* zaswang (p. 262) or other tentacled monster, who you always leave a new puzzle box to play with when you cross paths.
- **Giantkiller**, a *hurt* tatangwa (p. 248) or other color-changing monster, a survivor of trophy hunts whose trust you've earned with patience and effort.
- **Young Duke**, a *pampered* kala-kala (p. 212) or other vocal monster, who was raised in captivity and can yowl (or squawk, or roar, or shriek) for hours until he gets his way.
- **Gravedigger**, a *frightening* botabo (p. 192) or other urban monster, whose taste for human corpses gives it uncanny flashes of intelligence.
- **Zoujo**, a *loyal* rakuzar (p. 232) or other metamorphosing monster, the only creature who still recognized you after your first dramatic transformation.

Saucier

The Saucier's Line exude secretions, from the toxic to the medicinal to the recreational. This lineage contains the greenkings' most esoteric experiments, such as oozes with no discernable organs and symbiotes that fuse with plants. An example from this lineage is the ziziwen, a gangly flying insect that copies mutations from other monsters by drinking their blood. Saucier-wilders have a reputation for being finicky and mercurial, seasoning everything to their inexplicable but unerring taste.

For your first starting **TRAIT**, choose one of the following:

- **DISORIENTING.** (Passive) Creatures who Attack you (*whether they succeed or fail*) become **Confused**.
- **SLIPPERY.** (Passive) You can't become **Caught**.
- **VENOM.** (Cost: 1 Success on a **SHOT** or **STRIKE**) The creature hit by your **SHOT** or **STRIKE** becomes **Poisoned**.

Then, pick a second starting **TRAIT** from any Specialty.

In addition, you have a close relationship with one of the following monsters:

- **Ghan the Shadow**, an *opportunistic* ziziwen (p. 266) or other blood-sucking monster, who the locals believe is a harbinger of doom.
- **Sya Mai**, a *particular* onagung (p. 226) or other amorphous monster, who has a habit of suddenly deciding it hates its once-favorite food.
- **Half oak**, a *patient* rootcrab (p. 234) or other plant monster, who took up residence in an inconvenient location and hasn't budged since.
- **Fearnaught**, a *timid* satra (p. 236) or other bioluminescent monster, a pet you've sworn to one day free from an irresponsible magistrate's ownership.
- **Mudbutt**, a *belligerent* mongpo (p. 222) or other slimy monster, who sneezes thick mucus on you every time he sees you. But in an affectionate way. Probably.

Stockkeeper

The Stockkeeper's Line hoard their food, either in hidden stashes, fat stores on their bodies, or elaborate nests and lairs. Many live in colder climates, where they rely on their stores to survive harsh winters. An example from this lineage is the Asig icespider, a spindle-limbed arachnid which weaves tripwires of taut silk throughout its frozen forests. Stockkeeper-wilders use both mundane tools, like salt and fermentation, and extraordinary ones, like arksteel coolers, to make their supplies last, and their careful preparations provide the foundation for every hunt's success.

For your first starting **TRAIT**, choose one of the following:

- **HIBERNATOR.** (Passive) Each level of **Rested** increases your maximum Stamina by 2 instead of 1.
- **NEST BUILDER.** (Passive) When the pack Camps, you and your packmates may keep all levels of one Condition instead of ending them.
- **SWALLOW WHOLE.** (Cost: 1 Action) Eat any number of Ingredients to restore an equal amount of Stamina. You don't gain any bonus effects.

Then, pick a second starting **TRAIT** from any Specialty.

In addition, you have a close relationship with one of the following monsters:

- **Lady Zida**, an *aloof* Asig icespider (p. 190) or other web-weaving monster, who cares little for you, but whose glittering tapestries always leave you awestruck.
- **Crumbs**, a *lazy* pondon (p. 230) or other burrowing monster, who needs hours of brushing every day to get the tangles out of its fur.
- **Bandit**, a *rude* syowari (p. 244) or other magpie-like monster, whose obsession with shiny objects has led to it stealing your arksteel tool many times over.
- **Dustwing**, a *devoted* lotangwa (p. 218) or other nesting monster, whose pair-bond with another female was so strong that you gave them an egg to raise together.
- **Happy Cho**, a *gregarious* tanpo (p. 246) or other blubbery monster, whose preference for long soaks has made it the mascot for the local bathhouse.

BACKGROUND

They say the One Land doesn't care about your past. After all, in stories like these, people go to the wilderness to escape their old lives. The tragedies and triumphs which defined them in human society lose importance in the sprawling expanse of nature.

But then again, that's not quite true, is it? Though your backstory doesn't matter to the One Land, it still matters to you. Your past equipped you with the skills you now use to navigate the wild, and your personal history gives context to your actions and your relationships with others.

After picking a **TOOL** and a Specialty, make a **three-course background** by following these steps:

- Describe your **Upbringing**. What meal defines your childhood?
- Describe your **Initiation**. What meal made you a wilder?
- Describe your **Ambition**. What meal do you want to eat most?
- As you describe these meals, choose one which represents your **Connection** to another packmate. How does your backstory relate to theirs?

Framing your backstory through food implies a wealth of information about your character, while still leaving room for you to explore your past during play. Use the tables in the following sections if you're looking for inspiration. Through your background, you gain your starting Skills.



UPBRINGING

There are, broadly, three categories of people in the One Land: **corelanders** from the arctic center of the supercontinent, who use scavenged artifacts to live in relative comfort; **midlanders** from the temperate interior, who wrestle the wilds under control to make room for their expanding farms; and **rimlanders** from the tropical coasts, who share their homes, at times lovingly and at times begrudgingly, with an abundance of monsters. Each of these regions in turn have many cultures, which mix in myriad ways as the trains knit the One Land closer together.

This book focuses on a section of the rimlands known as the Sen Coast, and the various communities that inhabit it. If you want to create a character from this region, see **Sen Names** (p. 37) for a brief overview of the Sen peoples, and **Chapter 9: On the Sen Coast** for more details. You can also create a custom region for your character's Upbringing, or you can leave the details fuzzy for now.

Whatever you choose, consider your heritage as you imagine **the meal that defines your childhood**. Here are some extra questions to think about:

- What kind of natural environment made this meal? Was it cold, hot, wet, dry? How was the food acquired? Was it farmed, hunted, foraged, or something else?
- What culinary traditions does this meal reflect? Does it resemble any non-fictional cuisines, and if so, how closely?
- How does it taste? Is it cooked to perfection, or is it raw, burned, or bland? Are the portions rich or meager?
- Where do you see yourself eating it? In whose company? What emotions does it bring up?

Once you're satisfied with your description, gain +1 in a **SKILL** related to your Upbringing.

Hometown Staple & Spice

In addition, describe your *Hometown Staple* and your *Hometown Spice*. These capital-I Ingredients (p. 76) will have effects when you start cooking, but during this step, all you're deciding is the fictional premise of these items — in common RPG parlance, their flavor.

Describe your *Hometown Staple*. Is it familiar, like white rice or maize, or is it fantastical, like glowing moss or skitterling tails? Describe your *Hometown Spice*. Is it familiar, like garlic, fish sauce, or chili peppers, or fantastical, like heaven's herbs or monster blood? Your *Hometown Staple* and *Hometown Spice* don't have to be found in the meal you described for your Upbringing, but it might make sense for them to be related. You replenish these during every Downtime, so you can always return to your *Hometown Staple* and *Hometown Spice* as the foundation of your cooking.



EXAMPLE UPBRINGINGS

| 1d20 | Description |
|------|--|
| 1 | Wild sweetleaves , foraged as you played in the brush. Your parents told you never to take another until you finished the first, lest you angered the woods with your greed. (+1 SEARCH) |
| 2 | Sun-dried , salted fish, clamped between your teeth as you scrambled up the ropes. Your captain didn't like fires on the ship, so you made do with preserves. (+1 GRAB) |
| 3 | Cheese and a crust of bread , eaten as your herd of wooda bleated around you. On nice days, you'd chew as slow as possible, enjoying the breeze, the sun, and the soft grass. (+1 TRAVERSAL) |
| 4 | Thin gruel , ladled from the stationtown soup kitchen. Orphans congregated around the stations to beg, and scuffles broke out as soon as the adults turned their backs. (+1 STRIKE) |
| 5 | Flank steak, garnished with gold leaf . Your supper always came hot from the manor kitchens, but your family's eyes across the table were cold. (+1 HOARD) |
| 6 | Fried dough twists, dusted with cinnamon . Your voice hoarse from hawking your wares, you always stole a bite or two near the end of your shift at the market stall. (+1 CALL) |
| 7 | Mintbloom tea , which soothes aches and pains. Even after you recovered from your sickness, the apothecary taught you the uses of every plant you brought them. (+1 CURE) |
| 8 | Steamed buns , eaten as you waited on the steps. You had your dinner on the porch every night for a year, until you finally accepted that your parents weren't coming home. (+1 ASSURANCE) |
| 9 | Melon oranges , as big as your head, picked fresh from the temple gardens. You served the slices before the evening prayer, on plates you made yourself. (+1 CRAFT) |
| 10 | Saddle jerky , made from the game you hunted on the trail. Your monstrous steed, now old and sleepy, still lives with you, though you don't take it out riding as often these days. (+1 SHOT) |
| 11 | Stewed greens and a glass of milk . They fed you the same meals at the Charter boarding school you attended, a diet supposedly optimized by science. (+1 CURE) |
| 12 | Scrambled eggs , with a little shell in them. When you were practicing to juggle, your mentor made you eat every egg you failed to catch. (+1 DISPLAY) |
| 13 | Chum fish , garnished to look like a miracle food. If the con didn't work, you'd eat the meal you were trying to peddle, then start again in the morning with a fresh catch. (+1 DISPLAY) |
| 14 | Fermented vegetables , pungent with spices. The villagers always shared the pickles they made with your jars, and even when you were full to bursting, you couldn't say no. (+1 CRAFT) |
| 15 | Bland, hard rice , which the prison guards mixed with sawdust. You ate it anyway, so you'd have the strength to run when the opportunity arrived. (+1 STRIKE) |
| 16 | Fried scallion noodles , tossed with sausage. On the days your hunting earned meat for your family, your siblings always fought over the best bites. (+1 SHOT) |
| 17 | Rattling hotpot , which was your fellow stowaway's nickname for the stew you ate by robbing the trains. To you, the cargo cars were the world's biggest pantry. (+1 TRAVERSAL) |
| 18 | Boiled river crabs , scooped out of the shallows with your bare hands. Your fingers were always wrapped in bandages, but the succulent meat was worth it. (+1 GRAB) |
| 19 | Bean cakes , stamped with prayer seals. The elders instructed you on what every seal meant, and to this day you can trace them all from memory. (+1 ASSURANCE) |
| 20 | Worms that wriggled and multiplied in your mouth . Your guardians, if they could be called that, used you to explore the world's deeper mysteries. (+1 STUDY) |

INITIATION

Only wilders know how to cook frenzied monsters and make them into **wilderfeasts**, the iconic meals that purify the curse and grant those who eat it their mutations. The technique cannot be taught through words, for the process is inherently inexplicable. Instead, most learn through observation and practice, watched over by elder wilders, while a rare few discover the method through instinct or sheer luck. According to common wisdom, the only constant when it comes to cooking a wilderfeast is that they must be made “*with love*.” It’s up to you and your playgroup how literally you interpret this.

Consider your training (or lack thereof) as you imagine **the meal that made you a wilder**. Here are some extra questions to think about:

- What monster was it? Your Specialty gives you a lineage, but now you can be more specific. Consult the Guide, browse through the bestiary (p. 186), or invent your own. This monster isn’t the same individual as your important monster, though the two can certainly be related.
- How did the monster die? Did you kill it yourself? What was it threatening?
- Why did you eat it? What did you hope to gain? What did you expect to lose?
- Who cooked it with you? Did you have a pack then? Was it the same pack you have now?

Once you’re satisfied with your description, gain +1 in a **SKILL** related to your Initiation, different from the one you chose for your Upbringing.



EXAMPLE INITIATIONS

Use this table to determine the context of your Initiation, then use your Specialty to determine the meal itself.

| 1d20 | Description |
|------|---|
| 1 | With your parents guiding your hand. Your ancestors swore a sacred oath to protect the wild, and you practiced the family recipes from a young age. (+1 CRAFT) |
| 2 | With your parents checking this was what you wanted. You were adopted by wilders, but they hesitated to force this life upon you. (+1 ASSURANCE) |
| 3 | With your parents growling in confusion. You were adopted by monsters. To protect them and their home, you learned all sorts of human things like cooking and talking. (+1 CALL) |
| 4 | With your parents silent and ashen-faced. They had too many mouths to feed, and they knew it. You set out on the trail to ease their burden. (+1 SEARCH) |
| 5 | After they diagnosed you with the frenzy. You joined your pack on the condition that they'd keep you in check, if the curse ever got worse. (+1 CURE) |
| 6 | To save your village. A frenzied monster threatened your home. You learned as much as you could about it before you resolved to cook and eat it. (+1 STUDY) |
| 7 | To avenge your village. You were too late to save your home. When you killed and ate its destroyer, its flesh tasted like ash on your tongue. (+1 SHOT) |
| 8 | To destroy your village. The greed of your neighbors threatened all the life that shared their land. You made the wild a part of yourself so you could save it. (+1 DISPLAY) |
| 9 | As punishment for a terrible crime. An act of violence left you with a single choice: you could serve as a wilder, or they'd turn you over to the Charter. (+1 STRIKE) |
| 10 | To avoid punishment for a terrible crime. Fleeing from your home, stealing and eating whatever meat you could find was the only way for you to survive. (+1 GRAB) |
| 11 | Under your officer's orders. Initiatives to make wilder soldiers are rare, and they never end well. Among all those chosen, you were the only one who survived. (+1 SHOT) |
| 12 | After signing a contract. A wealthy patron promised you riches if you dedicated your life to the trail and the hunt. Their motives remain mysterious. (+1 HOARD) |
| 13 | To heal your body. You suffered a grievous injury or debilitating sickness. Becoming a wilder was the only path to stay alive. (+1 CURE) |
| 14 | To study the One Law. A scholar and a wilder both, you needed first-hand experience to understand. You still have the notes from your initial experiment. (+1 STUDY) |
| 15 | To see the One Land. Longing to see more than just your tiny home, you made your body into one better suited to traversing the wild. (+1 TRAVERSAL) |
| 16 | With its child in your lap. After killing the frenzied monster, you swore to foster and raise its newly orphaned offspring. (+1 CALL) |
| 17 | When you came of age. An omen marked you for this fate when you were born. You received all the resources and training you needed to prepare you for your duty. (+1 HOARD) |
| 18 | On accident. You didn't recognize the symptoms of a frenzied monster, and you didn't realize what you'd eaten until the mutations began. (+1 SEARCH) |
| 19 | For the glory of the hunt. The first time you faced a monster in combat, you realized you'd never felt more alive. (+1 STRIKE) |
| 20 | While mourning your best friend. After it died of the frenzy, you became a wilder in its memory. May what happened to you both never happen to anyone again. (+1 ASSURANCE) |

AMBITION

Everybody wants something, and wilders are no exception. They are people like any other: selfless and selfish, loving and hateful, far-thinking and short-sighted. No matter their cultural expectations or their duties to their pack, there is always a personal dimension to their motives.

Consider your goals as you imagine **the meal you want to eat most**. Here are a few extra questions to think about:

- What does this meal represent? Why do you want it? How serious is this desire?
- What's stopping you from having it? Has the opportunity already passed? Or, perhaps, is it not yet possible?
- Have you had it before? If not, what do you imagine it'll taste like?
- Does this meal align with your pack's goals? If so, how can they help you? If not, why are you still with them?

Once you're satisfied with your description, gain +1 in a **SKILL** related to your Ambition, different from the ones you chose for your Upbringing and your Initiation.



EXAMPLE AMBITIONS

| 1d20 | Description |
|------|--|
| 1 | Jumbled rice bowls , at a warm and well-lit table, with friends who share your easy laughter. You hope one day you'll trust anyone enough to have a meal like this again. (+1 SEARCH) |
| 2 | A picnic sandwich , in a tree you used to climb. You remember this place when it was green and the birds still sang. You want to be here when it heals. (+1 GRAB) |
| 3 | Wild game carpaccio , caught by a juvenile monster in your care. Once this happens, you'll know the monster you raised can take care of itself. (+1 CALL) |
| 4 | Roast meat from an apex monster , eaten where it fell. They'll sing your name for all time if you hunt and cook a frenzied god. (+1 DISPLAY) |
| 5 | Fresh garden salad . You've never stayed in one place long enough to grow food for yourself. You want to know what it feels like to create as much as you destroy. (+1 CRAFT) |
| 6 | An ancient family recipe , lost when the greenkings fell. Learning about your oldest relatives might help you reconnect with the ones who are still alive. (+1 CRAFT) |
| 7 | Luxury preserves , stolen from the Charter, shared with its enemies. By feasting with rebels, you'll show them how much they can gain from working together. (+1 SHOT) |
| 8 | A mug of mead with a wilder you admire . You fantasize about showing all your trophies to this legendary figure, swapping stories about each one. (+1 HOARD) |
| 9 | Spring water from atop the highest peak . After clambering to the summit of the world, you want to take a moment to savor the view. (+1 TRAVERSAL) |
| 10 | Peach wedding buns , you and your beloved seated at the head of the table. The further your mutations progress, the more you wonder if this can ever be reality. (+1 ASSURANCE) |
| 11 | Wine toasted in victory , after you've humiliated your enemies and ground their faces into the dust. The bigger the audience, the better. (+1 DISPLAY) |
| 12 | A meal no one's eaten before . Somewhere in the One Land, or perhaps even beyond it, there are surely ingredients that you will be the first to taste. (+1 SEARCH) |
| 13 | Spice-crusted dishes from the palace kitchens , with bowing servants and fine china. You've never dined in such luxury before and you just want to know what it's like. (+1 HOARD) |
| 14 | A dish created by your old teacher . They entrusted you with the recipe long ago, but you still have much to learn before you're ready to make it. (+1 STUDY) |
| 15 | Tarts snatched from a giant's plate . The best meals you've ever had are the ones you were forbidden to eat. (+1 GRAB) |
| 16 | Patisserie from a foreign land . You've heard tales about this place since you were a child — though your imagination may have outstripped the real thing. (+1 TRAVERSAL) |
| 17 | Tea, brewed Charter-style , which giants reserve for business. They say the giants know how to survive the cancer land, and you'll make any deal to get their medicine. (+1 CURE) |
| 18 | Candied apples for a sacred monster . Presenting and sharing an offering with this elusive, fabled beast would be the greatest honor. (+1 CALL) |
| 19 | A slice of the eldritch worm beyond the waygates . You've heard its legend, and you know there's still so much to learn. (+1 STUDY) |
| 20 | A giant's heart, bloody and raw . Let them watch their kind be eaten. (+1 STRIKE) |

CONNECTION

Meals are rarely eaten alone, especially ones so important to who you are. Having a specific relationship with another wilder makes your dynamic interesting and textured, and it lays a foundation for how your pack as a whole came together.

Choose one of the courses from your backstory, and then choose another wilder. **The two of you share a bond over this dish.** Here are a few extra questions to think about:

- Did one of you cook it for the other? Did you eat it together? Did you not eat it together for a dramatic reason?
- Has your relationship changed since then? How?

Work with your packmate to figure out the details of this Connection, and what that reveals about the two of you. Through a mechanic called Harmony (p. 51), you can benefit your pack by developing this relationship, so leave room to explore your Connection during play.



EXAMPLE CONNECTIONS

| 1d20 | Description |
|------|---|
| 1 | (Upbringing) Every time you ate this meal, your packmate was there, sharing it with you. |
| 2 | (Upbringing) Your packmate went hungry so you could eat this meal. |
| 3 | (Upbringing) You found your packmate, hungry and in a place they didn't belong, and you offered them this meal. |
| 4 | (Upbringing) The same person made this meal for both you and your packmate. |
| 5 | (Upbringing) You and your packmate disagree vehemently about how to prepare this meal. The two versions taste the same to everyone else. |
| 6 | (Upbringing) Your packmate ate this meal with you until their circumstances changed for the better. |
| 7 | (Upbringing) Your packmate ate this meal with you until their circumstances changed for the worse. |
| 8 | (Initiation) You saved your packmate's life when you killed the monster that became your first wilderfeast. |
| 9 | (Initiation) Your packmate, already an experienced wilder, hunted your first wilderfeast for you. |
| 10 | (Initiation) You and your packmate trained under the same mentor. You ate your first wilderfeast alone, as your mentor said your packmate wasn't yet ready. |
| 11 | (Initiation) Your packmate heard stories about your first wilderfeast, then sought you out to learn from you. |
| 12 | (Initiation) You and your packmate met when the monsters you were hunting crossed paths. The two of you teamed up, each helping the other take down their prey. |
| 13 | (Initiation) Your packmate knew and loved the monster you ate. |
| 14 | (Initiation) Your packmate knew and hated the monster you ate. |
| 15 | (Ambition) Your packmate wants to eat this meal as much as you do. |
| 16 | (Ambition) Your packmate doesn't understand why you want this meal. Perhaps they're revolted by the idea of it. |
| 17 | (Ambition) Your packmate thinks such meals are commonplace. |
| 18 | (Ambition) Your packmate knows a secret about this meal that they're hesitant to tell you. |
| 19 | (Ambition) Your packmate has eaten this meal before, and they reminisce about it fondly. |
| 20 | (Ambition) Your packmate has eaten this meal before, and they have regrets. |

YOUR PACK

You don't walk the trail alone. As the other famous law goes: "*The strength of the pack is the wolf, and the strength of the wolf is the pack.*" After you have a good idea of your character as an individual, talk with the other players to envision the shared purpose that brings you all together. Many wilder packs are literal families, containing both adoptees and blood relations, with the older generation teaching their skills to the new before passing on their arksteel tools. Many also fall into certain archetypes, common ways that packs organize themselves across the One Land.

Your pack archetype is a narrative rather than a mechanical decision. It gives the characters a common motivation, and it signals to the Guide the type of adventures you're interested in having. At the same time, nothing's set in stone. Re-open the conversation at any point if you want to change your pack's direction or goals.

BOUNTY-PACKS

Wilder mercenaries wander the continent, sniffing out the trails of frenzied monsters and putting them down for pay. Hard currency sees little use in the rural regions that wilders frequent, but villagers can still reward these bounty-packs with fresh supplies, lodgings, or luxury goods not found on the trail. There's a pervasive vision of bounty-packs as groups of grizzled, wine-guzzling cynics, growling at common folk as they clean the blood off their tools, but that's not necessarily the case. Many bounty-packs have a genuine love for cooking, nature, and monsters. But even if you love your work, you deserve compensation for it.

Bounty-packs hunt monsters to **get stronger, earn a reputation, and see the world.**

FREE-PACKS

Free-packs are the subject of many campfire horror stories, for they evoke the fey and primal. Composed of wilders who've left human society behind, free-packs make their rugged dens in remote and inhospitable regions. They travel the most often, but also the least far, moving in circuits around their territory to ensure it is healthy and safe. Though at first many wilders come to these distant, lonely places to escape their past lives, they understand there is just One Land — all spaces are connected, and nowhere is immune to the changes happening in the world beyond. The work of a free-pack is not to retreat from the rising threats to harmony, but to face them in places few others dare tread.

Free-packs hunt monsters to **guard their homes, steward the wild, and live among beasts.**



LORE-PACKS

Scholars of every kind, from biologists to cartographers to cookbook writers, come together in lore-packs. These packs spend plenty of time in the field, observing monster behavior and dissecting them to study their mutations, but many also have business among people, collecting local knowledge and sharing the lessons of the wild. For a lore-pack, slaying frenzied monsters not only protects the environments they're studying, but also gives them insight into the world's most tantalizing enigmas. After all, the One Land's deepest secrets — those concerning the frenzy, the giants, and the origin of monsters — are hidden not in stone or steel, but in flesh.

Lore-packs hunt monsters to **study nature, teach others, and solve mysteries.**

OATH-PACKS

When people sing stories about the wilders of legend, they sing about oath-packs. The oldest packs of all often bear the trappings of chivalric or monastic orders. Others have ancestral oaths which they've passed down from generation to generation. Always, they carry the heavy burden of legacy, and though some treat this legacy with more solemnity than others, all care for it deeply. In return for their dedication, oath-packs have deep ties to communities with whom they share a history, and there is an understanding that when called upon, they shall answer. Whether an oath-pack can live up to this idealized standard depends on its members.

Oath-packs hunt monsters to **fulfill promises, honor tradition, and protect their community.**

OTHER OPTIONS

Your pack can be a mix of all these archetypes, each individual aiding the others in their personal quests. Your group might experience some internal conflict if you have opposed priorities or methods, but as long as you keep that conflict in-character rather than out, it's great fodder for storytelling.

Less conventional pack archetypes also exist. Consider being:

- A **junk-pack**, exploring ruins (and defeating the monsters who live in them) for ancient relics.
- A **news-pack**, clearing paths so they can carry messages between rural, isolated communities.
- A **rebel-pack**, deployed specifically to protect resistance cells from frenzied monsters.
- A **tour-pack**, taking clients on your hunts to demonstrate the beauty and danger of the wild.
- Something else that excites the group!

If you create your own pack archetype, make sure to answer this question for the Guide: **Why do you hunt monsters?**



FINISHING TOUCHES

You now have a solid grasp of who your character is, how they like to solve problems, what they want, and what experiences led them to this path. You also know the purpose that brings your pack together. The rest you can discover through play. All you have left is a few final details to set the stage for your adventures in the One Land.

NAME

Your pack has to know what to call you. Some example naming conventions are detailed below, but the world is a vast place with far more cultures, languages, and naming traditions than are described here. In other words: name your character whatever you want! Just make sure your packmates can pronounce it, and check with your Guide that it fits the atmosphere they're building.

Wilder Names

Wilders are not honored like they were in the old days. While customs differed from region to region, tradition across the One Land at least recognized the role wilders played in stewarding monsters and keeping the frenzy in check. But then came the Charter, the hegemonic trade empire whose capital floats above the supercontinent's frozen center. In many ways, wilders are antithetical to the Charter's dream of a clean future, where rationality, industry, and commerce have swept aside the messiness of the baying wilds. Wilders are non-human animals according to Charter law, stripped of many rights and protections, and attitudes in Charter-controlled areas vary from condescension to outright hostility.

Thus, wilders these days lurk at the fringes of society. They eat their first wilderfeast for many reasons — to escape, to survive, to protect something special — but once they do, it's hard to go back to their old lives. Many adopt new names after their transformation. Some are crass, others poetic, but all tend to be short and descriptive, evoking plants, animals, or other aspects of nature. Wilder names mutate as much as wilder bodies, adapting to each new place their bearers roam.

Examples:

Antler, Ashpelt, Aurora, Big Nose, Blackscale, Bramble, Chompers, Ember, Fang, Feather, Hornbreaker, Ivy, Leaf, Longmane, Mist, Moon, Ocean, Paperwing, Pounce, Rattail, Rosewood, Sliteye, Thunder, Tuft, Waggoner, Whelp, Whitestar

Ancient Names

The people of the One Land call their oldest ancestors the Conductors, after the greatest of the artifacts they left behind: a network of unstoppable arksteel trains, racing along invisible lines of energy, still obeying their schedules thousands of years after their creators vanished. The Conductors were not a single, monolithic culture, but almost all knowledge about them comes from the records of the Anathiren — the Eleven Sage Chefs, saviors of humanity, ancestors of the greenkings. As a result, it's a popular misconception that the Conductors all spoke the same language as the Anathiren, a belief which percolates its way into decisions both large and small. After all, if you believe humanity sprung from a single, homogeneous source, rather than multiple, intertwining ones, how might that change the way you see the world?

The ancient tongue of the Anathiren has faded from use, and it's rare for anyone to bear names in that language unless they were born in a particularly religious, traditional, or political environment. Some adopt these names to stand out or earn a reputation, while others do it out of respect, trying to emulate a spiritual idol or patron. Anathiren-inspired names are recognizable across the One Land, which is part of what keeps them in use.

Examples:

Alambol, Chutazhal, Devhan, Kerponil, Kutazhat, Mobrineth, Nehodin, Orizhem, Pamethat, Panarkhol, Serapsan, Sottacol, Tirias, Toronem, Zilielat

Sen Names

The One Land has countless regions, each with their own cultures, languages, and naming traditions. This book focuses on the Sen Coast, a place of windswept beaches, towering forests, and craggy mountains, and the people who call it home.

The Sen peoples vary widely in their customs, for each found their own way to survive a world of monsters. But they share many roots, including linguistic ones. Nearly all Sen names have two parts: a clan name, followed by either a child name (given at birth and used among close friends or family) or an adult name (chosen upon coming of age and used in formal contexts), depending on the person's age. For example, Tie Jomje belongs to Clan Tie, and Jomje is the name she chose upon becoming an adult. Her parents still call her Tie Milin, as they named her Milin at birth.

CHAMSEN

The titanic Lakkarakku mountain range separates the Sen Coast from Chamigsia, a rain shadow desert. The desert's native residents, the Chamsen, live on the backs of the flat-shelled chamig, but the dwindling number of chamig is forcing the Chamsen to change their traditional lifestyle. Many Chamsen immigrants now cross the mountain passes or the dangerous train-paths to find new lives on the coast.

Rather than clan names, Chamsen people have home names. Traditionally, a home name refers to the chamig upon which the named person was born. These days, many younger Chamsen people take a relative's home name or use the name of the village or region in which they grew up.

Examples:

Huir Weicha, Jou Chunlun, Kha Huoli, Lhog Sumbeg, Lyaor Choguan, Mo Pogu, Nuir Shumig, Puag Teryun, Seabounty Touheg, Twistwood Bhucha, Zaor Daoshim, Zuig Masho

KYOSEN

Descendants of a religious minority from the Age of Kings, the scattered Kyosen now dwell in the forts and palaces of the giants who once persecuted them. Both their animistic faith and their traditional cuisine emphasize the importance of using seasonal ingredients. The Kyosen spiritual leaders, the singers, are the guardians of the coast's most dangerous (and most powerful) arksteel relics, a fact which has brought them into direct conflict with the Charter.

Examples:

Byen Hekuan, Fao Kyodin, Gan Yeuji, Jao Suwon, Man Duaimi, Nu Aotan, Pyao Zulin, Sui Luntao, Syo Buvei, Tie Jomje, Yen Vensun, Wun Jaokam

UOSEN

Nicknamed the Floating People, the Uosen live in both coastal settlements and nomadic raft communities. Using a mix of natural materials and scavenged arksteel technology to build their sailing vessels, they transport goods and information along the width of the Sen Coast. Many Uosen develop relationships with intelligent ocean-going monsters, who, while wild, respond to human music and ward away other pelagic predators from the rafts.

Examples:

A Fa, A Shih, En Pu, Gu Ing, Hai O, Ka Tung, Le Tu, Meu O, Ni Lau, Pai Sang, U Jing, Zi Ke

YAKSEN

To keep their villages safe from monsters, the Yaksen build their homes high up, dangling from trees or cliffs and shrouded with smoke or nets. They weave hanging rice and other climbing plants into their lattice gardens, and they communicate over long distances through a whistled register of the Yaksen dialect. Especially during the monsoon, people from all over join them in their raised refuges.

Rather than replacing their child name with an adult name, it is Yaksen custom to extend it. For example, To Nhat Zin belongs to the To clan. Her parents named her Nhat at birth, and she chose the name Zin after her coming of age. It's standard to pair birth and chosen names together when referring to someone (so she goes by Nhat Zin), but her family still uses her juvenile nickname (Nhat Nhat), whereas in ceremonial settings people use only her chosen name (To Zin).

Examples:

Che Gao Vhen, Che Mo Bi, Ghun Sai Ko, Mul Pao Yu, Ku Dhen Zo, Ku Ya Tue, Nin Khua Me, Pen Rhao Su, To Lhan Gan, To Nhat Zin, Va Lu Sen, Yon Rhue Fa

PACK NAME

Your pack also has to know what to call itself. While some packs have fierce monikers like the Howling Company or the Order of Tooth and Claw, most pack names sound like restaurant names. After all, cooking is a skill for which wilders are famous, and many packs find they are more welcome among non-wilder communities if they advertise their signature dishes.

Examples:

Celestine Salon, Forever Stew, Green Soul, Hotbird, House of Bites, Ixu Midnight, Mandou's, Northwood Kitchen, Penny Kebab, Puff's Traveling Bakery, Tender Bones, Wok Kings, World Famous BBQ Wilders



APPEARANCE

Wilders have a broad spectrum of appearances. Inexperienced wilders only have one or two mutations. Think of them like fantasy species from other settings — they’re mostly human, except for one obvious feature like pointed ears, sharpened teeth, or a prehensile tail. The more monsters they eat, the more they drift from this human standard. Their body shape changes, their skin gains new textures (either in patches or across their whole body), and their behavior reflects the instincts they’re absorbing.

Some wilders, as they get older, learn to control these mutations. Their appearances are tasteful rather than chaotic, and they shed or don monstrous features like a person choosing clothes for the day. Others don’t care. They become misshapen abominations that jumble feathers, scales, and fur, and they suppress their mutations only when it’s practical. It’s hard to fly, after all, if you’re weighed down by four extra arms and a thick shell. No matter what, every wilder is still recognizable as human — or at least, in the most extreme cases, no one could mistake a heavily mutated wilder for any kind of naturally occurring monster.

Your **TRAITS** are a good place to start when thinking about your appearance, as they already imply that you possess certain physical features. You’re not limited to them, though. Your **STYLES** and **SKILLS** also reflect past wilderfeasts, and beneath that, there’s still a normal human as a foundation. Use the provided table if you’re looking for inspiration.

| APPEARANCE | | | | | | |
|------------|------------------------------|---------------------------|---------------------------|----------------------|--------------------------------------|----------------------------|
| 1d6 | 1: Eyes | 2: Skin | 3: Limbs | 4: Voice | 5: Tastes | 6: Quirks |
| 1 | Golden with slitted pupils | Coarse, bristly fur | Digitigrade legs | Low, guttural growl | Likes gnawing bones | Chases anything that moves |
| 2 | Intense, with a third eyelid | Mottled feathers | Harpy-like wings | Harsh and screeching | Eats gravel, for digestion | Garish fashion sense |
| 3 | Independent movement | Scales you regularly molt | Fingers end in long claws | Sibilant and clipped | Unhinges jaw to eat | Frequent sunbather |
| 4 | Bulging and moist | Slimy membrane | Webbed hands and feet | Booming and loud | Likes bugs caught out of the air | Carries trinkets in mouth |
| 5 | Compound eyes | Hard carapace | Extra set of arms | Clicking sounds | Likes soft, melt-in-your-mouth foods | Emotes through smell |
| 6 | W-shaped pupils | Vivid rings or spots | Sucker-lined tentacles | Gurgling and wet | Always playing with your food | Restless during full moons |



DEN

Your **Den** is your pack's home. Imagine anything from a bone-littered stone cave to a well-kept guildhouse in the center of town. It's where you return after your Journeys, where you keep sick or injured monsters that need your help, and where the locals, both human and monstrous, know where to find you. You're not anchored to it. After all, travel is your primary occupation, and it's common for wilders to establish new Dens, either temporary or permanent, as the situation demands. But just the knowledge that you have a home is a comfort on the trail.

Your last decision is another you make as a pack. Where is your Den? What does it look like? Who else shares it with you? Use the provided table if you're looking for inspiration.

EXAMPLE DENS

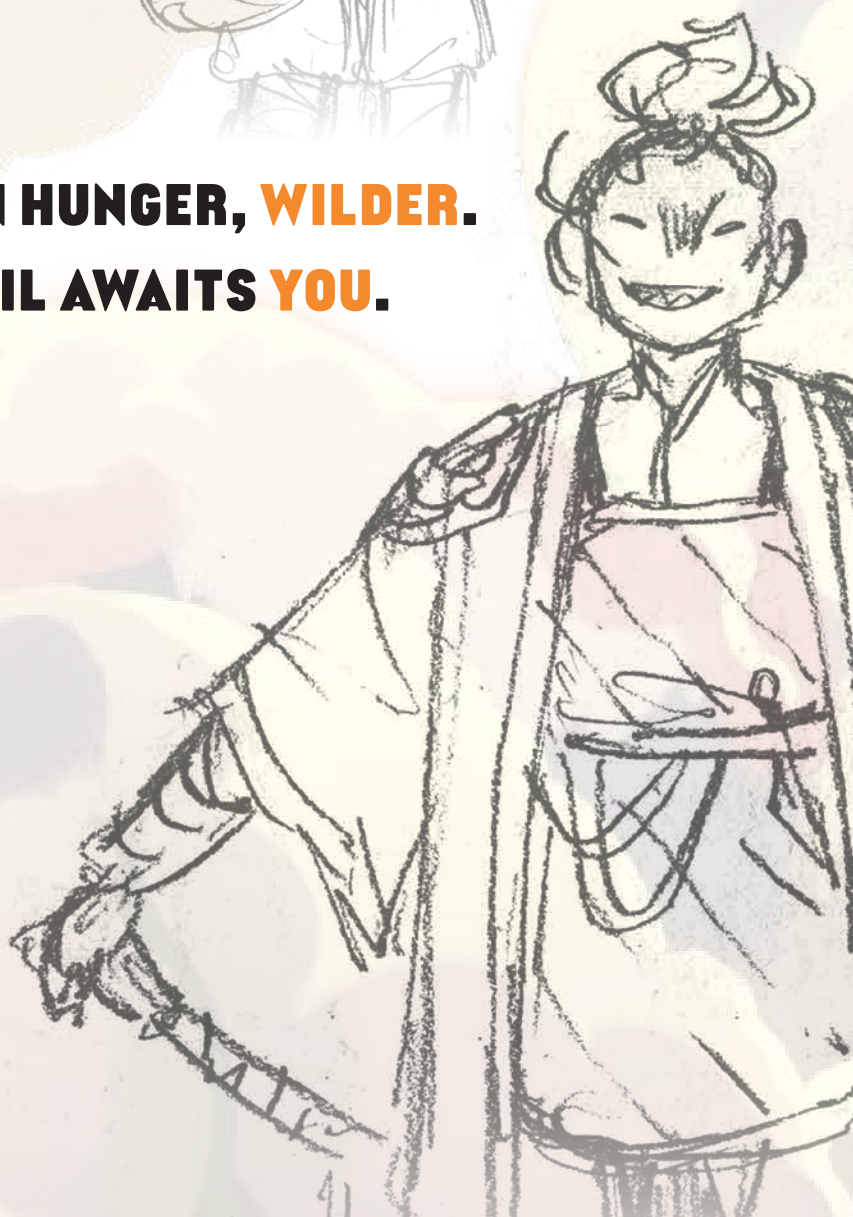
| 1d6 | Description | Environment | Other Residents |
|-----|---|--|---|
| 1 | A burrow or cave, littered with trophies and treasures | In an arid desert, desolate and beautiful | With no one else |
| 2 | A giant's ruin, ceilings tall where they aren't crumbling | On a sheer and blustery mountain slope | With wilders from another generation |
| 3 | A whimsical, pastoral treehouse cabin | In a dense forest, surrounded by ancient trees | With at least one packmate's extended family |
| 4 | A humble temple, passed into your pack's care | In a humid wetland, alive with wild sounds | With regular visitors, human or monster |
| 5 | A camp of pitched tents, ready to pack and move at once | On a beach overlooking the churning ocean | With an aging monster who sleeps most of the day |
| 6 | A derelict arksteel railcar, ruined and inactive | In a crowded city, where the trains pass through | With an irascible monster that barely tolerates you |

IN SUMMARY

- **Choose a TOOL.** Through your Tool, gain your starting **STYLES**, two Beginner Techniques, and prompts for your personality.
- **Choose a Specialty.** Through your Specialty, gain two starting **TRAITS** and a close relationship with a monster.
- **Make a three-course background.** Describe your Upbringing, Initiation, and Ambition, and gain +1 in a different **SKILL** related to each. Name your *Hometown Staple* and your *Hometown Spice*. Describe your Connection to another packmate.
- **As a group, choose your pack archetype.** Why do you hunt monsters?
- **Apply the finishing touches.** Choose your name and describe your appearance. As a group, choose a pack name and describe your Den.



GO FORTH IN HUNGER, **WILDER.**
THE TRAIL AWAITS **YOU.**





3

HOW TO PLAY

THE CORE RULES

Like many tabletop RPGs, *Wilderfeast* is a conversation between the players. You talk to each other, set goals, ask questions, and attempt actions. Sometimes you zoom in, playing out every moment of a tense situation, and other times you zoom out, covering events with a quick montage. As the conversation unfolds, questions arise: will you succeed or won't you? What happens next? And while you can answer many of these questions by consensus — “No, we all agree that's impossible” or “I think it makes sense if the monster reacts like this” — other times you turn to the dice.

In this section, we cover the main way *Wilderfeast* answers questions of uncertainty: **Tests**. We also go over a couple simple ways you can adjust Tests to fit a variety of situations. When you're just using these basic rules to mediate the conversation of the game, that's called **free play**, and the only difference between free play and Journeys is that Journeys provide extra structure on top of the foundation that free play lays. No matter what you're doing or where the conversation has gone, you can always fall back on these rules.

ROLLING A TEST

Tests are how you resolve risky actions. Before you roll any Test, work with the Guide to answer this question: **What's at stake?** Only roll if it's something significant. Deciding what counts as significant is part of setting the tone for your game, and every group builds a consensus organically as they play.

The basic steps for any Test are:

- 1• Decide the **STYLE** and **SKILL** you're testing.
- 2• Create a dice pool with a number of d6s equal to your level in the Test's **STYLE**.
- 3• Choose your Action Die. Humans use a d8 Action Die and monsters use a d20. Wilders have access to both.
- 4• Roll your dice pool, then add your **SKILL** bonus.
- 5• Check for Success. Your Style Dice determine *whether* you succeed. If you do, your Action Die determines the *quality* of that success.

The following sections go over each step in detail.

1. Decide Style and Skill

State your goal. What are you trying to accomplish? What action is your character performing within the world? If necessary, the Guide asks questions to clarify not only *what* but *how*. Based on your answer, the Guide then decides the Test's **STYLE** and **SKILL**.

Example

Knot wants to scare a monster away. That's not quite enough detail to make a judgment, so the Guide asks, "How?" Knot decides to imitate the cry of the monster's natural predator. Satisfied with that answer, the Guide tells Knot to make a **TRICKY CALL**.

Depending on how your action fits the situation, the Guide can adjust the risk, cost, or outcome of the Test.

- **Risk:** Your likelihood of success increases or decreases. (See **Advantage and Disadvantage**, p. 48).
- **Cost:** You pay Stamina or some other resource just to make the attempt.
- **Outcome:** You gain additional benefits or you face additional consequences.

Example

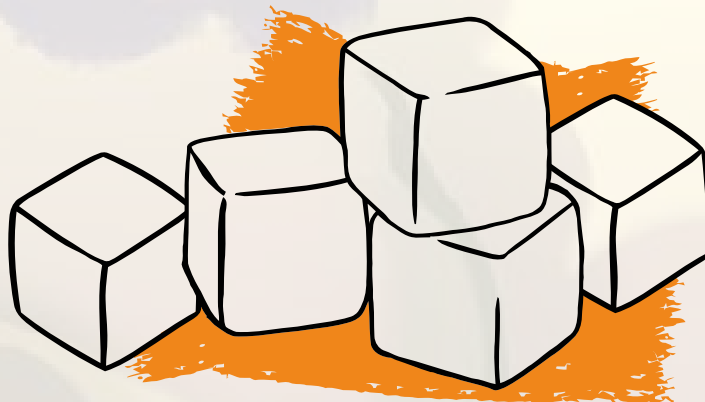
Old Paw wants to restrain a monster with a sturdy length of rope. There are many different ways Paw could approach the situation. She might make a **SWIFT CRAFT** to dash around its legs, tangling it up as it walks, or she might make a **TRICKY CRAFT** to hide a snare further down the path. But in the end, Paw makes a **MIGHTY CRAFT**, wrestling the monster down as she secures its bonds. The Guide warns her that if she fails, she may suffer injuries she'd otherwise avoid if she used a different **STYLE**. But Paw isn't afraid, and she commits to her choice.

2. Create a Dice Pool

To create your dice pool, gather a number of d6s equal to your level in the Test's **STYLE**. These are called your **Style Dice**.

Example

Continuing from the previous example, Paw has 3 **MIGHTY**, so her initial dice pool is 3 Style Dice.



3. Choose Your Action Die

During this step, you gain an **Action Die**. The Action Die's result is your **action score**, abbreviated [A]. If you succeed, [A] measures your effectiveness. If you fail, the Action Die does nothing. Sometimes the effect of [A] has a strict definition, like when you deal [A] Damage, but other times the Guide uses it as an abstract gauge for success, like how convincing your lie was.

Humans use d8s, and monsters use d20s. Wilders are both human and monstrous, and they can switch between these dice sizes.

- To rely on your human strengths, **focus up**. Add a d8 Action Die to your dice pool. This option is consistent and reliable.
- Alternatively, become the monster and **go wild**. Choose one of your **TRAITS** and describe how it helps you in this situation. You can't go wild with the default Traits, **GRIT** and **INSIGHT**, or with your **TOOL**'s Techniques. Then, remove 1 Style Die and replace it with a d20 Action Die. This is risky, but it could make your action an order of magnitude more effective.

For NPCs, just add the appropriate Action Die to their dice pool.

❖ HOW TO GO WILD ❖

It can be difficult to imagine how you could go wild with certain **TRAITS**. For example, take **POLLINATOR**. At first glance, this Trait doesn't seem monstrous at all. But many pollinators can see ultraviolet light, so perhaps your unique vision lets you see despite cloudy conditions or spot a moving object with inhuman speed. Perhaps the pollen clinging to your body attracts other monsters, and you use your wild side to communicate with them and enlist their aid. Perhaps your instinctual knowledge of a certain plant gives you access to crafting materials or useful medicines.

In other words, when you go wild, go wild! Be bold, imaginative, and weird, because with creativity — and maybe some light research — the possibilities are endless. Most **TRAITS** apply to more situations than you'd think, and Guides are encouraged to be as generous as possible with what they permit.

Example

Paw could potentially go wild with her **ENDURANCE PREDATOR** Trait by describing how her natural tenacity helps her keep her grip while the thrashing monster exhausts itself. But she decides to play it safe and focus up instead, adding a d8 Action Die to her dice pool. Paw's dice pool is now 3 Style Dice and a d8 Action Die.

❖ FOCUS UP OR GO WILD? ❖

Wilders blur the line between humans and monsters. As a wilder, every time you make a Test, you choose which side of yourself to embrace.

Humans are versatile, but they're little creatures in a big world. Going human leaves your d6 pool unaltered, while at the same time adding a middling d8 to your dice pool. This increases your chance of success, but limits the range of [A] — which in turn limits the effectiveness of whatever you're doing.

Monsters are more specialized, and they have access to unique features: their **TRAITS**. If you go wild, you sacrifice a Style Die from your pool, but you get to add a hefty d20. This lowers your chance of success, but it also increases the range of [A] by 150%.

You can weigh these approaches for every situation. For example, it's safer to focus up if you don't have many levels in the **STYLE** for the Test. But sometimes you don't have time for the safe option. During the heat of combat, embracing your monstrous side and going wild could make all the difference.

4. Roll Dice and Apply Skill

Roll all the dice in your dice pool. After rolling, you can add 1 to a die result for each level you have in the Test's **SKILL**. You can apply this bonus to one die or multiple dice, you can split it unevenly, and you can raise a die result beyond its rollable maximum, e.g., 9 on a d8.

Typically, you want to prioritize getting at least one 5+ on a Style Die. Then, you can apply your remaining Skill bonus to the Action Die, or you can manipulate the Style Dice to get more results of 5+.

Example

After rolling, Paw's result is 5, 4, 1, and [2] on the Action Die. She has +3 **CRAFT**. First, she applies +1 to her 4, raising it to a 5 and securing an additional Success. Then, she applies the remaining +2 to her [2] on the Action Die.

Her final result is 5, 5, 1, and [4].

5. Check for Success

Each result of 5 or more **on a Style Die** (that is to say, every d6, or every die except the Action Die) is a Success.

If you have **no Successes**, you fail. Guides, remember that failing isn't just, "Nothing happens, try again." The situation changes, the opportunity is lost, or an opposing force gets the initiative. Always, the consequences of failure produce interesting results.

If you fail after going wild, your pack ALSO loses 1 Harmony. This is in addition to any other consequences. Harmony represents your relationship with the natural world, and when you're not in sync with your monstrous side, you strain that relationship. For more on Harmony, see p. 51.

If you have **at least one Success**, you accomplish what you set out to do, but not necessarily without complications. The Guide checks [A] to determine what happens next.

- ◇ **1–4** represents a partial success. You're not as effective as you planned, or you suffer a setback.
- ◇ **5–7** represents a standard success. You did what you wanted.
- ◇ **8+** represents a critical success. You're very effective or you gain momentum going forward.

If you have **multiple Successes**, you can spend the extra on **TRAITS** that cost Successes. You can use multiple Traits, or a single Trait multiple times, provided you have the Successes to do so. You can't spend your last or only Success. Once you're done spending Successes, the Guide checks [A] as normal.

Example

Old Paw's roll was 5, 5, 1, and [4] on the Action Die, so she has two Successes. She spends her extra Success on **GRIT**, increasing the result on the Action Die by 1. With a final [A] of 5, the Guide declares the knot is plenty sturdy.

Later, the monster tries to escape. It makes a **MIGHTY STRIKE** at its bonds, but it only has 1 **MIGHTY** and +0 **STRIKE**. Its total dice pool is 1 Style Die and a d20 Action Die. It rolls a 1 and [17] on the Action Die – no luck. Even though it rolled a high number on its Action Die, it has no Style Dice above 5, so its final [A] is 0.

Time passes, and the monster gains another opportunity to break free. It rolls another **MIGHTY STRIKE**, and it gets a 5 and [17] on the Action Die. Freedom at last! It has only one Success, so it has no extra to spend on **TRAITS**, but all the same it succeeds with a whopping [A] of 17.

❖ MATH RULES ❖

Math *does* rule. But also:

- 1• **Always round up.**
- 2• **Zero is the minimum.**
- 3• **Add doubling and halving effects together.** For example, if two effects double a number, you instead triple that number. If two effects halve a number, you instead divide it by three. If there are both doubling and halving effects, they cancel each other out on a one-to-one basis, and then you calculate the result once there is only one type of effect left.

❖ GRIT AND INSIGHT ❖

Remember, all creatures have the **GRIT** Trait:

GRIT: (Cost: 1 Success) Increase [A] by 1.

In addition, all humans have the **INSIGHT** Trait:

INSIGHT: (Cost: 1 Success) Establish a detail about the situation.

If you're ever not sure how to spend your extra Successes, just use them on **GRIT**. A bigger [A] means a bigger impact. You'll hit harder, run faster, or see farther, and you won't overcomplicate anything.

INSIGHT is trickier, but still universally applicable. Use **INSIGHT** to discover details like a personal connection to a character that's just been introduced or a weak spot between the monster's scales.

The way you frame this discovery depends on the playstyle of your group. Many people play RPGs to, well, roleplay. When they use **INSIGHT**, they act like they're merely noticing a detail that's been there all along, and so they ask questions and work with the Guide from their character's perspective. But others prefer to play RPGs like they're co-authoring a collaborative story. For these groups, Insight is a chance to flex their creativity and establish new facts about the One Land. Finally, most people mix these playstyles – the classic example is the player who "owns" all details about the world related to their backstory, like the NPCs in their family or the region where they grew up, but who is otherwise ready to discover the world that the Guide creates for them.

Talk with your group to figure out what playstyle is most fun for everyone. It's helpful to set a baseline before the game starts, but it's also natural to develop a consensus or change your mind as you play.

Once you establish a detail using Insight, the Guide decides what it means mechanically. A simple and straightforward bonus is that you gain Advantage on a Test which uses your discovery, but the Guide should be sparing with this reward if it seems like players are just using Insight repeatedly to generate Advantage. Insight is primarily a narrative tool, not a mechanical one. It's most fun when it opens new approaches and takes the story in directions that can't be strictly quantified.

Examples: As a Charter officer approaches, you use **INSIGHT** to establish they're actually your estranged childhood friend. You gain Advantage on **ASSURANCES** toward them, but it also fundamentally alters how the two of you interact. An NPC who might have vanished after this encounter now has the potential to be a recurring character with whom you have a deep connection.

Or, as you hunt a frenzied monster, you use **INSIGHT** to establish there's a deep gash in its side. Identifying this weak spot gives you Advantage on your next **STRIKE**. But the Guide prompts you for more detail. Can you guess what caused this wound from looking at it? How old is it? Is there someone out there who needs help? Or, worse, is there a bigger monster who is now infected with the frenzy? You don't need to have all the answers – whether you're a character or a co-author, play the way that's fun for you – but the richer and more imaginative your description, the better your fellow players can build off your ideas and continue the conversation you started.

TEST RESOLUTION MECHANIC

1

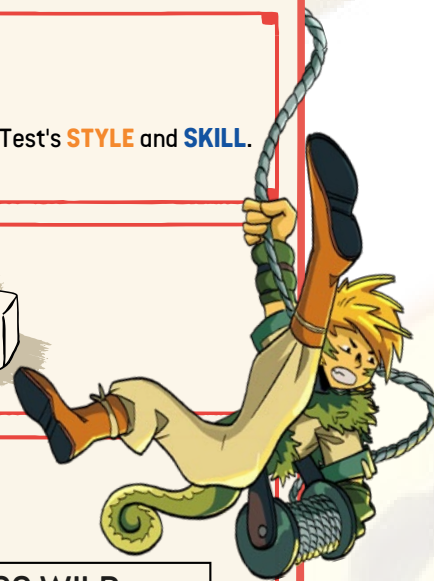
DECIDE STYLE AND SKILL

State what you're doing. Based on your description, the Guide decides the Test's **STYLE** and **SKILL**.

2

CREATE A DICE POOL

of D6s = level in **STYLE**



CHOOSE YOUR ACTION DIE

FOCUS UP

OR

GO WILD

DESCRIBE HOW A **TRAIT** HELPS

3

ADD



ADD



, REMOVE



EXAMPLE:

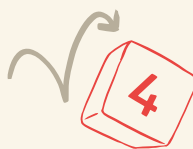


EXAMPLE:



4

ROLL DICE AND APPLY SKILL



+1 ON ANY DIE FOR EACH LEVEL IN **SKILL**



5

CHECK FOR SUCCESS



SUCCESS #1
CHECK [A]



SUCCESS #2
SPEND ON **TRAITS**



FAILURE
IGNORE



ACTION SCORE [A]
QUALITY OF SUCCESS

ADVANTAGE AND DISADVANTAGE

To represent shifting circumstances, the riskiness of actions, or how well you're adapted to a situation, you can gain **Advantage** or **Disadvantage** on Tests. On a Test with Advantage, results of 4+ on the Style Dice are Successes. On a Test with Disadvantage, only results of 6+ on the Style Dice are Successes.

Helping a Packmate

A common way to gain Advantage is through help. Before any packmate rolls a Test, you can declare that you're helping. Describe how your Background, your Specialty, a Technique, or a **TRAIT** (besides the default ones, **GRIT** and **INSIGHT**) helps your packmate in this situation. (*This is similar to how you go wild, but with a broader selection of attributes.*) Then your packmate gains Advantage for their Test. If your packmate fails, you both suffer the consequences and the pack loses 1 Harmony. A wilder can only receive help from one packmate at a time.

CHALLENGES

Challenges are sequences of Tests where every successful Test adds its [A] to a running total. You succeed the Challenge if the total [A] reaches or exceeds a **target number**, abbreviated **TN**. For example, you succeed at a **TN 10 Challenge** if your total [A] reaches or exceeds 10. The TN is a dial the Guide can fine-tune, but here are some general guidelines:

- **TN 10** represents a short Challenge, which the pack can accomplish within a few attempts.
- **TN 30** represents a moderate Challenge, which the pack can accomplish within a session.
- **TN 50** represents a long Challenge, which the pack can accomplish within multiple sessions.

During free play, the Tests you make for a Challenge still have the normal range of consequences as they would if made alone. For example, the Guide still checks for partial, standard, or critical success after each roll. We find Challenges to be the most fun when you give each Test breathing room and explore what happens before picking up the dice again!

The number of Tests you can make and when you can make them depend on the Challenge. Guides, if time or resources are limited, set a **timer**. Draw a circle, divide it into segments, and fill a segment (or "tick" it) at regular intervals, such as at the start of every session, Journey, or in-game day. You can also tick the timer when a condition is met, such as every time a wilder makes a Test, if that makes more sense. A timer's prefix indicates how many segments it has, e.g., a 4-timer ticks 4 times before it's done. Timers typically have 4 to 12 segments.

If the timer finishes and the Challenge isn't complete, then you fail the Challenge and suffer the consequences. However, like with standalone Tests, Challenges with a timer don't necessarily have to end in binary success or failure. The Guide can adjust the result at their discretion if you failed by a large amount, failed by a small amount, or succeeded with time to spare.

Multiple creatures can participate in a single Challenge, and they don't necessarily have to use the same **STYLES** and **SKILLS**.



Example

A herd of monsters stampedes straight toward the village. Diverting them is a TN 10 Challenge. Since time is limited, the Guide sets a 4-timer, ticking it every time a wilder makes a Test. The first wilder makes a **SWIFT ASSURANCE** to calm the herd and succeeds with an [A] of 5. The next follows suit, and barely succeeds with an [A] of 1. This raises the total to 6, but this is a partial success so there's a complication: while they've succeeded in slowing down the fast, skittish monsters at the edge of the herd, using **SWIFT** for the burly elders leading the charge is not an option. The third wilder tries a different approach, making a **TRICKY ASSURANCE**, but their deception fails and they add nothing to the total, instead suffering 1d20 Damage as a consequence. Finally, the last wilder throws aside all subtlety and yanks the lead monster away with a **MIGHTY GRAB**, succeeding with an [A] of 3 and raising the total to 9.

Unfortunately, it's not enough, and the herd tramples through the village as they fail the Challenge. Because they got close (9 out of 10 isn't bad), the Guide lets the pack save one critical building instead of the entire village, and the pack chooses to protect the enclosures where they keep their rehabilitating monsters.

Afterward, the pack helps the villagers rebuild. A TN 50 Challenge, this is a much longer endeavor, but the time limit is less strict, so the Guide doesn't set a timer. Instead, once after every Journey, each wilder can make a **CRAFT**, using any **STYLE**, to contribute to the Challenge. Slowly but surely they clear the rubble and raise new buildings beyond the herd's reach.

CONSEQUENCES

When it comes to consequences, the fiction leads the way. Usually, it's obvious what happens if you fail to soothe the monster, or climb the cliff, or find the tracks. Depending on the situation, multiple consequences might follow a single Test, or you might face a choice between consequences. Here are, broadly, the types of consequences:

- **Resources:** Your attempt costs time, supplies, or influence. You lose Ingredients or access to your **TOOL**. Or, the Guide ticks a Challenge's timer.
- **Opportunity:** Your current approach is no longer viable. You can't use the same **STYLE** or **SKILL** to get through the situation.
- **Impact:** You're not as effective as you hoped. This consequence always happens when the exact value of [A] matters, such as when you're completing a Challenge.
- **Control:** You end up in a risky position. You have Disadvantage on your next Test or series of Tests. Or, the consequences of future failures become greater.
- **Collateral:** Someone else gets hurt.
- **Health:** You get hurt. You suffer a **Condition**, you lose Stamina, or your pack loses Harmony.

A **common consequence** for a failure or partial success is that you lose 2 Stamina. For failures, you also lose your opportunity; i.e., you can't use the same **STYLE** or **SKILL** to get through the situation. Finally, remember that **if you fail after going wild or receiving help**, your pack ALWAYS loses 1 Harmony in addition to other consequences.

Guides, if you're ever not sure what consequence to inflict, you can easily fall back on these guidelines. While these consequences may seem simple, they're versatile prompts to describe how the world responds to the wilder's actions. What caused the wilder to lose Stamina? Why has the opportunity been lost? Answering these two questions alone can dramatically change the situation.

Conditions

Being **Fatigued** as you march through a howling blizzard, being **Hidden** as you fade into the foliage, being **Frightened** as a monster makes a threatening display — these are all Conditions. Most **Conditions** are negative, but some have positive effects.

If something inflicts you with a Condition while you're already suffering it, the Condition increases a level. For example, if you're **Wounded** and you become **Wounded** again, your Condition becomes **Wounded 2**. Likewise, if something ends a Condition while you have multiple levels of it, then it only decreases a level. You only suffer the effects of your current level.

Typically, you end Conditions when you Camp (p. 57) or eat meals with counterbalancing effects. You also end Conditions during Downtime, the period of rest and recuperation between Journeys.

For a list of all **Conditions**, see Appendix C. A Condition listed with "X" after its name has no maximum level.

Stamina

Stamina represents your health and energy. Many Techniques cost Stamina. If you spend more Stamina than you have, you become **Wounded**, and your Stamina resets to its maximum. You then pay the remaining Stamina cost.

Example

Prize has 3 Stamina left, and they use the **CLEAVER** Technique **THE INEVITABLE BLADE**, which costs 10 Stamina. When their Stamina reaches 0, they become **Wounded**. After their Stamina resets to 20, they pay the remaining cost (10 – 3 = 7), leaving them at 13 Stamina.

Stamina is also reduced by **Damage**. Damage can take the form of pain, exhaustion, stress, or doubt — anything that, as it builds, makes it more likely for you to make a mistake and get seriously hurt. Like when spending Stamina, if your Stamina is reduced to 0, you become **Wounded** and your Stamina resets to its maximum. However, when Damage reduces your Stamina to 0, you ignore any excess Damage beyond what was required to reach 0 Stamina.

Example

Prize has 3 Stamina left, and they take 10 Damage. When their Stamina reaches 0, they become **Wounded**. Then their Stamina resets to 20. The remaining 7 Damage has no further effect.

Wounded is listed with the other **Conditions** in the Appendix, but since it's relevant, its effects are also included here:

- **Wounded 1**. You show signs of weakness. **Wounded 1** has no effect on its own, but it interacts with other mechanics and changes the behavior of monsters.
- **Wounded 2**. You can't spend Stamina. (*You still pay the remaining cost if spending Stamina made you **Wounded 2**.*)
- **Wounded 3**. You've hit your limit. Your Stamina stays at 0, and you can neither spend nor restore Stamina. If you **stay down**, then you're out of the action. You might be able to crawl or speak hoarsely, but you can't spend Actions or make Tests until you're no longer **Wounded 3**. If you **push yourself**, then you can act as normal. You may spend Actions and make Tests, but the next time you take Damage while **Wounded 3**, you **die**.

Risking death is the player's choice. If you're **Wounded 3** but staying down, then there's always a way out. However, this chance might come at the cost of resources, opportunities, or collateral.

Example

Prize becomes **Wounded 3** and stays down. Instead of killing and eating them on the spot, the monster drags them back to its lair, separating them from their pack and forcing them to start their next adventure alone.

Wilders have a maximum Stamina of 20. You recover Stamina mainly through food and Downtime.

Harmony

Harmony represents your relationship with the natural world — including your packmates, who, after all, are part of that natural world. Harmony is a resource shared by the entire pack, so keep track of it in a place where everyone can see. If this is your first time playing, we recommend **starting with Harmony at its maximum of 3**.

The pack loses 1 Harmony each time you go wild and fail. This type of failure represents a rift between your human side and your monstrous side. Perhaps you ignored your monstrous instincts, or perhaps you gave in to them without thinking. The more these failures accumulate, the more you — a human animal with inhuman mutations — feel like a stranger within your own body. If Harmony decreases while it's at 0, it remains at 0, and instead the wilder who caused Harmony to decrease becomes **Discordant**.

Discordant is listed with the other **Conditions** in the Appendix, but since it's relevant, its effects are also included here:

- **Discordant:** Your thoughts and your instincts are in conflict.
You gain Disadvantage on all Tests. **END:** If Harmony increases above 0.

The pack also loses 1 Harmony each time you help a packmate who fails. This represents some discord or miscommunication between the two of you. As with when you go wild and fail, if Harmony decreases while it's at 0, it remains at 0 and instead the wilder who caused Harmony to decrease (*in this case, the helper, not the one being helped*) becomes **Discordant**. This is cumulative, so if you help a packmate who goes wild and they fail, the pack loses 2 Harmony.

Conversely, the pack gains 1 Harmony each time you and your packmates bond over a meal.

After all, Harmony represents the circle of life, the flow of energy between all things, and the delicate systems in which all creatures of the One Land participate. At the end of the day, it has a lot to do with food! Every meal is a reminder that, despite discrepancies in scale, humans and monsters are not so different after all.

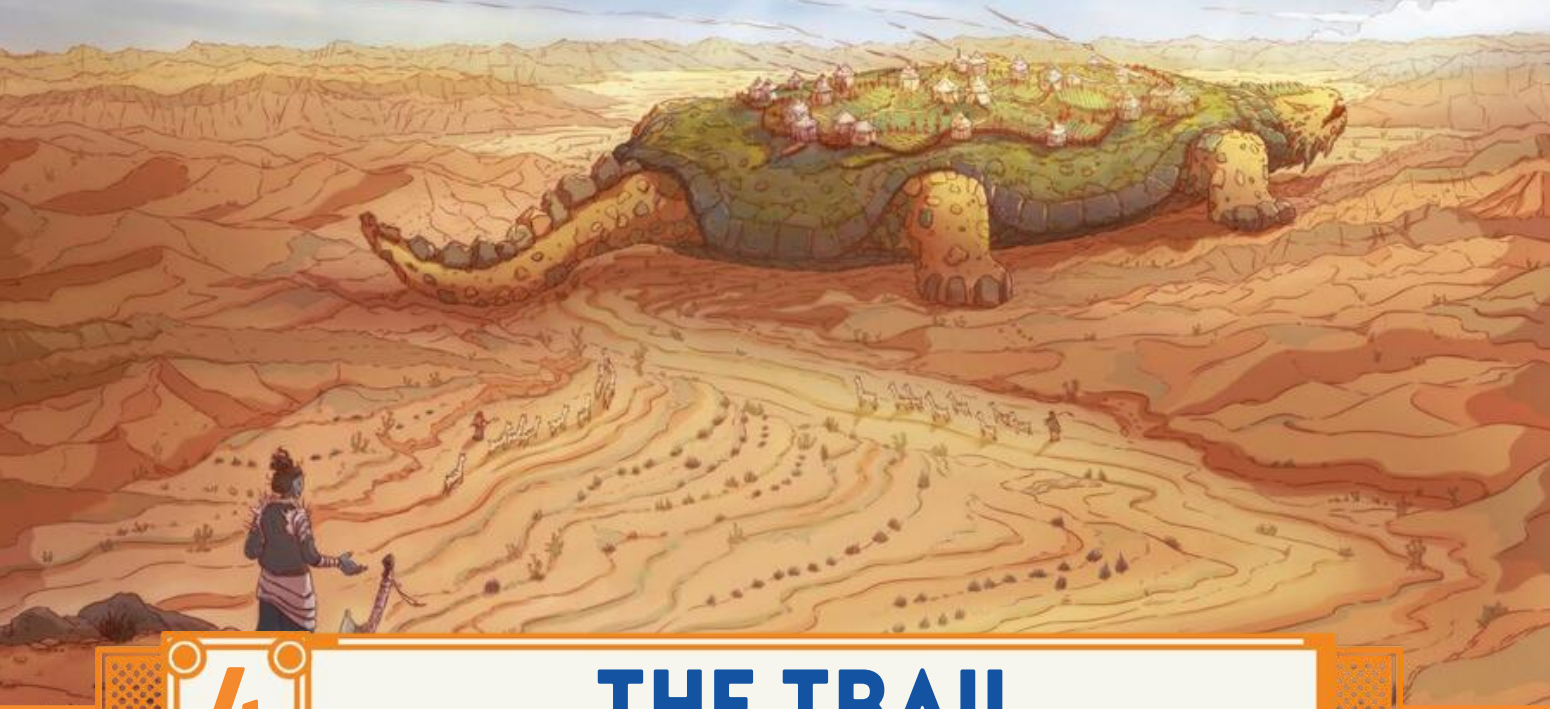
You know your character's heart best, so you decide when to trigger this effect. Try to honor the spirit of this rule, but also be generous with yourself. It's not "gaming the system" for this to happen every meal, so long as you make an effort to acknowledge where your food came from and with whom you're sharing it. Harmony can only increase once per meal.

Finally, during free play, the Guide can increase or decrease Harmony based on your choices. Harmony increases if you take significant actions that steward, sustain, or restore nature, like rehabilitating an injured monster and releasing it back into the wild, and it decreases if you take actions that are destructive or short-sighted, like killing a monster without cause. The Guide has final say over what causes Harmony to rise or fall, though it's also their responsibility to communicate clearly before this might happen.



❖ MAXIMUM HARMONY ❖

Harmony's maximum fluctuates based on the results of your Journeys. Since these changes occur in-between Journeys, we cover these rules in more detail in **Chapter 7: Downtime**. You don't need to worry about Harmony's maximum changing during your first session. Again, if this is your first time playing, we recommend starting with **Harmony's maximum set to 3**. The Guide can adjust this based on the premise of your game, such as if you're starting in a region with a particularly healthy or unhealthy relationship with nature. We sometimes abbreviate the maximum value of Harmony as **<H>**, like when an effect lets you restore **<H>** Stamina.



4

THE TRAIL

THE RULES FOR TRAVEL AND TRACKING MONSTERS

During this phase, you travel and explore the land. First, you investigate the **Signs** that prompt the start of your Journey. Then, you enter a **Region** and explore it until you reach your destination.

❖ JOURNEYS ❖

The next three chapters (**Chapter 4: The Trail**, **Chapter 5: The Hunt**, and **Chapter 6: The Feast**) cover the different phases of Journeys. They all build off the foundational rules in the previous chapter, and while these phases typically follow one after each other in the listed order, you can jump between them and free play as the situation demands.

🌀 SIGNS

Journeys start with Signs that something is wrong. Signs are your preview of the upcoming adventure, establishing what's at stake and hinting at the threat you face. Livestock disappear in the middle of the night, a villager never returns from the road, or scouts find gigantic, unfamiliar tracks amid torn foliage and splatters of blood. Usually, multiple Signs compete for your attention, but the Journey only begins once you pick a single one to pursue. This chosen Sign gives both the pack and the Guide a clear, primary focus, but you're free to take detours or pursue auxiliary goals along the way.

You pick the Sign to pursue from your **Den**, your pack's home base. Here, you can question other characters to learn more about what's happening, cook a meal to aid you on your first leg of the Journey, or review your maps and notes. If you start taking actions with uncertain outcomes while investigating the Signs, resolve them using the rules for free play.

Optional Roles

Through your Journeys, you learn many things about the One Land. Write those things down! This preliminary phase is an opportunity to assign optional note-taking roles. You can have multiple roles if you want, and you can swap, split, or reassign roles at any point.

CARTOGRAPHER

You're responsible for the map. We recommend bubble maps, as the game lends itself to this structure. The goal is to create a map of connections and distinctive features, rather than one of borders and strict distances. In particular, keep track of when the pack learns the ability to Forage or Travel in an Area using a certain **STYLE**. (For more detail, see p. 55.)

HISTORIAN

You're responsible for people and events. When you meet a new NPC or Community, jot their name down with a bullet point or two of description. Focus on what they want and their relationship with your pack. In addition, when a session ends, write down the highlights from your travels. You don't need an exhaustive timeline or beat-by-beat report, just a short summary of what stands out in your memory.

KITCHEN MANAGER

You're responsible for the pack's inventory. Rather than each individual player keeping track of their own Ingredients and Snacks, you keep them all in a communal list, adding or removing entries when any wilder interacts with the pantry. In addition, when your pack cooks a memorable or meaningful meal, write the recipe down.

MONSTER RESEARCHER

You're responsible for your pack's bestiary. Keep track of each monster species you encounter. Then, when you learn anything interesting about that monster — from mechanics like its Styles, Skills, or Traits to details like its behavior or diet — write it down. This role is more rigorous than the others, so if your pack has more than four wilders, it's a good one to split between people.

REGIONS AND AREAS

Once you pick Signs to pursue, you enter their corresponding Region. Regions focus the scope of your adventure, and it's rare for a Journey to take place in more than one Region. All Regions have the following attributes:

- **Traits**, representing unique features about the landscape.
- **Communities**, both human and monster. For more on Communities, see the next section.
- **Ingredients**, listed in a table. For more on Ingredients, see **Chapter 6: The Feast** (p. 72).



Each bubbled section of this map is an **Area**. By default, Areas share their Region's Traits, Communities, and Ingredients. But most adjust at least one of those attributes to reflect what's special about that Area, such as a river winding through it or the apex monster which claims the Area as its territory.

In addition, all Areas connect to at least one other Area in the Region. Most of these connections, called **Paths**, are obvious: these are the trails which humans and monsters alike take from one Area to another. But some connections are secret, like hidden tunnels, while others are restricted, like trains which require payment or permission to board. Guides, you can always create a Path from one Area to another if (usually through free play) the pack devises an unconventional way to travel or discovers a shortcut.

When you start a Journey, you begin in the Area where you found Signs, which is usually the Area of your Den. From there, you start **travel rounds**, crossing Areas until you reach your destination.

Communities

Many **Communities**, both human and monster, reside in the One Land. What counts as a Community varies depending on the scope and tone of your game, but by default, a Community represents the local population of a species or a village-sized group of people.

Example

The crownwolves of the Sen Coast are a single Community. Likewise, Bootshine Village is a single Community. If you're playing a grand political game, the Communities might be larger: the entire crownwolf species, for example, or Clan Wun, which is spread across multiple villages. If you're playing a more personal game, the Communities might be smaller: a single pack of crownwolves who are important to you, for example, or an extended family within Bootshine Village.

All Communities have a single attribute: **Health**. Health represents the size of the Community's population, their quality of life, and their future prospects. Every Community's Health has the same maximum as Harmony, and all Communities start with maximum Health unless the Guide establishes otherwise. Thus, you only have to track a Community's Health if it falls below the maximum. In addition, Health changes slowly, typically only during the Downtime between Journeys.

If Harmony's maximum increases or decreases, all Communities with maximum Health increase or decrease their Health by the same amount. If a Community's Health reaches 0, the Community scatters, relocates, or dies out, and Harmony's maximum decreases by 1 (to a minimum of 1).

Example

The crownwolves, already on the brink of collapse, lose many lives to a frenzied monster. Their Community's Health drops to 0, and Harmony's maximum decreases from 3 to 2 as crownwolves go locally extinct. Bootshine Village, which had 3 Health, decreases to 2 Health. Perhaps in the future, wilders can reintroduce crownwolves to the Sen Coast, but for now, the land suffers for their absence.

TRACKING MONSTERS

Reaching a location is as easy as crossing Areas, one after another, until you get there. But since you're a wilder, your destination is often on the move. Most Journeys focus on a single frenzied monster, which we refer to here as the capital-M **Monster**.

Wherever the Monster goes, it leaves **Tracks**. Tracks have two attributes: a direction (corresponding to an adjacent Area) and an age (Fresh or Old).

- **Fresh Tracks** indicate the Monster is one Area away.
- **Old Tracks** indicate the Monster is two Areas away.

Guides, when you start a Journey, place Old Tracks in one Area, Fresh Tracks in the Area the Old Tracks are leading toward, and finally the Monster in the Area the Fresh Tracks are leading toward. You can also place additional Signs in the remaining Areas, like wild monsters driven out of their home territories or travelers carrying rumors, to help direct the pack if they're lost or confused.

Should the Monster move from its Area for any reason, follow these steps:

- 1• The Old Tracks fade away.
- 2• The Fresh Tracks become Old Tracks.
- 3• The Monster leaves a new set of Fresh Tracks in its current Area.
- 4• The Monster moves from its current Area to a new Area. If the Monster enters the pack's Area, transition to The Hunt.

If the situation demands it, you can have multiple Monsters with separate sets of Tracks. You can also use Tracks for atypical subjects, like human camps or moving machines.

TRAVEL ROUNDS

During The Trail, you complete **travel rounds** one after another until you reach your destination. During travel rounds, you may optionally **navigate** and/or **gather supplies**, and then you **move on**. While travel calls for many phases and rolls in sequence, you can always pause and enter free play if you want to talk to each other, interact with NPCs, or just have a look around.

At any point during the round, you may eat a Snack (p. 76). This is a quick and easy way to keep your strength up on the go, if you have the resources to spare.

1. Navigate

Before you proceed in an Area, you should learn how to navigate it. Luckily, no matter how seemingly barren, every inch of the One Land has its inhabitants — and from them, you can always learn what you need.

Navigating is **optional**. You may move on without studying your route. You can also rely on old knowledge to guide you through the wild. If you often travel through the same Areas, then over time you'll come to know every secret path and rich foraging spot within them, as if you were a local yourself.

As a pack, choose a Community to seek out. If you cannot name any Community in the Area, the Guide chooses one at random.

Then the Guide establishes the scene. They describe **WHO** is present (either an individual or group from the chosen Community), **WHAT** they are doing, and **WHERE** in the Area they are. The only thing the Guide won't answer is **HOW** to get the information you want from these NPCs — that's up to you.



Using the rules for free play, play out the scene. If you learn any of the following information narratively, the Guide also grants it to you mechanically:

- **A possible way to Forage.** The pack **permanently** learns how to Forage in this Area using a certain **STYLE**, based on what they learned from the Community. In addition, the Guide tells the pack what Ingredients are found using that Style, including the Ingredients' names, descriptions, and effects.
- **A safe way to Travel.** The pack **permanently** learns how to Travel safely in this Area using a certain **STYLE**, based on what they learned from the Community. In addition, the Guide tells the pack what additional costs or consequences there may be, if any, to Travel using that Style. (*This includes costs or consequences that apply to all Styles.*)
- **Tracks.** The pack discovers the age and direction of any Tracks in the Area. They also learn the Health of the chosen Community, especially if the Monster's presence affected them.
 - ◊ If the Tracks are Old, the Guide reveals one fact of their choosing about the Monster, through clues in the environment or an NPC.
 - ◊ If the Tracks are Fresh, each wilder may ask the Guide a question about the Monster. This question can be mechanical (*"What **STYLE** does the Monster favor? What **Conditions** does the Monster inflict?"*) or narrative (*"How close is the Monster to the village? What is the Monster's favorite food?"*). As with Old Tracks, the Guide reveals the answers through clues in the environment or an NPC.

Examples

- The pack seeks out the lotangwa, pelican-like monsters who soar above coastal waters. Telun sees a winged silhouette overhead, and he eats a Snack that grants him **FLYING** to keep up. He follows the lotangwa to an isolated headland, where he watches it dive for a swirling school of fish. The pack learns the ability to Forage in this Area using the **MIGHTY** Style, having observed both where and how the lotangwa gets its dinner. Telun could leave now, but since he has time, he decides to trail the lotangwa a little longer, eventually following it to its nest. Taking note of the terrain below him, he learns a new way to Travel using the **TRICKY** Style – if the pack comes this way, they must move stealthily to avoid disturbing the chicks or their watchful parents.
- The pack seeks out AEC South, a Charter-sponsored treasure-hunting company. The Guide describes how wilders see smoke from many campfires from a long distance away, and the wilders creep up to the edge of the outpost. Knot strikes up a conversation with one of the company's porters, who laments how territorial monsters have started to appear in the meadows where his family used to gather wild berries. Just by talking, without making a Test, Knot learns the **SWIFT** Style to Forage while also learning Signs that something is wrong. Meanwhile, Nhat Zin takes a less subtle approach. She makes a **MIGHTY GRAB** and yanks a map off the belt of a passing AEC South officer, thus learning the ability to Travel in this Area using the **PRECISE** Style. In the ensuing commotion, the pack escapes.
- The pack seeks out the uopang, crustacean monsters with regenerating claws. They find one, injured and irate. Approaching it to inspect its wound is a TN 10 Challenge, and a closer examination reveals an iron fang embedded in its shell, preventing the uopang from healing. These count as Old Tracks, revealing the Monster has a ferociously strong bite – or, in gameplay terms, a total of 4 **MIGHTY**.

All three of these examples could occur in the same round. Wilders can split up to quicken the process, or they can move together from point to point in case something goes wrong. Seeking out a Community has no costs except what the pack incurs narratively, such as time or Stamina.

Once you learn new information, you may collectively decide to **keep interacting** with the current Community, **seek out a new Community**, or proceed to **gather supplies**.

There is no limit to the amount of information a Community can teach you in a single round, but Communities can only teach you the information they know themselves — an aerial predator is unlikely to show you how to forage underground mushrooms, for example. You can use this to your advantage! If you want to learn a certain **STYLE** to Forage or Travel, ask yourself, “Which Community would use this Style themselves?” That being said, Guides can use any Community to communicate any information, so long as there is a narrative premise.

❖ LONELY NAVIGATORS ❖

Instead of seeking out a Community, you can also choose to study the land directly. Follow all the same procedures for playing out the scene and acquiring information, replacing NPCs from the Community with geological or meteorological features of the Area.

2. Gather Supplies

When you gather supplies, you gather food from the wilderness and prepare for the next leg of your Journey. Gathering supplies is optional, so as a pack you can collectively decide to skip it to save time. But if you suffer many consequences during the other phases of the travel round, this phase is the best opportunity to recover Stamina, heal your Conditions, and replenish your supplies.

OPTIONAL RULE:

❖ JOURNEY WITH A DEADLINE ❖

Guides, if travel is time-sensitive, set a timer. A 4-timer means there's no time to spare, while a 12-timer is a distant, steadily advancing pressure. Tick the timer every time a travel round ends. Foreshadow what happens if the timer finishes. Timers are especially useful for tracking a moving Monster. For example, if a frenzied Monster rampages in the direction of a vulnerable village, you could move the Monster one Area closer every time a 4-timer is completed.

If the pack gathers supplies, tick the timer again. In other words, a travel round where the pack gathers supplies costs 2 ticks, while a travel round where the pack skips gathering supplies only costs 1.

To gather supplies, follow these steps:

A. FORAGE

Every Ingredient in the Area requires a certain **STYLE** to collect. For example, tubers buried in the hard earth require you to be **MIGHTY**. Mushrooms that are easily mistaken for their poisonous counterparts require you to be **PRECISE**. Fruits you must climb high trees to reach require you to be **SWIFT**. Small, alert rodents that dart away if they hear you require you to be **TRICKY**.

Every wilder makes a **SEARCH**, using any **STYLE** the pack has learned for this Area. (If no Styles are available, skip this step. Your pack simply doesn't know what's safe to eat or where to find it.) If you succeed, you gain [A] servings of an Ingredient. Your choice of Style, and sometimes your [A], determines what type of Ingredient.

B. CAMP

First, each wilder ends all **Conditions** except **Discordant** and **Wounded**. (This includes beneficial conditions like **Hidden** and **Rested**.) Then, each wilder restores <H> Durability (p. 62) to their **TOOL**, up to their Tool's maximum Durability. Finally, the pack collectively cooks **one** meal. (See **How to Cook**, p. 78)

Camp is an ideal place to restore Harmony, as you eat with your packmates, talk, and develop your relationships. Once you're done Camping, it's time to move on.



3. Move on

When you **move on**, you leave your current Area and proceed to an adjacent one. You make progress no matter what, but your Tests during this round determine what it costs you.

To move on, follow these steps:

A. START THE CHALLENGE

Start a Challenge with TN equal to $5 \times$ the number of wilders. Especially large or small Areas have Traits which double or halve this TN respectively. This Challenge represents the time and energy it takes to cross the Area, and you have a single round to complete it.

While as players you might roll Tests one at a time, as wilders you move together. Your [A] in any Test to complete this Challenge represents how much you contribute to the pack's average speed.

B. TRAVEL

Every wilder makes a **TRAVERSAL** to complete the Challenge, using any **STYLE**. Unlike when you Forage, you may Travel with a Style even if the pack has not learned it for that Area, though the risk is greater. If you succeed, add your [A] to the pack's total [A] for this Challenge.

❖ TRAVELING WITH STYLE ❖

The way you travel says something about your character. But what exactly do the various **STYLES** of **TRAVERSAL** look like? Let's start with a simple example. You're walking along when you see a pile of rocks blocking your way, perhaps dislodged by a recent mudslide.

If you're **MIGHTY**, you might shove aside the debris and march onward. If you're **PRECISE**, you might step carefully, always sure your footing is stable before proceeding. If you're **SWIFT**, you might hop from stone to stone, taking a moment to survey the view at the top before skidding down the other side. And if you're **TRICKY**, you might slink around the rocks, careful to keep low so predatory monsters don't spot you.

Now let's zoom out. Say you're traveling through a forest. How? Perhaps you swing between branches, or perhaps you sneak through the foliage. Just like with a pile of rocks, there are multiple ways to move through or around this obstacle. The principle remains the same despite differences in scale.

Ultimately, this level of abstraction lets you skim over the long hours of travel when it's not interesting and spend more time on the details when it is. Let the dice, your choices, and the Area's unique features combine to inspire your imagination!

C. CHECK THE RESULT

Compare the pack's total [A] to the Challenge's TN.

- If you complete the Challenge, begin a Peaceful Event.
- If you fail the Challenge, begin a Dangerous Event. In addition, before the Event starts, each wilder who used a **STYLE** the pack has NOT learned for this Area takes Damage equal to the Challenge's remaining TN. (*Example: The pack achieved a total [A] of 18 for a TN 25 Challenge, so the remaining TN is $25 - 18 = 7$. The pack only learned the **MIGHTY** Style to Travel in this Area, so each wilder who used a Style other than **MIGHTY** takes 7 Damage.*)

Events are vignettes that punctuate the rhythm of travel. **Peaceful Events** are quiet moments to appreciate your company and the world around you, while **Dangerous Events** are obstacles you must overcome to reach your destination. Every Event occurs in the pack's current Area, before (or as) they leave it. You resolve Events using the rules for free play.

Guides, to generate an Event, either roll on a **Random Events** table, pick from the same tables, or create your own. If you're creating your own, just like with navigation, remember your job is never to answer **HOW**. That's for the wilders to decide! The best Events aren't puzzles with a single correct solution, but situations rich enough in context and detail that the pack can find their own way through it.

If you want to include custom mechanical consequences or rewards, you can use the additional rules listed in the following tables as inspiration. However, this is optional. The rules of free play are more than enough to represent any narrative situation through mechanics.

Once you resolve the Event, you proceed to an adjacent Area. Guides, take a moment now to set the scene and describe the pack's new environment. If the Monster is in the Area the pack just entered, transition to **The Hunt**.

RANDOM PEACEFUL EVENTS

| 1d6 | Description |
|-----|---|
| 1-2 | Look at That View. The pack witnesses a natural spectacle. (<i>Examples: a grand vista, a group of wild monsters at rest.</i>) <ul style="list-style-type: none">• The Guide establishes WHAT the spectacle is like.• The pack decides WHEN they're ready to go.• Additional Rules: Any wilder may add a memorable detail to the scene. (<i>Examples: the rustle of leaves in the wind, the mewling of a rowdy cub annoying its sleeping mother.</i>) If at least one wilder does this, each wilder restores 1 Stamina. |
| 3-4 | Walking and Talking. The pack has a chance for conversation. <ul style="list-style-type: none">• The Guide establishes WHERE the pack is.• The pack decides WHO talks and WHY.• Additional Rules: Any wilder can approach a packmate with one of the following goals: <i>impress</i> them, <i>comfort</i> them, <i>learn</i> about them, or teach them something. Whether they succeed or fail, the two main wilders who participate in the conversation each restore 1 Stamina. |
| 5-6 | Friendly Faces. The pack encounters a friendly NPC or group of NPCs. <ul style="list-style-type: none">• The Guide establishes WHO is present and WHAT they can provide for the pack, or vice versa.• The pack decides HOW to respond.• Additional Rules: Depending on how the encounter plays out, the pack may gain bonuses like information about the next Area, Ingredients, an auxiliary objective, or Advantage on certain Tests. |

RANDOM DANGEROUS EVENTS

| 1d6 | Description |
|-----|--|
| 1 | <p>Deep Wilderness. The pack passes through an area no human has entered in living memory.</p> <ul style="list-style-type: none"> The Guide establishes WHERE the pack is and WHY humans don't come here. (<i>Examples: a grotto choked with poisonous plants, a desolate expanse of desert.</i>) The pack decides HOW to respond. Additional Rules: If wilders don't go wild while resolving this Event, they automatically fail. Harmony doesn't decrease here if they fail after going wild. |
| 2 | <p>Severe Weather. A dangerous weather event approaches.</p> <ul style="list-style-type: none"> The Guide establishes WHAT the danger is. (<i>Examples: a storm, a heat wave, a blizzard.</i>) The pack decides HOW to respond. Additional Rules: Start a TN 30 Challenge if the pack's plan involves waiting out the weather, or start a TN 10 Challenge if the pack's plan is to move through it. In the latter case, the pack has Disadvantage on SEARCHES and TRAVERSALS during the next travel round as the severe weather persists. |
| 3 | <p>Difficult Terrain. The pack encounters a natural feature blocking their progress.</p> <ul style="list-style-type: none"> The Guide establishes WHAT the obstacle is. (<i>Examples: a mudslide that's swamped the trail, a mass migration of stubborn monsters.</i>) The pack decides HOW to respond. Additional Rules: Resume the Challenge that triggered this Event, keeping the same total [A] and TN. Using the rules for free play, wilders can make Tests to finish the Challenge using any Skill <i>except</i> TRAVERSAL. |
| 4 | <p>Juncture. The pack has a choice between routes.</p> <ul style="list-style-type: none"> The Guide establishes WHAT the choices are. (<i>Examples: a dangerous route or a long detour, a confusing route or a coverless shortcut.</i>) The pack decides WHICH route to take. Additional Rules: Depending on their choice of route, during the next round, the pack can only navigate by seeking out a certain hostile Community, the pack can't Forage or Camp, or the pack can only use a certain Style to Travel. Communicate these penalties when you are describing the possible routes. (<i>Example: An exhausting uphill climb forces the pack to use the MIGHTY Style if they Travel next round.</i>) |
| 5 | <p>Injured Monster. The pack discovers a monster that needs help.</p> <ul style="list-style-type: none"> The Guide establishes WHO the monster is and WHY helping it is difficult. (<i>Examples: It's hiding, fleeing, or lashing out.</i>) The pack decides HOW to respond. Additional Rules: If the pack abandons the injured monster, Harmony decreases by 1. Depending on the situation, the monster may need further rehabilitation even if they succeed. (For more on rehabilitation, see Chapter 7: Downtime.) |
| 6 | <p>Hostile Encounter. The pack encounters a hostile NPC or group of NPCs.</p> <ul style="list-style-type: none"> The Guide establishes WHO is present and WHY they're hostile. (<i>Examples: Monsters who are territorial, hunting, or frenzied. Humans who are poaching, prejudiced, or under orders.</i>) The pack decides HOW to respond. Additional Rules: Start a TN 10 Challenge to represent the situation, inflicting 1d8 (for humans) or 1d20 (for monsters) Damage each time a wilder fails a Test. |

❖ TESTS DURING JOURNEYS ❖

If the rules call for you to make a Test, you don't check for partial or critical successes like you would during free play.

For example, if you Forage and roll an [A] of 1, you don't suffer any additional setbacks.

The fact that you only got 1 Ingredient is the complication, in the same way that getting an [A] of 1 during free play might cause the Guide to say, "You're not as effective as you planned."

In addition, you repeat many Tests over the course of a Journey, like Tests to Travel or Attack. The first time you go wild during this kind of Test, describe how a Trait helps like normal. But if you go wild again, unless the situation changes significantly, you don't have to reiterate how the same Trait helps. Everyone can assume your action within the fiction remains mostly the same.





5

THE HUNT

THE RULES FOR COMBAT AND MONSTER BEHAVIOR

At the end of the trail lies your prey. The following rules are for the violent drama of your clash with the Monster. You can adapt these rules to different kinds of physical struggle — for example, the pack trying to wrestle a stubborn monster into taking its medicine — but the further the conflict strays from the pack-vs-Monster mold, the more you'll have to rely on the rules for free play.

PARTS

To represent their most significant features, monsters have **PARTS**. Upon looking at the Monster, it's obvious what its Parts *are*, but not necessarily what they *do*. Here are two examples:

- **SHELL**. *Passive*: If you take Damage from a **SWIFT STRIKE** or **SWIFT SHOT**, halve it.
- **CLAW**. Range: 1 (**STRIKE**).

Many Parts, like **SHELL**, have a Passive effect that happens whenever a trigger is met. A Part's Passive effect costs no Actions or Stamina, and it can happen during another creature's turn.

If a Part has a Range, like **CLAW**, the Monster can use it to Attack. For example, "Range: 1 (**STRIKE**)" means the Monster can use its Part to make a **STRIKE** against any creature within 1 Stride or less. (Strides are the unit of distance during combat. For more detail, see the next section.) Parts never have a minimum Range.

Durability

PARTS have **Durability**, which you can think of as their Stamina. When a creature deals Part Damage to another creature, it targets a Part. That Part loses Durability, and the creature who has the Part loses an equal amount of Stamina.

When a Part reaches 0 Durability, it breaks. Ignore its normal description, and instead use the one listed after "**If Broken**" if it has one. If a broken Part takes Part Damage, its Durability remains at 0, but the creature who has the **PART** still loses Stamina.

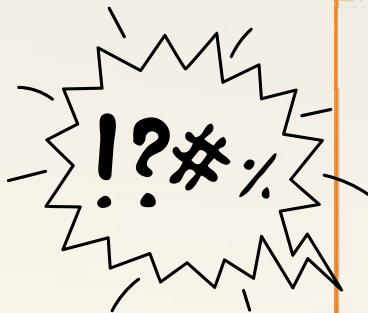
For example, let's say a monster has this **PART**:

- **FIN**. Range: 2 (**STRIKE**). *Passive*: You have Advantage on Tests while **SWIMMING**.
 - ◊ **If Broken**: Range: 1 (**STRIKE**). This Part deals half Damage. You can't use **SWIMMING**.

If it reaches 0 Durability, it turns into this:

- **FIN.** Range: 1 (**STRIKE**). This Part deals half Damage. You can't use **SWIMMING**.

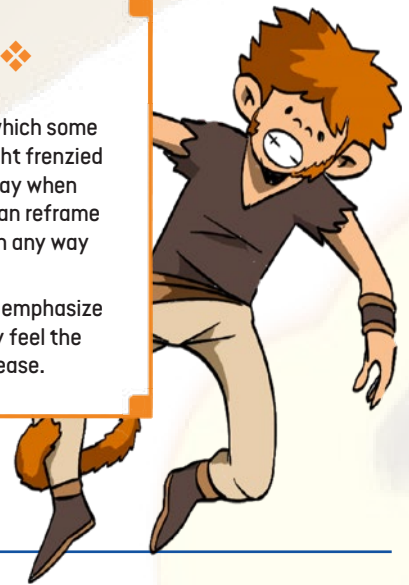
Some creatures, like those with the **REGENERATION** Trait, can restore Durability to their Parts. If a **PART** has more than 0 Durability, it is no longer broken, and it regains its normal description.



❖ BRUTALLY BROKEN ❖

The word "broken" implies a level of graphic violence with which some players might not be comfortable. After all, most wilders fight frenzied monsters as a mercy to them, and it's hard to feel that way when you're snapping bones or cutting off limbs. If you like, you can reframe broken Parts as numbed, bruised, restrained, or impaired in any way that prevents them from fully functioning.

Alternatively, if your game has a darker tone, the Guide can emphasize that frenzied monsters are in severe pain, and they hardly feel the breaking of a Part compared to the agony of their disease.



TOOLS

Unlike **STYLES**, **SKILLS**, or **TRAITS**, wilders can't gain **PARTS** from eating monsters. You can certainly mutate your own shells, claws, or fins, but you're just not big enough for these parts to be Parts, tracked separately from your own Stamina.

Instead, you have your **TOOL**. Tools are a special type of Part, and they follow the same rules regarding Part Damage, Durability, and being broken. For example, just like with monsters, when your Tool takes Part Damage and loses Durability, you lose an equal amount of Stamina. This represents the strain of holding onto your Tool, the physical and mental effort of using a Tool that is falling apart, or simply the fact that you and your Tool got hit at the same time.

All **TOOLS** start like this:

- **TOOL.** Range: 1 (**STRIKE**).
 - ◊ **If Broken:** If this **PART** has additional Range from Techniques, reduce its Range back to "1 (**STRIKE**)."
This Part deals half Damage.

All **TOOLS** start with a maximum Durability of 20. As you learn Techniques, your Tool might gain additional Range, Durability, and effects.

You can still use your Techniques if your Tool is broken, unless the Technique says otherwise. *(For example, if your Cleaver is broken, you still remember how to use the **CLEAN CUT** Technique. That cut may be less effective with a dulled or snapped blade, but you can still attempt it.)*

You can't use any Techniques if you don't have access to your **TOOL**. *(For example, if your Cleaver is missing, you can't use the **CLEAN CUT** Technique. After all, you have nothing to make a **CLEAN CUT WITH**.)* Depending on the narrative premise of your Technique, the Guide can make exceptions.



DISTANCE IN COMBAT

Combat orbits around the Monster. Thus, you measure all distances in combat relative to the Monster, using **Strides**. Strides don't have a set length, but generally speaking, they're closer in size to the Monster's strides than yours. Most wilders spend combat between 0 Strides, where you're right on top of the Monster, and 4 Strides, where you just barely register as a threat.

This number represents the distance you're maintaining, not your static position. At all times during a hunt, you're circling the Monster, chasing after it, or driving it toward favorable terrain. Moving around or with the Monster is automatic; moving towards or away from it takes effort. If you need to measure distance between one wilder and another, take the difference in Strides.

Example

The pack runs to keep up with the Monster. Knot is 3 Strides away, sneaking through the undergrowth. Prize is also 3 Strides away, but they're approaching from a different angle, out in the open. Finally, Bug is 1 Stride away, which is close enough that he can punch the Monster with his oversized Mitts. He decides to really get in there though, so he leaps onto the Monster's back and clings onto its spikes, moving from 1 Stride to 0 Strides.

However, the Monster only has its eyes on Prize. It puts on a burst of speed, closing the gap by a margin and reducing Prize's distance to 2 Strides. Knot remains 3 Strides away and Bug remains 0 Strides away. Within the narrative, every creature in the combat was moving this whole time.

Involuntary Movement

Usually, you move of your own volition, but other times you get **pushed**, **pulled**, or **shifted**. (The verb varies depending on what's happening in the fiction.) Some restrictions apply to the former that don't apply to the latter. For example, if you're **Caught**, you can't Move, but other effects can still shift you.



Other Types of Movement

The default type of movement is running. There are four alternative types of movement: climbing, digging, flying, and swimming. Any creature can climb or swim, though they have Disadvantage on all Tests while using this type of movement if they don't have **CLIMBING** or **SWIMMING**, respectively. Only creatures with **DIGGING** can dig and only creatures with **FLYING** can fly.

To determine which of these types of movement you can use, you need to know the **Terrain** you're in. Here are some examples:

- **Land**, where you can run, dig, or fly, but where you can't climb or swim.
- **Canopy**, where you can only climb.
- **Cliffs**, where you can either climb or fly.
- **Sky**, where you can only fly.
- **Underground**, where you can only dig.
- **Underwater**, where you can only swim.

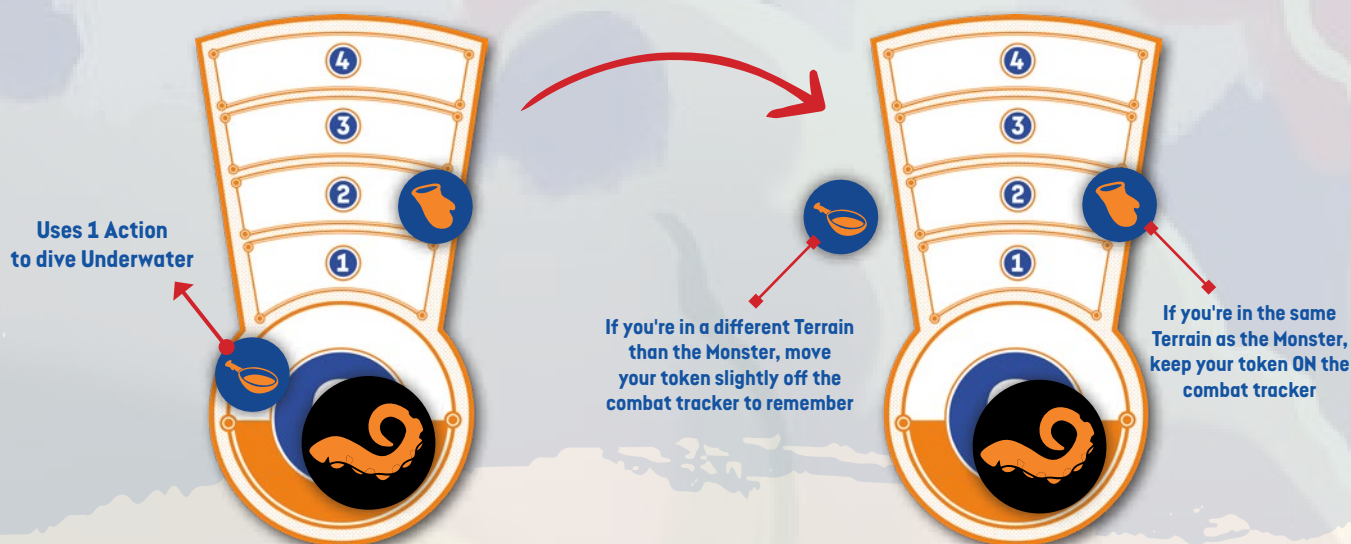
These examples cover all the most common types of Terrain. However, if necessary, it's easy to create custom Terrain. Simply give it a name, then decide which types of movement are and are not possible within it.

By default, you always have access to Land, Sky, and Underground. An Area's Traits tell you what other Terrains are present, or if any of the default Terrains are inaccessible. To enter a different Terrain, such as by diving, taking off, or breaking through the topsoil, Move to Change Terrain (p. 69). Likewise, to surface or get back on solid ground, Move to Change Terrain.

Upon entering a Terrain, your distance from all creatures outside that Terrain increases to a minimum of 2 Strides. When you need to measure the distance between wilders in different Terrains, take the difference in Strides, then raise it to a minimum of 2 if necessary.

Example

Nhat Zin is 0 Strides from a bulbous jama-jama while on Land when she spends 1 Action to dive Underwater. Her distance automatically changes to 2 Strides. If she was already 2 Strides or more from the jama-jama when she dived, her distance wouldn't have changed. Meanwhile, her packmate Bug is also 2 Strides from the jama-jama, but he's still on Land. Nhat Zin has a **TRAIT** that could help a packmate within 0 Strides, but she can't use it on Bug right now – they're in different Terrains, so the measured distance between Nhat Zin and Bug is 2 Strides.



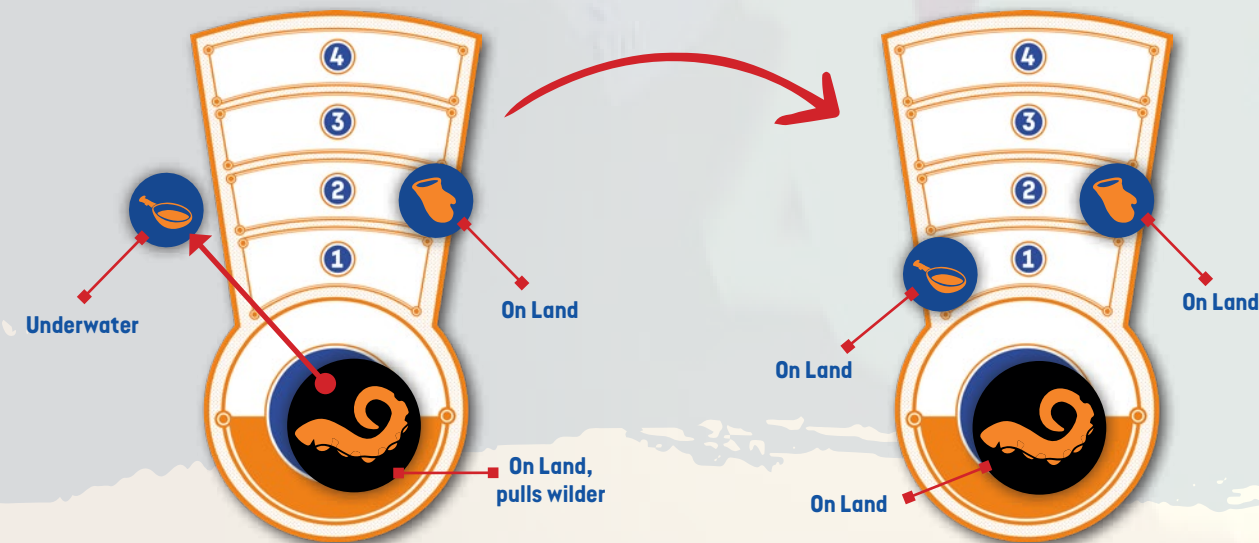
While you and the Monster are in different Terrains, neither of you can move within 1 Stride of each other. However, if you're pushed or pulled within 1 Stride from each other, the creature who was pushed or pulled automatically enters the Terrain of the creature who remained still.

Example

Nhat Zin is Underwater, 2 Strides from the jama-jama on Land. Not willing to let her go so easily, the jama-jama uses its sticky Tongue **PART** to pull Nhat Zin 1 Stride closer. Since Nhat Zin was the one who was pulled, she leaves her Terrain (Underwater) and enters the Monster's (Land).

The diagram illustrates the movement rule using a game board with four horizontal sections labeled 1, 2, 3, and 4. The board is divided into two main areas: Underwater (blue) and On Land (orange). In the initial state, the jama-jama (orange) is on Land, and Nhat Zin (blue) is Underwater. A red arrow indicates the jama-jama pulling Nhat Zin. In the final state, Nhat Zin has moved to Land, and the jama-jama remains on Land. Labels indicate 'On Land, pulls wilder' for the jama-jama's action.

Nhat Zin is Underwater, 2 Strides from the jama-jama on Land. Not willing to let her go so easily, the jama-jama uses its sticky Tongue **PART** to pull Nhat Zin 1 Stride closer. Since Nhat Zin was the one who was pulled, she leaves her Terrain (Underwater) and enters the Monster's (Land).



Yes! They shoot boiling jets of water instead of flame. In general, all **TRAITS** and **PARTS** function the same in different Terrains, although the Guide can adjust the rules on a case-by-case basis for anything that stretches belief.

During a combat round, the wilders and the Monster alternate taking turns until every creature has taken all their available turns. When initiative passes to the pack, any wilder who hasn't acted yet can take their turn. The order in which wilders take turns can change from round to round.

If your group prefers, you can establish a fixed initiative order, using any criteria that makes sense. Perhaps you go clockwise around the table, or perhaps you rank each wilder based on who has the highest **SWIFT**. This can streamline the flow of combat and make it clear who acts next, although you're still free to temporarily or permanently swap places in the initiative order if everyone agrees.



THE FIRST ROUND

The first round of combat works slightly differently from all others. Only one side acts during the first round.

If you found Tracks before combat began, then you have the initiative. You knew the Monster was near before The Hunt started, and you were ready when you came face to face with it. Each wilder may set their own starting distance anywhere from 2 to 4 Strides away. Then, each wilder gains **1 Action**, which they can spend on the listed combat options. The wilders can act in any order. The Monster doesn't act during the first round.

If you have a creative opening gambit, the first round is a good opportunity to Improvise with your packmates without fear of the Monster interrupting your plans. If you're not sure what to do, it's simple but effective to Prepare or Move closer.

If you did NOT find Tracks before combat began, then the Monster has the initiative. Perhaps you stumbled unwittingly into its lair, or perhaps it's been stalking you unseen for some time. The Guide sets each wilder's starting distance anywhere from 0 to 4 Strides away, based on what makes sense within the fiction.

Example

An ambush predator singles out one wilder from the pack. Its unlucky target starts 1 Stride away when the Monster pounces, while the rest of the wilders start at a distance of 4 Strides away.

Then, the Monster chooses its target (p. 71) and gains 3 Actions, which it can spend on the listed combat options. The pack doesn't act during the first round.

The Guide can also determine who has the initiative based on context. For example, if the pack knows the Monster is approaching and they set up a trap along its path, then they should have the initiative, even if they're waiting for it to reach them rather than following its Tracks.

Once the first round is over, combat rounds continue as normal.



SUBSEQUENT ROUNDS

At the start of each round, the Monster chooses its target. Then initiative alternates between sides, starting with the wilders.

Each wilder takes one turn per round, while the Monster takes a turn after each wilder. The Monster has two types of turns: **short turns**, where it gets **1 Action**, and **full turns**, where it gets 3 Actions. Once per round, when the Monster's turn starts, the Guide can declare the Monster is taking its full turn. The Monster can take its full turn at any point during the round, so long as it hasn't taken one already. Otherwise, all its turns are short turns.

Sometimes, the Monster can take multiple full turns per round. In this case, simply change "once per round" to "X times per round," where X is the number of full turns the Monster can take per round.

After every wilder has taken a turn, and the Monster has taken a number of turns equal to the number of wilders, a new round begins, starting with the wilders. Each wilder gains **3 Actions** at the start of their turn during combat.

Wilders and the Monster can spend Actions on the following options:



COMBAT OPTIONS

To Attack, make a **STRIKE** or **SHOT**, using any **STYLE**. The choice of Skill depends on the Range of the **PART** you use to Attack. The Monster can sometimes use alternative **SKILLS** to Attack, listed in parentheses after the relevant **PART**.

In addition, an Attack has different effects and costs depending on its Style:

ATTACK Variable

- **MIGHTY**. (Cost: 2 Actions.) You hold nothing back. If you succeed, you deal $[A] \times 2$ Damage. If you fail, you become **Exposed**.
- **PRECISE**. (Cost: 2 Actions.) You aim carefully. If you succeed, you deal $[A]$ Part Damage.
- **SWIFT**. (Cost: 1 Action.) You focus on speed. If you succeed, you deal $[A]$ Damage.
- **TRICKY**. (Cost: 1 Action.) You attempt a feint. If you succeed, you deal $[A]$ Part Damage. If you fail, you become **Exposed**.

If you Attack multiple times in a single turn, you must choose a different **STYLE** each time.

BRACE 2 Actions

You anticipate a blow. Until the start of your next turn, you halve any Damage you take.

EAT 1 Action

You eat a Snack.

IMPROVISE 1 Action

You attempt something not covered by the default rules. State your goal, set your approach, make a Test, and resolve the consequences using the rules for free play.

MOVE 1 Action

When you Move, choose one of these options.

- **Change Terrain**: You enter a different Terrain.
- **Gather Up**: Choose a packmate within 0 Strides of you. If the Monster gets closer or farther from the chosen packmate, it also gets closer or farther from you, and vice versa. This effect ends once you or the chosen packmate Move again. The Monster can't Gather Up.
- **Get Closer**: You move 1 Stride closer to the Monster. If the Monster chooses this option, it moves 1 Stride closer to a single creature. Effectively, the chosen creature moves 1 Stride closer to the Monster on the combat tracker.
- **Get Farther**: You move 1 Stride farther from the Monster. If the Monster chooses this option, it moves 1 Stride farther to a single creature. Effectively, the chosen creature moves 1 Stride farther to the Monster on the combat tracker.

PREPARE 1 Action

You gain 1 extra Action at the start of your next turn. You can only Prepare once per turn.

REPAIR 2 Actions

Restore 1 Durability to your **TOOL**. The Monster can't Repair.

TAUNT 1 Action

If you're within 1 Stride of the Monster, you become the Monster's target. (*The Monster's target is the only creature it can Attack. You remain the Monster's target until the next time it chooses a target — typically at the start of the next round or when another wilder Taunts.*) The Monster can't Taunt.

USE A TRAIT Variable

Traits are good for more than just going wild. Each **TRAIT** has an explicit mechanical effect, as well as a cost to use it.

- If it costs **Actions**, spend the Actions and use it.
- If it costs **Successes**, use the **TRAIT** after rolling a Test with extra Successes.
- If it costs **Stamina**, spend the Stamina and use it. Since it costs no Actions, you can keep using the **TRAIT** as long as you have Stamina to spend.
- If it costs nothing (it's **Passive**), use the **TRAIT** when it says you can.

THE RETREAT ROUND

At the end of each round, every creature has a chance to **retreat**. If any do so, begin a retreat round. The retreat round functions identically to the first round, except your starting distances are already set and **the side which is NOT retreating has the initiative**. Then, at the end of the round, all retreating creatures flee from the current Area into an adjacent one.

If a side partially retreats, resume The Hunt with the remaining creatures. If a side retreats entirely, return to The Trail and start a new travel round in the pack's current Area. The Guide should keep track of the Monster's Stamina, Durability, and **Conditions**, as these all stay the same should The Hunt resume in the same Journey. The Monster only heals if the pack ends the Journey before slaying it.

Example

Lian saves a **Rehabilitating** infant monster from the frenzied Monster's clutches. She decides to retreat, but the rest of her pack stays behind. Since a wilder is retreating, the Monster has the initiative. It is the only one who acts during the retreat round, and it has 3 Actions. After it has taken its single full turn, combat rounds resume as normal, with Lian and her charge safely out of danger.

In a different hunt, the Monster is overwhelmingly **Frightened** and decides to retreat. During the retreat round, each wilder has 1 Action, which they use to take potshots at the Monster before it flees. Then a new travel round begins in their current Area. The pack has a chance to Camp and repair their broken Tools before they set off once more in pursuit.

It's the pack's responsibility to speak up if they want to retreat. Guides, during most rounds, you can safely assume the wilders aren't going to retreat, so there's no need to constantly stop and check. That being said, retreating is a powerful option that many packs underestimate. By switching back to The Trail for just one round, the pack can repair their broken **TOOLS**, increase Harmony, and replenish their Snacks. Now that they know how the Monster fights, they can prepare meals that specifically resist its strengths or capitalize on its weaknesses. If a hunt is too difficult, the sensible thing to do is retreat!

As for the Monster, you should let context inform when it decides to retreat, such as if it is so **Frightened** it can barely function or if some narrative distraction tempts it to leave for another Area. On occasion, it's fun to run a Journey where the pack must pursue the Monster from Area to Area, fighting it in stages as they chase it down. But for the most part, the frenzy compels monsters to fight to the death. If the Monster does retreat, remember to update its Tracks.





MONSTER BEHAVIOR

Monsters are powerful, but predictable. At the start of each round, the Guide announces the Monster's target. The Monster's target is the only creature it can Attack, although it can still Use a **TRAIT** on other creatures. The Monster can only have one target at a time. If the Monster's target becomes **Wounded 3** and stays down, then the Monster immediately chooses another target.

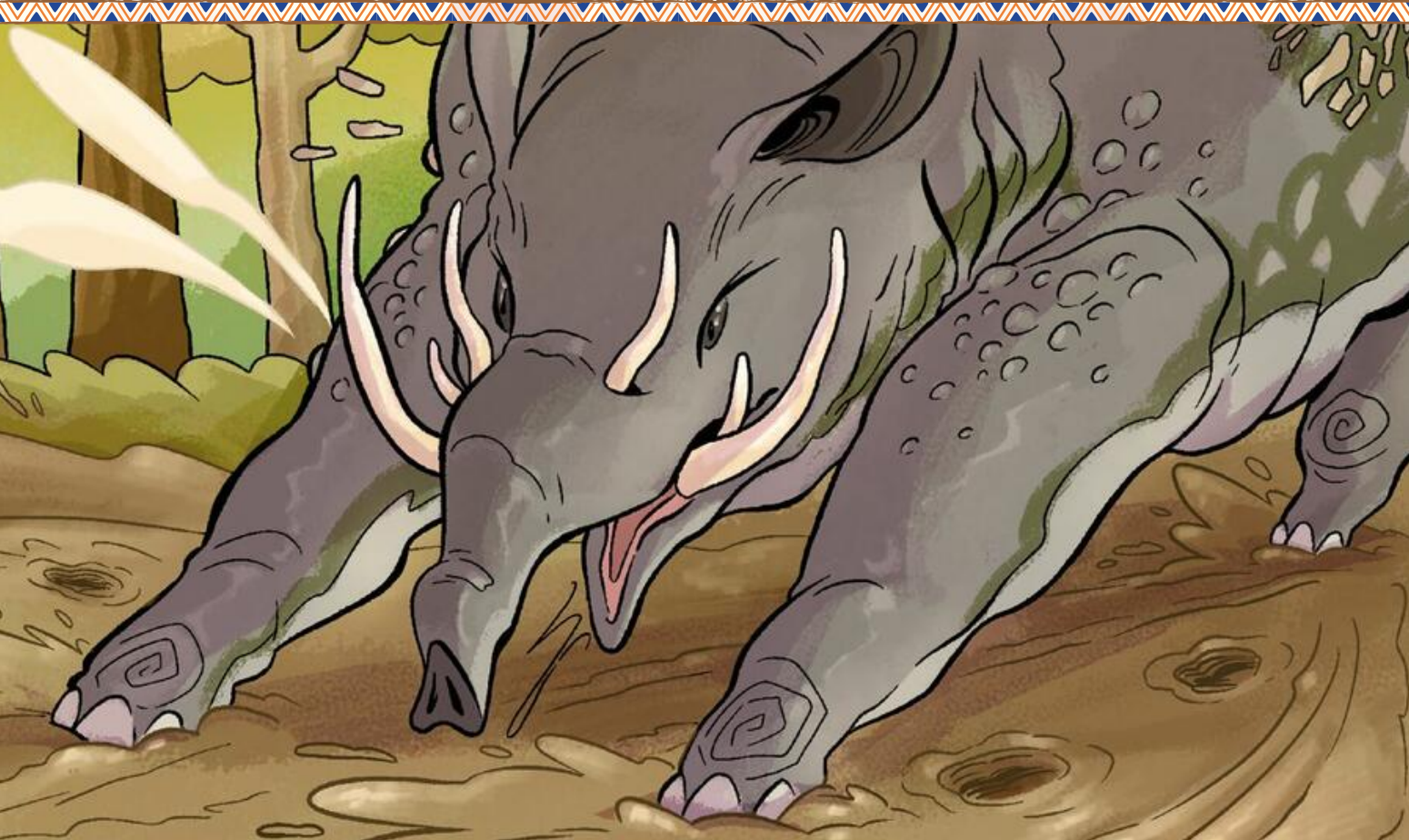
To determine the Monster's target, the Guide checks these steps in order, stopping once there's a match:

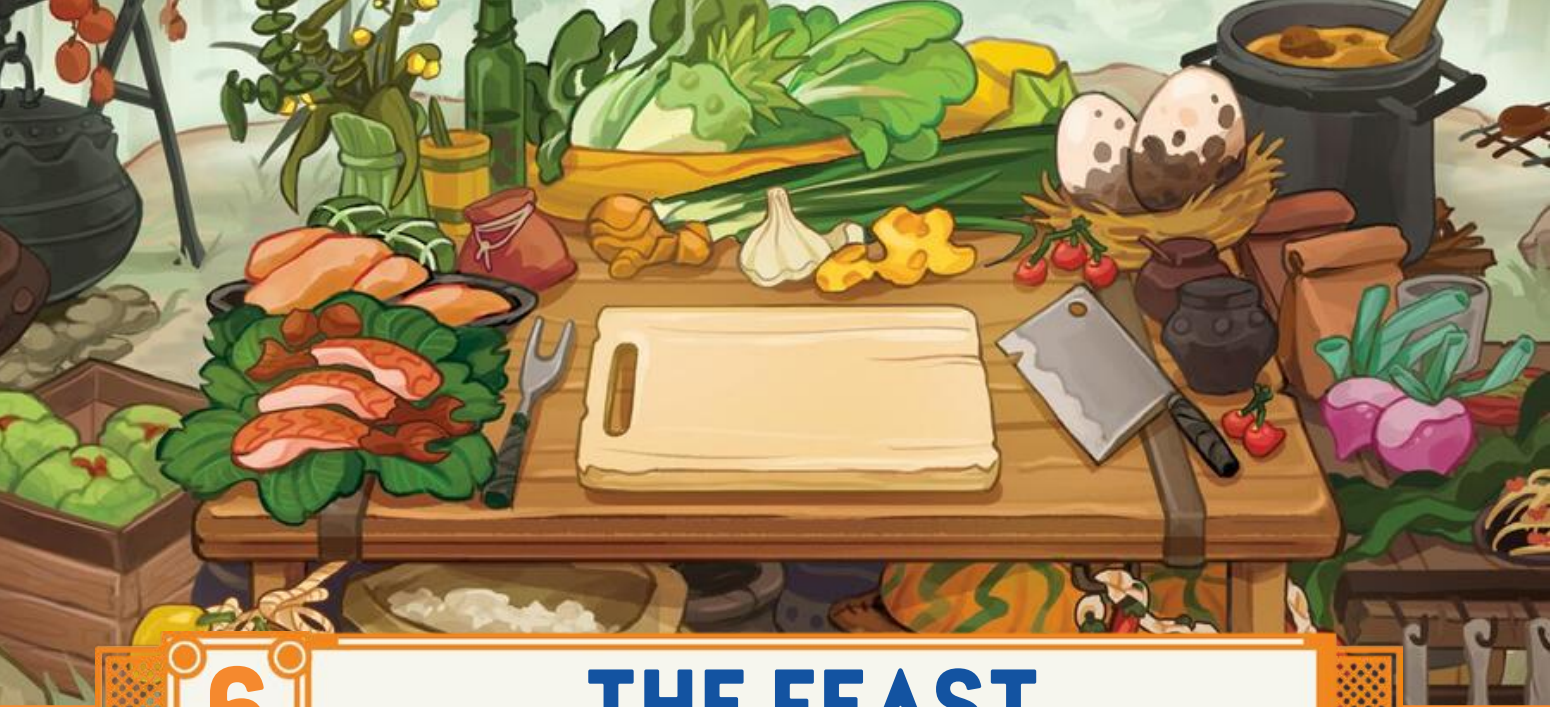
- 1• If a creature is **Caught** by the Monster, it becomes the Monster's target.
- 2• If a creature is **Exposed**, it becomes the Monster's target.
- 3• If a creature meets the Monster's special criteria, it becomes the Monster's target. The entries in **Chapter 10: Bestiary** describe how each species chooses a target. For example, a monster that hunts based on motion might choose the last creature to Move as its target.
- 4• The creature nearest to the Monster becomes the Monster's target.

If multiple creatures tie in priority (such as if no creatures are **Caught** but two creatures are **Exposed**), the Monster uses the next criteria down as the tiebreaker, or the Guide can simply choose its target based on what makes sense. If a creature becomes the target in the middle of the round, such as by Taunting, it remains the Monster's target until the Monster chooses a target again, usually at the start of the next round.

In the rare circumstances where the Monster has no eligible target, it can't Attack. In addition, if a new round is about to start while the Monster has no eligible target, it retreats. (*"Retreat" doesn't necessarily mean the Monster runs away in fear. It might get distracted by a new victim if the entire pack is **Wounded 3** and staying down, or it might stomp off, frustrated, if the entire pack is **Hidden** and it can't pin any wilder down.*) Each Monster also has other patterns of behavior, like the way it pairs **STYLES** and **PARTS** together to Attack or the timing of its full turn. Guides, understand that Monsters aren't automatons, but make them follow their instincts whenever it makes sense.

Finally, when a frenzied Monster becomes **Wounded 3**, it always pushes itself. If the Monster dies, begin **The Feast**.





6

THE FEAST

THE RULES FOR COOKING MEALS, BIG AND SMALL

The iconic meals of wilders combine the roughness of campfire cooking with the ceremony of a holiday festival. These wilderfeasts are celebration and mourning, all wrapped up in one. During this phase, you clean, prepare, and cook the Monster where it fell, turning it into a meal that honors its legacy and gives you strength.

PREPARING THE FEAST

Preparing a wilderfeast is a process which can take hours or even days. You dress and butcher the Monster, purify it of its frenzy, and figure out how to cook it. In doing so, you learn about it. The more you know about the Monster, the better informed your decision when you choose what mutation to inherit.

Wilders, as you play out the scene, answer the following questions:

♦ HOW ARE YOU COOKING THE MONSTER?

There's enough meat on any Monster that you can make multiple main dishes. If you're looking for inspiration, use the provided table.

♦ WHAT ARE YOU DOING TO PREPARE THE MEAL?

Are you dressing and butchering the Monster? Foraging for fresh fruits and vegetables? Getting the cooking fire just the right temperature? Mixing a sauce? The meal tastes best when everyone helps make it.

♦ WHAT ELSE ARE YOU SERVING AT THE WILDERFEAST?

You don't need to use Ingredients for these side dishes, but you can certainly use them as inspiration for what's available nearby. In death, as in life, you can surround the Monster with the foods of its home.

◆ HOW IS THIS MEAL CONNECTED TO YOUR PAST?

Who taught you this recipe? Have you eaten anything like this before? Tell your packmates about these connections and discover what experiences you have in common.

◆ THE NEXT TIME YOU EAT THIS MEAL, WHAT WILL YOU REMEMBER?

Now is your chance to reflect on what your Journey means to you, both as an individual and as a pack.

You can answer the same question multiple times, so long as you provide a different answer each time. For example, if you make three distinct side dishes, that counts as answering “*What else are you serving at the wilderfeast?*” three times. For each question you answer, you can ask the Guide one of the following questions in turn:

- How many levels does the Monster have in a certain **STYLE**?
- How many levels does the Monster have in a certain **SKILL**?
- What is one of the Monster's **TRAITS**? You can narrow this question if you want, e.g., “*What Trait did the Monster use to make us **Frightened**?*” The first time any wilder asks this question, the Guide also tells you how many Traits the Monster has in total.

If the Monster temporarily lost any levels in **STYLES**, **SKILLS**, or **TRAITS**, such as from having its Parts broken, it regains those during The Feast. Likewise, if it temporarily gained any levels in Styles, Skill, or Traits, such as from eating a meal, it loses those during The Feast.



WILDERFEAST IDEAS

| 1d20 | Description |
|------|--|
| 1 | Spit-roast the meat over a campfire. Baste with the drippings, turning constantly to make it cook evenly. |
| 2 | Boil the bones to make stock. Brown the meat in a separate pan, then simmer with stock and vegetables to make stew. |
| 3 | Dip in egg yolk, coat with flour or breadcrumbs, then fry until crispy. Brush with spicy, sweet, or tangy sauce. |
| 4 | Finely chop the meat to make filling. Mix the ground meat with aromatics, wrap in thin dough, and steam to make buns. |
| 5 | Grill, then cut thin slices against the grain. Serve on bread, with pickled vegetables and the sauce of your choice. |
| 6 | Smoke with an aromatic wood. Stuffing the meat with herbs gives it delicate notes to complement the complex, smoky taste. |
| 7 | Dry the skin thoroughly, then roast until it's golden and glassy. This makes it crisp on the outside and tender within. |
| 8 | Poach the meat, then serve slices over salad. Greens from the Monster's habitat naturally complement this fresh, hearty meal. |
| 9 | Cook with acid. Use this method for more tender meats, soaking them in fresh citrus juices and mixing with other spices. |
| 10 | Stuff with herbs, starches, or other meat. The inner foods stay moist, while both absorbing and adding flavor. |
| 11 | Braise with local aromatics. A versatile method, you can then stew the meat, shred it, or serve it sliced over something starchy. |
| 12 | Season with herbs, then cook the meat in its own rendered fat. Called confit, it makes the meat tender and mellow. |
| 13 | Dig an earth oven, lined with fire-heated rocks. Bake the meat along with starchy vegetables, adding water or fuel as needed. |
| 14 | Pan-fry the meat and serve over rice. A simple but universal comfort food, perfect after a hard hunt. |
| 15 | Braise the fattiest cuts. Use soy sauce, sugar, and cooking wine to give it a distinctive color and taste. |
| 16 | Wrap the meat in aromatic leaves, encase it in mud, then roast. The result is tender and moist, infused with earthiness. |
| 17 | Brown thin slices, then toss with noodles. Enhance with your choice of sauce, broth, or garnishes. |
| 18 | Grind and mix with seasonings to make meatballs. Grill until charred on the outside and just barely cooked within. |
| 19 | Focus on your careful knife-work. Serve raw, like sushi or carpaccio, or cook carefully to preserve the dish's delicate shape. |
| 20 | Sear to make steaks. Control the timing and the heat carefully. Cooked this way, nothing distracts from the meat itself. |

GIVING THANKS

To signal you're done asking questions and the meal is ready to eat, one wilder gives thanks. Think of this like saying grace or itadakimasu. As an example, here's Old Paw's Prayer, which packs throughout the One Land have inherited from the first wilder:



**"Thank you for this gift, [monster's name].
We receive it with love."**



You can give thanks in whatever way you like! It can be short or long, formal or casual, spiritual or secular, so long as it's clear what you're doing. Once you're finished, the pack digs in. No waves of light or pulses of arcane energy accompany a wilderfeast. The only magic, at least as you eat, is the weight of food in your belly and the warmth of your friends beside you.

After you eat The Feast, choose a **STYLE**, **SKILL**, or **TRAIT** in which the Monster has more levels than you do. You permanently gain a level in that Style, Skill, or Trait. You may choose the same Style, Skill, or Trait as another wilder.

Finally, you restore Harmony to its maximum.

❖ GAINING NEW TRAITS ❖

If a creature (including you) doesn't have a **TRAIT**, it has 0 levels in it. If a creature has a Trait but there's no number after it, it has 1 level in it. To acquire a new Trait, simply gain at least 1 level in it.

*Example: Telun cooks and eats a frenzied monster with **VENOM** and **FLYING 2**. In more explicit terms, the monster has 1 level in **VENOM** (you can tell because there's no number after it) and 2 levels in **FLYING**. Telun has neither of these Traits, so he could choose to gain a level in either of them. He chooses the latter, permanently gaining a level in that Trait. He has **FLYING** now – but **NOT FLYING 2**! He'll need to eat another wilderfeast if he wants to permanently upgrade his **FLYING** another level.*

GIFTING YOUR PORTION

Sometimes, you realize you've eaten your fill. Especially as wilders grow older and more experienced, they tend to be more selective about the mutations they acquire. And when they realize that the strength of the fallen monster would better serve someone else, they give away their portion of the wilderfeast — either to a community, distributed in small enough servings that they have no permanent effect, or to an individual, who might be in training to become a new wilder.

If you give your portion away, you either increase a Community's Health by 1 or you give an NPC a chance to permanently gain a level in a **STYLE**, **SKILL**, or **TRAIT**. For more on Communities, see **Chapter 7: Downtime**. Guides, for more advice on how to use NPC wilders, see **Chapter 11: Guiding the Game**.

ENDING THE JOURNEY

You end most Journeys after you eat The Feast and neutralize the threat of the frenzy. But you might also end a Journey early, as you retreat and tend to your wounds, or keep going after The Feast, if the pack decides it's urgent to get back on The Trail and pursue another Sign. Some Journeys might not involve a Monster at all, such as if you're setting out to establish a new Den in unfamiliar territory or resolving a goal through free play.

However the Journey ends, it's the pack's decision to make. Once you decide to go home, the Guide paints your return travels in broad strokes, assuming any obstacles you encounter as you go back to your Den are easily overcome. If you want to end a Journey in a place that's not your current Den, the Journey concludes when you reach your destination via The Trail.

OTHER MEALS

The One Law rules the One Land. But before the frenzy, it was rare for transformations caused by the One Law to be so dramatic or permanent. “*Taken strength lasts as long as you can taste it,*” said the High King once, an observation that still holds true for the vast majority of people. Before setting out on the road, a merchant eats a meal full of hardy greens to give them the endurance for a day of travel; a guard, beginning their shift in a watchtower, chews on raptor jerky to sharpen their eyesight; a student brews tea with a night-blooming flower so they can stay up late studying. The changes caused by these meals are subtle and temporary, and they’re woven into the fabric of everyday life.

Though stories about wilders often focus on the grand wilderfeasts where they gain their powers, your day-to-day meals are just as important. They lend you a different kind of strength — that of small monsters dashing or buzzing through the brush, that of grasping roots and outstretched leaves, even that of the salty sea or the rich earth.

This section covers the rules for common day-to-day cooking. You typically make these meals during free play, The Trail, and Downtime.

YOUR PANTRY

The only items you track in this game are Ingredients, the raw materials for meals, and Snacks, which are meals you cooked and saved for later. The pack shares both Ingredients and Snacks, and you don’t need to worry about who’s holding on to what. The wilder who ends up using it is the one who’s been carrying it.

Ingredients

Ingredients, from wild vegetables to small game to rare spices, line the trail. It’s helpful to think of Ingredients as the choicest pickings or cuts. A day of harvesting might yield you a basketful of berries, but only [A] servings of those berries are ripe enough to have noticeable effects.

Most Ingredients have a bonus effect. Some allow a choice between multiple effects, while others only provide their effect if a condition is met. A number in parentheses is a variable effect, which can be increased if you cook multiple Ingredients with the same effect in the same meal. Here are some common Ingredient effects:

- Until your next meal, gain (+1) in a certain **STYLE**.
- Until your next meal, gain (+1) in a certain **SKILL**.
- Until your next meal, gain (1) level of a certain **TRAIT**.
- Gain (1) level of a certain **Condition**.
- End (1) level of a certain **Condition**.
- Restore (1) Durability to one of your **PARTS**.

These effects are abbreviated in Ingredient descriptions, e.g., “Gain (+1) **MIGHTY**” means “Until your next meal, gain (+1) in the **MIGHTY** Style,” and “Remove (1) **Wounded**” means “Remove (1) level of the **Wounded** Condition.” If no number is listed, like “Gain **Hidden**,” that means the effect doesn’t scale. In other words, there’s only one level of the **Hidden** Condition.

Any meal that grants you levels in a **STYLE**, **SKILL**, or **TRAIT** always lasts until your next meal. Snacks and The Feast count as meals.

Snacks

A Snack is something you can consume in one gulp or bite, such as a drink in a flask, a candied pill, or a strip of jerky. Snacks see the most use in combat. They’re emergency supplies intended to get you out of a tight spot when you don’t have time to cook, and they only benefit one person, as opposed to normal meals which benefit the whole pack.

Everything Else

For everything else, food or otherwise, you have the **HOARD** Skill. When you want an item that could have an immediate and significant effect on the story, make a **HOARD**. The Guide decides the **STYLE** of the Test based on the item:

- **MIGHTY** for bulky, heavy, or durable items. (*Examples: a barrel of clean water, a sturdy traveling cloak.*)
- **PRECISE** for items with an exact quality. (*Examples: a wheel of cheese from a famous region, an antidote for a specific poison.*)
- **SWIFT** for versatile or lightweight items. (*Examples: a serrated knife, a letter of credit signed by a Charter officer.*)
- **TRICKY** for concealed, subtle, or disreputable items. (*Examples: a bag of sedative powder, an ornamental mask.*)

These Tests are unique in that they're retroactive — you're checking to see if you did something, rather than if you're doing it — but like all Tests, only roll if there's something at stake. If you just want to drink and make merry for a night, assume you packed a flask of wine. If your ploy to induce a monster's drunken stupor depends on the quality (or quantity) of your alcohol, that's when you roll the dice.

For some players, a limited pantry prompts creativity. But others have more fun when they don't have to worry about logistics. This extends to other resources too. How much effort should it take to find medicine? A place to spend the night? Clothes for a special occasion? Figuring out what calls for a Test and what doesn't is part of establishing the tone of the game, and you'll build a consensus naturally as you play.





HOW TO COOK

Cooking can be many things, but in *Wilderness*, it is foremost a rejuvenating, shared experience. When you have a cooking opportunity, such as when you Camp, you and your packmates can make a meal.

But before you get started, for those who need to hear it — relax! You, the player, don't need to be an expert chef or survivalist to have fun. Many players get intimidated when it's time to cook. For example, a lot of people don't know how to preserve meat without refrigeration. That's okay! Say you've got a portable arksteel freezer in which you keep your perishables, and move on. Later, if it seems fun, you can research the vast and ever-growing subject that is food. For now, celebrate what you know.

To cook, follow these steps:

- 1• Select Ingredients.** Only capital-I Ingredients have special effects. Assume you have all other basic ingredients, like cooking fats, grain, and seasonings.
- 2• Determine how much Stamina the meal restores.** Typically, a meal restores 1 Stamina for each Ingredient used to make it.
- 3• Determine the meal's effect.** Choose an effect from among the effects of the Ingredients you used. A meal can only have one effect and must have one if effects are available. If you have multiple Ingredients that provide the same effect, they add together. Some Ingredients only provide their effect if certain conditions are met, so check those now.
- 4• Either serve it fresh OR save it for later.**
 - a• Serve it fresh.** You can serve a fresh meal to as many creatures as you like, including yourself. They each restore the amount of Stamina you calculated earlier and gain the meal's effect. If a meal gives you levels in a **STYLE**, **SKILL**, or **TRAIT**, its effect always lasts until your next meal. In addition, if any packmates bond over this meal, Harmony increases by 1.
 - b• Save it for later.** The meal becomes a Snack. If you do this, you get a number of portions equal to either the current value of Harmony or the number of wilders present, whichever is lower. Later, in any situation where there's no time to cook, a creature can eat 1 portion of a Snack to restore Stamina and gain its effect. Typically, Harmony doesn't increase after you eat a Snack — unless it's a particularly significant Snack, like a gift your packmate gave you to make up for a bitter argument.

Once you've cooked the meal, be sure to describe it! Tell everyone enough about the dish's flavor, textures, or appearance that they can taste it in their heads. If you're looking for inspiration, use the following table.

COOKING IDEAS

Pick a column, or roll for each and combine them in a creative way.

| 1d6 | Method | Texture | Flavor |
|-----|---------|---------|--------|
| 1 | Baked | Chewy | Bitter |
| 2 | Fried | Creamy | Rich |
| 3 | Grilled | Crispy | Salty |
| 4 | Pickled | Firm | Sour |
| 5 | Steamed | Liquid | Spicy |
| 6 | Stewed | Tender | Sweet |

Cooking doesn't require you to roll any dice, as there's no mechanical difference between a gourmet dish and a meal that's barely edible. If there's a situation where the quality matters (you're trying to get a sick monster to eat, or maybe you're competing in a cooking contest), the Guide can call for an appropriate Test, but the effect of the meal and the Stamina it restores don't change.

SAMPLE RECIPES

Let's break out the cookware and try a few recipes — a simple breakfast demonstrating cooking at its most basic, a more advanced lunch that represents the typical fare you cook on The Trail, and a complex dinner that uses Ingredients with multiple and conditional effects.

BREAKFAST PANCAKES WITH KINGFLOWER BUTTER

Restores 1 Stamina. No additional effect.

INGREDIENTS

- 1 Kingflower Seed
No additional effect.



DIRECTIONS

- 1. Determine how much Stamina the meal restores.** Since it only uses one Ingredient, it restores 1 Stamina.
- 2. Determine the meal's effect.** Its Ingredients have no effect, so neither does the meal.
- 3.** Toast Kingflower Seed, then grind or process with an arksteel blender, adding oil a little at a time, until seed paste is smooth and creamy. Add salt, honey, or syrup to taste.
- 4.** Mix flour, eggs, and milk to make pancake batter.
- 5.** Scoop batter onto a hot griddle, flipping once to brown on both sides. Spread with kingflower butter.
- 6. Serve portions.** Each wilder restores 1 Stamina — it's more the camaraderie of the meal that heals them, rather than the single seed's nutritional value.



WINGFISH DUMPLINGS

Restores 5 Stamina. Until your next meal, gain 1 level of the **FLYING** Trait.

INGREDIENTS

- **4 Kingflower Seeds**
No additional effect.
- **1 Wingfish**
Gain (1) **FLYING**.

DIRECTIONS

- 1. Determine how much Stamina the meal restores.** Since it uses five Ingredients, it restores 5 Stamina.
- 2. Determine the meal's effect.** There's only one effect to choose, that of the Wingfish. The meal's effect becomes, "Until your next meal, gain (1) level of the **FLYING** Trait."
- 3.** Grind Kingflower Seeds into flour. Mix with water to make dough, adding moisture until it is soft and pliable, but not wet or sticky.
- 4.** While the dough rests, coarsely chop Wingfish, then mix with aromatics and sauces.
- 5.** Cut the dough and roll it out to make dumpling wrappers. Pinch wrappers around a dollop of filling, then suffer your mother's internalized voice telling you how clumsy you are.
- 6.** Boil dumplings, then serve with dipping sauce.
- 7. Serve portions.** This meal restores 5 Stamina and grants **FLYING** to each wilder until their next meal. If any wilder already has **FLYING**, they upgrade to **FLYING 2** until their next meal.

FISH BALL NOODLE SOUP WITH WINTER VEGETABLES

Restores 8 Stamina. Until your next meal, gain +3 **MIGHTY**.

INGREDIENTS

- **4 Kingflower Seeds**
No additional effect.
- **1 Wingfish**
Gain (1) **FLYING**.
- **2 Pepper Cabbage**
If the meal restores 8+ Stamina, gain (+1) **MIGHTY**.
- **1 Hundred-Year Sprout**
Either gain (+1) **MIGHTY** or gain (+1) **SWIFT**.



DIRECTIONS

- 1. Determine how much Stamina the meal restores.** $4 + 1 + 2 + 1 = 8$. The meal restores 8 Stamina.
- Determine the meal's effect.** There are three effects you can choose: gain **FLYING**, gain **MIGHTY**, or gain **SWIFT**. Choose to gain (+1) **MIGHTY**. The total bonus the meal provides increases to +3: 1 each from the two Pepper Cabbage, which meet the condition for their effect, and 1 from the Hundred-Year Sprout, which lists a **MIGHTY** bonus among the effects it can provide. The Wingfish's effect goes unused in the final product, but its inclusion was still important in unlocking the flavor of the other Ingredients.
- 3.** Grind Kingflower Seeds into flour. Mix with water to make dough.
- 4.** While dough rests, mince Wingfish, then combine with leftover flour to make fish balls.
- 5.** Roll out dough and cut into thick noodles.
- 6.** Boil a pot of water with broth, aromatics, and sauces. Cook noodles, fish balls, Pepper Cabbage, and Hundred-Year Sprout one at a time, layering each into a bowl as you finish.
- 7.** Pour over with soup and serve.
- 8. Serve portions.** Each wilder restores 8 Stamina and gains +3 **MIGHTY** until their next meal, a powerful bonus that'll help in the coming hunt. If any wilder already had +3 **MIGHTY** or more, they reach the maximum of +5 and don't increase it any further.

INGREDIENT TRAITS

Ingredient Traits change how they're cooked. They're listed here along with sample recipes to demonstrate them in action.

OVERPOWERING

This Ingredient has a strong flavor or odor that smothers all others. If you cook any *Overpowering* Ingredients in a meal, you must choose the meal's effect from among the effects of the *Overpowering* Ingredients. Non-*Overpowering* Ingredients still combine with *Overpowering* ones if they have the same effect.



S P I C Y LAPUNI HEAD

Restores 5 Stamina. Gain 3 levels of the *Invigorated* Condition.

INGREDIENTS

- **1 Basin Chili**
Overpowering.
Gain (1) *Invigorated*.
- **2 Onion Grass**
Gain (1) *Invigorated*.
- **1 Dizzyshroom**
Overpowering.
Gain (1) *Confused*.
- **1 Wild Lapuni**
If the meal restores 4+ Stamina, gain either (+1) **SEARCH** or (1) **DIGGING**.

DIRECTIONS

- 1. Determine how much Stamina the meal restores.** This simple, pick-me-up snack uses five Ingredients, so it restores 5 Stamina.
- 2. Determine the meal's effect.** There are two *Overpowering* Ingredients, so you have two options: gain *Invigorated* or gain *Confused*. Note you can't choose the effect of the Wild Lapuni because it isn't *Overpowering*. Choose "Gain (1) level of the *Invigorated* Condition." The bonus increases to 3 – 1 from the Basin Chili, and 1 each from the two Onion Grass, which aren't *Overpowering* but have the same effect as the Ingredient you chose.
- 3.** Blanch the Wild Lapuni head in hot water. Save the rest of the meat for another dish.
- 4.** Marinate the head in salt, cooking wine, and Onion Grass for several hours.
- 5.** Stew on high heat with Dizzyshroom and Basin Chili.
- 6. Save it as a Snack.** Later, the wilder who slurps down this Snack restores 5 Stamina and becomes *Invigorated 3*.

RARE

This Ingredient comes in a variety of sizes or qualities. When you find this Ingredient, instead of gathering [A] servings that restore 1 Stamina, you gather 1 serving that restores [A] Stamina. Note how much Stamina this Ingredient restores when you gather it.

A U R O R A H O N E Y T E A

Restores 10 Stamina. End 2 levels of the **Wounded** Condition.

INGREDIENTS

- **1 Balm Honey**
Rare (5 Stamina)
If the meal restores 10+ Stamina, remove (1) **Wounded**.
- **1 Aurora Lemon**
No additional effect.
- **1 Balm Honey**
Rare (3 Stamina)
If the meal restores 10+ Stamina, remove (1) **Wounded**.
- **1 Mintbloom Petal**
No additional effect.



DIRECTIONS

1. **Determine how much Stamina the meal restores.** This meal uses two Balm Honeys, a higher quality one which restores 5 Stamina and a lower quality one which restores 3 Stamina. Combined with the two other Ingredients, the meal restores a total of 10 Stamina.
2. **Determine the meal's effect.** There is only one option, "End (1) level of the **Wounded** Condition." Since there are two Balm Honeys, both of which meet the condition for their effect, this increases to "End (2) levels of the **Wounded** Condition."
3. Boil water and steep Mintbloom Petal to make tea.
4. Juice Aurora Lemon. Pour tea in serving cups, then stir in lemon juice and Balm Honey to taste.
5. **Serve portions.** Each wilder restores 10 Stamina and ends 2 levels of the **Wounded** Condition if they have it.

SEASONING

This Ingredient provides little sustenance if eaten alone, but it enhances the flavor if combined with other food. *Seasoning* Ingredients don't contribute any Stamina to what the meal restores. However, if a meal includes at least one *Seasoning* Ingredient, then you double the Stamina restored by all other Ingredients in the meal. If you add multiple *Seasoning* Ingredients to a meal, you only double the Stamina restored once.



S T E A M E D S I L V E R C R A B

Restores 4 Stamina and 1 Durability.

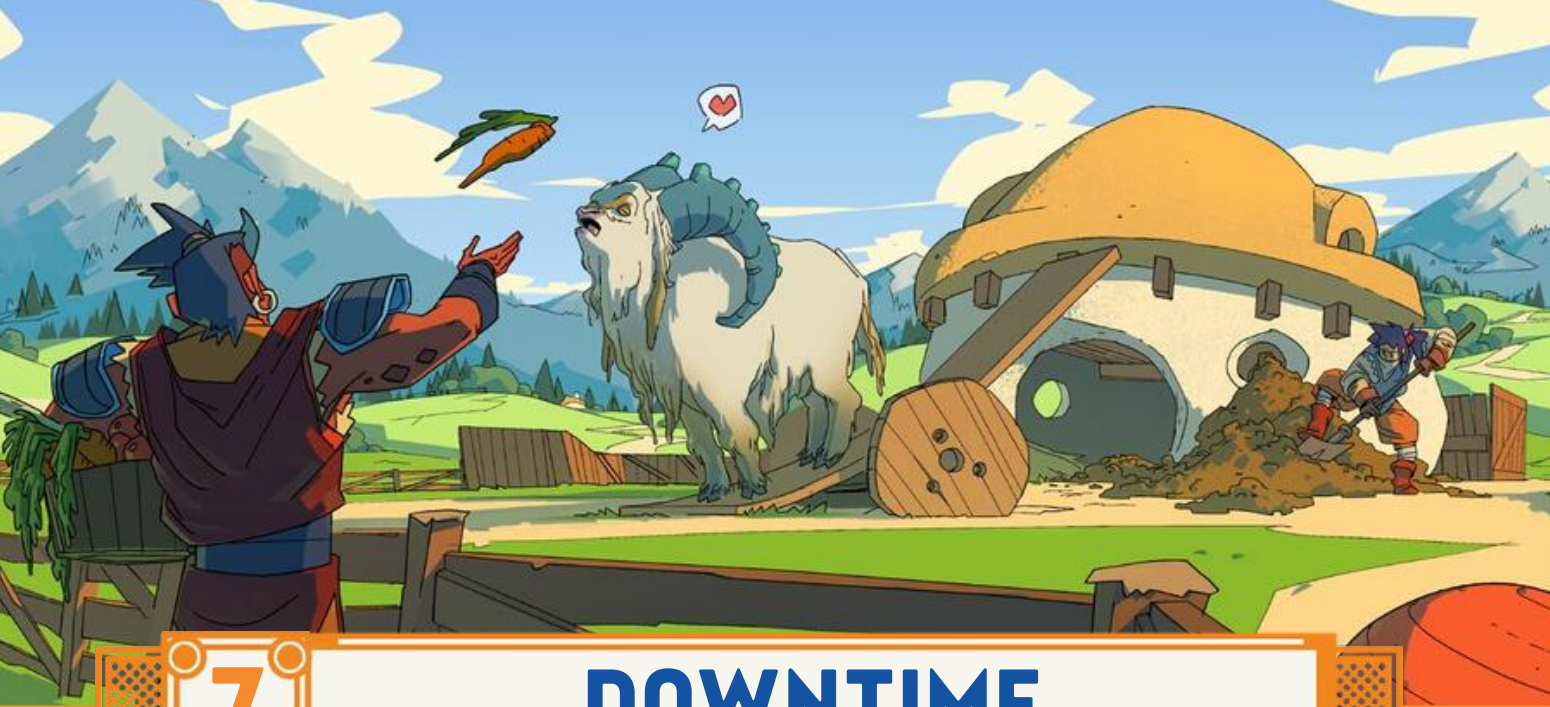
INGREDIENTS

- **1 Silver Crab**
Restore (1) Durability.
- **1 Soy Sauce**
Seasoning.
No additional effect.
- **1 Onion Grass**
No additional effect.
- **1 Seabounty Vinegar**
Seasoning.
No additional effect.

DIRECTIONS

- 1. Determine how much Stamina the meal restores.** The non-*Seasoning* Ingredients together restore 2 Stamina. The first *Seasoning* Ingredient doubles this to 4. Note the second *Seasoning* Ingredient doesn't double it again – it's just here for flavor.
- 2. Determine the meal's effect.** There's only one option, so the meal's effect becomes, "Restore (1) Durability."
- 3.** Boil water in a large steamer. Wash Silver Crab thoroughly.
- 4.** Steam Silver Crab.
- 5.** Cut Onion Grass into matchsticks. Mix with Seabounty Vinegar and Soy Sauce.
- 6.** Divide dipping sauce into separate bowls.
- 7. Serve portions.** Each wilder restores 4 Stamina and 1 Durability.





7

DOWNTIME

THE RULES FOR REST AND REHABILITATION

Once you return to your Den or establish a new one, Downtime begins. At the start of Downtime, you restore all your Stamina and all your Tool's Durability. You also end 1 level of **Wounded** and all levels of every other Condition except **Discordant**. Finally, you gain <H> servings of your *Hometown Staple* and 1 serving of your *Hometown Spice*, which are Ingredients with the following descriptions:

- **Hometown Staple.** No additional effect.
- **Hometown Spice.** *Seasoning.* No additional effect.

Then, you commence **Downtime rounds**, weaving together scenes of free play as you spend Actions on the choices described below. Some groups like to play out Downtime in the last ten minutes as a game session winds down. Others like to journal during the time between sessions and message what they do over Downtime to each other. Still others dedicate entire sessions to unstructured roleplay. Experiment, and find what works best for your group.

DOWNTIME ROUNDS

During Downtime, you can attempt anything that's feasible to accomplish within your Den or the places around it. Talk to people, gather information, enjoy the quiet, or get into trouble. If necessary, use the rules for free play to make Tests and complete Challenges, but otherwise let the conversation of the game be just that — a conversation.

At the same time, Downtime is split into rounds. This gives everyone a chance in the spotlight, structures your options, and pushes the game forward. Every wilder gets a turn each round. You gain **2 Actions** at the start of your turn during Downtime, which you can spend on the following options:

◇ **COOK** - Cost: 0 Actions

You cook a meal. Unlike when you Camp, you can cook as many meals as you want during Downtime, so this is a good chance to stock up on Snacks or give yourself a helpful effect to start off the next Journey.

Additionally, instead of serving a meal to your pack or saving it as a Snack, you can feed it to a **Rehabilitating** creature. For more details, see Rehabilitate.

◇ RECOVER - Cost: 1 Action

You end 1 additional level of **Wounded**.

◇ REHABILITATE - Cost: 0 Actions

You feed a meal to a **Rehabilitating** creature.

There's no formulaic way for monsters to enter the pack's care. Guides, look for natural opportunities to introduce injured, orphaned, or sick monsters, and do it slowly enough that the pack has time to get to know each one personally before they start rehabilitating another. Here are some example ways a monster might become part of the pack:

- *As a Sign* — A kind stranger finds a monster bleeding on the road and, unsure what hurt it, brings it to the pack.
- *During The Trail* — The pack encounters a monster sickened by pollution while traveling.
- *During The Hunt* — After defeating the frenzied Monster, the pack discovers its malnourished and neglected offspring.

A monster which enters the pack's care has 0 Stamina and the **Rehabilitating** Condition, at a level of severity the Guide deems appropriate. **Rehabilitating** is listed with other Conditions in the index, but since it's relevant, its effects are also included here:

- This creature is recovering from trauma. It ignores all other Conditions and it can't restore Stamina naturally.
END: 1 level if you restore its Stamina to its maximum through food. If it is still **Rehabilitating**, its Stamina returns to 0, then it restores any excess Stamina beyond what was required to reach its maximum.

To restore a **Rehabilitating** monster's Stamina, you prepare food as with regular cooking. However, you can only use Ingredients found in the monster's Diet (p. 187), and monsters don't share their meals with anyone else.

Example

A monster is **Rehabilitating 2** and has 0 out of its maximum of 30 Stamina. You feed it a meal, using only Ingredients in its natural Diet, that restores 40 Stamina. It ends 1 level of **Rehabilitating** and restores any excess Stamina beyond what was required to reach the maximum. It is now just **Rehabilitating** and it has 10 out of its maximum of 30 Stamina.

Once a monster fully recovers from **Rehabilitating**, the Guide decides whether it is releasable or non-releasable. If you find the right place for the monster, its Community gains 1 Health. If its Community's Health is already at its maximum, instead increase Harmony's maximum by 1.

Even monsters you release stay part of your lives! You can see these old faces again if you pass through the Areas you released them into, and of course monsters who take up permanent residence in your Den are there to greet you when you return from your Journeys.

OPTIONAL RULE:

◆ THE CRUEL REALITY ◆

Even with the best care, not every monster survives. You can acknowledge this in your game without experiencing it yourself, and the story can have just as much emotional impact. But if the group prefers to raise the stakes, you can use the following optional rule:

At the start of every Downtime, roll a number of d6s for each **Rehabilitating** monster equal to the current level of its **Rehabilitating** Condition. If you roll at least one result of 5+, the monster's Condition increases a level in severity.

Monsters who are **Rehabilitating 6** at the end of Downtime die.

◇ RESUPPLY - Cost: 1 Action

You gain <H> additional servings of your *Hometown Staple* and 1 additional serving of your *Hometown Spice*.

◇ TRAIN - Cost: 1 Action

Through study and practice, you learn a Technique to master your **TOOL**. You can only Train once per Downtime.

If you're not currently studying a Technique, select one of your Tool's Techniques from **Appendix B**. Then, mark on your character sheet that you've finished 1 training session. Otherwise, if you're already studying a Technique, mark that you've finished an additional training session. If doing so means you've met the Technique's training requirement, you learn the Technique and erase your marked training sessions. Beginner Techniques require 2 training sessions to learn, Intermediate Techniques require 3 training sessions to learn, and Advanced Techniques require 5 training sessions to learn.

◇ WORK ON A PROJECT - Cost: 1 Action

This is an open-ended option covering any other long-term project you pursue during Downtime. Work with the Guide to determine what you want to accomplish, and what it takes to achieve it. The Guide then sets a Challenge with an appropriate TN. As a rule of thumb, a TN 10 Challenge represents a short-term project where you have sufficient resources and the cooperation of everyone involved, while a TN 50 Challenge represents a long-term project where you face significant resistance and material constraints. Most projects fall somewhere in-between.

Each time you choose this option, you make one Test to complete this Challenge. Your total [A] persists between Journeys, so keep track of it. Your packmates can join you in working on the same project. A common result of completing a project is that a Community's Health increases by 1. For a human Community, you might open a communal kitchen, train students to forage in the wilderness, or perform odd jobs around the village. For a monster Community, you might start a breeding program, research a poorly understood species, or take steps to protect their habitat.

The Guide can also grant custom effects, like access to new Ingredients or Advantage when making certain Tests in certain Areas, depending on the premise of your project.



Changing Signs

During each Downtime round, the Guide also checks on the Signs. To measure the impending danger of a Sign, each one has a level starting at 1. Guides, follow these steps to see how Signs progress:

- 1• If the wilders resolved any Signs during their Journey, remove them.
- 2• For each remaining Sign, roll a number of d6s equal to the Sign's level. If you roll at least one result of 5+, the Sign hurts the Community it's threatening. The Community loses 1 Health, then the Sign's level resets to 1 and it changes in a significant way – e.g., the frenzied Monster targets a different Community, the Monster moves to a new Region, the Monster advances a Stage, or the Monster dies and its frenzy spreads to another individual. If you roll no results of 5+, danger looms, but there's still a chance to stop it: The Sign gains 1 level.
- 3• Introduce new Signs. Generating one new Sign per Downtime keeps the choices interesting but not overwhelming. Adjust as necessary according to the pace of your game. Perhaps if a crisis occurs, three new Signs appear at once, whereas if the pack just overcame a great challenge, no new Signs appear this Downtime. Each new Sign starts at level 1.

As much as possible, weave the progress or emergence of Signs into the background as wilders go about their other Downtime activities. Perhaps a wilder hears troubling rumors while they're picking up supplies in town, or perhaps as they feed a **Rehabilitating** creature, they notice it keeps getting agitated whenever it looks in a certain direction. If a Community loses Health because of a Sign, make it feel like more than just a number going down. NPCs get injured or die, homes are torn apart, and vibrant, diverse ecosystems become empty, quiet, and homogenous.

Once the Downtime round is over and all changes to the Signs are established, the pack can choose to either start another Downtime round or pick a Sign to pursue. They should have reasons to choose Signs beyond just chasing the one with the highest level. Examples include:

- A beloved Community or NPC is in peril.
- The target of the hunt seems significantly stronger or weaker than the other targets.
- Pursuing this Sign can advance one of the pack's projects, give them information they're seeking, or strengthen their relationship with a Community or NPC.

Ideally, the pack picks a Sign as the last thing they do in a session, giving the Guide time to prepare for the next. When the group meets again, a new Journey begins.



Excerpts from

A NATURAL HISTORY OF MONSTERS



My distant reader,

By publishing this history, I acknowledge I violate the Charter's foremost laws of conspiracy and sedition. If my identity is discovered, I shall be tried, sentenced, and eaten. Let it not be said I undertook this task in ignorance.

It would be great folly, knowing this, to write even a word more that could identify myself, but then again only a great fool risks death to publish a catalog of interesting creatures. If you are to trust me, then you must know my background, my biases, and my limited perspective. Anonymity, after all, does not equal objectivity.

Before my earliest childhood recollections, a frenzied monster ravaged my family's village, which they fled rather than rebuild for fear the monster might return. Thereafter, we wandered, lending our hands to harvest when the landlords needed more, eking out wages by what crafts we possessed when they did not. At this tender age, the monsters of the One Land first sparked my interest, despite all they'd taken from me. It seemed to me we followed them in our seasonal migrations, or perhaps they followed us.

In a world ruled by giants, such an interest cannot go long without being turned to profit. To earn my daily grain, I offered my service as guide and audience to the trophy hunters who toured the far south, with whom I learned my letters, my place in the world, and my ability to offer regular praise without seeming obsequious. Such talents, in addition to a sharp eye and a keen memory, commended me to the provincial consul, who enlisted me as an environmental surveyor for the Charter.

Make no mistake. In this position I was far more soldier than scholar, for always the Charter's study of a place precedes its destruction. But it ensured my fast-aging parents and still-growing siblings had rice for their table, and it set my restless feet in straight lines rather than tightening circles across the width of the continent. I went where the giants sent me, wrote my reports, and always left before the magistrates and constables arrived.

But as blades dull, so do people break. To whichever inspector in pursuit of me reads this history, I give you this singular clue: I was there when they destroyed the last chamig egg. I saw the hope of a generation shatter beneath that giant's foot, and instead of turning away, I stayed and made myself look. I shall never forget how small the embryo was, dying on the sand.

Herein contains as comprehensive an account as possible of the monsters of the One Land, the environs that sustain them, and the ways they have shaped and been shaped by our human endeavors. This is my only way of saving them, before they are lost to us forever.

Cordially,
Your author



8 ON THE ONE LAND

A WORLD THAT IS VAST, WILD, AND OLD

The One Land demands much from its inhabitants. Multiple times it has pushed humanity to the brink of extinction, and many see this world as senseless and violent, an enemy to be subdued before it swallows us. However, I contend it is also a place of grace and awe, full of life that deserves our respect, gratitude, and admiration. I understand how, as we huddle in our villages and listen to the roars of monsters beyond, our first instinct is to think ourselves victims. But facts, the more reliable counselors, indicate a more complex truth. A frank examination of this continent's natural history reveals that it has also nurtured and safeguarded us, even during the global traumas that threatened our annihilation.

Such a history is not easy to compile. The years which separate us from this world's genesis — thousands? millions? — are impossible to cross, and in the brief time we have dwelled on the One Land, we have been poor chroniclers. Our records are written in dead languages, our monuments cast down and overgrown. But humankind, then and now, has left its mark everywhere on the One Land, and from these clues we glean a measure of the truth.

❖ THE SECOND AUTHOR'S NOTE ❖

Chapters 8 through 10 are written diegetically. Not everything the author says is accurate, so question her assumptions and make your own answers for what she doesn't know. To address you directly, we'll use boxes like this.

From here on out, we'll cover setting information and tips for running games. That being said, wilders are welcome to keep reading, especially if you want to get familiar with the setting. You might "spoil" elements your Guide intends to bring into the game, but don't worry too much about it. The best surprises aren't what you read in here, but what you create at the table.

THE AGE OF HARMONY

Many thousands of years ago, our ancient ancestors fled their previous world and arrived here. Their city-ship, Ark, emerged from a rip in the sky above the north pole, from which they extended leylines like feelers to scout the One Land. We name these precursors the Conductors after their trains, which rode the leylines, but I have always appreciated the double meaning in their posthumous moniker. Like directors of a symphony, they tuned their blossoming civilization to the rhythms of the world, and they found it an amenable and welcoming place. Thus assured, they converted Ark from vehicle to settlement, committing permanently to their new home. "Palathem," they called the planet, though what the word meant to them I cannot say.

Palathem, however, was more than it seemed. In its waylands — an otherworld mirroring the One Land, overlapping but unseen — a vermicular horror called the Green Hunger resided, coiled around the planet like a constrictor crushing its prey. On its appearance, Nin writes in his journals:

"The ten and I faced a black field of heaving rock, and a wall of flesh rising into a starless sky. When Sambhet spoke its name, Nedonozail [the Green Hunger] did not turn toward us. But its flesh fissioned into a mass of tentacles at her voice, writhing with hypnotic motion as each fractal appendage flailed, branched, and merged again. It approached by eating itself, every inch of its body straining to consume the segment in front of it."

Indetectable to the Conductors, the Green Hunger nonetheless changed them from the moment they arrived. Its ceaseless, toneless song held power over life and growth, and it was that power which made the One Land so fecund in the first place.

Perhaps the Conductors' activities disturbed the Green Hunger, or perhaps they simply had poor timing. The reason being unknown to us, we can only observe the result. The Green Hunger woke soon after the Conductors established roots in the One Land, and then breached the divide between realities with its mouth stretched wide. Two in three people died as the Hunger scoured the continent, some due to direct incursions, others to famine and the collapse of their society's infrastructure. Examinations of bedrock support what survivors of this event later concluded — the Green Hunger had done this multiple times in the One Land's ancient past, cultivating life with its song before consuming it in mass extinctions of unparalleled severity.

All humanity might have perished were it not for the Anathiren. Here, legend and history blur: according to some accounts, the Anathiren cooked a meal so delicious the Green Hunger stopped in its tracks, though I find it more likely they simply presented it with a substantive tribute in raw feed. Either way, the Eleven Hero Chefs presented a gift of food to the Green Hunger, forming the foundation of a pact that defined life in the One Land for centuries. No longer would the Green Hunger wait epochs between meals. It returned to the waylands, and remained there, on the condition that humanity kept it fed.



THE AGE OF KINGS

The Anathiren became the first greenkings, forebears of the dynasties who swore to provision the Green Hunger and keep the world safe. Their descendants succeeded them in governing the One Land, and all future monarchs derived their right to rule from the Anathiren's sacred oath.

But the Green Hunger's prodigious appetite far outpaced humanity's ability to supply it, meager as the remnants of the Conductor civilization were. Pressed to their limits, the Anathiren's descendants concluded the only way to feed the monster was to use its powers of mutation themselves.

We now know the blood of a Hunger catalyzes transformation into a giant. But texts from this time indicate that the first giants did not. After all, in this age, no other monster could cause a mutation as extreme or as lasting. A sense of occult mysticism surrounded the recipe for gianthood long after the first greenkings returned from the waylands, and many attributed their gianthood not just to the Hunger's blood, but to that of their legendary ancestors. Later generations maintained this convenient fiction, using it to deify their heritage and reinforce their claim to power. (Whether they truly believed their claims is another question.) Thus ignorance grew, and while not all the greenkings were giants, all the giants of this age were greenkings.

Using the Green Hunger's mutative song – and the size and strength that came as a side effect – the giants bred monsters as livestock, beasts of burden, and domestic companions. Their kingdoms expanded to accommodate fields of monstrous crops, and wherever they went they raised waygates, arksteel monoliths capable of connecting our world and the waylands, to better provide the Green Hunger with tithes of food.

But the greenkings did not remain united forever. As generations passed, the great bloodlines broke apart into competing kingdoms. So too did discontent grow among their subjects, who labored for a noble class more invested in maintaining this grueling status quo than improving it. Some even questioned the existence of the Green Hunger – a doubt the greenkings did little to assuage, for to protect the source of their power, they allowed none outside their number to enter the waylands, and they heavily censored knowledge regarding that realm.



Eventually, that discontent turned into rebellion. A series of popular uprisings swept across the One Land, and the greenkings lost ground to both the rebels and each other, as rival kingdoms took advantage of their neighbors' instability before falling in turn. Eventually, they either could not or would not continue feeding the Green Hunger. We do not know why the greenkings broke their ancient oath. Some records indicate they simply prioritized supplying their armies over keeping the worm sated, while others assert they locked their waygates on the brink of defeat so their usurpers could not use them. A few texts even suggest they starved the Hunger on purpose, hoping to unleash it upon the rebellious masses.

However it happened, the Green Hunger stirred once more, and the surviving greenkings agreed their time on this world was done. They convened at Ark and used their lore to make the dormant city-ship flightworthy again, planning to evacuate their home planet as their Conductor ancestors had once before. As for those they left behind, the greenkings decided such malcontents would have to face the Hunger's depredations on their own.

Here, once again, history mingles with myth. Before the greenkings could act, a nameless rebel leader — or perhaps a group of rebels, or perhaps a dissident giant, or perhaps none of these at all — made the fateful decision to sacrifice Ark, and all the people aboard it, to save the One Land. While the Anathiren would go on to become demigods, kings, and saints, this unknown hero (or villain, depending on the telling) died anonymously with the rest of the greenkings as they killed the Green Hunger by feeding it the heart of the ancient city.

The engine of Ark, which sources describe as a shard of nuclear fire, a vast gyroscope that spun without cessation, or a crystal of impossible facets, detonated inside the Green Hunger's gullet. The resulting explosion rippled through both the One Land and the waylands beyond, creating a gigantic crater around the north pole, killing those aboard Ark, and permanently crippling the already damaged city-ship. Debris, thrown into the atmosphere by the detonation, then peppered the earth like molten rain, while tremors rippled through mountains as if they were water.

In that same instant, the Green Hunger screamed. Its death knell, imbued with all its powers of mutation and change, echoed across the world, transforming both domestic and wild beasts into monsters the likes of which the One Land had never seen before. Only those pockets of humanity the greenkings deemed expendable survived the Hunger's last song, while rule of the One Land passed into the hands, claws, talons, and teeth of monsters.



THE AGE OF MONSTERS

The Green Hunger's death marked a permanent change to the ecology of the One Land, in matters of both scale and kind. Humanity was not immune to the last song, either. Some effects were largely inconsequential (a new diversity of hair and eye colors), others profound but subtle (greater resilience to disease), and still more dramatic but highly localized (the gills of certain coastal peoples, for example).

During the Age of Monsters, human civilization reached its most precarious point. The greenkings had gutted their holdings when they fled, and the failing of the leytrains made overland travel a magnitude of order more difficult. These circumstances forced the remaining enclaves of humanity to pour all their attention into survival, and the little knowledge they had of the Conductors faded further into legend.

Meanwhile, the Hunger left the One Land with a parting gift. Especially around the ruined waygates, the frenzy manifested for the first time, imbued with all the Hunger's dying pain and rage. The curse crept through the wild, slowly at first but with exponential speed, leaving barren and impoverished lands in its wake. But just as the Hunger created the giants who kept it contained, the frenzy also created the very creatures who would check its power.

The wild-eaters emerged in this age, consuming frenzied monsters to keep the curse from spreading. Uniquely suited to navigating a world without waygates and leytrains, wilders slowed and contained the frenzy's spread. Perhaps the academicians are right, and their actions were simply the collective expression of a selfish urge, each individual wilder seeking strength and new mutations from the only creatures who could grant them. But my feeling is the wilders demonstrated a higher virtue during humanity's darkest hour, a sense of kinship and sacrifice that gave the rest of us time to establish roots once more.

I apologize for my digression, reader. Fact, not feeling, should guide this narrative.

The Age of Monsters is both the longest age of the One Land's history and the most fragmented. It is difficult to summarize, as the thread of humanity's narrative frays into dozens of different strands during this time. For at least a thousand years, the remainders of the old world fought to adapt to the new, and the traditions and survival strategies that emerged from this period form the foundations of the cultures that populate the One Land today.



THE MODERN AGE

The modern age began when, a little more than a hundred years ago, a privately funded expedition crossed the arctic wastes by foot to reach the ruins of Ark. At great cost in lives and labor, they entered the derelict, fallen city-ship, making them the first to do so since the Age of Kings. There, the expedition leaders signed the Charter of the Ark, declaring the formation of a sovereign power above the laws of any clan or king, dedicated to the advancement of commerce and science. The declarations of such men would have gone unheard, had they not emerged from the cancer land as giants.

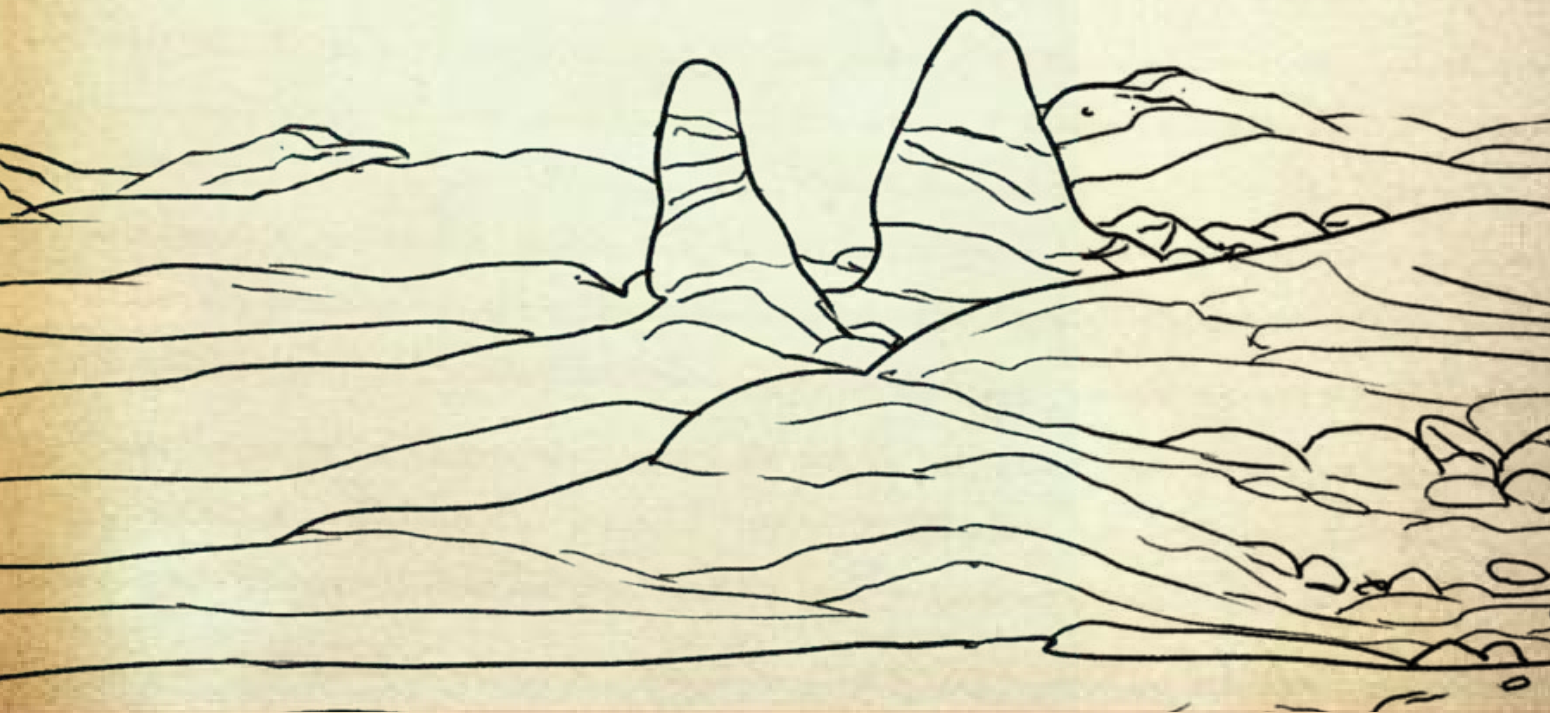
How? At a guess, within Ark they found one last functional waygate, connected to the corpse of the Green Hunger – perhaps the same one used to feed the Green Hunger its last tribute. The Charter giants are just as large and strong as their predecessors, but I have no evidence that they use the Hunger's song as the greenkings did to foster and manipulate life. My suspicion is that the potency of the Hunger's blood has faded after all these centuries, sapped by the virus incubating inside the protean beast's body.

I state my theory clearly here, reader: I believe the Charter is the cause of the frenzy's resurgence. I believe its agents and its artifacts serve as vectors which convey the disease from its breeding grounds within Ark, and I advocate for transportation using the leytrains to cease until we devise a method by which we may contain the curse. If this is sedition against the twin ideals of commerce and science, then let my sedition be clear.

Regardless, the giants of the Charter did not need monsters to grow strong. They reactivated the leytrains and established themselves by trading fortunes of scavenged Conductor technology to their neighbors. For many, the Charter recalled a lost, romantic age, when humanity thrust back the shadow of the baying wilds with the light of civilization. Many welcomed the Charter, and the giants always took care to graft themselves onto (but above) existing power structures. All their wealth they spent on Ark, rebuilding the ruined city by degrees.

From there, the Charter's expansion was exponential. Key to their success was the promise that anyone who endured a pilgrimage to Ark could join them in gianthood, and the rich and powerful across the One Land flocked to answer their call – as did the poor hopeful souls who invariably vanished into the north chasing that dream. To sustain a city of giants in an irradiated wasteland, though, required an unimaginable amount of food, and as the Charter grew so too did its demands on the fields and shores of the One Land.

Now we arrive at the present day. Many scoff at the idea that humanity could even dent the great wilderness of Palathem, but the Charter's impact is undeniable. Our hunts and harvests have driven the greatest monsters to extinction, and as they vanish, ways of life that rely upon them crumble. We feed our masters in the hopes of becoming them, and we leave only ash and bones in our wake. What can follow, but that the hunger of giants strips the One Land bare?



THE KNOWN WORLD

We have known since antiquity our world is a globe. Our planet, Palathem, is the fourth from the sun, after little Hadizikel, red Arkat, and yellow Portazhal, and before icy Mesokail and dark Senoskhan. It possesses one known significant landmass, a supercontinent called the One Land, and a corresponding body of water, the ocean. Few have sailed past the equator, for the ocean belongs to leviathans, and so knowledge of what lies in the southern hemisphere is sparse.

The One Land is roughly centered over the north pole of the planet, although not near as much as Charter maps suggest. Classical geography divides the continent into three concentric regions: the arctic corelands in the center, the temperate midlands surrounding them, and the tropical rimlands representing all territory beyond.

THE CORELANDS

Sparsely populated compared to the midlands and the rimlands, the corelands make up the farthest north of the planet. The major feature of the corelands is the polar desert known as the Maw, ringed by the steep cliffs of the crater's edge called, fittingly, the Teeth. Together, the Maw and the Teeth are also called the cancer land. In addition, the corelands contain the One Land's largest and second largest inland bodies of water, the Eiskamur and the Sea of Glass respectively. But while some people eke out an existence on these frozen shores, most corelanders live on its comparatively habitable southern border.

Though inhospitable, the corelands are the political center of the One Land, for what they lack in natural resources, they make up for in artificial ones. The remnants of the Conductor civilization litter the arctic, and from these the corelands derive their power. Greatest among these wonders are the leytrains, which drive trade and communication across the continent. But, the Conductors also left behind their shining arksteel in many forms and locations, as well as the great domed city of Ark, seated upon the pole.



THE MIDLANDS

In the temperate latitudes of the world lie the vast and open midlands, where the One Land demonstrates its wonders of scale. Here one cannot help but feel small, standing in horizon-spanning fields of grass under an unbroken blue sky, or beside rolling dunes that rise as tall as mountains, sheltering from sandstorms in the footprints of titans. Most of the midlands is landlocked, but a stretch of fog-ridden coast runs along the Painted Channel, redolent with the croaking of monstrous amphibians.

Once, the greenkings ruled from here, their domains many, their borders fractured and shifting. Their enormous castles still dot the landscape, as do the shattered waygates they raised in tribute to their hungry god, but the greenkings themselves are gone. In their place, the people of the midlands have their heavy legacy. Throughout the Age of Monsters, they repurposed the abandoned breeding pens, grain silos, and colosseum kitchens into places for human use, but with the increase of Charter influence in the region, these ruins are being used to feed giants once more.

THE RIMLANDS

Approaching the tropics, one enters the rimlands. Standard academic nomenclature now falters in its usefulness, for little unites the rimlands except for their distance from Ark. What else can we say that balmy chaparral, steaming jungles, windswept savannas, and buzzing wetlands all have in common? Larger by a quarter than the corelands and the midlands combined, this region spans the perimeter of the One Land, as well as all the islands known to exist in the ocean beyond. Its major features are too numerous to name them all, but they include the blocky peaks of the Lakkarakku, the drifting island of Ixu Do Mão, and the tempestuous Knucklebone Gulf.

Perhaps we can say one conclusive thing about the rimlands: more than anywhere else, they flourish with monsters. Life grows unrestrained in the tropics, where water, warmth, and rich soil are available in abundance. Many of the One Land's most charismatic monsters live along the rim, and even those in the north know these species from picture books and heraldic shields. At the same time, dozens of unassuming species live here as well, their roles just as important and their lives just as precious. We cannot take this panoply for granted. The frenzy surges strong in these diverse lands, and it is the rimlanders who bear the brunt of the consequences.

THE WAYLANDS

Knowledge regarding the waylands is largely apocryphal, pieced together from fragmented accounts and reinterpreted myth. We believe the Conductors sailed the waylands in Ark, but after they found Palathem, they never returned. Did humanity originate in this bizarre realm? Do more worlds exist on the other side of the waylands, beyond our reach? None alive can say.

Even the greenkings, who knew how to construct waygates and controlled them when they still functioned, only entered the waylands when necessary. They rarely wrote about their experiences, and they never distributed these records publicly. Their closest kept secrets died with them during the destruction of Ark, and the explosive reverberations that rippled through the waylands shattered the waygates, turning the arksteel monoliths into twisted, smoke-blackened scrap.

In time, the waylands became a place reserved for legend, folk tales, and horror stories over a campfire. Only recently have the waylands become relevant again, but today's giants are just as reticent about the realm beyond as their predecessors. Their re-emergence implies that at least one waygate functions somewhere within Ark, but if any others survive beyond the Maw, they are closely held secrets.

LIFE IN THE ONE LAND

The stage being set, the players introduced, I turn my focus to the present. Here, reader, I hesitate, for time can estrange us all. For all I know, your One Land is as different from mine as mine is from the One Land when Ark first landed. And if the purpose of this natural history is the preservation of its subjects, then to safeguard it against age, I can make no assumptions about the future. How much more of the greenking's legacy might have survived if they wrote it knowing they'd vanish? How many Conductor records assume a baseline of knowledge that no longer exists? Fundamental truths that seem obvious to me might be lost by your time, or they might prove to be deeply in error.

I admit to bitterness, however irrational it may be. In sharing with you everything I know about my world, some part of me expects equivalent knowledge in exchange. But this you cannot give me, and so I can but hope that yours is a kinder place than mine.

HUMANITY

All of us are descendants of the Conductors. We inhabit every corner of the continent, and though we are newcomers here, the One Land has made us its own.

That being said, we are not like the monsters who have had eons to adapt to their niches. Throughout our tenure on this world, we have shaped the land more than the land has shaped us, and as a result, we have never been partitioned by physical characteristics like skin color or build. In any given region, one can always find a mix of such traits among the populace. It is our industries and traditions which have specialized over the ages, not our physiologies.

Cuisine, in particular, is our most notable and mutable adaptation. In ages past, our ancestors constructed towering cities, feeding them with the produce of their sprawling fields. But then the Green Hunger's last song made the crops wild, just as the frenzy slowed any attempts to re-tame them. These two pressures pushed almost every extant society to one of two extremes: hyper-sedentary, with foragers venturing on careful expeditions outside well-fortified settlements and all others spending their entire lives within the walls, or hyper-nomadic, with mobility acting as a community's first line of defense.

Either way, every culture I've encountered has developed a unique way of staying fed, often mixing the few methods of farming that are still applicable with innovative styles of hunting and gathering. The sustainability of such practices, though governed by generational custom or seasonal law, is rarely questioned. For as long as anyone can remember, the One Land's bounty has been limitless.

Increasingly, however, Charter tithes and rents make the traditions which hold our harvests in check go disregarded. It is not my place to judge the sharecropper, who gives a pound of grain to Ark for every two they grow, or the poacher, who must weigh a monster's life against their family's future every time they hunt. And I do not advocate for a return to the days of meager subsistence, where every day's labor is spent scratching just enough food from the earth to fill one's belly. But there are no more greenkings to sing the fields into verdancy, and already the continent shows signs we have taken more from it than it can give.



GIANTS

Rumors and fanciful stories surround the giants, the distant rulers of our world. But in most ways, giants are just human, albeit humans upwards of five meters tall, with elongated lifespans and tongues stained black by the Hunger's blood. Becoming a giant makes one sterile, so most giants are older, having sired all the children they desire before undergoing the transformation.

In the Age of Kings, only the kith and kin of the Anathiren had access to the waylands, but now anyone with the Charter's approval can become a giant. Since their size makes travel via train uncomfortable, the majority of the giants spend their lives in Ark, enclosed in their frigid capital with all its riches and wonders, shielded from cancer by some hidden cure or intrinsic immunity. On the rare occasion a giant leaves the Maw, they do so to oversee the Charter's assets further abroad.

There are certain mysteries about the giants that leave me perplexed, though. Modern giants lack the Hunger's ability to manipulate life through song, for reasons hidden behind Ark's closed gates. At the same time, their taste for human flesh is well documented. Magistrates sentence prisoners daily to death by consumption, yet I cannot say why. Is it just a trend? A compulsion inherent to gianthood? The One Law applies, as always, but I cannot fathom what mutations a human might grant another human.



MONSTERS

I had a peer, in my Charter days, who specialized in the excavation, reconstruction, and study of petrified remains. To hear her speak of it, the extant monsters of the One Land represent but a fraction of all the life that has graced this planet's surface. Can you imagine it, reader? All the breath-taking variety of creatures that share this world with us, amplified a million-fold by their vanished ancestors. Such a pity they leave us only crumbling hints to their nature, and shroud the rest in the fog of the deep past.

Not being a scholar of ancient life, I restrain my focus to the monsters of the present. Humanity was not the only species which suffered during the Green Hunger's most recent emergence, and the monsters which populate the One Land today are the descendants of those who survived that cataclysmic extinction event. The greenkings domesticated many of these species, using the Hunger's song to bend temperament and form to their will where selective breeding alone proved inadequate. Over the course of the Age of Kings, this art transitioned from practical to extravagant, as evidenced by the increasingly fanciful monsters they created during the late period of their rule. When they fell, their creations scattered across the continent, feral monsters mixing among wild ones until the two became indistinguishable.

As a result of the greenkings, all monsters today belong to one of the eight lineages, each inspired by an Anathiren and developed by that Anathiren's descendants. For example, Pekran's children (and grandchildren, and great-grandchildren, etc.) specialized in mutating and breeding aquatic monsters. Now, we define the species they manipulated as members of the Fisher's Line. Eight, the arithmetician notes, leaves three of the Anathiren unaccounted for. This is because, in classical taxonomy, High King Samhet, her wife Emon, and their adopted son Nin all correspond to humanity, the last lineage. The High King's descendants claimed responsibility for shaping humanity's future, and under their stewardship we spread to every region of the One Land.

To my knowledge, no other living creature can make this claim, although a few, like the wari and the wooda, have followed us to many places. No monster can match us in our craftsmanship or our faculties of speech, either, but I am skeptical of any who claim monsters are merely machines driven by hunger and instinct. Again and again, I have seen monsters demonstrate profound intelligence and depth of feeling. Despite the lofty position upon which the Anathiren placed humanity, the monsters of the One Land are not so different from us, and I find the world enhanced rather than diminished by this view.

◆ THE ONE LAW

You are what you eat.

So wrote the High King, and who are we to deny her? Civilizations fall and species vanish, but the One Law of the One Land is a constant that survives the ages.

Most applications of the One Law are subtle and temporary, with raw food revitalizing the eater or making minor changes to their body. Even in the latter case, the changes go no further than those found in the natural variation of the eater's species, and the fewer similarities the eater has with that which they consumed, the less likely any physiological changes are. A human won't transform into a tree no matter how many pine nuts they eat, though they may feel sturdier or their wounds may heal faster.

Cooking changes all this. Through the preparation of specific body parts or the admixture of other ingredients, a skilled chef can control how the One Law manifests. In my travels, I've found many families who possess a practiced recipe or two which helps with their daily business, and they spend so many waking hours transformed that they are more recognizable with their mutations than without. But ultimately, these changes always recede. For a mutation that never fades, the frenzy is required.

THE FRENZY

Folk wisdom and legends surround the frenzy, for its shadow has loomed over the One Land since the Age of Monsters. From these scattered insights, I conclude thus: the frenzy is a virus born of the Hunger's flesh and song, emanating from the waylands, which makes those it infects more like its creator.

◆ SYMPTOMS

It is no coincidence that frenzied monsters and the Hunger are the only beings in existence who impart permanent mutations when eaten. Frenzied monsters and the Hunger share the same insatiable appetite, and the Hunger's dying pain persists in the afflicted, starting as a dull ache until it grows into blinding, constant agony. Many even believe the Hunger imbued its final song with a hatred for humanity, so all cursed by it would carry out its vengeance. I find this difficult to verify, for though the frenzy causes increased aggression, this seems a byproduct of its other symptoms. Human communities can report when frenzied monsters attack them, biasing our perspective; non-human communities cannot, and so the frequency of such attacks remains a rough estimate.

When selecting a monster to infect, the frenzy prefers ones who are large and long-lived. Perhaps the frenzy can only achieve critical saturation within such immense individuals, or perhaps, in seeking hosts most similar to the Hunger, the frenzy settles for the biggest and oldest it can find. Once the frenzy has taken root, the changes wrought by the curse happen in stages, progressing further whenever an infected individual lacks proper nutrition. If caught early, one can delay or even halt the frenzy with regular feeding. But in desperate or impoverished circumstances, or in the wild where a monster spends each day searching for its next meal, the frenzy advances with frightening speed.

For every frenzied monster, there is a tipping point when the changes become visible and audible, and the curse can no longer be managed. The frenzied monster sheds a profusion of integument (fur, scales, feathers, skin flakes, and the like) which become pale and brittle within minutes of separation. If it possesses eyes, they flash with an iridescent glint, and if it has a voice, it gains reverberating layers, at once high-pitched and low. Its spoor may contain white lumps, like tapeworm segments, which dissolve into dust when exposed to air. Death becomes increasingly likely from this point, and the violent compulsions of frenzied monsters mean most perish in battle.

But those who survive, grow, until eventually they join the ranks of the **APEX MONSTERS**. Triple or more the size that is typical for their species, apex monsters are the final stage of the frenzy. They are voracious and belligerent reservoirs of infection, and the mere presence of one bodes ill for the fate of the land around it. Invariably, they enter legend as doombringers or the Hunger reborn, and such claims are not as hyperbolic as they seem at first blush. I sense a connection between apex monsters, giants, the frenzy, the Hunger, and the One Law. However, the theory that unifies these disparate elements as of yet eludes me.

◆ TREATMENT

There is no known cure for the frenzy. The way it transmits is also unknown, but the frenzy occurs most often around leylines, ruined waygates, monsters who already have the frenzy, and monsters who have eaten frenzied meat. Humans can contract the frenzy as well, but as we are much smaller than the curse's preferred victims, this is rare. Charter law dictates that infected humans board the leytrains at once to receive treatment in Ark's quarantine districts, though I have never seen these districts for myself. Prior experience inclines me to believe they are nothing more than rows of frozen graves, somewhere in the emptiness of the cancer land.

As for the treatment of non-human frenzied monsters, the Charter takes a hands-off approach, insisting the best way to manage the curse is to let it burn out on its own. Giants only leave Ark to put down frenzied monsters if they threaten shipping lines or trade centers, and when they do, their extermination is indiscriminate so as not to risk sparing asymptomatic monsters. This policy has had disastrous consequences for the One Land. In the best case, top-order predators fall to the curse, the prey populations they manage boom and then collapse as their food supply dwindles, and the delicate machinery of life grinds to a stop as the species which compose it vanish. In the worst, a new apex monster ascends. For a better way to defeat the frenzy, we could instead look to the traditions of the past — or, at the very least, those who claim to uphold them.



◆ WILDERS

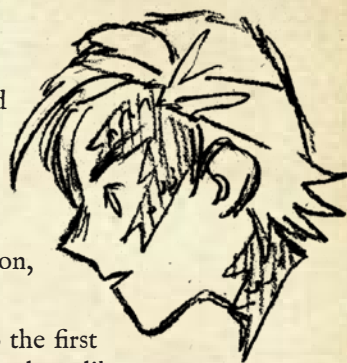
Though in my childhood I possessed a great fondness for stories about the wild-eaters of old, I have a troubled relationship with their modern successors. Their ubiquity, however, means I must mention them, and I admit to enjoying their cooking.

◆ THE TYPICAL WILDER

Most prospective wilders, colloquially known as pups, undergo training with experienced wilders to learn how to cook, track, and hunt. Wilder mutations are not heritable, but children who grow up among wilder packs, whether they're adopted or related by blood, often emulate their parents. A few rare exceptions learn independently, but such an education is fraught with risks. Either way, pups become full wilders during a ritual meal called a wilderfeast, where they eat a frenzied monster they've hunted, gain their first mutation, and venture on to form their own packs with like-minded individuals.

Though they are an informal order, many wilders owe their customs and philosophies to the first wilder, Paw (also called Old Paw or Grand Paw, with endearment). Paw popularized terminology like pups, packs, and dens, and she emphasized that every wilder owes a lifelong debt of gratitude to the One Land for the gifts it has given them. As a result of her legacy, wilders to this day work to eradicate the curse. During the Age of Monsters, they almost succeeded, containing outbreaks when they appeared and restricting the frenzy to isolated areas.

But the frenzy has resurged since Ark's awakening, while the wilders have only dwindled in number. In an attempt to stamp out the practice, the Charter ruled wilders to be non-human animals some years ago, a decree with varying interpretations. Most people, after all, ignore stray hounds. Some feed them, others try to catch and kennel them, and of course a hound cannot be robbed or murdered because it possesses neither property nor personhood. Local attitudes rarely align so completely with the law, but nonetheless, the Charter's steady advance has pushed wilders to the fringes of society, literally in most cases and figuratively if not.



◆ EXCEPTIONS AND VARIATIONS

Not every wilder looks the part. Their mutations vary from subtle to extreme, with some changing only patches of skin or a single appendage and others transforming the wilder until they are barely recognizable as human. Some experienced wilders even have the talent to suppress or exaggerate their mutations as easily as they can flex a muscle, giving them a vast "wardrobe" of appearances.

Not every wilder acts the part either. Though custom dictates wilders combat the frenzy in return for their gifts, the so-called false wilders do little to fight the Hunger's curse. Instead, they use their mutations for personal gain. The most common false wilders hide their nature from both Charter officials and other wilders, using the abilities they've acquired for clandestine purposes like assassination or espionage. Others accumulate mutations simply for vanity's sake, thinking them fashionable. Especially reviled are the false wilders who deliberately infect monsters with the frenzy, so they can cook the afflicted beasts for underlings, who serve them thereafter, or for clients, who pay them handsomely.

But though tales about false wilders abound, they are rarer than the stories imply. Elder wilders winnow out those with such dispositions during training, and many alleged false wilders are simply retired or resting, for the battle against the frenzy is a taxing one. According to wilders I've known, the few actual false wilders invariably lose the ability to cook new wilderfeasts. Chillingly, they are also known to lose their immunity to the frenzy. The fact that such afflicted wilders are short-lived is small comfort to those who must endure their depravations.



◆ CONCERNING MY GRIEVANCES

No matter who they are, all wilders prove frustrating to me for one reason: when I ask them how they cook frenzied meat so it is safe for consumption, the response is always the same. *"With love,"* they tell me. I take this to mean the process requires meticulous attention to detail and species-specific knowledge, but I cannot confirm this. A better understanding of these techniques might lead to a cure for the frenzy, but even wilders with whom I have felt the closest intimacy wouldn't — or couldn't — share their secrets with me.



◆ THE CHARTER

At its most basic, the Charter of the Ark is a business conglomerate whose shareholders are all giants. It specializes in excavating and distributing arksteel artifacts, but it also makes substantial profits in transportation and communication. Food flows into Ark, and the products of its enigmatic technology trickle out.

Such a description, however, does not capture the true extent of the Charter's reach. Its activities account for an estimated half of all global trade, and it owns over a million square miles of territory across the continent, not even factoring the lands over which it holds influence but not explicit control. Children grow up reciting Charter dogma, farmers sacrifice their harvests to Charter tax, and even those who claim sovereignty obey Charter judgment.

Its sway over its subjects cannot be discounted either. As critical as I am of the Charter, my stance is by no means a universal one. I hear this refrain often: *"We need the giants. We need their law to hold back anarchy, their lore to reclaim what we have lost, their weapons and their poisons to protect us from monsters. Under the Charter, a bright future is there for anyone willing to reach and out take it."* And since the Charter promises gianthood to anyone who can afford it, the individuals most capable of defying its power are also the ones most easily tempted by its offers.

Yet for all their clout and lofty ideals, the giants of the Charter are distant masters. Delegating their authority to prospective candidates for gianthood, they are largely content to let their subjects operate with minimum supervision, so long as they receive adequate tithes in both provisions and prisoners. If quotas are not met, only then does the Charter bring its full, crushing power to bear.



ORGANIZATION

Most nobles and merchants who become giants do so by invitation, earning a ticket to Ark by allowing the Charter to absorb their assets. Only a rare few still make the grueling pilgrimage across the Maw. They have humble appellations: “Mister” or “Miss” in most cases, with the rare “Lord” or “Lady” for giants who wish to honor their aristocratic descent. Frequently, they rename themselves upon their ascension, solidifying the relationship between their identity and the business which earned them their gianthood. Highest among them are the eleven members of the Directorate (a number no doubt meant to invoke the eleven Anathiren), who supervise all Charter business.

Identifying the current directors of the Charter is no easy task. The giants hold their elections behind Ark’s closed doors, and the edicts which emerge from the core are all presented as the Directorate’s unanimous will. However, I know for a fact that the leadership of the Charter is rife with factions and internal division. As of the publication of this history, these are the only directors I can name:

- ◆ **MR. RONAUL MILLS**, a purveyor of machine-ground flour, sugar, and other spices. The grandson of one of the Charter’s founders, Mr. Mills is over a century old. He and his employees are famously strict enforcers of company law.
- ◆ **MR. AKILLE CANS**, a self-made giant who made his fortune in shipping and logistics. His portrait hangs in stationtowns throughout the One Land. He is a vocal member of the Charter’s Exodite faction, a collection of shareholders who prioritize repairing Ark and expanding to other worlds posthaste.
- ◆ **MS. SURYANA BRIDGES**, heir to the enterprises of the late Ms. Talaman Bridges, a diverse portfolio of services which include land-clearing and construction. In the provinces under her direct control, Ms. Bridges has announced substantial bounties for the capture and delivery of wilders to Ark. Rumor has it she desires the techniques used to cook wilderfeasts for herself.
- ◆ **LADY TOSKA DIN VHANT**, a well-connected mining mogul. A former war giant, fingers scarred from old battles, Lady din Vhant had an infamous appetite for prisoners while on campaign.
- ◆ **MR. SHINE**, forename unknown, a central figure in the Charter’s tentative holographic film industry. By reputation, he is canny, private, and elusive, but he is also generous to his supporters. Further information about him is difficult to ascertain.

Authority flows from the directors and other shareholders to human consuls, who are each responsible for managing Charter assets in various regions. Consuls, in turn, appoint magistrates to adjudicate Charter laws, constables to protect Charter assets, and other officers at their discretion to run the Charter’s subsidiaries.

In addition, the Charter finances a number of independent organizations with which they work closely, including the Academy Panphilosophical and the Society of Human Interests. Many coreland societies enjoy trade privileges in exchange for giving the Charter complete autonomy within their spheres of influence, a model the Charter prefers to follow in the lands further south as opposed to outright conquest – though the latter remains a perpetual possibility.

WARFARE

Legends describe how the greenkings could field armies tens of thousands strong, led by knights astride monstrous steeds and commanders holding banners of rippling arksteel fiber. But such wars now belong to the past, and these days, most people consider a fighting force over a hundred to be impressive.

When the Charter wages war, it does so not with armies but with giants. Promised additional shares by the Directorate for their service, war giants lie prone in “coffin cars” so the trains can deliver them to places of unrest or mutiny. The mere threat of armed giants is enough to make most forces capitulate. Their arksteel weapons can level villages in a single blow, for these are not just scavenged tools but true weapons, like magnetic hammers and handheld cannons that only a giant could wield. Meanwhile, their infamous appetites leave few survivors. Once settled, war giants are slow to move, so regions personally subjugated by Charter warlords must shoulder the double burden of both their hunger and their attention until the Directorate deems the province stable enough for the deployed giants to return home.

TECHNOLOGY

Before the Charter, knowledge fluctuated from region to region, stitched together from oral retellings and half-legible texts. Those who lived through the Age of Monsters prioritized the technologies that helped them survive, especially where simplicity and convenience proved more effective than complexity and scale. The awakening of the leytrains and the establishment of Charter schools has done much to rectify the patchwork state of human technology, but there remain isolated enclaves who know little of the Charter's curricula – and who, no doubt, have knowledge of their own which the rest of us cannot fathom.

Attempting to assess the technological state of every province controlled by the Charter, then, is a fool's errand. (Perhaps as foolish as attempting to list all the known species of monster in the world.) Instead, it is easier and more illuminating to examine the technologies that created the Charter: the artifacts of the Conductors, scavenged from Ark and the ruins around it.

◆ ARKSTEEL

All Conductor artifacts are made of arksteel, a regenerating silver metal that never rusts, dulls, or stains. Exceptionally durable, arksteel breaks only under immense force. Tears and rips repair like knitting wounds over the course of a few days, and even in the extreme cases where it snaps or shatters, the largest shard regrows like the cutting of a plant while the other pieces disintegrate into vapor.

Arksteel is also the only known metal with a relationship to the One Law. While incapable of “eating” anything itself, it mimics the mutations of those who touch it – for example, arksteel blades drip with venom when held by one who's eaten snake-flesh, while arksteel surfaces are known to mimic the pattern of scales or feathers when touched by those bearing them. These metal mutations last only as long as they do in the wielder, and they are the subject of much debating and experimentation in the academies of the core.

The giants retained the ability to make arksteel during the Age of Kings, which led to the manufacture of the massive arksteel utensils they used to prepare the Green Hunger's meals. The secret to shaping it, however, was lost after Ark's destruction. All arksteel today is recovered from ruins, stubbornly resisting attempts to mold it into new forms. While arksteel artifacts are indeed prized possessions, paradoxically they are useless to most who own them. Only wilders and giants have the strength to wield the massive arksteel tools of the greenkings, and many Conductor artifacts are so opaque that their functions remain unknown after centuries of study.



◆ LEYTRAINS

At some point, every child of the One Land has gaped in awe at the shining silhouettes of the leytrains as they race, unstoppable, across the horizon, for they are as enigmatic and enduring a mystery as the stars. These arksteel vehicles hover above the ground when in motion, obeying no will but their own as they surge from stop to stop. They ride upon leylines, invisible channels of energy that stretch over the One Land and even short lengths of the ocean. Comparisons between the leylines and ancient maps of the Hunger's coils suggests some connection between the two, although evidently they do not match exactly, or else the leylines would form a single winding loop around the entire globe.

No one has ever derailed a leytrain, except for the nameless individual who stopped them all at once. After the destruction of Ark, every leytrain in the world collapsed, and throughout the Age of Monsters they laid as still as any other Conductor ruin. Only after the Charter entered Ark did the trains begin to run again, though what the new giants did within the cityship to resuscitate the trains remains unknown.

Today, the Charter controls every known train stop in the world, for all of them pass at some point through Ark. While they cannot steer the leytrains themselves, Charter-employed academicians have made extensive timetables predicting the paths and schedules of the trains, which they release on a strictly need-to-know basis. Stationtowns rise around these stops, no matter how inhospitable the conditions, becoming hubs for local Charter authority and tax collection. Subsequently, the major leytrain lines are all named after their principal export to Ark, such as the Olive Line, the Red Salt Line, and the Tea Line.

The leytrains are integral to trade in the One Land, carrying millions of tons of cargo daily. Passenger travel on the leytrains is limited, mostly reserved for Charter officers and those who can afford the exorbitant ticket prices. Only three types of people can ride the leytrains directly into Ark — those about to become giants, those sentenced to serve them, and those sentenced to be eaten by them.

◆ WAYGATES

Blocks of arksteel thirty feet or taller, with no visible mechanisms or workings, waygates are the only way to access the waylands. But one day, in unison, they bulged and broke open, billowing with toxic smoke while the Green Hunger's dying scream echoed across the world. Nowadays, the waygates no longer function, all of them cracked and distended by the explosion that shook the waylands so long ago.



RELIGION

The Charter denounces all irrational, superstitious, and spiritual practices, but they enforce these laws selectively. Some consuls even quietly encourage worship of the Anathiren, for it remained a popular faith after the fall of the greenkings and the religion has a long history of associating gianthood with legitimacy. According to practitioners, the Anathiren continue to watch over humanity from the waylands, having transcended their mortal flesh after death due their link with the Green Hunger. Even in places where dedicated cults of worship have fallen out of vogue, the Anathiren remain popular figures in myth and legend.

The portrayals, relative importance, and even names of these historic figures vary. As I possess neither an education nor a particularly strong inclination for this subject, I have included a passage from Brigadier Enozhat's *Orthopraxy*, an instruction manual on how to recognize, depict, and worship the Anathiren.

A Dossier

Praise be to **Samhet, High King**, commander of the Eleven, patron of leaders. She is a woman, tall in stature, hair streaked with gray. Her apron is stiff and black, and she wears a crown of white gold. Honest and phlegmatic, she has a quiet manner that belies the depth of her ambition, and she may show favor to those of like temperament. Be courteous and succinct when addressing the High King, for she has many petitioners. Sacrifice to Samhet for direction when faced with difficult choices or good fortune when starting new enterprises.

Praise be to **Emon, Her Second**, sous chef of the Anathiren, patron of those who serve. She is a woman, stout and strong, with grim features and large hands. Her apron is also black, worn over her armor, and she bears a quarterstaff, both to admonish her peers and bludgeon her opponents. Where Samhet inspires and encourages, Emon disciplines and instructs. Though stern by repute, even cruel, she wed Samhet in their later years and the High King spoke of her tenderly. Sacrifice to Emon for obedience from thy children, victory in war, or a resolute will.

Praise be to **Marathail, the Baker**, Liege of Sweets, patron of the patient. They are an androgynous person, elderly in their divinity, wrinkled and smiling. Their apron is yellow with age, and their hands either overflow with sugar or are cupped around an oven flame. Mute Marathail teaches the proper place of both action and inaction. They were the most prolific writer among the Anathiren, and their journals are sources of much wisdom and comfort. Sacrifice to Marathail for an easy pregnancy, a light sentence, or a night of restful slumber.

Praise be to **Kalgreg, the Butcher**, Lady of Knives, patron of the dead. She is a woman, gaunt and sallow-faced, with hair long, black, and straight. Her apron is pink with faded blood, and she wears an unending belt of knives, one for each type of death. Kalgreg is kind and generous, if prone to episodes of melancholy. She shouldered many burdens for her peers, and even now she guards the waygates so the other Anathiren need not. Sacrifice to Kalgreg for mercy, relief from pain, or to have someone share in thine grief.

Praise be to **Pekran, the Fisher**, Lady of the Seas, patron of explorers. She is a woman, with bright, wide eyes and skin of golden tone. Her salt-stained apron is blue, and she bears glittering scales on her forearms, one from every fish she tried to eat. Pekran the curious seeks to experiment, question, innovate, and improvise. She alone among the Anathiren did not join them in the waylands, for she sailed south many times to search for the lands beyond the ocean and never returned from her last voyage. Sacrifice to Pekran for rain, fortuitous winds, a fresh perspective, or an end to stagnancy.

Praise be to **Hadhekan, the Gardener**, Lord of Roots, patron of laborers. He is a man, spectacled, long and lean of build, with a shaved head. His apron is brown and dirt-smeared, and he always bears two of these four: a spade, a flail, an astrolabe, or a shard of sunlight. Gentle Hadhekan is a scholar and a pacifist. He sowed the first fields that fed the Green Hunger, but he wept when his threshers caught even a single field mouse. Sacrifice to Hadhekan for a bountiful harvest, peace between foes, or protection against rot, pests, or disease.

Praise be to **Cadol, the Roaster**, Lord of Flame, patron of the joyous. He is a man, ruddy-cheeked and smiling, with a bushy beard and large ears. He wears no apron and he carries no icon, instead clasping his hands over his bare belly. Have cheer when thou callest upon the Laughing Lord, for Cadol listens closest to merriment. Though he cultivated a clownish reputation in life, Cadol had a canny streak, and his journals prove he was a philosopher as well as a hedonist. Sacrifice to Cadol for luck when gambling, pleasure during intimacy, and humor to lift heavy spirits.

Praise be to **Zankieli, the Roundsman**, Lord of Need, patron of tricksters, travelers, and outcasts. He is a man, broad-shouldered and handsome, with skin of umber tone. His apron is splattered with rainbow colors, and he wears a cloak with which he can assume the shape of any person or monster he can name. After the sealing of the Green Hunger, Zankieli masked his face and left the Anathiren to wander the land. He continues to aid those with no recourse, though he is never above japery. Sacrifice to Zankieli as a last resort, or else risk his ire.

Praise be to **Seraval, the Saucier**, Lady of Flavors, patron of painters and poets. She is a woman, one-armed, with auburn curls and skin of alabaster tone. Her apron is red, and she wears a ribbon of herbs picked from local fields to tie back her hair. Thou shalt NOT adorn Seraval with the weed of the pipe.¹ Possessed of a mercurial temper, Seraval is independent and rebellious, yet also passionate and self-sacrificing. She conflicted many times with the High King and Her Second, yet she never wavered from her duty. Sacrifice to Seraval for inspiration, fame, acclamation, or swift recovery after misfortune or injury.

Praise be to **Nivaleth, the Stockkeeper**, Lady of the Pantry, patron of the practical. She is a woman, with a sharp nose, high cheeks, and a straight scar over her left eye. Her apron is stark white, and she bears a set of arksteel scales, upon which fates are balanced. Her contemporaries called her the miser, for austere Nivaleth hates waste. Only due to her rationing and forethought did humanity survive the hard years after the Hunger returned to the waylands. Sacrifice to Nivaleth for long life, short winters, and aid in telling harsh truths.

Praise be to **Nin, the Porter**, last among the Anathiren, patron of the young. He appears in two stages of his life: as a child, on the day his elders struck their pact with the Hunger, and as a bearded king, seated on his throne. His apron is gray, stained with dishwater, and he carries the crown and staff of his mothers — too big for his head and hand as a child, and likewise too small for him as a man. The only son of Samhet and Emon, Nin stewarded the next generation of greenkings as his peers passed into the waylands. He was the only Anathiren to become a giant. Sacrifice to Nin for the sake of others, if thou art absent when they need thee.

¹ This appears to have been added at a later date.

Proper Form

Making a dedication to the Anathiren begins with having correct posture. Hold one arm crooked before thee, level with thy stomach, and the other crooked behind thee, at the same level. Bow from the waist, and address one or more Anathiren by name or title. Describe clearly the meal thou art to make sacred. Then, sweep forward thy front arm, keeping thine elbow tucked, turning thy palm upward to the heavens as a supplicant. Make thy request in plain terms. Finally, straighten and conclude the ritual.

As an illustration: Bow. "For thee, Lady Pekran, I offer fried fish filets with a lemon pepper sauce." Gesture. "I ask for fair weather on my journey across the gulf, and for the leviathans to spare my vessel their attentions." Straighten. "May we eat and be satisfied."

It is NOT irreligious to eat the sacred meal. Its spiritual essence transcends to the waylands, leaving behind a gross physical shell which one is duty-bound to consume.²

² This also appears to have been added at a later date.



MISCELLANY

The Charter influences life in many subtle ways, invisible unless we take the time to consciously examine them. Some examples are illustrated here.

LANGUAGE

Designed by a team of ambitious young academicians thirty years prior to the founding of the Charter, the trade tongue borrows elements from the sailor's pidgin of the Sea of Glass, fragments of the lost Conductor tongue, and a healthy amount of now-antiquated linguistic theory. It was enthusiastically adopted by the founding giants of the Charter, who envisioned that among the wondrous technologies they would return to the world, a universal language would be one of them. In a way, the trade tongue encapsulates the dream of the Charter: rewriting the messiness of nature and history in a cleaner, neater, human hand.

To their credit, if not for their enthusiasm in spreading the language, my readership would be much diminished. Perhaps three in five people in the One Land speak the trade tongue, and half that can read and write it – with the caveat that the official Charter census does not test proficiency beyond that of a child's, and a majority of those fluent in the trade tongue know it as a secondary or tertiary language.

The Charter's spread of its universal language has led to a certain insistence surrounding its use, especially in the corelands. Even when speaking another language, sprinkling trade tongue words into one's speech is considered fashionable and modern.

CALENDAR

The leytrains have standardized timekeeping throughout the Charter-controlled world. Like the trade tongue, the ley calendar is a recent and deliberately designed invention, striving for a neatness that proves perhaps overly idealistic in application. The year of this history's publication, by the ley calendar's reckoning, is 124 AC (After the Charter), while years in previous ages use the notation BC (Before the Charter). A year has twelve months, a month has three weeks, and a week has ten days. They are trivial to remember: Firstmonth (or Firstweek, or Firstday), Secondmonth, Thirdmonth, and so on. An extra week of variable length occurs at the end of every year to compensate for the irregularities of the sun's orbit, during which most provinces hold holidays and annual festivals. In some areas, variations on this calendar occur, with the most popular replacing the clinical names of Charter months with ones based on the Anathiren.

CURRENCY

The leytrains also standardized currency across the One Land, though even after the Charter asserts its control over a place, day-to-day use of hard currency is rare. Charter officers prefer to collect tithes and rent in the form of grain, followed distantly by preserves, liquor, and meat, and Charter subsidiaries exchange such vast sums of money that the only reasonable way to conduct business is with letters of credit. In places where cash sees regular use, such as stationtown markets, common folk use paper notes called dollars.



CUISINE

Condemned and indentured servants serve every cuisine in the world at Ark. However, these culinary traditions don't fuse together so much as stand side by side, each altered subtly from their place of origin to better suit the giants' collective tastes. "Charter cuisine," as a result, is not a single cuisine but a style which applies to existing ones, imitated in many regions beyond Ark to imply elegance and status.

Large portions, bold flavors, neatness, and convenience are the cuisine's hallmarks. Charter chefs cut their ingredients into even, precise, and geometric shapes, and they remove all inedible materials, like bones and peels, before serving. For a diner to touch their food with their hands is impolite, though the implement of choice varies depending on location. Finally, especially in political contexts, the novelty and variety of ingredients demonstrates the host's wealth. While this is true no matter the place or period, it is especially important for Charter officers to demonstrate their access to the trains, the foundation of their power. Their chefs can cheaply and frequently acquire foreign and out-of-season ingredients — a boon which, by varying degrees, also expands the diets of the people under their rule.

Every region touched by the giants influences Charter cuisine; fittingly, the Charter influences each of these regions and their cuisines in turn. With the awakening of the trains, it is no exaggeration to say food tastes better than it has in centuries. Salt, sugar, and flour flow fine and white from Ark's mills, and refrigerated cargo cars transport fresh produce from one end of the continent to the other in a matter of days. Meat, once hunted at great risk, becomes a daily treat in any area where a giant deigns to visit.

But access to these rich foods and broad pantries is uneven, and Ark takes far more from the One Land than it gives back. As a child of hunger, I know what difference it makes to not fear an empty belly, to choose what you eat, and to have today's meal be different from yesterday's. Yet the luxury we enjoy comes at a cost we have yet to fully tally; and we must, if we are to preserve the source of that plenty.

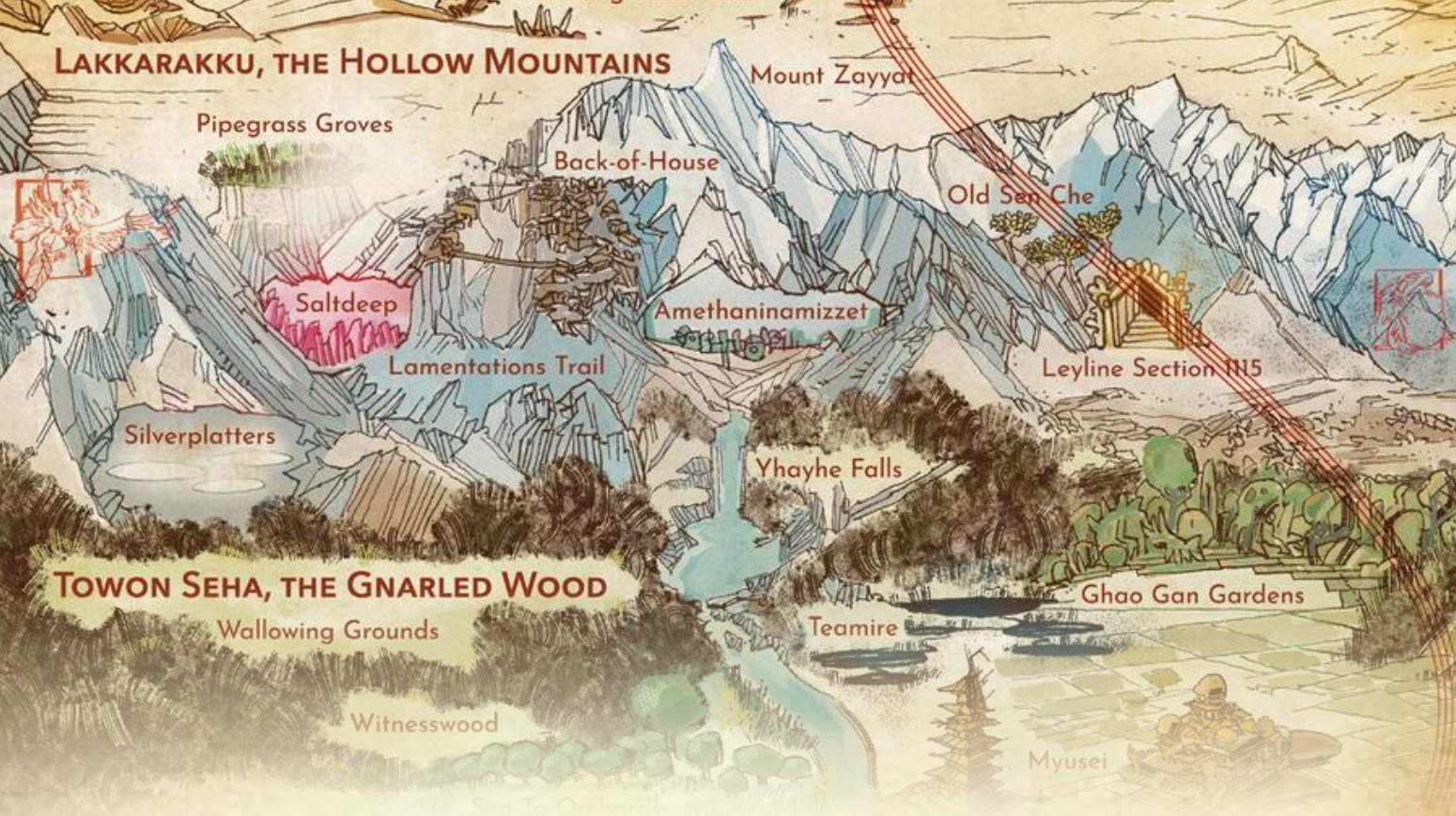
❖ BIG BAD EVIL GIANTS ❖

If the Charter is responsible for spreading the frenzy, then it's natural for players to conclude the giants are the "real" antagonists, and the purpose of the game is to overthrow them. But the Charter is distant and massive. Rebellion, war, reform, politicking, and organizing are all possible within the game's scope, but they're not really the game's focus, and they're certainly not mandatory.

That being said, wilders don't have to invade the north pole to make lasting change. They can do their part just by hunting and cooking as normal. In doing so, they preserve the wilds for future generations. They save rebels, convince skeptics, and protect those the hegemony has abandoned, human and monster alike. They contribute, in some hard-fought way, in one dear place, to a conflict that will outlive them. As the people of the One Land shift their support toward a different way of life, then bit by bit the Charter's grip on them loosens, and another collective step is taken to a more harmonious world.







ON THE SEN COAST

A LAND OF STORMS, SURVIVORS, AND WILD BEAUTY

The first time I visited the Sen Coast, I received dispensation to ride there via leytrain. In a single day, I went from the scrub of Chamigisia, past the howling peak of Mount Zayyat, then down through fog-shrouded forests and sweltering valleys until I reached the shimmering coast where Stationtown Seabounty lies. Never before had I seen such a diversity of habitats in so short a time, and over the course of my stay, I encountered an equal variety of both peoples and monsters.

Running west-southwest to east-northeast in a wide arc, the Sen Coast sits on the rim of the continent, separated from the mainland by the Lakkarakku mountains. During the cool, dry winters, the coast turns brown and brittle, with occasional wildfires scouring old growth to make room for new. For as long as six months, not a drop of water is seen. Then, all at once, thunderstorms herald the arrival of the monsoon. Daily rain combines with snowmelt from the peaks, swelling the rivers and submerging the floodplains, and the Sen Coast becomes lush, damp, and green. Yet this bounty comes with its own perils, for the summer monsoon is better known as the worm season. The earth boils with squirming bodies, endless and ravenous, each of different size, shape, and color. While the Sen peoples flee to high ground or sheltered waters, the coast's other monsters feast.

In this land where one richness always gives way to another, life makes the most of each season. Shaggy pondon gorge themselves on worms before returning to the mountains to hibernate, hagsechu lay their eggs in the smoldering coals left by wildfires, and gnarled twistwoods burst with foliage as soon as rain clouds darken the horizon. Humans are no exception, and each of the coast's major cultures has adapted in different ways to the changing seasons.

But a discordance has entered this rhythm in recent years. Along the Sen Coast's single leyline, the train from Ark delivers magistrates, constables, and pesticides. Giant-funded expeditions loot ruins sealed long ago by the Kyosen singers, while hunters scour the land for exotic game. All the while, the frenzy rages. Infected monsters cut off the circuits traveled by Sen nomads, attack communities the Charter refuses to protect, and leave ravaged wastes behind when they eventually fall.

All these troubles are as the lesser rains that precede the monsoon, and the residents of the Sen Coast know a greater storm is coming. How and when that storm breaks is unknown, but faced with an uncertain future, the Sen peoples do as they have always done – check their stores, find shelter, and hold each other close.

THE SEN PEOPLES

To better manage their holdings, the greenkings who once ruled this land partitioned it into plantations called sen. From these, the Sen Coast derives its name. Every sen specialized in one crop, and though the tenant-farmers had the right to leave their sen and advance higher in society, for lack of resources or education, they rarely did. It is telling that the greenkings considered it a privilege to work their sen with prisoners and heretics, whose rights they could curtail, while their vassals made do with laborers who were at least nominally free.

During the twilight of the Age of Kings, when the greenkings fled for Ark, they abandoned the sen and their workers. In the harsh arithmetic of planetary evacuation, extra mouths would only be a burden once the city-ship departed. But of course, it never did. Ark crashed, the last song echoed across the One Land, and the sky rained fire as the waygates exploded. Many died, both within the Maw and without. Those who survived, in time, became the Sen peoples, a collection of distinct cultures bound together by common struggle.



◆ COMMUNITY

The frenzy loomed large among the threats the early Sen peoples faced. To make escape easier if a frenzied monster discovered them, they dispersed into small, mobile bands. Sen communities to this day remain low-density and scattered, a decision which in turn keeps any one group from overtaxing the land they forage.

VILLAGES AND CHIEFS

There is a roughly even split between sedentary and nomadic villages, but the distinction between the two is largely temporal, as they convert from one to the other whenever circumstances demand. Villages are led by chiefs, a hereditary position whose primary responsibility is to maintain and operate the community's vhan — a kind of mobile kitchen, easily mounted on a litter, raft, wheels, or ropes, with arksteel devices like stoves and refrigerators built into panels in the walls. From the vhan, the chief receives guests, assigns penances of labor to those who've breached traditional law, resolves disputes, and conducts important ceremonies. In addition, with the help of their immediate family, the chief manages the village's communal stores, cooking and freely distributing meals for any who ask.

Vhan are hard to acquire, most having been scavenged from Conductor ruins, and villages who lose theirs quickly disperse or fuse with others. A large village might have two or three vhan, and the village atop the elder chamig Huir has an unprecedented total of six. The vast majority, however, have only one. In the trade tongue, vhan are also known as habitation modules, or "habs," after similar structures found near Ark.

CLANS AND ELDERS

The Sen peoples also have a lateral system of organization in the clans. Clans fuse the warmth of an extended family with the structural power of a guild or trade-union. In a sense, that's what they are — each originated from a former sen plantation, and their names traditionally refer to their specialty crop. They play an important role in linking the Sen communities, for travelers wander with the assurance that members of their own clan will welcome them like family. Related clans, like the Tie and the To, can trace their lineages back to the same sen, and they extend their cousins the same hospitality they'd show their own. Most communities have a plurality of clans, with the chief managing all their competing interests, but a few have a clear majority, especially around the clan's historical sphere of influence.

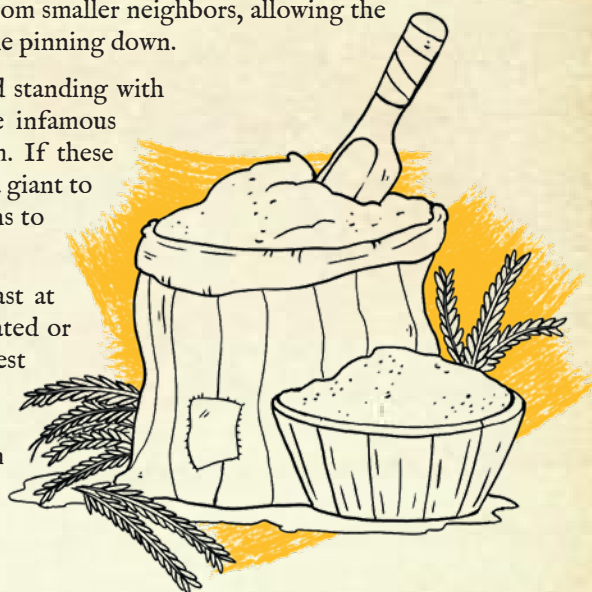
Leadership of the clans falls to the elders, each representing a separate household, who decide clan matters by vote. Local issues only require local elders, but in times of strife, every elder might convene around their clan's ancestral home to hold a mass assembly. Typically, elders and chiefs work together, with councils of the former advising the latter. When elders and chiefs are at odds, the elders have the power to withhold their household's contributions from the communal stores — though they, in turn, are barred from the vhan. As a last resort, if reconciliation becomes impossible, the elders call a strike. If this happens, as one, every member of the clan leaves the village to seek a new community elsewhere. This system keeps tyrannical or incompetent chiefs in check, but the generosity of clanmates is vital to keep it functioning.

GIANTS AND THEIR OFFICERS

Over all this, the Charter looms like a stormcloud. Currently, the Sen Coast falls under the consulship of Nin Lo Vhi, with her daughter Nin Hai Zo as the presumptive heir should Nin Vhi earn her gianthood. From Seabounty, the consul and her officers keep track of the coast's largest villages, then demand taxes from the corresponding chiefs. Often, these taxes are deliberately disproportionate to the results of the census. Faced with this impossible burden, communities too large to evade the Charter's attention must then gather part of their tribute from smaller neighbors, allowing the Charter to extract resources from groups they'd otherwise have trouble pinning down.

The reward in this arrangement is protection — select chiefs in good standing with the Charter can rent arksteel weapons, like cleargas bombs or the infamous solar ballista Excardiator, should a frenzied monster threaten them. If these preliminary measures fail, these chiefs also hold the right to summon a giant to defend them in person, though it often takes Ark weeks if not months to respond to such calls for aid.

The punishment, correspondingly, is the Charter's disregard, at least at first. Ark offers no protection to villages who've failed to pay. Repeated or flagrant non-compliance then stirs the constables to action, as they arrest delinquents and ship them to Ark. Finally, in the most severe cases, the giants who come to slaughter monsters can just as easily turn their attention to people. One way or another, the giants always collect in full, for they take any excuse to receive their dues in human meat.



◆ LABOR & LEISURE

The bulk of the Sen peoples are either foragers or farmers, but as with nomadic and sedentary villages, the distinction is fluid. Workers on the move scatter seeds along the trail, then return over the years to reap what they have sown. Those that have put down roots, meanwhile, divide the land around them into sections, every year reassessing which patches they should leave fallow, and which patches they can once again hunt and harvest. Wild crops, mutated to incredible size by the Hunger's last song, ensure there's plenty of food to go around, though the Sen peoples still prepare extensive stores every year in case of drought or a fierce worm season.

Instead of dividing workers by activity, the Sen people more often divide them by season. There are two major growing periods on the coast: one during summer, for crops that enjoy aqueous conditions, like kingflowers and sugarvines, and one during winter, for plants that thrive in cooler and drier weather, like shellwheat and hanging rice.

A typical family specializes in gathering or growing food during one season, then spends the other practicing an artisanal trade or attending classes taught by elders. Summer families have a reputation for daring, as they must brave the worms to do their work, while winter families are seen as cautious and reliable. There are certainly families who work both seasons and families who work neither, but these are rarer. Families who aren't currently gathering food rely on their neighbors to stay fed, and as a result, a culture of generosity, trust, and gratitude underlies the oldest Sen communities. The promise that gifts always come back around reinforces this collective safety net.

Consequently, feasting plays an important role in Sen culture. It's no exaggeration to say the Sen peoples celebrate every major holiday by banqueting each other, and there is a practical element to such traditions. "*Food rots,*" the folk saying goes, "*but gratitude lasts.*" Significant holidays include:

- ◆ **The POUNDING EARTH FESTIVAL**, during which children and adults alike perform an exuberant stamping dance, symbolically driving the worms back underground.
- ◆ **The GREEN MOON FESTIVAL**, commemorating the Anathiren's first tribute to the Hunger.
- ◆ **The FESTIVAL OF ROOTS**, giving clans, on a rotating basis, a chance to travel and feast with their distant relatives.

The music, poetry, and sporting tournaments performed at these festivals are also common entertainment throughout the year.

COMING OF AGE

Every Sen culture practices a similar coming of age ceremony, which a young adult can perform as an accompaniment to any of the major seasonal festivals. To complete their transition out of childhood, the subject of the ceremony must prepare a meal for their chief and their elder, plus any other friends or family they wish to have in attendance. The chief's heir, for instance, always hosts the entire village, thus demonstrating they're ready for the responsibilities of leadership.

Whatever their status, the youth must source, process, and cook every ingredient on their own. Then, if the diners declare the meal satisfactory, the youth claims their adult name and celebrates their success with dance, drink, and song. Those who cannot pass this ceremony, or who choose not to for one reason or another, receive feeding and care from their clan, but they also carry the weight of pity and social stigma, and their voices are rarely heard when it comes to deciding community affairs.

REGARDING THE CHARTER

No society is without its ills. The Sen peoples suffer from corrupt chiefs, clan feuds, and an adherence to tradition that makes them achingly slow to accept change. But they have also come far since the inequalities of the Age of Kings. Few go hungry here, where shelter and a hot meal are so readily offered. Every person has the chance for an education or a change of trade, and no person is consigned to a lifetime of toil keeping another's bowl full. In some ways, the Charter has bettered this situation. Charter schools have increased literacy across the coast, and even the most remote vhan enjoy fine foods imported from Ark.

Yet I fear for this land's future. The system of magistrates and penitentiaries that sees so many prisoners shipped to Ark has yet to fully swallow the Sen Coast, but its maw stretches wider with every season, as demands for tribute make villages grasping and territorial. Meanwhile, the promise of gighthood tempts many into ruin. The most naive aspirants hunt for treasure or trophies, vanishing into the wilds in search of their fortunes. Others, only marginally less starry-eyed, hastily assemble joint-stock ventures structured like the Charter in miniature, promising thousand-fold yields to their investors as they clear land for experimental farming. Only the luckiest few draw Ark's attention, and always the cost falls on the people and monsters around them.



❖ CUISINE

A typical day for a Sen person starts with a small, cold breakfast, often leftover from the previous night. Then, after the morning's labors, they return home and have a more substantive work meal – something warm and hearty to ease the rest of the day's business. They apply the One Law deliberately. Fishers eat skin-hardening clams, for example, so they don't cut themselves gutting the morning's catch, while weavers drink spider stew to keep their fingers nimble. Since families often practice the same trade, work meals are also called household meals, prepared by clan elders who have a harder time traveling.

From the afternoon onward, the chief's family warms up the arksteel within the vhan, and snacks like crispy tofu or vegetable buns are passed through the windows to any who stop by. The day ends with a dinner shared by all, cooked by the chief's family in oversized woks or pots. These are simple pottages of rice or shellwheat, served alongside fried or stewed vegetables and a bite of meat if the hunting is good. All these meals are eaten with bare hands, sitting on the ground, in a relaxed and informal atmosphere.

Festivals and formal meals are another matter. Diners sit on rugs or cushions around turntables, using chopsticks or flat-bottomed soup spoons to take portions from each plate as they spin by. Children and adults typically sit at separate tables, but adults frequently visit the children's table to push more food onto the younger diners' plates. The host pours liquor and toasts it to each guest's health, and the guests give frequent compliments about the food which the host, to be polite, must dismiss and ignore. As the evening grows late, the adults gamble, tell each other's fortunes, discuss business, or simply chatter. Occasionally, when the table calls for entertainment, they summon one of their children to sing, dance, play music, or recite poetry. (The children, for their part, usually scatter to avoid this.) As a matter of personal pride, all try not to be the first to leave, but once one does, a flurry of farewells and thanks follow, and leftovers are distributed among the guests.

Every Sen culture demonstrates its specialties best with its high cuisine, and dramatic differences demarcate each region from its neighbors. Train-sourced ingredients have also revolutionized Sen cooking in recent years, and many recipes emblematic of the Sen Coast were only invented within the last few decades. As I examine the Sen subcultures, I shall discuss these characteristic cuisines in turn.

❖ CUISINE AND CORRELATION ❖

Sen cuisine has a lot in common with Chinese cuisine.

More accurately, it has a lot in common with my hazy second-generation impression of Chinese cuisine – meals inspired more by restaurants in Alhambra and Monterey Park than those in Shanghai or Beijing proper. It's "authentic" (whatever that means) to my personal experience, and that's intentional. If you're interested in creating your own region in the One Land, I encourage you to take the same approach. Don't stress about historical accuracy or heavily researching a place you've never been.

Celebrate what you know!



WILDERS

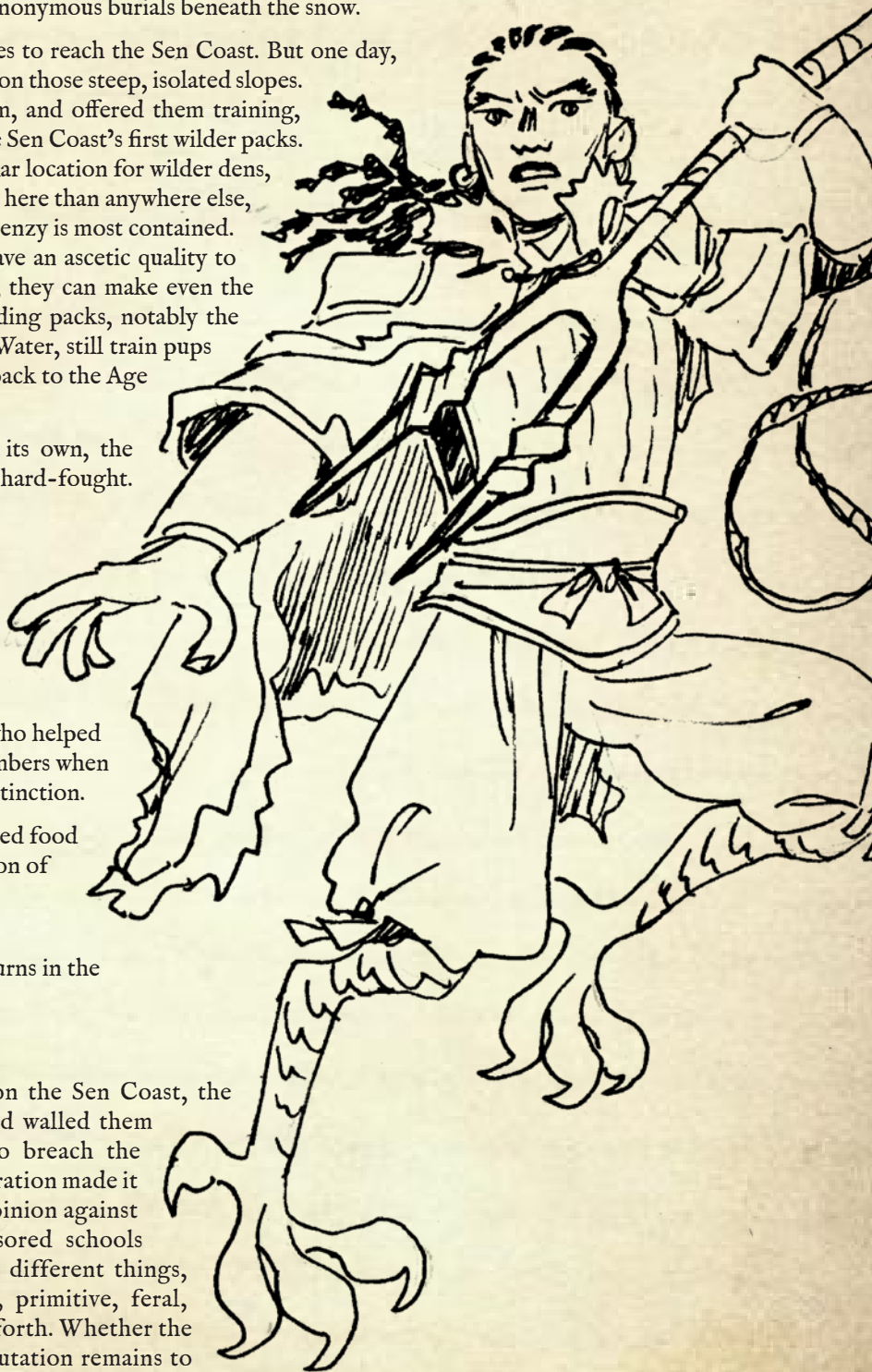
In the years after Ark fell, no one truly understood what the frenzy was. Though human infection was rare, it left a stark impression on any who witnessed it. Those afflicted by the curse only knew that pain and bloodshed awaited them, and so the Sen peoples established a morbid tradition. To spare their loved ones from the same fate, the frenzied set out on solemn pilgrimages into the Lakkarakku, seeking anonymous burials beneath the snow.

It is unclear how long it took Paw's disciples to reach the Sen Coast. But one day, instead of death, the pilgrims found wilders on those steep, isolated slopes. The wilders rescued the frenzied, fed them, and offered them training, and those who accepted went on to form the Sen Coast's first wilder packs. To this day, the Lakkarakku remain a popular location for wilder dens, and ironically, though food is harder to find here than anywhere else, the mountains remain the place where the frenzy is most contained. Wilders raised in this harsh environment have an ascetic quality to them, and when it comes to their cooking, they can make even the simplest ingredients sing. A few long-standing packs, notably the School of Tusks and the School of Falling Water, still train pups in secluded hermitages with origins dating back to the Age of Monsters.

Even after the Sen Coast had wilders of its own, the struggle to contain the frenzy was long and hard-fought. Notable packs from this period include:

- ◆ **The 101 HANDS BUFFET** pack, who felled the apex monster *Queen Maka* in a hunt that lasted from one full moon to the next.
- ◆ **The GOLDEN HOUR NOODLES** pack, who helped restore the golyak back to healthy numbers when the species teetered on the verge of extinction.
- ◆ **The HAPPY LUCKY** pack, which delivered food during harsh dry seasons to every region of the Sen Coast.
- ◆ **JOMJE's** pack, an extended family who established a tradition of controlled burns in the twistwood groves.

When the Charter's attention first fell on the Sen Coast, the mountains both protected the wilders and walled them off. Even war giants find it difficult to breach the Lakkarakku, after all. But prolonged separation made it easy for Charter officers to sway public opinion against the wilders, especially in Charter-sponsored schools and entertainments. Wilders are a dozen different things, depending on who you ask: antiquated, primitive, feral, ineffective, unreliable, emotional, and so forth. Whether the packs of the modern day deserve this reputation remains to be seen.



SEN CULTURES

Four major cultures share the Sen Coast. They are not its only cultures; one can belong to many or none of them; and for every observation I make regarding them, there is an exception. When I write of their origins, more often I mean the myth of their origins, and we can only see the truth contained therein through the eyes of fable. Thus forewarned, my reader might wonder what use it is to even write of the Chamsen, Kyosen, Uosen, and Yaksen. But I proceed nonetheless, for all of these peoples are pertinent to this history. They have had an undeniable impact on the monsters of the Sen Coast, and the monsters of the Sen Coast have in turn left their mark on them.

CHAMSEN

The Chamsen are the branch that diverged furthest from the Sen tree. Descended only in part from the original tenant-farmers, the Chamsen dwell in the rain shadow of the Lakkarakku, riding the titanic flat-shelled monsters called chamig.

HISTORY

Before the Age of Kings, the chamig were flat-bellied reptiles no larger than a handspan, with tessellating scutes forming the beginnings of a primordial shell. Though unremarkable at first glance, some organ or instinct of these creatures caught the eye of a greenking, who bred them with the unique ability to draw sustenance from leylines. This experiment only bore fruit, quite literally, after the Green Hunger's death. According to Chamsen legend, its last song doubled the chamig in size with every pulsing beat, until they stood large enough to dwarf all the desert's other monsters. The newly grown titans drank deep from leylines now empty of trains, and from their backs sprouted grasses, trees, and shrubs. Thenceforth, the desert was known as Chamigisia, after its most iconic monsters.

At the same time, the residents of Chamigisia's sparse sen were cut off from the world. Distances once crossed in hours by train became all but impassable, and refugees who made it across the Lakkarakku spread horrifying tales of worms boiling from the earth closer to the ocean. The ancestors of the Chamsen had only one choice: They clambered onto the chamig, who carried veritable oases compared to the desiccating fields abandoned by the greenkings. There, they built villages, planted shellwheat, and opened their arms to other survivors they found while wandering the sun-baked earth. With every loop they completed around Chamigisia, the Chamsen absorbed more peoples from the lands along the desert's borders.

For the rest of the Age of Monsters, the Sen Coast didn't see much of the Chamsen, whose mounts couldn't cross the frigid mountain passes. From this time, we hear tales of the Chamsen as hot-blooded desert warriors, riding monsters and eating red meat daily, or fables about the Chamsen cousin who only comes home during festivals, bearing strange gifts from foreign lands. Of all the Chamsen, only their wilders had the ability to travel the Lakkarakku with any frequency.

Then, the Charter came. The conflict, in hindsight, was inevitable. Leytrains move faster than any living monster, and chamig are slow and ponderous creatures. The Chamsen people mourned for months the first time a train killed a feeding chamig. Then, as impacts claimed more lives, their grief turned to rage. Petitions to the consul fell on deaf ears, while protests ended under constabulary batons and inside prison cars. Tensions grew until, finally, Chamsen raiders seized Stationtown Bhusag, hoping to stop the train when it passed through and find a way to control it. In response, the Charter declared war, a conflict now known as the Bhusag Mutinies.

I am no expert on military affairs, and I did not return to Chamigisia until the war was all but over. I shall leave it at this — the purge of the chamig was systematic and efficient. Unable to hunt fully grown adults, the Charter targeted eggs and hatchlings, thus consigning the species to a slow doom. Now, the last remaining chamig are the oldest of their kind, far beyond breeding age. Chamsen stalwarts still live in the desert, maintaining their traditional lifestyle while it lasts. The others return to the Sen Coast, adapting as best they can to the ending of an age.

CUISINE

Shellwheat is the staple around which all Chamsen cuisine revolves, a cereal grain which grows on the backs of chamig. For instance, deep-fried travel bread is often eaten on the move, sometimes wrapped around the succulent if oily meat of the parasites which the riders regularly clean off their mounts. Stuffed wheat buns are also a perennial favorite, with fillings of wild game, onion grass, or bean paste. While the Chamsen were once famous for their chamig egg dishes, like the hand-cut noodles they'd serve in hearty stew, they've since turned to alternatives that have a less distinct flavor. On the whole, Chamsen cuisine is rich and filling, served in large portions, with an abundance of red meat and strong, salty flavors.

MAJOR CHAMSEN CLANS

Chamsen clans derive not from parentage but from place, specifically the chamig upon which a person was born. As a result, nearly all Chamsen villages are dominated by a single clan, though this is mitigated by the fact that villages exchange members whenever their chamig cross paths. Members of the Chamsen diaspora have adapted this custom in many ways, some forming new clans based on their village or city of birth, others joining the clan of a parent even if the chamig for which that clan was named passed away long ago.

◆ HUIR

The elder chamig Huir, son of Huag, is the oldest, largest living monster in all Chamigsia and the Sen Coast. Huir Village, which possesses no less than six vhan, has an almost metropolitan quality, for it frequently exchanges members with other Chamsen villages and also picks up foreign travelers when Huir's wandering takes him near the edge of the desert. As a result, Clan Huir is widespread and diverse, with nearly all members capable of tracing their heritage back to multiple cultures. They're known for their skill at trade, their colorful rugs, and their boiled dumplings with chili dip.

◆ LHOG

Lhog, daughter of Lhuig, is an ornery chamig who has defended her territory at the base of the Lakkarakku for over a century. Clan Lhog has households on both sides of the mountains, and they are the latest to assume the responsibility of maintaining the passes, there to supply travelers on one side and give them a place to rest when they reach the other. The importance of the mountain keepers has diminished with the return of the trains, but those not in good standing with the Charter still seek Clan Lhog out if they need passage over the mountains. The clan's signature dish is wheat noodles, tossed with fried soybean paste and ground wooda meat to fortify against cold.

◆ SEABOUNTY

Seabounty is the Charter's capital city on the Sen Coast, with many second- or third-generation immigrants in its Chamsen neighborhoods. The youthful members of the nascent Clan Seabounty know the ocean better than the desert, and few have ever laid eyes on a living chamig. Nonetheless, they strive to reclaim their cultural identity. In dimly lit apartments or crumbling ruins, they hold weekly meetings that border on seditious, where they share their art, music, and poetry over bubbling hotpots that mix northern and southern styles. Some joke that no elder of Clan Seabounty is over the age of thirty, and its status as an official clan is debatable.

KYOSEN

The Kyosen descend from the founders of the Song-faith, an animistic religion whose practitioners listen to the voices of the natural world. They now inhabit the palaces and forts of the greenking giants, converting them into temples for the creed those same giants once sought to eradicate.

HISTORY

Academicians put the Song-faith's emergence in the middle period of the Age of Kings. The widely accepted belief is that three hermits — Nat Zikat, Tehan, and Old Chyu — arrived at their mystic knowledge independently, and their students later compiled their teachings, which revolved around the concept of kyo, into a single school of thought.

Kyo has many translations. "Song" or "with a song" are most common, but more accurately it is a verb: "to act with only a song." (Or a breath, or a word.) Simultaneously divine and mundane, kyo connects willpower to causation. A monster's roar makes its rivals flee; an infant's cry makes a mother lactate; a king's command makes armies march, fields burn, and thousands die. Kyo fill the world, competing for obedience, but somewhere among the clamor is the kyo of kyo, or the true kyo, the guiding voice that determines not only what to do but also how to choose. The greenkings of the Sen Coast popularized the term, for they believed giant-song, which alone among voices could physically shape life, was the true kyo. To be a giant, therefore, was to wield ultimate moral authority.

However, the faith's early thinkers claimed the true kyo was ineffable. For this reason, the actual beliefs of the Song-faith are hard to pin down. The hermits communicated their lessons through parables, metaphor, or coy paradoxes, all while insisting that their students ignore them, for the very act of conveying those lessons in human language made them meaningless. The most popular modern interpretation is that the true kyo is the song of the world itself, every living creature and natural phenomena contributing a note which hints at a fundamental moral truth. The singers, the spiritual leaders who maintain this stance, are ironically named — in their most well-known ritual, they gather an audience, declare their intent to sing the true kyo, then stand in silence for hours as they listen to the ambience of nature.

To say the Song-faith fragmented implies strife between the factions, but in truth the differing interpretations coexisted with ease. Opposition, when it came, was external. The anti-authoritarian tendencies of the faith's practitioners, combined with the fact that many denied the divinity of the Anathiren, made them an instant enemy of the greenkings. All who held the faith were branded heretics, then imprisoned to work the giants' personal sen. The Song-faith diminished in influence and popularity, and the ancestors of the Kyosen suffered much at the hands of their captors. When the greenkings abandoned the Sen Coast, there was no question they would leave the Song-faith behind.

Thus, when the Age of Monsters dawned, the Kyosen were all who remained to occupy the now empty greenking castles. With terror, gratitude, and awe, they converted the ruins into shelters and temples, for the Hunger's last song — to many, the truest expression of the world's voice that any had heard or would hear again — had given the Kyosen their new homes at great cost. Slowly, they transitioned from prisoners to stewards, and when the monsoons came, their villages stood upon foundations of solid stone and arksteel, which not even the worms could break.

Yet though the thrones of the old kings were theirs for the taking, the Kyosen never once sat upon them. Instead, over the years, the singers sealed away many artifacts that might have given them power on par with the Charter. The One Land had spoken, they agreed. What was the point of their faith if they did not listen?

CUISINE

The singers believe eating seasonal ingredients is a way to hear the true kyo, a stance which deeply influences traditional Kyosen cuisine. In winter, the Kyosen cook meat, mushrooms, and other warming foods in communal hotpots, which they season with fiery spices. During the humid summers, they switch to cool peppers, which numb the tongue and draw out moisture from the body. Some also partake in wriggling worms during the “noodle” season, though others are content with sprouts and fresh greens. All these ingredients grow from the rich basins which the Kyosen once farmed for the greenkings, and their cooking celebrates that theirs is a land of plenty. At the same time, Kyosen cuisine demonstrates both adventurousness and thrift, using cheap ingredients like tripe and offal to honor the struggle of their ancestors.

MAJOR KYOSEN CLANS

Kyosen clans live throughout the coast, but they are most concentrated in the fertile wetlands of Myusei. Over time, ancestry and religion have drifted apart, and there is enough of a distinction that, today, not all Kyosen practice the Song-faith, and not all the Song-faith’s practitioners are ethnically Kyosen. At the same time, “practicing the faith” encompasses a wide spectrum of beliefs and traditions, from largely secular seasonal festivals to rites meant to divine the wishes of the land itself. Many Kyosen clans have assumed the responsibility of sealing the ruins of the greenkings, but as Charter influence on the coast grows, their opponents accuse them of being luddites.

◆ JAO

Clan Jao is responsible for the numbing spiciness which pervades Kyosen cuisine. They have a reputation for bravery, even recklessness, for jao chili only grows during the height of the worm season. Foragers use Yaksen contraptions or special meals to harvest the spices without touching the ground, and the consequences if they slip are fatal. Their audacious reputation also stems from the fact that Jao singers and elders have made their disapproval of the Charter clear since the Bhusag Mutinies, and many fear the giants may answer with force if the Jao do not retract their accusations soon. In the off-season, the clan hunts flop-eared lapuni, whose heads they serve glazed with peppercorn sauce.

◆ SUI

Youthful energy and beauty are the self-proclaimed hallmarks of the Sui, the Spring Shoot Clan. Sui elders, they say, have a recipe for everything that happens a-bod. They cook tea eggs for fertility, tender tofu pudding for soft skin, and stewed pipegrass shoots for erectile dysfunction. (*“Have you never seen pipegrass grow? Straight up, stiff as a rod, and quickly too,”* said the octogenarian elder, snickering like a child, when I asked.) I have not tested the efficacy of those and about a dozen other Sui aphrodisiacs, but the locals swear by them. Where some Clan Sui are crass, others are elegant. The pleasure temples of the Sui singers are popular, clean, and safe, due in large part to the emphasis they place on communication during intimacy.

◆ WUN

Clan Wun labored beneath Pek Amethan, the last king of the ruins that became Seabounty, and their ancestors witnessed firsthand the derailment of the leytrains. Ever since, the singers of Clan Wun have dedicated themselves to quarantining arksteel relics they deem dangerous. Somber, silent, and gray in their rain cloaks, “the ghosts of the sea palace” have an unsettling reputation. They train to suppress all facial tics and vocal intonations, the better to guard their closely kept secrets, and they are famously immune to bribes and threats. Of course, only a fraction of the Wun belong to this order. The rest of the clan are known for their pickled cabbages, their fondness for playing cards, and the distinctive hot and sour taste of their food.

UOSEN

Famous for their floating raft villages and their friendliness with various aquatic and semi-aquatic monsters, the Uosen ply the waters along the Sen Coast. They are a welcome sight to all their neighbors, for they tie the whole region together with their transport of information, passengers, and goods.

HISTORY

The Uosen story begins in a bloody way. The Sen Coast, as we define it today, belonged to a smattering of petty kings before the fall of Ark, with the sen and their associated provinces often changing hands due to politicking or conquest. At the same time, rival maritime powers coveted the Sen Coast's rich floodplains, and naval invaders always had a foothold on one shoreline or another.

Half the Uosen ancestors arrived during the last such war, crowded in the holds of arksteel battleships. Morale was low — how could it not be for the soldiers on those cramped decks, hearing rumors that the giants planned to flee the world on Ark and that the Hunger's return was nigh? The fall of the kings was so close, in fact, that the ships never landed. Ark's heart detonated, creating apocalyptic waves that smashed the fleet apart in sight of the shore, while the Hunger's last song gave rise to the leviathans who feasted on the drowning bodies.

The remaining residents of the coastal sen, who days ago had anticipated an invasion, instead collected the wreckage and the survivors from the beaches. For eleven days and nights, they debated the fates of their captives. Many hesitated to trust them, but others wanted to join forces with every survivor they could find now that extinction loomed. It was the soldiers themselves, according to legend, who proposed the solution. Each swore an oath to never bear arms again, a tradition which many Uosen still honor. Together with the tenant-farmers, they dismantled the remains of the warships to make the rafts upon which they built their new lives.

In those early years, Uosen villages hugged the coast on their travels, for the open ocean belonged to the leviathans. Over time, they learned that by scattering chum and playing music (particularly the warbling, submersible fiddle called the ma-u), they could train monsters to escort them through dangerous waters. Unlike the Chamsen, who only ever tamed one species, the Uosen work with a diverse selection of monsters: some villages specialize in zaili, others in shakoi, and a rare few in lotangwa. The same tactic also seemed to work on land, as the Uosen cultivated friendships with the coast's developing villages by sharing food and joining in their festivities.

But pacifism could not protect the Uosen from the frenzy, nor from those who took advantage of their generosity. Different clans adopted different forms of non-violence — some permitted acts of self-defense, others became stricter and forbade the killing of monsters, and so on — even as fewer Uosen renewed the oaths of their ancestors with every generation.

All this came to a head during the Bhusag Mutinies, when young Uosen sympathizers wanted to support the distant rebels but were discouraged by their elders. To demonstrate their dedication to non-violence, many Uosen stained their left hands with a semi-permanent white dye; on the Sen Coast, white represents death, and a white hand declares one would rather be a martyr than a murderer. In response, those prepared to fight for what they held dear stained a hand red, a color representing good fortune and a brighter future, even if it comes at a cost.

To this day, the colors have not faded. Many still dye their hands to acknowledge that while the war is over, the conflict with the Charter is not. And though the split between white and red is even across the coast (with most undeclared either way), none can say which shall prevail in the years to come.

CUISINE

Boiling and steaming are central to Uosen food, as the heat of arksteel engine plates replaces traditional fuels at sea. Both shelled and finned sea monsters dominate the palate, steamed whole or stuffed inside dumplings, then cooked alongside pungent aromatics gathered off the coast. Mild porridges and stews are also popular, topped with fermented, pickled vegetables which the Uosen keep in treasured earthenware jars. "*Long live the brine,*" they joke, for the liquid in an Uosen pickling jar can trace its lineage back through several generations of mother brines. Theirs is the most widespread of the Sen cuisines, carried by raft communities far along the coasts of the One Land, and Uosen cooks are adept at swapping out traditional ingredients for whatever's available.

MAJOR UOSEN CLANS

The Uosen dance from ocean to shore in accordance with the rhythm of the seasons. The middle of summer is particularly fraught for them. The waves rise high enough to drown their villages, just as the earth teems with biting worms, and so the Uosen must anchor their rafts inside sheltered coves and wait out the perils of both the sea and the land. But during all other times of year they sail freely, lingering for however little or long as they like when they make landfall. Encounters with other villages are usually causes for celebration, and Uosen clans have a reputation for gregariousness and good humor.

◆ A

While most Uosen prefer the rich fishing and sunny weather of coastal waters, Clan A follows the course of the Sen Coast's wide and silty rivers. They share many villages with the Kyosen, and A poets, in conversation with Kyosen singers, have mused at length about the spiritual and moral implications of pacifism, especially when juxtaposed against the violence inherent to the natural world they revere. On a more practical level, the A provide a link between bustling ocean communities and the more remote inland villages, and they're known for being incorrigible gossips. Clan A's signature dish is their pickled mustard, followed closely by their pickled cabbage and pickled radish, all of which are served over congee.

◆ EN

The iron En sport more white hands by proportion than any other Uosen clan, but they also bear many scars. Most of Clan En, also known as the Crab Clan, are pescetarian, eschewing all meat except for fish and shellfish. They know many recipes to make their skin as hard as shell, and so when forced into violent confrontations, they maintain their pacifism by simply ignoring their enemies. But as much as the En elders glorify their clan's moral purity of their clan, not all En are so scrupulous. At least one group of En raiders, their hands falsely dyed white, roams the coast, using their clan's reputation to lull their victims into a false sense of security. At the same time, Consul Nin Vhi prefers to recruit constables from the clan's ranks, who use their secret recipes to beat dissidents into submission.

◆ LE

Few visit the smattering of small islands beyond the Sen Coast with any frequency, except for Clan Le. The other clans call them eccentric and nosy, but the Le pride themselves on being adventurous, hardy, and curious. Those who worship the Anathiren often take Pekran, Lady of the Seas, as a personal patron, and they say the Fisher's hand has guided them to many wonders only she had ever seen before. At the same time, those who follow in Pekran's path also risk her doom, and the mysteries of the wide ocean have tempted many Le rafts beyond the horizon, never to be seen again. In the dark holds of their rafts, they grow gardens of crinkled black fungus, which they simmer in a clear and revitalizing soup.

YAKSEN

Perched on whatever roosts can hold their weight, the Yaksen build houses, bridges, and elevated platforms to avoid the perils of the worm season. Many Yaksen devices iterate upon forms and structures found in nature, as their engineers take inspiration from monsters despite being so wary of them.

HISTORY

The largest by population among the Sen peoples, the Yaksen bear the closest resemblance to the coast's common folk during the Age of Kings. They pray to the Anathiren, they practice horticulture in their hanging gardens in addition to modern hunting and gathering, and they tend to value engineering more than their neighbors. Their ancestors, like everyone else's, worked the sen. But when the first Yaksen encountered monsters in the wild, they didn't tame them, worship them, or befriend them. They fled. Repurposing pulleys and winches which they'd once used to load cargo onto the backs of monstrous beasts of burden, the Yaksen lifted themselves into the trees, and there they stayed while the earth churned with worms.

In time, the Yaksen made other adaptations to protect their perching villages. Draped nets prevented flying monsters from reaching their homes, while pots of smoke and burning incense warded away buzzing insects. Yaksen in the north, toward the mountains, developed ways to burrow into the rock and secure their villages on sheer cliff faces; Yaksen in the south, toward the ocean, invented lacquers and waxed canvases to guard their buildings from spray. Widespread and welcoming, Yaksen refuges became integral to the Sen Coast, places where travelers always knew they'd find shelter.

Over time, a culture of curiosity, innovation, and hospitality made these villages places for education as well as safety. Tinkerers and artifact-scholars, some from far-flung regions of the One Land, came to study at these workshops, where they learned to use the lightweight materials of the twistwoods and fold them into portable, collapsible devices for which the Yaksen are famous. When the trains awoke, it was these Yaksen-taught engineers who scrambled to study them. They swarmed the ruins that became Seabounty, overwhelming the Kyosen enclave that resided there with visiting gifts. Then, when the first representatives of the Charter stepped off the trains, the engineers clamored to study the products they brought.

Foremost among these was cleargas, a toxin that prevents worms from surfacing when injected into soil. Cleargas made farming during the monsoon extraordinarily productive, resulting in annual yields double or more than harvests made without the chemical. The largest Yaksen clans enthusiastically adopted the pesticide, for it seemed to them that the Charter's promise held true: commerce and science had freed them from the tyranny of monsters. In turn, the academicians wrote glowing missives back to Ark, reporting that the Yaksen were modern, intelligent, filially pious, and a model for all other Sen peoples to follow.

But soon after, the harvests started to fail, and frenzied monsters stalked the barren paddies in place of worms. Some Yaksen leaders, especially those who had been wary of the Charter to start, were quick to identify cleargas as the reason for this unprecedented blight. But to stay in the Charter's good graces (and, some whisper, to remain candidates for gianthood), others held their tongues. There is a sense among the Yaksen I have interviewed that they can still invent their way out of this predicament, but their time is running short. Meanwhile, the consulate continues to demand tithes equal to the ones paid after their most successful years. Famine looms, and if it comes, the Charter's favored people shall suffer as much as the pariahs.

CUISINE

Hanging rice, grown in suspended lattice gardens, and sugar, derived from twistwood sap and the nectar of enormous flowers, define Yaksen cuisine. The Perching People also hunt a variety of wild birds, which they roast or braise whole. In the hands of a skilled chef, such meals can make the diner's bones lighter and ease the impact if they fall, so Yaksen hunters always make sure to eat before journeying through the canopy. Overall, the foods of the high villages are clean, light, and sweet, with an emphasis on presentation and precise knife work for special occasions. In particular, the Yaksen are famous for their desserts, like bean cakes stamped with prayer seals or bowls filled with bubble tea, and visitors from afar clamor to sample these delicate treats.

MAJOR YAKSEN CLANS

Though scattered across mountains, forests, and shores, the Yaksen clans have more in common with each other than they do with their neighbors below them. In a literal sense, they live a level above the other Sen peoples. Their whistled language and collapsible inventions unite them across these vast distances, as do their values regarding studiousness and discipline. They do not lack for hospitality, and Yaksen villages famously open as refuges to all during the monsoon, but what the Yaksen clans consider polite comes across as overformal to some and submissive to others.

◆ CHE

Explorers from both sides of the Lakkarakku climb the mountains in search of Clan Che's famous peach groves. These peaches were originally said to grant immortality, but now the rumormongers claim they also grant enlightenment, perhaps, or a version of gianthood. Even the Che themselves don't know what they actually do. Having moved to the foothills of the Lakkarakku centuries ago, the Che readily admit the peaches they forage today are lesser versions of the ones farmed by their ancestors, which might still grow wild in some pocket of the frigid peaks. In lieu of divine peaches, the Che make do with a signature dish called hero's rice, a sticky rice pudding decorated with eleven different kinds of dried fruit and nuts.

◆ NIN

After Ark fell, the illegitimate, exiled son of a greenking founded Clan Nin. Though he never succeeded in establishing a new Sen kingdom, his heirs maintain to this day that they descend from the Anathiren, and it seems an echo of their founder's ambition has reached the present. Today, Clan Nin enjoys a privileged position under the Charter, for the consulship of the province is securely in their hands, in addition to many lesser positions in the bureaucracy. When chiefs come to discuss politics in Nin vhan, they are served the clan's specialty teas, or sometimes foreign delicacies like tomato stew or fried cutlets with ketchup.

◆ TO

They say every member of Clan To is born with a sweet tooth. They are the Sen Coast's foremost producers of sugar, either harvesting it as nectar, sap, and honey or processing it from sugarvine grown in their lattices. Where the To go, the buzzing zin bees follow, as the clan is always building artificial hives for these creatures to ensure the forests are adequately pollinated. There is a peculiar relationship with the To and their insectile wards, though. The majority of the clan I've encountered live in abject terror of the monsters upon which their livelihood depends, for zin stings can be fatal, and the To see them as alien and merciless. Any attempt to soothe their anxieties must confront a deeply ingrained sense of caution.

REGIONS OF THE SEN COAST

A natural historian can divide the Sen Coast into three major environments: its shores, its woodlands, and its mountains. The neighboring desert of Chamigsia also deserves mention, for the two lands share a close history, and the traffic of both people and monsters between the two has only increased with the arrival of the trains. In my discussion of these places, I shall concentrate my attention on the regions surrounding the Sen Coast's singular leyline, the Rice Line. They function well as exemplars of similar habitats, and they are the lands with which I am most familiar.

In particular, I hope to describe the living communities which inhabit these lands. Where I have knowledge of a human community's prominent individuals, trades, or concerns, I shall relate it. And while the time I spend on monsters may seem cursory, trust that they shall all receive proper, detailed treatments in the next chapter of this history. If, reader, you wish for a more complete description of a monster before proceeding, I hereby grant you leave to flit between pages in whichever order you find most instructive.

Finally, an accurate portrait of this land cannot be a static one. As mentioned before, the Sen Coast has two seasons: winter (also known as the dry season) and summer (also known as the monsoon, the wet season, or the worm season). Each of these periods brings dramatic changes to the Sen Coast, causing fundamental shifts in the behavior of both its climes and its residents. These changes can be so great that they obfuscate the subtler shifts of the passing years — the growing numbers of the coast's human population, the disappearance of threatened species, and the increased incidence of the frenzy. By bringing the grand arc of the Sen Coast's past into focus, my wish is that we may yet better chart the course of the Sen Coast's future.

❖ UNFOLDING THE MAP ❖

This section introduces the Regions and Areas of the Sen Coast.

Stat-blocks, with all the information you need to use these locations in your game, accompany each entry.

Just like the lands they describe, these stat-blocks merge with each other and change over time.

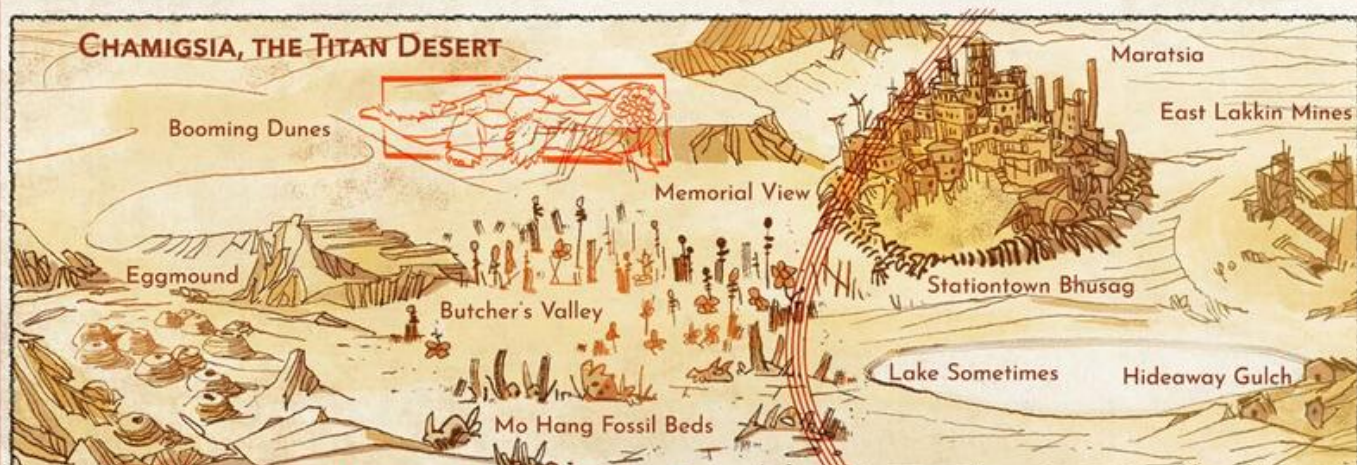
The Region's stat-block is the foundation. It has Traits, Communities, and Ingredients that are present no matter where you are in the Region. Each Area then has a stat-block building off of that default, which takes priority where it differs from the Region's.

Additionally, throughout these stat-blocks are the symbols (W), meaning winter, and (S), meaning summer. When these symbols appear after a rule, it means that rule only applies during a specific season. For example, if a Region lists "rootcrab (S)" under its Communities, that means the rootcrab Community only appears in this Region during summer.

If the way a wilder Forages or Travels in an Area changes with the seasons, then when the pack learns a **STYLE** while navigating, they learn the **STYLE** only for that season. If the season doesn't affect the way a wilder Forages or Travels with that **STYLE**, the pack learns the **STYLE** for all seasons.

To track seasons in the Sen Coast, start an 8-timer, tick it 1d6 times (to represent the time of year when the game begins), then tick it after every Downtime round. When the timer fills, reset it and change the season. Alternatively, change the seasons whenever it feels fitting narratively, like when a story arc concludes or when the pack completes a major group objective.

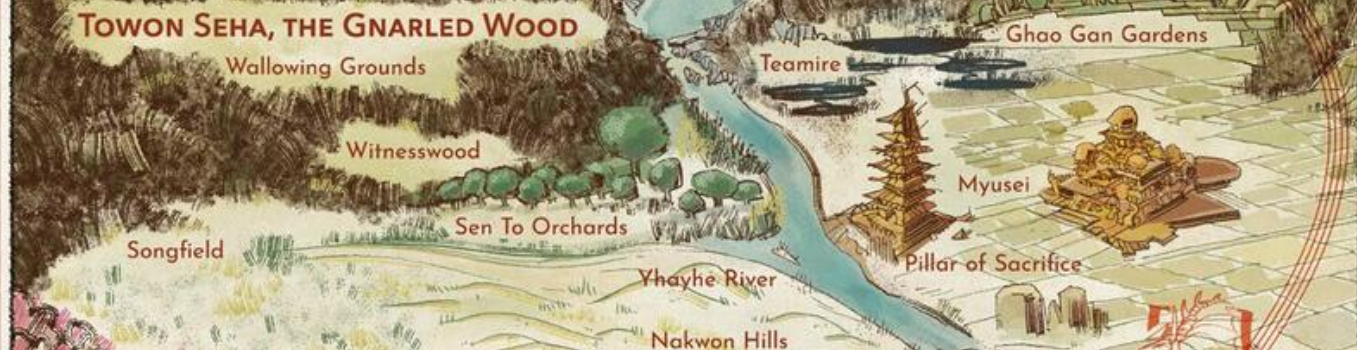
CHAMIGSIA, THE TITAN DESERT



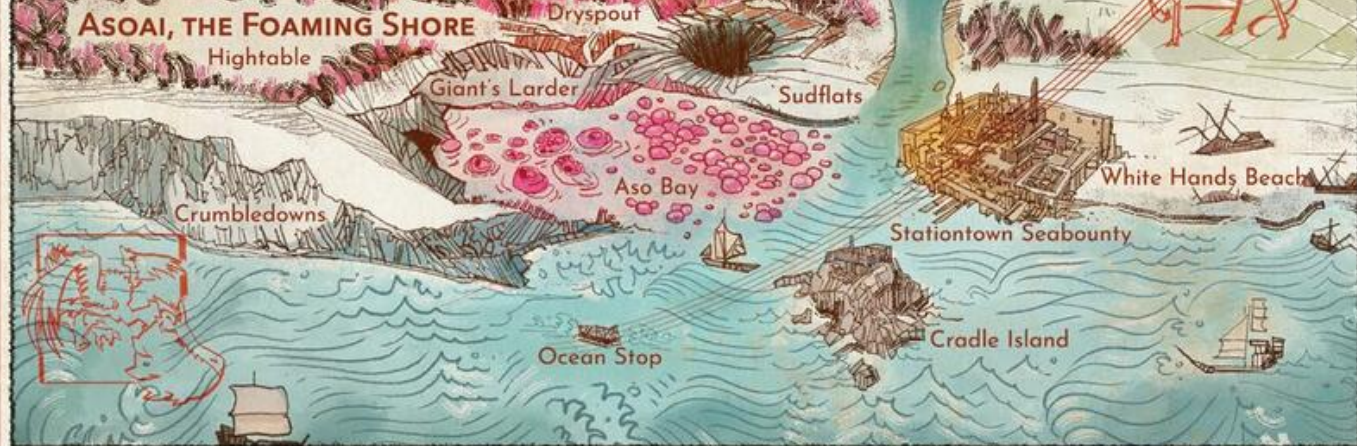
LAKKARAKKU, THE HOLLOW MOUNTAINS



TOWON SEHA, THE GNARLED WOOD



ASOAI, THE FOAMING SHORE



SHORE



Asoai, the Foaming Shore, is a storm-drenched land of crumbling cliffs and wind-swept beaches, inhabited by monsters of feather, shell, and fin. The region encompasses both the deep Aso Bay and the lands surrounding it. Due to its proximity to the ocean, its weather has a mercurial manner. In winter, thick fog often blankets the shore, while during the monsoon, booming thunder and drumming rain form a near-daily symphony. In both seasons, fair skies can turn cloudy within minutes, and then clear with equal suddenness.

Water has also left its mark here via the tide. The patient, pounding waves cut steep slopes and high terraces across Asoai's coast, while clouds of shimmering bubbles, produced by the world's only known sudgrass kelp forest, lace every beach. These bubbles, most smaller than a fingernail but some as large as a fist, give the Foaming Shore its name. Accordingly, the monsters which thrive in Asoai are those who take advantage of this meeting between ocean and land. Crustaceans like the silver crab squeeze into every crevice they can find, subsisting on worms, flies, algae, and detritus, while myriad fish dart through Asoai's estuaries, tide pools, and reefs.

These creatures, in turn, feed the region's largest monsters, like the broad-winged, diving lotangwa that gorge themselves on swirling bait balls, or the varithan who slither out of the shallows to hunt on the sand. Some of Asoai's most iconic inhabitants, such as the floating shulu xie and the uopang with its asymmetrical claws, make it seem as if the seafloor has been transported to the surface, further blurring the line between Asoai's two halves. While many monsters in Asoai have exclusively terrestrial or aquatic lifestyles, the most common (and the only ones, by definition, found throughout the whole of Asoai) are the generalists with a mix of both.

The same can be said about Asoai's human population. Inland villages do exist, but they tend to be isolated and small, clinging tight to their patches of soil like the region's crooked, windswept trees. Instead, overwhelmingly, one finds sailors here, especially Uosen ones. The shore's native clans have had generations to study Asoai's waterways, and they use this knowledge to make their living by the sea. Though Asoai is the most diverse and multicultural of the Sen Coast's regions, the Uosen are still the foremost experts on the Foaming Shore, with all its secrets, connections, and moods.

REGION

ASOAI, THE FOAMING SHORE

TRAITS

Coastal Weather. Each time the pack enters any Area in this Region, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLES** unlocked by previous navigators.

Example: The pack previously learned to Forage with **MIGHTY** and Travel with **PRECISE** in a certain Area. When this Trait activates, the Guide removes their ability to Travel with **PRECISE**. To escape, they relearn the **PRECISE** Style to Travel, as well as the **SWIFT** Style to Travel for good measure. Once the pack leaves the Area, they regain access to all their previous Styles. If they come back to this Area in better weather, they can Forage with **MIGHTY** and Travel with **PRECISE** and **SWIFT**.

COMMUNITIES

Monster: lotangwa, shulu xie, uopang, varithan

Human: AEC South, Sounung Village

INGREDIENTS

| STYLE | NAME | EFFECT |
|-----------------------|-------------------------|--|
| MIGHTY (W) | Silver Crab | Restore (1) Durability. <i>Sakpang, or silver crabs, regenerate their limbs with relative ease. The claw, the meatiest part, is succulent and tender.</i> |
| MIGHTY (S) | Worm | Gain HUNGER . <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| PRECISE | Night Laver | Gain Hidden . <i>This edible seaweed grows in dark, delicate sheets along tidal rocks. Dry and press it flat to make thin wafers, or crush once dried into a crisp, salty garnish.</i> |
| SWIFT (W) | Bay Radish | No additional effect. <i>A wild radish characterized by its bulbous, white root. Firm, crunchy, and mild. Soften the leaves by pickling or stir-frying before eating them.</i> |
| SWIFT (S) | Coastal Teaberry | If the meal restores 4+ Stamina, gain (1) Invigorated . <i>The fruit itself is minty, spicy, or sweet depending on the cultivar. The dried leaves make for an energizing herbal tea.</i> |
| TRICKY [A] ≤ 4 | Lesser Mudpuffer | Gain (1) Poisoned . <i>Like its gargantuan cousin, the yudoubu, the lesser mudpuffer is toxic. Prepared incorrectly, its flesh causes paralysis and asphyxiation.</i> |
| TRICKY [A] ≥ 5 | Gillgifter Goby | Rare. If the meal restores 8+ Stamina, gain (1) SWIMMING . <i>Schooling where freshwater and saltwater meet, these hardy fish are adept at navigating all aquatic environments.</i> |

Aso Bay

Aso Bay's bright waters are the only place in the world where sudgrass kelp grows. A single stalk of sudgrass can stretch up to thirty meters long, swaying like an enormous ribbon within the water, with inflated bulbs appearing at regular intervals along its length. These buoyant bladders keep the kelp upright and extend its reach toward the sun, and a clear gel coats the inside of each. When mixed with the surrounding seawater, the gel produces the shimmering, soap-like bubbles for which the Foaming Shore is famous.

Before the leytrains, the bubbles of Aso Bay were what greeted most travelers to the Sen Coast. The bay was the main gateway to the region, as sailing along the rim was far easier than making the trek across the desert and over the mountains. Traders especially shipped their goods here via Uosen rafts, and in the placid winters, the bay teemed with floating, open-air markets and visitors from distant lands. Most of these businesses, however, couldn't compete with the price and volume of train-shipped goods when the Charter arrived.

Nowadays, the bay mostly hosts local fishers, who survive by providing ever-increasing hauls for Seabounty and Ark. When the monsoon arrives, even these stalwarts retreat to shelter. The seafloor may not suffer from worms, but summer storms can uproot entire swathes of the sudgrass forest, leaving it patchy and bedraggled until it has a chance to regrow.

AREA

ASO BAY

PATHS & COMMUNITIES

Paths: Cradle Island, Giant's Larder, Ocean Stop, Stationtown Seabounty, Sudflats

Monster: lotangwa, shulu xie, uopang, varithan, shakoi, zaili

Human: AEC South, Sounung Village, Da-o Village

TRAITS

Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.

Clouded Waters. (W) Swimming creatures gain Disadvantage on all Tests here unless they have a Trait which represents a sense other than sight (like **ECHOLOCATION** or **ELECTRORECEPTIVE**).

Underwater. This Area has an additional Terrain, Underwater, where creatures can only swim. Creatures don't have access to Land. Wilders can only enter this Area if they have **FLYING** or **SWIMMING**.

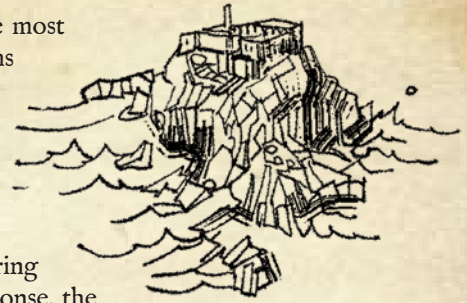
INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|---------------------------------|---|
| MIGHTY | (W) Sudgrass | End (1) Poisoned . ♦ Use the tender young shoots for salad, and pickle the rest. Its bulbs contain an antibacterial gel which is most useful when cooked into an emergency snack. |
| | (S) Aso Spineshell | If the meal restores 4+ Stamina, gain (1) TOUCH-ME-NOT . ♦ Herds of spineshell urchins graze on the sudgrass, leaving underwater barrens if left unchecked. The edible reproductive organs have a texture like pâté. |
| PRECISE | Conductor Eel | Rare. Gain either ELECTRIC SHOCK or (+1) CURE . ♦ Vibrantly colored with an electrifying taste. Its ability to change sex makes it useful for hormone therapies. |
| SWIFT | Jetsquid | If the meal restores 8+ Stamina, gain either (1) FLYING or (1) SWIMMING . ♦ Shoals of tiny jetsquid skip across the waves, flying short distances via water propulsion. A chewy, mild staple for humans and monsters alike. |
| TRICKY | [A] ≤ 4 Lesser Mudpuffer | Gain (1) Poisoned . ♦ Like its gargantuan cousin, the yudoubu, the lesser mudpuffer is toxic. Prepared incorrectly, its flesh causes paralysis and asphyxiation. |
| | [A] ≥ 5 Gillgifter Goby | Rare. If the meal restores 8+ Stamina, gain (1) SWIMMING . ♦ Schooling where freshwater and saltwater meet, these hardy fish are adept at navigating all aquatic environments. |

CRADLE ISLAND

Cradle Island sits just beyond the mouth of the bay, where swift currents dissuade most travelers from approaching its rocky shores. Its relative isolation and its lack of worms make it the perfect home for the mother zaili who congregate here every year to nurse their young. With no predators except for the occasional opportunistic lotangwa — who, admittedly, the mothers do not always succeed in intimidating away — the zaili pups grow to maturity in safety. On cloudy days, it is hard to differentiate the sound of an approaching storm from the constant cacophony of thunderclap barks.

The island's isolation has also made it enticing to another type of monster: us. During the Bhusag Mutinies, Seabounty's jails overflowed with dissidents and rebels. In response, the Charter built a new facility in haste on Cradle Island, meant to contain prisoners of only the highest priority. To this day, prisoners come to Cradle Island Penitentiary on the same lonely ferry that provides the compound with its meager weekly supplies. Any other vessel to approach the island risks being sunk by ballistae before it reaches the shore.



AREA

CRADLE ISLAND

PATHS & COMMUNITIES

Paths: Aso Bay, Ocean Stop, Seabounty (*via ferry*)

Monster: lotangwa, shulu xie, uopang, varithan, yudoubu, zaili

Human: AEC South, Sounung Village, Choker Mutineers (p. 185)

TRAITS

Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.

Breeding Grounds. Wilders have Disadvantage on **ASSURANCES** toward monsters here. If the pack encounters hostile monsters during an Event, double the TN of any Challenge associated with the Event.

Restricted. Wilders have Disadvantage on **ASSURANCES** toward humans here (including each other). If the pack encounters hostile humans during an Event, double the TN of any Challenge associated with the Event.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|---------------------------------|---|
| MIGHTY | (W) Silver Crab | Restore (1) Durability. ♦ <i>Sakpang, or silver crabs, regenerate their limbs with relative ease. The claw, the meatiest part, is succulent and tender.</i> |
| | (S) Butterbug | Rare. If the meal restores 8+ Stamina, gain STURDY . ♦ <i>In the absence of worms, other species can flourish. Prisoners harvest these fat arthropods for sale as luxury delicacies.</i> |
| PRECISE | Night Laver | Gain HIDDEN . ♦ <i>This edible seaweed grows in dark, delicate sheets along tidal rocks. Dry and press it flat to make thin wafers, or crush once dried into a crisp, salty garnish.</i> |
| SWIFT | (W) Bay Radish | No additional effect. ♦ <i>A wild radish characterized by its bulbous, white root. Firm, crunchy, and mild. Soften the leaves by pickling or stir-frying before eating them.</i> |
| | (S) Coastal Teaberry | If the meal restores 4+ Stamina, gain (1) INVIGORATED . ♦ <i>The fruit itself is minty, spicy, or sweet depending on the cultivar. The dried leaves make for an energizing herbal tea.</i> |
| TRICKY | [A] ≤ 4 Lesser Mudpuffer | Gain (1) POISONED . ♦ <i>Like its gargantuan cousin, the yudoubu, the lesser mudpuffer is toxic. Prepared incorrectly, its flesh causes paralysis and asphyxiation.</i> |
| | [A] ≥ 5 Gillgifter Goby | Rare. If the meal restores 8+ Stamina, gain (1) SWIMMING . ♦ <i>Schooling where freshwater and saltwater meet, these hardy fish are adept at navigating all aquatic environments.</i> |

CRUMBLEDDOWNS

The Crumbledowns are the tallest cliffs that overlook the Foaming Shore. Most sections have long since receded from the reach of the waves, and so their bases burst with waxy foliage, dressed with salt by the ocean wind. But though they're no longer touched by the tide, that's not to say the cliffs are entirely safe from the water. The monsoon is their most consistent attacker, washing away soil and stone every year as it passes. Other assaults upon the Crumbledowns are more sporadic, but also more dramatic, with the most extreme in recorded history being the great tsunami caused by Ark's fall. Scars and even fragments of warships still pockmark the cliffs from where the Uosen's ancient fleet crashed against them, sometimes a hundred meters or more above ocean level.

Fleeting though the Crumbledowns may be on the scale of eons, they are still reliable fixtures for those living from year to year. Seabirds in particular — or monsters that occupy the same niche, like the leather-winged katang — roost year-round on the cliffs, while various endemic plants guard their patches of shrinking soil like soldiers manning a fortress wall. Humans do not number among those adapted to the sheer slopes, except for a few Yaksen outposts, too small to even be called villages, that cling to the rock via precarious struts and pulleys.

AREA

CRUMBLEDDOWNS

PATHS & COMMUNITIES

Paths: Giant's Larder, Hightable, Ocean Stop

Monster: lotangwa, shulu xie, uopang, varithan, botabo

Human: AEC South, Sounung Village

TRAITS

Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.

Cliffs. This Area has an additional Terrain, Cliffs, where creatures can either climb or fly. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Precarious Terrain. Wilders must spend 5 Stamina to make **SWIFT TRAVERSALS** here.

Waterside. This Area has an additional Terrain, Underwater, where creatures can only swim.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|-----------------------------|--|
| MIGHTY | (W) Silver Crab | Restore (1) Durability. ♦ <i>Sakpang, or silver crabs, regenerate their limbs with relative ease. The claw, the meatiest part, is succulent and tender.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| PRECISE | Sheetgrass | Seasoning. No additional effect. ♦ <i>Sheetgrass is actually a mutated kelp that grows on land. Once dried and powdered, it's often used in soup stock or as a garnish.</i> |
| SWIFT | (W) Bay Radish | No additional effect. ♦ <i>A wild radish characterized by its bulbous, white root. Firm, crunchy, and mild. Soften the leaves by pickling or stir-frying before eating them.</i> |
| | (S) Coastal Teaberry | If the meal restores 4+ Stamina, gain (1) Invigorated . ♦ <i>The fruit itself is minty, spicy, or sweet depending on the cultivar. The dried leaves make for an energizing herbal tea.</i> |
| TRICKY | Katang Egg | Rare. Gain either (+1) CALL or, if the meal restores 8+ Stamina, (1) FLYING . ♦ <i>Colonies of raucous katang nest along ocean cliffs, out of most predators' reach. Their squawking and their stink are both detectable for many miles.</i> |

DRYSPOUT

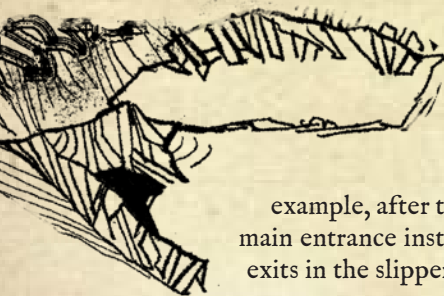
The greenkings buried storage chambers and waygates throughout the entire Sen Coast. Few remain unplundered in the Foaming Shore, which AEC South has scoured so thoroughly. But one major waygate remains both known and accessible, at least in theory. The Dryspout waygate sits at the bottom of a massive littoral sinkhole, where a geyser once spewed ocean spray before eventually collapsing. Like most waygates, it is little more than a massive arksteel slab, distended as if struck by a sledgehammer. Tenacious barnacles encrust its surface, and during high tide, the entire structure disappears beneath the water. Tunnels, both natural and artificial, extend in all directions around the sinkhole, and rumor has it that they are stuffed to bursting with rare ingredients. Yet past the treacherous handholds and the turgid waters, there remains a final, insurmountable obstacle: the apex uopang, Thousand-Molts. Pale-shelled, scarred, and well over a century old, Thousand-Molts has grown so large that it cannot leave the pit in which it dwells. It feeds by digging up worms, which pour endlessly out of the darkness even during the dry season, as well as by shooting down flying monsters that pass overhead. Even were it not frenzied, Thousand-Molts is ravenously hungry, and it attacks any intruders to its territory with desperate ferocity.

The frenzy radiates from this location, carried either by fragments of the uopang's shed carapace or by some other unknown vector. Furthermore, Thousand-Molts only continues to grow, and every year it attempts with renewed vigor to blast a way out of its prison. Locals fear its success is inevitable. When it finally does break free, what else could possibly contain it?

| AREA | | |
|--|---------------------------------|---|
| DRYSPOUT | | |
| PATHS & COMMUNITIES | | TRAITS |
| Paths: Giant's Larder (<i>via secret tunnels</i>), Hightable, Sudflats Monster: lotangwa, shulu xie, uopang, varithan Human: AEC South, Sounung Village | | Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one STYLE they previously learned while navigating here. Apex Territory. Remove 1 Success from every Test a wilder makes here. Ruins. When a wilder Forages here, they can make a STUDY instead of a SEARCH . If they succeed, they add [A] × 2 to the total [A] of a Downtime project. (<i>Work together to establish how the knowledge or resources acquired from the ruins benefits their project.</i>) |
| INGREDIENTS | | |
| STYLE | NAME | EFFECT |
| MIGHTY | (W) Silver Crab | Restore (1) Durability. ♦ <i>Sakpang, or silver crabs, regenerate their limbs with relative ease. The claw, the meatiest part, is succulent and tender.</i> |
| | [A] ≤ 7 (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| | [A] ≥ 8 Brood Worm | Rare. Gain (+1) STRIKE . ♦ <i>The largest worms spend their whole lives fighting to consume their rivals. Their innumerable children envelop the Sen Coast every summer.</i> |
| PRECISE | Night Laver | Gain Hidden . ♦ <i>This edible seaweed grows in dark, delicate sheets along tidal rocks. Dry and press it flat to make thin wafers, or crush once dried into a crisp, salty garnish.</i> |
| SWIFT | Wayshroom | Rare. End (1) Rehabilitating . ♦ <i>An odd, tasteless mushroom found only near waygates. It has little effect on humans, but it fills monsters with supernatural vigor.</i> |
| TRICKY | [A] ≤ 4 Lesser Mudpuffer | Gain (1) Poisoned . ♦ <i>Like its gargantuan cousin, the yudoubu, the lesser mudpuffer is toxic. Prepared incorrectly, its flesh causes paralysis and asphyxiation.</i> |
| | [A] ≥ 5 Gillgifter Goby | Rare. If the meal restores 8+ Stamina, gain (1) SWIMMING . ♦ <i>Schooling where freshwater and saltwater meet, these hardy fish are adept at navigating all aquatic environments.</i> |

GIANT'S LARDER

The sea caves of Giant's Larder go unmarked on most Charter maps. The local officers certainly know of the Larder's existence, but they'd prefer not to acknowledge it, for its name is nearly a taunt. Giant's Larder is where thieves, smugglers, and runaways hide from their pursuers, and while the food (and people) in these caves were once destined for the stomachs of giants, the constabulary has no way of seizing them. Any time they try, the fugitives scatter into the complex, winding, and narrow system of tunnels that lead from the cave's mouth.



All the same, few people make Giant's Larder their permanent home. Aquatic monsters in the surrounding waters make fishing difficult, and poachers have accidentally introduced several non-native species into the flooded tunnels. At the same time, whenever the Charter feels forced to act against Giant's Larder — for example, after the mass escape from Cradle Island Penitentiary in the winter of 119 — they lay siege to its main entrance instead of raiding it. There exist alternative connections to the surface, but reaching those exits in the slippery dark is not for the faint of heart.

AREA

GIANT'S LARDER

PATHS & COMMUNITIES

Paths: Aso Bay, Crumbledowns, Dryspout (*via secret tunnels*), Hightable

Monster: lotangwa, shulu xie, uopang, varithan, onagung, sposu

Human: AEC South, Sounung Village, Choker Mutineers (p. 185)

TRAITS

Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.

Refuge. The pack can only seek human Communities while navigating here if Harmony is at its maximum.

Subterranean. Creatures here can't fly, and don't have access to Sky.

Waterside. This Area has an additional Terrain, Underwater, where creatures can only swim.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|---------------------------------|---|
| MIGHTY | (W) Silver Crab | Restore (1) Durability. ♦ <i>Sakpang, or silver crabs, regenerate their limbs with relative ease. The claw, the meatiest part, is succulent and tender.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| PRECISE | Night Laver | Gain Hidden . ♦ <i>This edible seaweed grows in dark, delicate sheets along tidal rocks. Dry and press it flat to make thin wafers, or crush once dried into a crisp, salty garnish.</i> |
| SWIFT | Onagung Jelly | If the meal restores 8+ Stamina, gain SLIPPERY . ♦ <i>Most onagung neonates die within days. Wild monsters are quick to snatch them up, so you must be light on your feet to harvest them.</i> |
| TRICKY | [A] ≤ 4 Lesser Mudpuffer | Gain (1) Poisoned . ♦ <i>Like its gargantuan cousin, the yudoubu, the lesser mudpuffer is toxic. Prepared incorrectly, its flesh causes paralysis and asphyxiation.</i> |
| | [A] ≥ 5 Gillgifter Goby | Rare. If the meal restores 8+ Stamina, gain (1) SWIMMING . ♦ <i>Schooling where freshwater and saltwater meet, these hardy fish are adept at navigating all aquatic environments.</i> |

HIGHTABLE

The plateau of Hightable rises above the rest of Asoai, though it is actually the lowest of the marine terraces leading further inland, like the first step of a continent-sized staircase. A century ago, it possessed an environment typical of the Foaming Shore, with a diverse mix of vegetation adapted to the salt spray, wind, and gravelly soil. Then came the trains, and with them, shareholders who selected Hightable as the Charter's first testing grounds for cleargas-enabled agriculture. Servants of Ark felled the trees, cleared the shrubs, and sprayed the worms. For a time, the plateau's farms produced yields large enough to sponsor half a dozen bids for gianthood. The boom ended when frenzied monsters started to interfere with farming operations, and attention drifted from Hightable to the less troublesome floodplains further inland.

Hightable is unlikely to ever resemble its past self again. Feral variants of tenacious cereal grains, first engineered by the greenkings and later repurposed by the Charter, have crowded out nearly all their competitors, growing in untidy swathes across the plateau. Where even these tough grasses cannot find purchase, nothing else grows, save perhaps the hardest lichens. But though changed, Hightable is not lifeless. Its fog-shrouded reaches provide a sanctuary for both people and monsters escaping the northern winters, as herding villages pass through here during the dry season, and crownwolves and hutangwa likewise patrol for small game. Hightable is, in its meandering way, becoming something new, and if we are dedicated in our stewardship, then we may still have a place in this land when its metamorphosis is complete.

| AREA | | |
|--|---------------------------------|---|
| HIGHTABLE | | |
| PATHS & COMMUNITIES | | TRAITS |
| Paths: Crumbledowns, Dryspout, Giant's Larder Monster: lotangwa, shulu xie, uopang, varithan, crownwolf (W), hutangwa (W) Human: AEC South, Sounung Village, Bootshine Village (W) | | Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one STYLE they previously learned while navigating here. Coverless Terrain. Wilders must spend 5 Stamina to make TRICKY TRAVERSALS here. Vast. Double the TN of the Challenge to move on. |
| INGREDIENTS | | |
| STYLE | NAME | EFFECT |
| MIGHTY | (W) Wild Wooda | Either end (1) Fatigued or, if the meal restores 8+ Stamina, gain HASTE . ♦ <i>Wooda provide wool, dairy, and meat to societies throughout the One Land. A single kill can turn into many servings.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| PRECISE | [A] ≤ 4 Scatterseed Rice | No additional effect. ♦ <i>The greenkings experimented heavily with every species of rice on the Sen Coast. Scatterseed rice is nuttier and chewier than other varieties.</i> |
| | [A] ≥ 5 Wun Cabbage | Rare. Gain CAMOUFLAGE . ♦ <i>Clan Wun's specialty crop is hard to spot. Their singers stir-fry it with onion grass before embarking on clandestine operations.</i> |
| SWIFT | (W) Bay Radish | No additional effect. ♦ <i>A wild radish characterized by its bulbous, white root. Firm, crunchy, and mild. Soften the leaves by pickling or stir-frying before eating them.</i> |
| | (S) Coastal Teaberry | If the meal restores 4+ Stamina, gain (1) Invigorated . ♦ <i>The fruit itself is minty, spicy, or sweet depending on the cultivar. The dried leaves make for an energizing herbal tea.</i> |
| TRICKY | Katang Egg | Rare. Gain either (+1) CALL or, if the meal restores 8+ Stamina, (1) FLYING . ♦ <i>Colonies of raucous katang nest along ocean cliffs, out of most predators' reach. Their squawking and their stink are both detectable for many miles.</i> |

OCEAN STOP

The Rice Line runs half the length of the One Land, from Ark all the way to the rim of the continent. It has only one true stop within the Sen Coast, Seabounty. The previous stop on the line lies in Chamigsia, on the other side of the mountains. And the next, where the line terminates, is not on but beyond the Sen Coast, in a desolate stretch of open ocean with no land in sight. When the train stops here, it hovers over the water and lets the waves wash through the open cars. Then, after exactly 18 minutes and 20 seconds, without ceremony, it closes its doors and proceeds back the way it came.

When the local Charter wants to sweep a constable out of the way, they assign them to the security detail for Ocean Stop. There is both nothing to protect here and nothing to protect it against. Some speculate that a greenking ruin lies beneath Ocean Stop, sunk beneath the waves when Ark fell, but if so, it is far deeper than even the most tenacious human divers can reach. Others joke that pirates could hijack the train while it sits, doors open, on the water, but what said pirates could accomplish before the train returns to the heavily guarded station of Seabounty is negligible. Barring a major discovery or turn of events, Ocean Stop is little more than an annoying footnote on Charter maps – an inefficiency they would gladly stamp out, if they truly controlled the technology they now wield.

AREA

OCEAN STOP

PATHS & COMMUNITIES

Paths: Aso Bay, Cradle Island, Crumbledowns, Stationtown Seabounty *(via train)*

Monster: lotangwa, shulu xie, uopang, varithan, shakoi

Human: AEC South, Sounung Village, Da-o Village

TRAITS

Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.

Coverless Terrain. Wilders must spend 5 Stamina to make **TRICKY TRAVERSALS** here.

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

Underwater. This Area has an additional Terrain, Underwater, where creatures can only swim. Creatures don't have access to Land. Wilders can only enter this Area if they have **FLYING** or **SWIMMING**.

Vast. Double the TN of the Challenge to move on.

INGREDIENTS

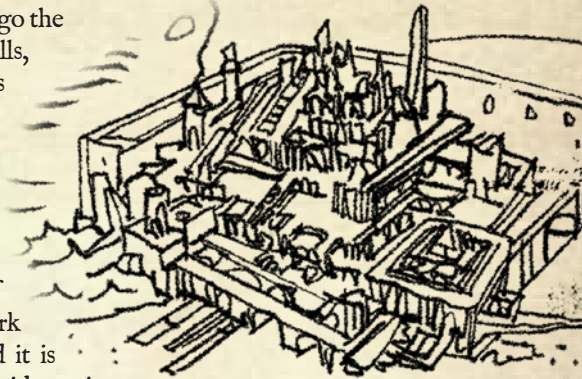
| STYLE | NAME | EFFECT |
|----------------|---------------------------------|---|
| MIGHTY | Ocean Dumbfish | <i>Rare.</i> Gain either (1) Confused or, if the meal restores 20+ Stamina, (+1) MIGHTY . ♦ <i>It drifts placidly through the southern oceans. Sailors mock it for having no natural defenses, but it seems to be doing alright for itself.</i> |
| PRECISE | Nedou Xie | <i>Rare.</i> If the meal restores 10+ Stamina, end (1) Wounded . ♦ <i>These delicate jellyfish never die of old age. Few of their spawning reefs remain, as poachers harvested many to depletion.</i> |
| SWIFT | Jetsquid | If the meal restores 8+ Stamina, gain either (1) FLYING or (1) SWIMMING . ♦ <i>Shoals of tiny jetsquid skip across the waves, flying short distances via water propulsion. A chewy, mild staple for humans and monsters alike.</i> |
| TRICKY | [A] ≤ 4 Lesser Mudpuffer | Gain (1) Poisoned . ♦ <i>Like its gargantuan cousin, the yudoubu, the lesser mudpuffer is toxic. Prepared incorrectly, its flesh causes paralysis and asphyxiation.</i> |
| | [A] ≥ 5 Gillgifter Goby | <i>Rare.</i> If the meal restores 8+ Stamina, gain (1) SWIMMING . ♦ <i>Schooling where freshwater and saltwater meet, these hardy fish are adept at navigating all aquatic environments.</i> |

STATIONTOWN SEABOUNTY

Pyeten Castle, better known as Seabounty, rises like a mountain over Aso Bay. It is nearly 100 meters high at its tallest point, and over the course of a day, its shadow sweeps like a clock hand over the walled compound surrounding it. Even in ruins, the dozens of attached halls and plazas have a regal quality. They are all built to a giant's scale, with similarly sized gates and terraces connecting them, but the ornate carvings and murals that decorate Seabounty were done by human hands. I experienced a feeling like vertigo the first time I visited the city, for I saw the level of detail within a single tile of its walls, and it staggered me to realize the same painstaking craftsmanship spread across the entirety of the grounds.

Of course, Seabounty fell into disrepair after the annihilation of the greenkings, and only a shadow of its former elegance remains. Everywhere, ceilings and arches are crumbling, while feral monsters reside in the abandoned gardens, which are so large they have become miniature wildernesses in the heart of the provincial capital. Over the ruins, a second city grows, like a mold made of ramshackle walkways and market stalls, and human-sized passages pockmark the walls like mouseholes. Some are quick to bemoan Seabounty's decay, and it is admittedly a cacophonous and malodorous place. But for others, especially its residents, it is a testament to life's ability to flourish anywhere, even in the mausoleum of a dead civilization.

Seabounty owes its revival to a single factor: the leyline. Its gargantuan central courtyard doubles as the Sen Coast's only accessible train platform, and so here is where the Charter raised its consulate, its magisterial courts, its constabulary barracks, and its penitentiaries. Here too is where all the coast's tithes are tallied and where all Charter officers first disembark. With them come their families, their servants, and their servants' families — and so, year by year, even a century after its founding, the city grows.



AREA

STATIONTOWN SEABOUNTY

PATHS & COMMUNITIES

Paths: Aso Bay, Cradle Island (*via ferry*), Ocean Stop (*via train*), Stationtown Bhusag (*in Chamigisa, via train*), Sudflats, White Hands Beach

Monster: lotangwa, shulu xie, uopang, varithan, botabo, zaswang

Human: AEC South, Sounung Village, Nin Tai Chat Academy, Society of Human Interests (p. 156)

TRAITS

Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.

City Markets. When a wilder Forages here, they must make a **HOARD** instead of a **SEARCH**.

Precarious Terrain. Wilders must spend 5 Stamina to make **SWIFT TRAVERSALS** here.

INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|-------------------------|--|
| MIGHTY | Bulk Purchase | You gain [A] × 2 of your <i>Hometown Staple</i> (or a different <i>Staple</i> you can describe). |
| PRECISE | Planned Purchase | You gain [A] servings of any Ingredient you've found before. |
| SWIFT | Street Snack | You gain a Snack that restores [A] Stamina and has no additional effect. |
| TRICKY | Stolen Spices | You gain [A] of your <i>Hometown Spice</i> (or a different <i>Spice</i> you can describe). |

SUDFLATS

According to folklore, Nin came to this beach when he was a boy, carrying a stack of dirty dishes as tall as the sky. Overwhelmed by how much he had to clean, he tossed the dishes into the ocean — where, to his surprise, the pounding waves and waving kelp started to scrub them down. Even now, the waters churn with foam as they clean Nin’s chinaware. Standing on the Sudflats, it’s easy to see what inspired this legend. Iridescent bubbles lace the surf and cloak the sand for as far as the eye can see. These stem not just from the sudgrass in the bay, but also from millions of burrowing sudshrimp, hidden among the pinholes created by the swash.

The Sudflats sit at the mouth of the sluggish Yhayhe River, which spills at last into the ocean after winding all the way down from the Lakkarakku mountains. The salt marsh, which rings the parts of the Sudflats which sit furthest from the ocean, floods only during the highest of high tides, with its mud held down by hardy succulents with waxy leaves. If the reeds seem like home to an inordinate number of fierce, roaring monsters, have no fear; these are simply kala-kala, come to lay their eggs. (A colleague of mine suspected Asoai’s kala-kala may actually be a distinct subspecies, uniquely suited to the brackish waters.) Closer to the shore, great numbers of yudoubu make their burrows, each precisely spaced out from the next, while herds of zaili haul out on the beach during the day to rest.

The Charter has a dim view of this so-called wasteland, where the sucking mud and frequent flooding deter intensive settlement. Perhaps that is to the Sudflats’s benefit. For as long as it remains undesirable to humans, this liminal environment continues to be one of Asoai’s most productive.

AREA

SUDFLATS

PATHS & COMMUNITIES

Paths: Aso Bay, Dryspout, Stationtown Seabounty, Yhayhe River (*in Towon Seha*), White Hands Beach

Monster: lotangwa, shulu xie, uopang, varithan, kala-kala (S), yudoubu, zaili

Human: AEC South, Sounung Village, Da-o Village

TRAITS

Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.

Exhausting Terrain. Wilders must spend 5 Stamina to make **MIGHTY TRAVERSALS** here.

Waterside. This Area has an additional Terrain, Underwater, where creatures can only swim.

INGREDIENTS

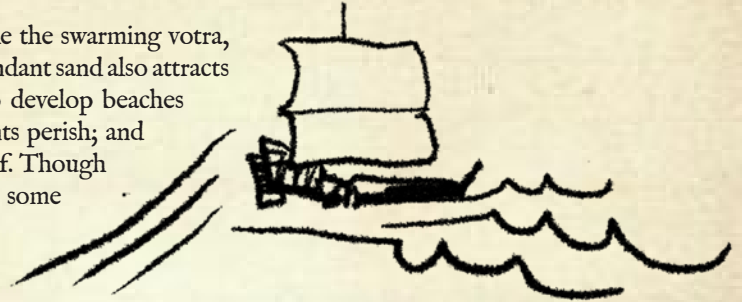
| STYLE | NAME | EFFECT |
|---------|---------------------------------|--|
| MIGHTY | (W) Silver Crab | Restore (1) Durability. ♦ <i>Sakpang, or silver crabs, regenerate their limbs with relative ease. The claw, the meatiest part, is succulent and tender.</i> |
| | [A] ≤ 4 (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don’t have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| | [A] ≥ 5 Royal Clam | If the meal restores 8+ Stamina, gain NATURAL ARMOR . ♦ <i>Huge clams cluster around the tidepools, feeding on plankton during high tide. Even monsters find their shells hard to pry open.</i> |
| PRECISE | Night Laver | Gain Hidden . ♦ <i>This edible seaweed grows in dark, delicate sheets along tidal rocks. Dry and press it flat to make thin wafers, or crush once dried into a crisp, salty garnish.</i> |
| SWIFT | Sudshrimp | Gain either (1) DIGGING or (1) SWIMMING . ♦ <i>Found abundantly during low tide. Gather them by the handful, and set aside plenty of time to clean and shell them.</i> |
| TRICKY | [A] ≤ 4 Lesser Mudpuffer | Gain (1) Poisoned . ♦ <i>Like its gargantuan cousin, the yudoubu, the lesser mudpuffer is toxic. Prepared incorrectly, its flesh causes paralysis and asphyxiation.</i> |
| | [A] ≥ 5 Gillgifter Goby | Rare. If the meal restores 8+ Stamina, gain (1) SWIMMING . ♦ <i>Schooling where freshwater and saltwater meet, these hardy fish are adept at navigating all aquatic environments.</i> |

WHITE HANDS BEACH

Arksteel shipwrecks litter the shore of White Hands Beach. This is the historic site where the first Uosen pulled survivors out of the choppy waves, and pilgrims still travel here to honor their ancestral commitment to non-militance. Yet within a generation, the beach could disappear. With every wave and gust of wind, the hungry ocean eats at the land. No wall can stop its advance, and no tribute can sate its infinite appetite.

The beach only exists in the first place because of a few key species of plants, saltbush and bur foremost among them. Their low stature and unique root systems capture the sand, thus creating foredunes which shield their brethren, the more stable backdunes, from the worst of the salt and the weather. The constant wind, like the inhalation and exhalation of the great ocean, reshapes the hummocks daily, yet these plants do not mind — indeed, they can survive nowhere else.

The dunes are so desert-like that non-native monsters, like the swarming votra, are more at home here than Asoai's usual residents. The abundant sand also attracts mining interests, who use it for industrial processes or to develop beaches nearer Charter power. But without sand, the endemic plants perish; and without the plants, the sand cannot naturally replenish itself. Though this environment may seem ever-shifting and volatile, in some ways it is also particularly sensitive to change.



AREA

WHITE HANDS BEACH

PATHS & COMMUNITIES

Paths: Stationtown Seabounty, Sudflats

Monster: lotangwa, shulu xie, uopang, varithan, votra swarm (S)

Human: AEC South, Sounung Village, Da-o Village

TRAITS

Coastal Weather. Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.

Confusing Terrain. Wilders must spend 5 Stamina to make **PRECISE TRAVERSALS** here.

Waterside. This Area has an additional Terrain, Underwater, where creatures can only swim.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|-----------------------------|--|
| MIGHTY | (W) Silver Crab | Restore (1) Durability. ♦ <i>Sakpang, or silver crabs, regenerate their limbs with relative ease. The claw, the meatiest part, is succulent and tender.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| PRECISE | Seaflower Nectar | If the meal restores 4+ Stamina, gain (+1) DISPLAY . ♦ <i>Endemic flowers only grow if the sand shifts just so around their roots. Their petals are beautifully patterned and work well as garnish.</i> |
| SWIFT | (W) Bay Radish | No additional effect. ♦ <i>A wild radish characterized by its bulbous, white root. Firm, crunchy, and mild. Soften the leaves by pickling or stir-frying before eating them.</i> |
| | (S) Coastal Teaberry | If the meal restores 4+ Stamina, gain (1) Invigorated . ♦ <i>The fruit itself is minty, spicy, or sweet depending on the cultivar. The dried leaves make for an energizing herbal tea.</i> |
| TRICKY | Dried Saltbush | Seasoning. Gain INDEFATIGABLE . ♦ <i>The plant is inedible, but the leaves can be dried and processed for salt. Meals seasoned with it are said to give you the strength of the ocean itself.</i> |



❖ SHORE COMMUNITIES

❖ AEC SOUTH

The Antimeridian Expeditions Company is a Charter-sponsored venture, given the exclusive right to excavate the Sen Coast's ruins in search of relics to send to Ark. Its officers hail from the corelands, having immigrated to the Sen Coast so they can turn small fortunes into giant ones. The rank-and-file of AEC, however, are mostly poor Sen, ranging from ambitious treasure hunters to desperate families who've lost their villages to frenzy.

AEC South, the larger of its two chapters, specializes in underwater voyages. It frequently establishes sprawling camps on Asoai's beaches, which stink of fish as company chefs gut, clean, and prepare meals for divers. The barnacle-encrusted spoils its members haul up from the seafloor more than cover the cost of these piscatory expenses. AEC South also runs overland expeditions throughout Asoai, but these tend to be smaller and receive less funding. The ambitious commissioner of AEC South, Derrenik Vats, plans to expand operations into Towon Seha, though it's said he's grown paranoid after repeated assassination attempts by singers of Clan Wun.

❖ SOUNUNG VILLAGE

Many assume the Shoreline Gazette, the Sen Coast's first and only regular newspaper pamphlet, owes its existence to a miraculous relic, like an arksteel printing press. But the truth is the Gazette is the product of simpler magics: grit, gumption, and curiosity foremost among them. Its first half a dozen publications in 106 AC contained no news, only collections of useful recipes, but as its readership grew, so too did its scope. Current events and announcements started to appear in the pamphlet, collected by porters who picked up tidbits as they distributed the Gazette. Eventually its reputation grew to the point that many residents sought out and joined Sounung Village, the Gazette's headquarters, for the express purpose of becoming journalists.

Today, Sounung Village has households from over a dozen different clans, including A, Bao, Gu, Le, and Zi. Chief Gu Lang, a stern woman with a respect for results and little patience for aught else, manages the interminable squabbles of these clans from Sounung Village's two vhan. Her family serves the local specialty, fried katang wings, wrapped in old editions of the Gazette, which Sounung newscriers eat so their voices carry further.

❖ NIN TAI CHAT ACADEMY

The Academy Panphilosophical predates the Charter, but the two have since developed a symbiotic relationship. Graduates of the Academy, called academicians, maintain timetables for the leytrains, research discoveries unearthed by Charter expeditions, assess underutilized lands for economic potential, and legitimize Charter law in exchange for funding and clout. While the original campus in the corelands remains the most prestigious, cadet schools throughout the provinces provide locals with opportunities for academic certification. (This was, for example, how I received my degree.)

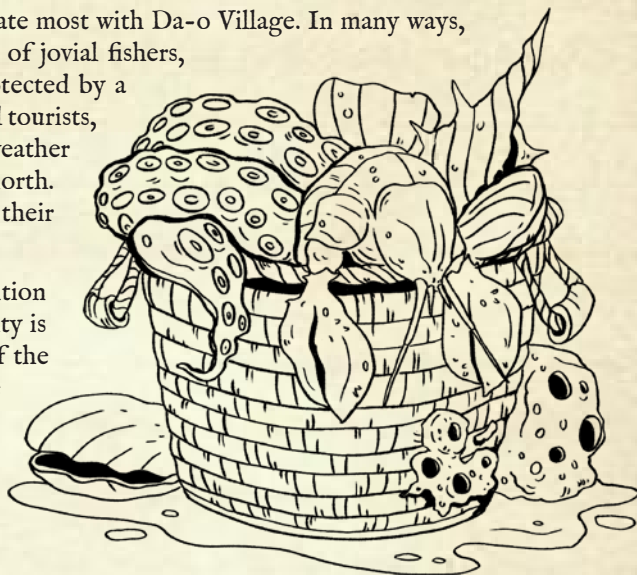
Nin Tai Chat Academy, named after the consul who founded it, is one such offshoot. To differentiate itself from the many Yaksen engineering workshops already established across the Sen Coast, Nin Tai Chat Academy specializes in natural history, particularly the study of monsters. Its two most infamous deans, Nin Zul Ka and Mo Hang, have named dozens of species in their attempts to outperform the other, and they have been known to hire unsavory characters in their race to acquire more specimens. Their students, as best I can tell, are equal parts amused and frustrated with this feud, and after one supervisor or the other finishes the race to publication, it falls to these anonymous underlings to complete the remainder of the research.

◆ DA-O VILLAGE

Drunken laughter and warbling music are the sounds I associate most with Da-o Village. In many ways, it is a picture-perfect example of an Uosen community, full of jovial fishers, sailors, and divers who drift where the waves take them, protected by a school of shakoi with whom they have a long history. Coreland tourists, just like migratory birds, often winter in Da-o, for the balmy weather and gentle waves are far more pleasant than the snows further north. In exchange for Charter-manufactured goods or clemency for their late taxes, the villagers are happy to host them.

In a way, faced with dwindling fish stocks and the stiff competition of Charter shipping, they have no choice. For Da-o, hospitality is the last viable livelihood left. I heard some speak wistfully of the old days – one wrinkled musician lamented privately to me that Gimlet, the scarred senior shakoi who once protected Da-o from sea monsters, was now reduced to doing tricks for children. Many others, however, spoke with genuine passion about taking care of others and meeting new people from distant lands.

I am in no place to judge their sincerity, when they have such an obvious material motive to appear genial and welcoming. But Gimlet, at least, seemed happy to show off.



◆ FRIENDLY FERRIES ◆

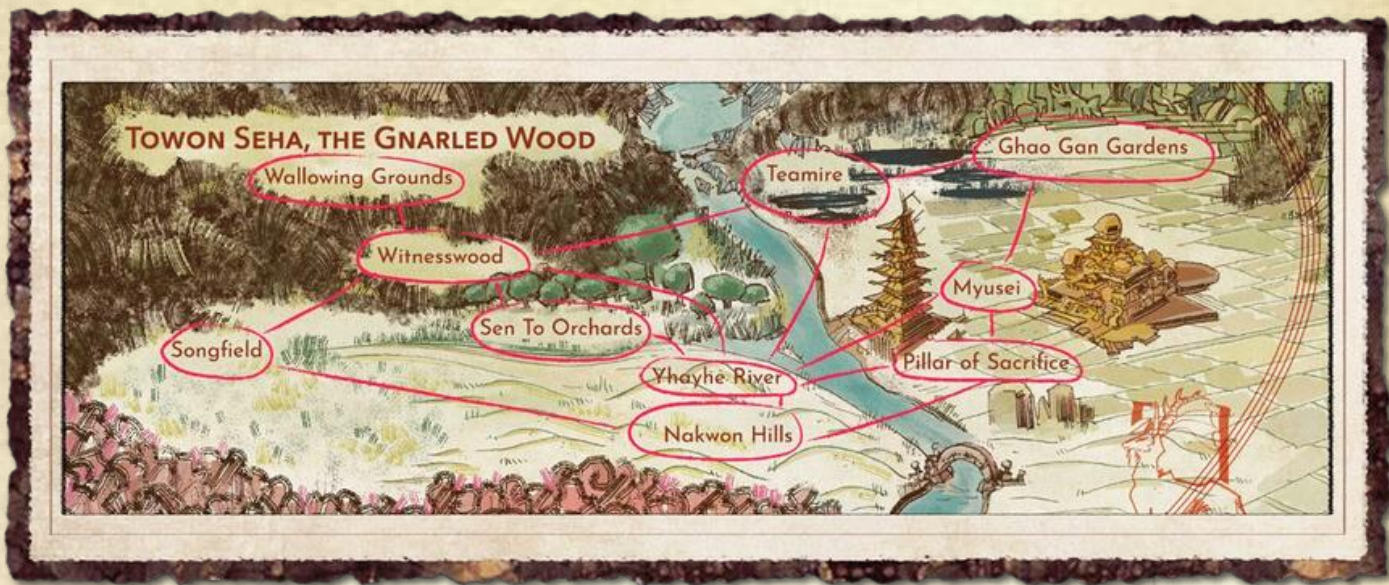
If the wilders are in good standing with Da-o Village, or any other local Community with sailing vehicles, they can enter Aso Bay without the **FLYING** or **SWIMMING** Traits.

◆ BOOTSHINE VILLAGE

The leatherworkers of Bootshine Village shelter in woodland temples during the monsoon, then travel to Hightable to graze their wooda during the winter. This is technically trespassing, for Hightable is the legal property of various shareholders based in Seabounty, but any constables who attempt to enforce this would have to contend with both the villagers and the sharp-toothed, thick-skinned botazar lizards that help corral their flocks. The greater threat lies in the frenzied monsters that cross Bootshine's path, especially if said monsters have a taste for wooda meat.

Bootshine displays the multiculturalism common to Asoai's villages, for it has roots not only in Kyosen and Uosen culture but also in the shark-ranches of the distant Eiskamur, over a thousand miles from the Sen Coast. Half the founders of Bootshine immigrated from the north at the dawn of the modern age, and the various customs and households of the village have intermingled thoroughly, creating a vibrant, mixed community. Lhu Rascal, a calculating young man, had recently assumed the role of chief the last I visited Bootshine, and he dined me generously, though he was laconic in his manner. His advisor, Wun Lampya, is an unassuming singer with an impressive talent for knifework. Both have deflected accusations of anti-Charter sentiment, and I am sure it is not my place to speculate where their true loyalties lie.

❖ WOODLAND



Towon Seha, the Gnarled Wood, wakes and slumbers in rhythm with the monsoon. During the wet summer, the forest is humid and green, with both humans and monsters scrambling through its branches to make the most of its seasonal bounties. But during the dry winter, the forest enters a crackling, brittle dormancy. Its iconic twistwood trees, whose trunks twist like wrung cloth, shed their leaves, and its native monsters either slow their activities or migrate elsewhere. Winters here are usually cool, but wildfires can spark without warning and make the air feel dirty and thick.

These fires are necessary processes, clearing out old growth and enabling the development of young monsters, so locals sometimes set them on purpose if they do not occur naturally. The longer a burn is delayed, the more devastating it is when it finally happens. All life in the Gnarled Wood possesses adaptations to either escape or endure the flames, from the lacquer-like, fireproof sap of the twistwoods, to the deep burrows of terrestrial monsters, to the circles of cleared brush, like the inverse of walls, that surround human villages.

The slow Yhayhe River bisects this region, flooding its banks when filled with snowmelt and subsiding to a desultory, silty stripe during the winter dry spells. To its east lie the wetlands which the Kyosen people call their traditional home, full of rice paddies and ancient temples. In contrast, the lands to the west are more heavily forested, and here the Yaksen make their villages high in the canopy. For centuries they were amiable neighbors, but the tension caused by the Charter's growing presence is putting a noticeable strain on their relations.

The same goes for the monsters of the Gnarled Wood. As the frenzy makes sections of the forest uninhabitable, both infected and healthy monsters are driven into conflict with the humans who live alongside them. Towon Seha's monsters share a certain villainous look — many are large insects, like the ko-ketak and ziziwen, while others, like the hutangwa, have mastered the destructive powers of fire. They are enticing targets for hunters, but they are also uniquely vulnerable. Each pocket of the forest has its own specialists. Assuming they can survive outside their natural habitats would be like assuming the Kyosen and Yaksen could happily exchange places, as if they were more attached to a label on a map than the particular lands on which they live.

REGION

TOWON SEHA, THE GNARLED WOOD

TRAITS

Forested. Every Area here has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

COMMUNITIES

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S)

Human: Society of Human Interests

INGREDIENTS

| STYLE | NAME | EFFECT |
|------------------------|-------------------------|--|
| MIGHTY | Waddlewing | Gain (1) Fatigued . <i>This avian monster is flightless, nocturnal, and invasive. Their meat is somewhat dry and lean, and it often makes people drowsy.</i> |
| PRECISE [A] ≤ 4 | Dizzysroom | Overpowering. Gain (1) Confused . <i>This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect.</i> |
| PRECISE [A] ≥ 5 | Crabeye Mushroom | Restore (1) Durability. <i>They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more.</i> |
| SWIFT (W) | Hanging Rice | No additional effect. <i>Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice.</i> |
| SWIFT (S) | Worm | Gain HUNGER . <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| TRICKY | Wild Lapuni | If the meal restores 4+ Stamina, gain either (+1) SEARCH or (1) DIGGING . <i>Flop-eared lapuni are ubiquitous throughout the Gnarled Wood. They often burrow beneath roots to escape the wildfires.</i> |

GHAO GAN GARDENS

Even armed with their powers of mutation, the greenkings could not resurrect the extinct species of the past. These they instead rendered in arksteel, and due to the metal’s regenerating properties, the fanciful statues have endured since they were first made. By my estimation, these statues display more imagination than accuracy, but even so I find them charming. We tend to picture the Age of Kings as a time of wonder and lost miracles, but the people of that time looked back with equal fascination at the still more distant past. Perhaps it is human nature to wonder at what came before.

Arksteel statues of extinct (or possibly fictional) monsters appear in ones or twos along roads across the Sen Coast, but by far the largest collection of them stands in Ghao Gan Gardens. They are the last remnants of Ghao Gan’s former, cultivated beauty: the topiaries became wild and overgrown long ago, and the wide garden paths are now choked with mulch, mud, and fungus. But while human activity in the gardens is minimal, monsters have made their home among their metal ancestors. Local populations of flintknuckles and kakwari likely descend from the menageries that the greenkings kept here, as their display features are significantly more ornate and elaborate than others of their species.

AREA

GHAO GAN GARDENS

PATHS & COMMUNITIES

Paths: Myusei, Teamire

.....

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S), flintknuckle, kakwari

Human: Society of Human Interests, Lala Village

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can’t gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Confusing Terrain. Wilders must spend 5 Stamina to make **PRECISE TRAVERSALS** here.

Ruins. When a wilder Forages here, they can make a **STUDY** instead of a **SEARCH**. If they succeed, they add [A] × 2 to the total [A] of a Downtime project. *(Work together to establish how the knowledge or resources acquired from the ruins benefits their project.)*

Small. Halve the TN of the Challenge to move on.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|--------------------------|---|
| MIGHTY | Shellberry | If the meal restores 4+ Stamina, end (1) Frightened . ♦ <i>Though the skin is spiky and rough, it’s also quite thin, and the flesh within is sweet and juicy. Eating shellberry is said to make you feel protected and safe.</i> |
| PRECISE | [A] ≤ 4 Dizzysroom | Overpowering. Gain (1) Confused . ♦ <i>This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect.</i> |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ <i>They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more.</i> |
| SWIFT | (W) Hanging Rice | No additional effect. ♦ <i>Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don’t have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| TRICKY | Pinsnake | Rare. Gain either SWALLOW WHOLE or (1) VENOM . ♦ <i>Though their heads appear narrow, pinsnakes have an enormous gape when they fully open their jaws.</i> |

MYUSEI

Before the Charter arrived, Myusei was the capital of the Sen Coast. During the Age of Kings, it hosted the Pek dynasty of greenkings, who defended the fertile floodplains covetously from their neighbors. They reshaped large swathes of Myusei's natural woods and wetlands to make their agriculture more productive, and they built massive sen to house both their workers and their daily harvests. Barns and monster pens as elaborate as palaces stand throughout the valley, built on elevated foundations that happen to prevent worms from burrowing up beneath them. After the fall of Ark, the Kyosen reclaimed these ruins, repurposing those which were still habitable and sealing off the rest. Clans from all four major cultures gathered here regularly, to hear the latest news and to reconnect with their distant cousins.

The establishment of Seabounty, however, spelled the end of Myusei's prominence. What was once the winter residence of the greenkings became the Sen Coast's perennial center of power, and now, instead of leading the region, the Temple Valley feeds it. Feral variants of greenking crops grow here throughout both seasons, making it the first place many foragers go when they are short on Charter tithes. It helps that Myusei is relatively free from dangerous monsters, as centuries of human habitation have driven the most threatening species away. At most, one must beware the buzzing ziziwen, who linger around Myusei's shrunkened ponds and swamps while they wait out the dry season.

| AREA | | |
|--|---------------------------------|--|
| MYUSEI | | |
| PATHS & COMMUNITIES | | TRAITS |
| Paths: Ghao Gan Gardens, Pillar of Sacrifice, Teamire, Yhayhe River Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S) Human: Society of Human Interests, Lala Village | | Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a GRAB instead of a TRAVERSAL . Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become Exposed , and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their TOOLS become Burned . Sacred Land. Double any increase or decrease to Harmony while the pack is here. Waterside. This Area has an additional Terrain, Underwater, where creatures can only swim. |
| INGREDIENTS | | |
| STYLE | NAME | EFFECT |
| MIGHTY | (W) Onion Grass | Gain (1) Invigorated . ♦ <i>Though it comes in dozens of varieties, each strain is equally tenacious. The bulb has more bite than the long stem.</i> |
| | (S) Kingflower Seed | No additional effect. ♦ <i>Kingflowers have enormous, sunburst-like inflorescences. Both cooking oil and flour can be made from their versatile, nutty seeds.</i> |
| PRECISE | [A] ≤ 4 Dizzysroom | Overpowering. Gain (1) Confused . ♦ <i>This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect.</i> |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ <i>They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more.</i> |
| SWIFT | (W) Hanging Rice | No additional effect. ♦ <i>Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice.</i> |
| | (S) Basin Chili | Overpowering. Gain (1) Invigorated . ♦ <i>Basin chili, or jao, is both numbing and spicy. Use it as a dipping sauce, a flavoring for hot pots and stir fry, or a marinade for cold dishes.</i> |
| TRICKY | Wild Lapuni | If the meal restores 4+ Stamina, gain either (+1) SEARCH or (1) DIGGING . ♦ <i>Flop-eared lapuni are ubiquitous throughout the Gnarled Wood. They often burrow beneath roots to escape the wildfires.</i> |

NAKWON HILLS

The southern border of the Gnarled Wood is a sprawling range of hills called Nakwon. Grasslands predominate on the sunny, exposed slopes facing Asoai, while woods of mixed species, mostly twistwoods, grow in the shadier canyons and ridges on the northern side. Like the rest of Towon Seha, the hills become dusty and brown during the winter, before they surge back to life, resplendent with wildflowers and vivid tangles of worms, during the monsoon. Crownwolves and hutangwa patrol these woodlands year-round, hunting a panoply of small game.

Nakwon owes its existence to the corresponding Nakwon Fault, which runs parallel to the hills. The faultline makes the entirety of the Sen Coast, not just the Nakwon Hills, prone to earthquakes, but these take up less space in the public imagination than the wildfires and worms. Even the Yaksen, dangling from their elevated villages, treat the quakes with nonchalance, for they have retained the knowledge of building tremor-resistant homes since ancient times. The Sen peoples joke that “the Big One” — an earthquake to rival the cataclysm that followed Ark’s fall — is coming, but until it happens, they prefer to direct their energy toward more salient threats like the frenzy.

AREA

NAKWON HILLS

PATHS & COMMUNITIES

Paths: Pillar of Sacrifice, Songfield, Yhayhe River

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S), crownwolf, golyak

Human: Society of Human Interests, Bootshine Village (S) (p. 143)

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can’t gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Landslides. Each time the pack enters this Area, roll a d6. If the result is 5+, collapsing slopes have blocked an old path. The pack loses a **STYLE** to Travel here until they learn it again.

Vast. Double the TN of the Challenge to move on.

INGREDIENTS

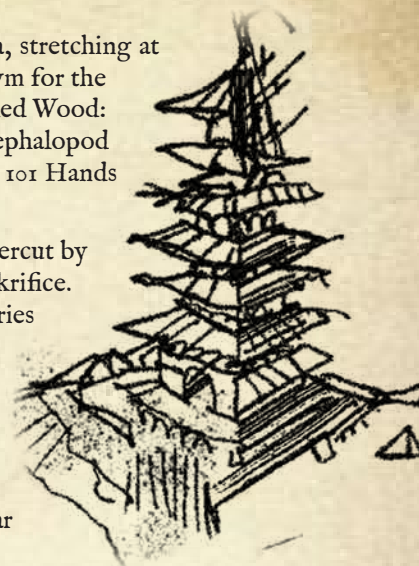
| STYLE | NAME | EFFECT |
|---------|---------------------------------|---|
| MIGHTY | (W) Waddlewing | Gain (1) Fatigued . ♦ <i>This avian monster is flightless, nocturnal, and invasive. Their meat is somewhat dry and lean, and it often makes people drowsy.</i> |
| | (S) Wild Wooda | Either end (1) Fatigued or, if the meal restores 8+ Stamina, gain HASTE . ♦ <i>Wooda provide wool, dairy, and meat to societies throughout the One Land. A single kill can turn into many servings.</i> |
| PRECISE | [A] ≤ 4 Dizzyshroom | Overpowering. Gain (1) Confused . ♦ <i>This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect.</i> |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ <i>They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more.</i> |
| SWIFT | (W) Hanging Rice | No additional effect. ♦ <i>Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don’t have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| TRICKY | Wild Lapuni | If the meal restores 4+ Stamina, gain either (+1) SEARCH or (1) DIGGING . ♦ <i>Flop-eared lapuni are ubiquitous throughout the Gnarled Wood. They often burrow beneath roots to escape the wildfires.</i> |

PILLAR OF SACRIFICE

The Pillar of Sacrifice is an enormous grain silo built in the style of a many-tiered pagoda, stretching at least 200 meters into the sky. It so dominates the landscape that its name is used as a metonym for the surrounding area, which possesses only one trait to differentiate it from the rest of the Gnarled Wood: it was the territory of the apex zaswang, Queen Maka. The enormous color-changing cephalopod monster used the silo as her den, emerging nightly to decimate her surroundings, until the 101 Hands Buffet pack slayed her at last.

The ominous name alone is enough to ward most travelers away, though this is perhaps undercut by the fact that, at least when I visited, local children insisted on calling it the Pillar of Snackrifice. How quickly the terror of a name fades, once the reason behind it is lost — it has been centuries since a peasant came here to offer up their harvest, feeding a mysterious and distant horror rather than their own family, as it has been decades since Queen Maka emerged from the tower, skin pulsing and tentacles seeking.

But though the apex zaswang is dead, her presence still lingers in her former territory. The frenzy has many hosts here, and without intervention, another apex monster may rise to take Queen Maka's throne. Prominent chiefs have turned to the Charter for their salvation, but I fear that using arksteel weaponry to purge the monsters here can only make the situation worse.



AREA

PILLAR OF SACRIFICE

PATHS & COMMUNITIES

Paths: Myusei, Nakwon Hills, Yhayhe River

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S)

Human: Society of Human Interests

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Apex Territory. Remove 1 Success from every Test a wilder makes here.

INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|---------------------------------|---|
| MIGHTY | Waddlewing | Gain (1) Fatigued . ♦ This avian monster is flightless, nocturnal, and invasive. Their meat is somewhat dry and lean, and it often makes people drowsy. |
| PRECISE | [A] ≤ 4 Dizzyshroom | Overpowering. Gain (1) Confused . ♦ This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect. |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more. |
| SWIFT | (W) Hanging Rice | No additional effect. ♦ Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice. |
| | (S) Worm | Gain HUNGER . ♦ The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry. |
| TRICKY | Queenspawn | Rare. Gain either (1) Wounded or, if the meal restores 20+ Stamina, (+1) TRICKY . ♦ A pale, embryonic zaswang. Queen Maka's children all died in the egg, but not even bacteria will eat them. Perhaps only wilders can cook them safely. |

SEN TO ORCHARDS

In the Yaksen dialect, the word “zin” refers to all flying insects below a certain size. Never mind that some zin are iridescent dragonflies large enough to snatch birds out of the air, while others are biting midges that swarm in thick clouds. Unless specificity is absolutely necessary, the Yaksen do not bother differentiating. I cannot say I prefer this style of naming to the Charter’s intricate taxonomies, but it is merely that: preference. Too often, I forget that the Charter’s urge to sort and classify is not universal.

Among the most important zin are the zin bees, who are essential to Clan To’s commerce and culture. These small monsters of the Baker’s Line reside in Towon Seha’s honey orchards, where the former Sen To plantations once stood. Though each is no larger than a handspan, they are remarkably long-lived, and their colonies can last centuries. Inevitably, their buzzing hives spill out of the artificial frames built for them and bloat into masses of wax and honey, looming like yellow moons in the forest canopy. Once agitated, zin bees pursue trespassers relentlessly, so foragers must take care in these woods whether they are harvesting honey or not.

In addition to hive boxes, the apiarists of Clan To build walkways and bridges to connect the branches of the canopy like roads. When I visited, these were unfortunately in disrepair: several frenzied monsters had been sighted in the area, and even the promise of fresh honey could not tempt the ever-cautious Yaksen engineers to risk further construction.

AREA

SEN TO ORCHARDS

PATHS & COMMUNITIES

Paths: Witnesswood, Yhayhe River

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S), mammudo, pitangwa (S)

Human: Society of Human Interests, Nhatian Village

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can’t gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Precarious Terrain. Wilders must spend 5 Stamina to make **SWIFT TRAVERSALS** here.

Territorial Wildlife. Any wilder who Forages here and fails gains Disadvantage the next time they Travel.

INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|---------------------------------|--|
| MIGHTY | Twistwood Sap | Either restore (1) Durability or gain SHOCK RESISTANT . ♦ Twistwoods bleed sap to insulate themselves from both injury and fire. Sufficiently boiled, it’s the basis for a sweet chewing gum. |
| PRECISE | [A] ≤ 4 Dizzyshroom | Overpowering. Gain (1) Confused . ♦ This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect. |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more. |
| SWIFT | (W) Hanging Rice | No additional effect. ♦ Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice. |
| | (S) Flutecup Nectar | If the meal restores 4+ Stamina, gain either (+1) DISPLAY or (1) TOUCH-ME-NOT . ♦ Flutecup flowers are named after their long, distinctive shape. They grow surrounded by thorns. |
| TRICKY | Balm Honey | Rare. If the meal restores 10+ Stamina, end (1) Wounded . ♦ A clear, low-viscosity honey with remarkable medicinal properties. Smoke is a common method to sedate the bees before taking it. |

SONGFIELD

At all times of day and night, dozens of melodies play across the open meadows of Songfield, which practitioners of the Song-faith consider a holy site. While the ringing voices of avian, amphibian, and insect monsters alike may sound like a cacophony to untrained ears, each occupies a distinct acoustic niche, relying on frequency or rhythm to separate their own song from those of other species. In this way, Songfield's health is easy to assess. When a member of the chorus vanishes, silence replaces the measures where they used to sing.

There is one notable species missing from Songfield in the modern day: giants. No other creature of the One Land could sing with the Hunger's eldritch tones, so in this way they too occupied their own musical niche. The greenkings released many new species of monster here after developing them in their gardens and menageries, heedless of the effect they might have on existing populations. Without the greenkings, Songfield continues to change but at a much slower rate. The forest creeps forward to reclaim the open fields, but wildfires ensure its progress is not constant.



AREA

SONGFIELD

PATHS & COMMUNITIES

Paths: Nakwon Hills, Witnesswood

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S), crownwolf, golyak, kakwari

Human: Society of Human Interests, Nhatian Village

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Coverless Terrain. Wilders must spend 5 Stamina to make **TRICKY TRAVERSALS** here.

Sacred Land. Double any increase or decrease to Harmony while the pack is here.

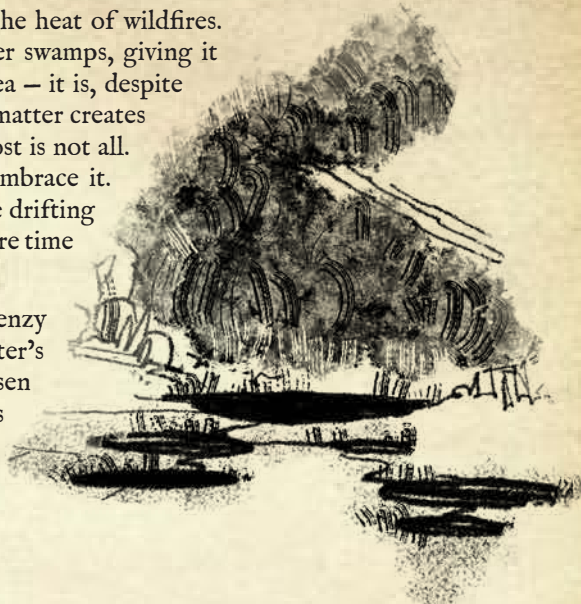
INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|---------------------------------|---|
| MIGHTY | (W) Waddlewing | Gain (1) Fatigued . ♦ This avian monster is flightless, nocturnal, and invasive. Their meat is somewhat dry and lean, and it often makes people drowsy. |
| | (S) Kingflower Seed | No additional effect. ♦ Kingflowers have enormous, sunburst-like inflorescences. Both cooking oil and flour can be made from their versatile, nutty seeds. |
| PRECISE | [A] ≤ 4 Dizzyshroom | Overpowering. Gain (1) Confused . ♦ This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect. |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more. |
| SWIFT | (W) Hanging Rice | No additional effect. ♦ Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice. |
| | (S) Worm | Gain HUNGER . ♦ The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry. |
| TRICKY | Wild Lapuni | If the meal restores 4+ Stamina, gain either (+1) SEARCH or (1) DIGGING . ♦ Flopp-eared lapuni are ubiquitous throughout the Gnarled Wood. They often burrow beneath roots to escape the wildfires. |

TEAMIRE

Twistwood sap contains bitter chemicals, which insulate them from the heat of wildfires. As twistwoods decay, these chemicals leech into Teamire's blackwater swamps, giving it its iconic stained appearance. Humans may not partake in this wild tea — it is, despite the poetic name, just swamp water — and indeed, the dissolving plant matter creates conditions that drive away most species in the Gnarled Wood. But most is not all. Where some species reject the murk and the slow current, others embrace it. They are small monsters, mostly, lounging in the mud or hiding in the drifting leaves, and should I ever revisit the Sen Coast, I would like to spend more time studying them.

Because none of these monsters are large enough to contract the frenzy (or look good on a trophy wall), Teamire has so far escaped the Charter's depredations. It remains under the stewardship of the native Kyosen clans and villages, and it sees little in the way of human traffic. Streams from Teamire feed the silty Yhayhe River, and travelers sometimes circumvent the great waterway by detouring through here, where the trees cluster thick enough that crossing on foot, over the branches or half-submerged roots, is still possible.



AREA

TEAMIRE

PATHS & COMMUNITIES

Paths: Ghao Gan Gardens, Myusei, Witnesswood, Yhayhe River

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen

Human: Society of Human Interests, Lala Village

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Exhausting Terrain. Wilders must spend 5 Stamina to make **MIGHTY TRAVERSALS** here.

Waterside. This Area has an additional Terrain, Underwater, where creatures can only swim.

INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|---------------------------------|--|
| MIGHTY | Waddlewing | Gain (1) Fatigued . ♦ This avian monster is flightless, nocturnal, and invasive. Their meat is somewhat dry and lean, and it often makes people drowsy. |
| PRECISE | [A] ≤ 4 Dizzyshroom | Overpowering. Gain (1) Confused . ♦ This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect. |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more. |
| SWIFT | Twistwood Bark | Seasoning. Gain (1) REGENERATION . ♦ An astringent, acquired taste. Often used in medicinal teas, as they're said to purge physical and spiritual toxins alike. |
| TRICKY | Kala-Puka | If the meal restores 8+ Stamina, gain either (1) CLIMBING or (1) SWIMMING . ♦ These frog-like monsters lead a mix of aquatic and arboreal lives. Their meat is mild and unobjectionable, pairing well with most flavors. |

WALLOWING GROUNDS

Throughout the year, tanpo and mammudo gather at the Wallowing Grounds to lick minerals from clay deposits. The digging usually does not stop once they've had their fill. Tanpo in particular create mud holes in which they can soak, while mammudo seek clearer waters to bathe and clean out their scales. Then, near the end of the monsoon, they are joined by other visitors. Hagsechu eggs, laid at the beginning of winter, hatch when the wildfires begin, and the young hagsechu hunt the small, thirsty monsters who crowd around the shrinking watering holes. At the same time, kakwari stalk through the dustier sections of the Wallowing Grounds, cutting and stamping plants to clear the stage for their mating displays. Tensions are high during this season, as irritated bathers, protective parents, and aroused adults all butt heads. But they are all necessary to make and maintain this unique location.

In the end, we are not the only creatures who sculpt the environment to our preferences. The Wallowing Grounds exist because of the constant and combined activity of many species, and should it ever be monopolized by one, the ripple effects would be felt by all.

AREA

WALLOWING GROUNDS

PATHS & COMMUNITIES

Paths: Lamentations Trail (*in Lakkarakku*), Witnesswood

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S), hagsechu (W), kakwari (W), mammudo, tanpo

Human: Society of Human Interests, Peikhu Village

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Breeding Grounds. Wilders have Disadvantage on **ASSURANCES** toward monsters here. If the pack encounters hostile monsters during an Event, double the TN of any Challenge associated with the Event.

Exhausting Terrain. (S) Wilders must spend 5 Stamina to make **MIGHTY TRAVERSALS** here.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|---------------------------------|---|
| MIGHTY | [A] ≤ 4 Waddlewing | Gain (1) Fatigued . ♦ <i>This avian monster is flightless, nocturnal, and invasive. Their meat is somewhat dry and lean, and it often makes people drowsy.</i> |
| | [A] ≥ 5 Wallowclay | Seasoning. Gain WITHDRAW . ♦ <i>Encase meat or vegetables in clay, then bake it over low heat. Many monsters lick this clay to acquire essential minerals.</i> |
| PRECISE | [A] ≤ 4 Dizzyshroom | Overpowering. Gain (1) Confused . ♦ <i>This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect.</i> |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ <i>They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more.</i> |
| SWIFT | (W) Ash Sprouts | If the meal restores 4+ Stamina, end Burned . ♦ <i>These hardy greens are the first to grow back after wildfires. Bitter if raw but sulfurous if overcooked, it takes skill to prepare them properly.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| TRICKY | Wild Lapuni | If the meal restores 4+ Stamina, gain either (+1) SEARCH or (1) DIGGING . ♦ <i>Flop-eared lapuni are ubiquitous throughout the Gnarled Wood. They often burrow beneath roots to escape the wildfires.</i> |

WITNESSWOOD

When most people imagine Towon Seha, what they truly picture is the Witnesswood. This vast and wild tangle hosts an unparalleled diversity of monsters, who perform the daily struggles of survival beneath the gaze of the eponymous Witnesses — giant twistwoods that rise prominently above the canopy, their branches so broad and bedecked with epiphytic plants that they could be considered separate forests in and of themselves. The oldest Witnesses are thousands of years old. They have outlasted multiple human civilizations, and in some places, their trunks still bear scars from the shockwave caused by Ark's fall.

The Witnesswood is what my colleagues refer to as a dry forest. Though soaked with daily rains during the monsoon, it also suffers long droughts during the winter, and the entire horizon burns when wildfires course through the dense, desiccating foliage. Twistwoods have fireproof bark, but when the duff at their roots burns especially hot, the vulnerable heartwood within can ignite. Then, they become torches over 100 meters long, spewing smoke, embers, and ash over their surroundings as they burn from the inside out. Even in summer, the Witnesswood is full of hazards. Certain predators, like the tatangwa, are found nowhere else in the world except the forest's deepest reaches, and they can navigate the overgrown terrain far better than we can. There are no roads in the understory, which exists in a state of perpetual twilight due to the thickness of the tree cover overhead, and the only landmarks are the Witnesses, which one can only see by climbing up into the canopy. Despite all these difficulties, humans still count among the species that live in the forest's fringes. Only with respect can one live in such a place, without the land itself swallowing them.

AREA

WITNESSWOOD

PATHS & COMMUNITIES

Paths: Sen To Orchards, Songfield, Teamire, Yhayhe River, Wallowing Grounds

Monster: hutangwa, kala-kala, ko-ketak, rootcrab, zaswang, ziziwen (S), flintknuckle, golyak, hagechu (W), mummudo, pitangwa (S), tarangwa

Human: Society of Human Interests, Nhatian Village, Peikhu Village

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Confusing Terrain. Wilders must spend 5 Stamina to make **PRECISE TRAVERSALS** here.

Vast. Double the TN of the Challenge to move on.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|---------------------------------|--|
| MIGHTY | (W) Cindercrab | Either gain (+1) ASSURANCE or restore (1) Durability. ♦ <i>Lights on their shells blink slowly as they pick meat off burned corpses. The blinking becomes fast and arrhythmic when they are agitated.</i> |
| | (S) Sugarvine | <i>Seasoning.</i> If the meal restores 4+ Stamina, gain (1) CLIMBING . ♦ <i>Once milled, it produces a find, white sugar. The greenkings dedicated entire plantations to sugarvine in the distant past.</i> |
| PRECISE | [A] ≤ 4 Dizzyshroom | <i>Overpowering.</i> Gain (1) Confused . ♦ <i>This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect.</i> |
| | [A] ≥ 5 Crabeye Mushroom | Restore (1) Durability. ♦ <i>They grow at the base of trees, mimicking rootcrab eye stalks. They are safe to pick if they grow in clumps of three or more.</i> |
| SWIFT | (W) Hanging Rice | No additional effect. ♦ <i>Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| | [A] ≥ 5 Wari Egg | If the meal restores 8+ Stamina, gain either (+1) SEARCH or (+1) TRAVERSAL . ♦ <i>The ancients raised pigeon-like wari as their primary poultry, and feral populations have now spread to every corner of the continent.</i> |
| TRICKY | Wild Lapuni | If the meal restores 4+ Stamina, gain either (+1) SEARCH or (1) DIGGING . ♦ <i>Flop-eared lapuni are ubiquitous throughout the Gnarled Wood. They often burrow beneath roots to escape the wildfires.</i> |

YHAYHE RIVER

More visibly than any leyline, the Yhayhe River strings the Sen Coast together. Slow and silty, but broad enough to comfortably fit an entire Uosen raft village, the Yhayhe River is often likened to a lazy, old snake. During the summer, it fattens itself on snowmelt and rainwater, overflowing its banks and flooding the surrounding plains. Then, during the winter, it shrinks, leaving long stripes of sticky mud on its sides like the stretch marks of a monster who has rapidly lost weight. While still a formidable waterway, the Yhayhe River in winter is a depressing sight, for however long one can tolerate the smell of fish and vegetation rotting on its exposed banks. In both seasons, the Yhayhe River transports Yaksen, Kyosen, and Uosen clans alike, along with goods and news from as far north as its headwaters in the Lakkarakku mountains to as far south as the ocean. It also carries nutritious sediment along its entire length, rejuvenating the soil wherever it floods and supporting a wide variety of aquatic monsters native to its murky waters.

The increase of Charter-style agriculture has seen old Yhayhe shrink a little each year, as irrigation channels direct its waters for human use. Polluted runoff from cleargas farms also mixes freely with the silt, and there are increasing reports of frenzied river monsters attacking boats or hauling themselves onto the banks to rampage on land. Wilders from the Lakkarakku have traditionally used the river to reach all the lands south of their hermitages, but if they cannot keep even the Yhayhe safe, then the situation for the rest of the coast is dire indeed.

AREA

YHAYHE RIVER

PATHS & COMMUNITIES

Paths: Myusei, Nakwon Hills, Pillar of Sacrifice, Sen To Orchards, Sudflats (*in Asoai*), Teamire, Witnesswood, Yhayhe Falls (*in Lakkarakku*)

Monster: hutangwa, kala-kala, ko-kerak, rootcrab, zaswang, ziziwen, sposu (S), varithan

Human: Society of Human Interests, Lala Village, Peikhu Village, Sounung Village (p. 142)

TRAITS

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Wildfire. (W) At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.

Clouded Waters. Swimming creatures gain Disadvantage on all Tests here unless they have a Trait which represents a sense other than sight (like **ECHOLOCATION** or **ELECTRORECEPTIVE**).

Underwater. This Area has an additional Terrain, Underwater, where creatures can only swim. Creatures don't have access to Land. Wilders can only enter this Area if they have **FLYING** or **SWIMMING**.

INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|----------------------|--|
| MIGHTY | Waddlewing | Gain (1) Fatigued . ♦ This avian monster is flightless, nocturnal, and invasive. Their meat is somewhat dry and lean, and it often makes people drowsy. |
| PRECISE | (W) Junithan | Rare. Gain ELECTRORECEPTIVE . ♦ Eel-like junithan spawn in such numbers that you can fish them without fear of affecting how many will survive to become varithan. |
| | (S) Sposu Fry | Rare. Overpowering. Gain BURNING BODY . ♦ Incredibly spicy, with metallic undertones. These juvenile fish are sometimes washed out of their caverns inside the mountains and into surface rivers |
| SWIFT | Mudroot | Either gain (1) Poisoned or, if the meal restores 4+ Stamina, (1) Rested . ♦ A starchy vegetable that grows on the banks of the Yhayhe River. Very versatile, though it's slightly harder to prepare than its cousin pillowroot. |
| TRICKY | Kala-Puka | If the meal restores 8+ Stamina, gain either (1) CLIMBING or (1) SWIMMING . ♦ These frog-like monsters live at all levels of the Gnarled Wood. They have a mild, unobjectionable taste which pairs well with most flavors. |



◆ WOODLAND COMMUNITIES

◆ SOCIETY OF HUMAN INTERESTS

Only the most renowned sport hunters can join the Society of Human Interests. The resources required to practice such a hobby make the Society a prominent social court for those a step away from gianthood, and thus, Charter officers hoping for advancement find themselves obligated to participate no matter if they have a genuine interest or not. The Sen Coast's local chapter has its main club in Seabounty, where members may converse and enjoy refreshments in a restored greenking teahouse. However, they say the best hunts occur in the woods of Towon Seha, so Society members often venture north to enjoy the hospitality of Yaksen villages as well. (The residents of said villages then go on to perform most of the Society's work for them, tracking and trapping impressive monsters in exchange for forgiveness for late tithes. In practice, members of the Society do little except deliver the final blow.)

I am loath to speak in favor of the Society. They are a singularly vain, ignorant, and cruel association, and I find distasteful the way they style themselves as crusaders, defending humanity via their sport. But they deploy their incredible influence in service of the One Land just often enough that I cannot fully condemn them. Outspoken members like Lisabett Arnwall, nicknamed Lady Harpoon, recognize how monsters are vanishing and advocate for more proactive measures to conserve them – if only so Society members can continue to hunt said monsters in the future. There even exist wilders who collaborate with the Society, directing them toward frenzied monsters instead of healthy ones, in an arrangement that ultimately benefits all. As a dear friend of mine once said: *"You do not have to like them to use them."*

◆ NHATIAN VILLAGE

It is easy to recognize Nhatian Village by the smell: omnipresent and saccharine. The confectioners of this village know every form and use of sugar, from the fine, white grains they process from sugarvines, to the syrup they make from twistwood sap, to the honey they harvest from zin beehives. Their households are also highly competitive, guarding their ancestral secrets from all except the apprentices they adopt into the family. The result of their discipline and training is apparent – Nhatian produces some of the finest sweets in the world.

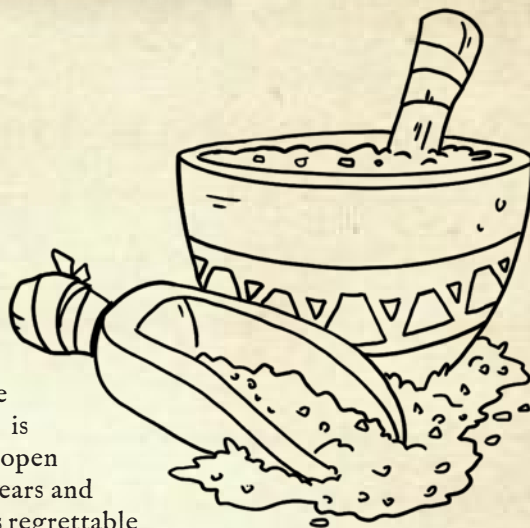
The villagers are constantly attempting to outdo each other, and they see every visitor as an opportunity to gain a fresh advantage, such as rare ingredients or unfamiliar techniques. In recompense, they offer influence. Nhatian is in good standing with both the Charter and the other Sen peoples, and many backroom dealings have been made during a renowned chef's tasting. For the less politically minded, they also offer the pride of victory. Any who triumph in a Nhatian cookoff soon have their name spread throughout the Sen Coast. Chief To Ghuo Sei, a severe, gaunt-cheeked woman who has somehow remained skeletally thin despite constantly eating sugar, presides as judge over most of these competitions.

◆ LALA VILLAGE

Lala Village is neither the oldest nor the largest village east of the Yhayhe River, but it was the only one that tolerated my presence. During my visit to the Sen Coast, the other villages in this predominantly Kyosen region recognized me as an agent of the Charter, and their responses ranged from cool to outright hostile.

I suspect the elders of Lala Village made an exception for me primarily because my discomfort amused them. This village is legendary for the spiciness of its food. Even walking past the open windows of its vhan was enough to send me into a coughing fit, tears and mucus streaming down my face, and my performance at supper was regrettable to say the least. After I endured a fortnight of this torment, the villagers took pity on me, and I at last began a productive study of their community.

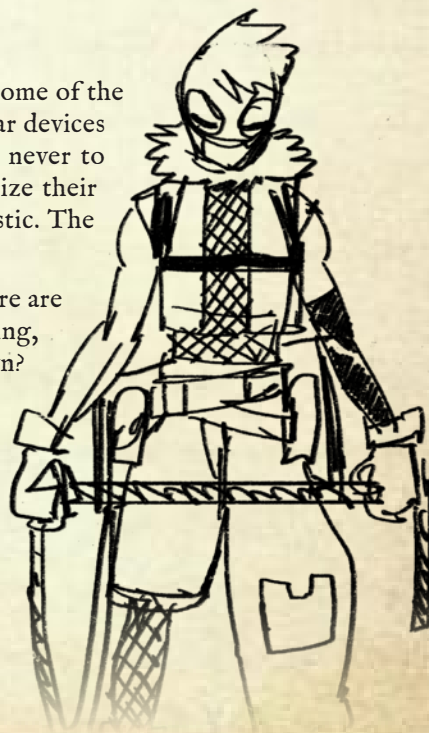
The current chief, Jao Nondu, is the latest in their line. A council of elders and singers from other Kyosen clans has always advised this chief, though in the tradition of the Song-faith, their guidance usually takes the form of listening and silent prompting. Overall, the pace of life here is slow and thoughtful, and they have taken great lengths to cultivate a harmonious relationship with the monsters around them – but they are small and lack influence, and they have no way of preventing their human neighbors from spreading the frenzy and creating struggle for them all.



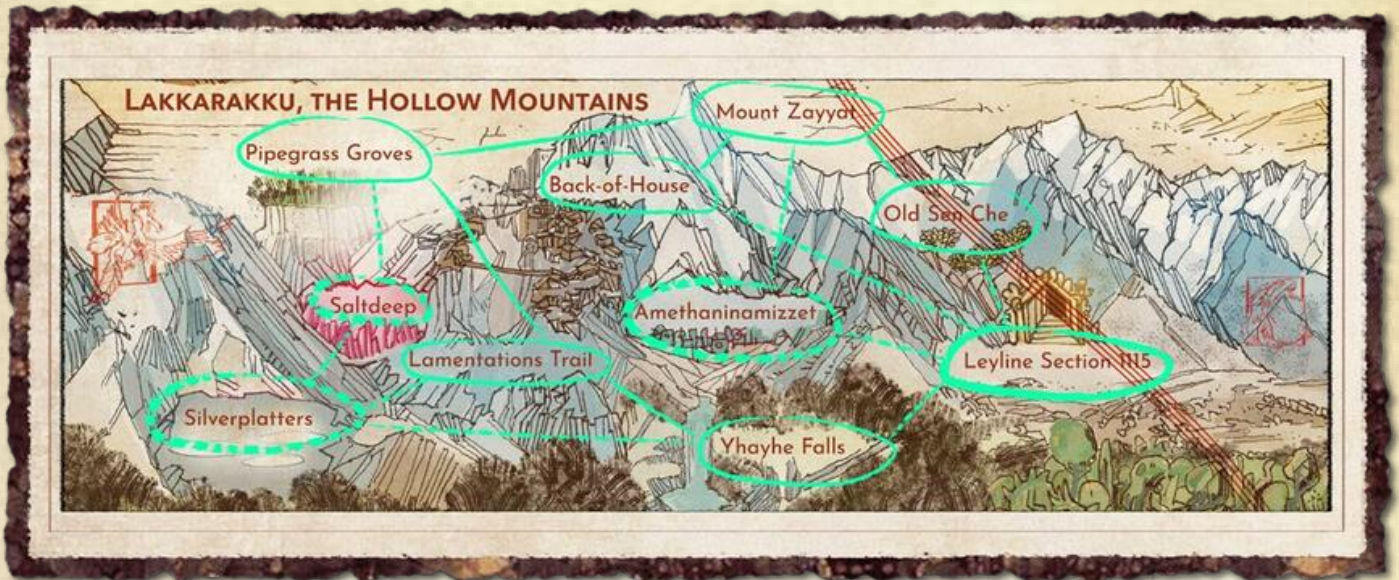
◆ PEIKHU VILLAGE

The hunters of Peikhu Village are not, strictly speaking, poachers. They are some of the Sen Coast's cleverest inventors, devising all manner of collapsible and modular devices to perform the functions of the arrow, spear, and net, and they are careful never to interfere with the property rights of Charter officers. I would not characterize their attitude toward monsters as affectionate, but neither would I call it antagonistic. The Peikhu villagers understand that when monsters flourish, so do they.

But too easily, a sense of obligation can curdle into a sense of ownership. There are some villagers who bristle when told they must be more cautious when hunting, for what right do outsiders have to tell them they cannot claim what is their own? Peikhu does not have access to leylines or arksteel relics, and many here see the bounties offered for tanpo tusks or mammudo scales as their only way to keep pace with a modernizing world. For most within Peikhu Village, a grand hunt is their only way to gain the sponsorship of a giant and escape a life of brutality and struggle – a self-reinforcing attitude, as those who abandon their dying community only exacerbate its impoverishment.



❖ MOUNTAIN



The **Lakkarakku, the Hollow Mountains**, are the border that separates the Sen Coast from the rest of the One Land. Yet the wall is a porous one. Monsters migrate both under and over the Lakkarakku every season, just as humans risk the crossing if they cannot afford the leytrains. There are no safe routes through these mountains, only paths with different flavors of danger. For some, however, the harshness of the terrain only accentuates its stark majesty, providing the very reason why they call the Lakkarakku home.

Tectonic movement raised the granite backbone of the Lakkarakku mountains eons before the Conductors arrived, though the mountains are still relatively young compared to the One Land itself. Volcanic eruptions created pockets of air within the stone, which then cooled and became the crystal-lined caverns for which the Hollow Mountains are named. These crystals, surprisingly enough, can be processed by hand into an edible rock salt. All large-scale mining attempts have so far failed, due to the prohibitive costs of both extraction and freight.

Aboveground, claustrophobic stone walls abruptly give way to exposed slopes, open sky, and a view unlike any other. On clear days, the ocean is visible to the south, with all the Sen Coast in-between, while to the north, the parched desert of Chamigsia sprawls out in the Lakkarakku's rain shadow. Precious few can appreciate these vistas though. The Lakkarakku's highest peaks are permanently capped with snow, and they are deadly to any unprepared for the cold. At lower elevations, the snow advances and recedes with the seasons, but the wind chill and thin air still pose serious threats to those more used to the balmy conditions below.

Some species regularly alternate between the Lakkarakku's depths and heights, such as pondon and lapu-lapu, who make their burrows within the mountains. Others transition between these two habitats on a seasonal basis, like jama-jama and sposu, who retreat underground to rear their young. The wilders of the mountains, who form the bulk of this region's small human population, are the only ones who follow this example. The rest of the Lakkarakku's human residents make do with villages or encampments in the foothills, venturing only when necessary into the cold, unforgiving wildernesses both above and below them.

REGION

LAKKARAKKU, THE HOLLOW MOUNTAINS

TRAITS

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

COMMUNITIES

Monster: lapu-lapu, onagung, pondon, sposu (S)

Human: AEC North, School of Tusks

INGREDIENTS

| STYLE | NAME | EFFECT |
|--------------------|-----------------------------|---|
| MIGHTY | Pillowroot | Gain (1) Rested . <i>A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap.</i> |
| PRECISE (W) | Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . <i>By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light.</i> |
| PRECISE (S) | Worm | Gain HUNGER . <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| SWIFT (S) | Onagung Jelly | If the meal restores 8+ Stamina, gain SLIPPERY . <i>Most onagung neonates die within days. Wild monsters are quick to snatch them up, so you must be light on your feet to harvest them.</i> |
| TRICKY | Lakkarakku Rock Salt | Seasoning. No additional effect. <i>Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns.</i> |

AMETHANINAMIZZET

There is a chamber in the heart of Mount Zayyat, its walls lined with arksteel vats, tubes, and canisters. Some of these incubators are still occupied by monsters suspended in bubbling green fluid. Others are broken and empty. An inscription over the main entrance declares this place's name in the Conductor language: Amethaninamizzet, or King Amethan's Laboratory. While Pek Amethan is the most famous of the Sen Coast's greenkings largely because he was the last, he was also notable for the interest he took in the culinary and natural sciences.

The singers attempted to seal the chamber centuries ago, but if arksteel technology could not contain Amethan's experiments as they woke, one by one, then their paltry barricades of stone and rope certainly could not either. We know neither what keeps these monsters dormant nor why it intermittently fails. But it happens frequently enough that, to this day, looting the laboratory remains a hazardous proposition. As for the monsters themselves, they have a passing resemblance to many modern species, but the differences are significant enough that I doubt any of them could successfully interbreed. Many specimens escape Amethaninamizzet already infected with the frenzy, for reasons that are also unknown to us.

❖ MONSTROUS EXPERIMENTATION ❖

To represent a mutated monster, you can take any monster from Ch. 10 and give it one or two **TRAITS** its species doesn't normally have. Wilders can gain these **TRAITS** if they eat this monster during The Feast.

AREA

AMETHANINAMIZZET

PATHS & COMMUNITIES

Paths: Leyline Section 1115, Mount Zayyat

Monster: lapu-lapu, onagung, pondon, sposu (S), satra

Human: AEC North, School of Tusks

TRAITS

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

Ruins. When a wilder Forages here, they can make a **STUDY** instead of a **SEARCH**. If they succeed, they add $[A] \times 2$ to the total $[A]$ of a Downtime project. *(Work together to establish how the knowledge or resources acquired from the ruins benefits their project.)*

Subterranean. Creatures here can't fly, and don't have access to Sky.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|--------------------------------|---|
| MIGHTY | $[A] \leq 7$ Pillowroot | Gain (1) Rested . ♦ <i>A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap.</i> |
| | $[A] \geq 8$ Brood Worm | Rare. Gain (+1) STRIKE . ♦ <i>The largest worms spend their whole lives fighting to consume their rivals. Their innumerable children envelop the Sen Coast every summer.</i> |
| PRECISE | Vat Drippings | Seasoning. Gain EXPAND . ♦ <i>Surprisingly fatty and rich. The greenkings incubated many monsters in this solution to make them more productive livestock.</i> |
| SWIFT | Onagung Jelly | If the meal restores 8+ Stamina, gain SLIPPERY . ♦ <i>Most onagung neonates die within days. Wild monsters are quick to snatch them up, so you must be light on your feet to harvest them.</i> |
| TRICKY | Lakkarakku Rock Salt | Seasoning. No additional effect. ♦ <i>Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns.</i> |

BACK-OF-HOUSE

The leeward side of the Lakkarakku receives a fraction of the rain as its windward counterpart, but it has a longer history of human habitation. Ancient bridges span the mountain passes, connecting caves and campsites which have sheltered travelers for centuries. Nomads continually shape the environment through traditional Sen styles of agriculture, encouraging the growth of wild crops which they find more palatable than the Lakkarakku's typical flora. These crops in turn affect the distribution of monsters in the area, tempting myotak to raid the vegetable patches and pitangwa to build their winter nests in the pockmarked cliff-faces.



Back-of-House properly refers to the northern face of Mount Zayyat, though I have heard it used to mean the entire desert-facing side of the Lakkarakku mountain range as well. Only the inhabitants of the Sen Coast use this name, predisposed as they are to think of their homeland as the “front of house.” Ironically, these days, more people enter the Sen Coast through the back entrance than the front. Those sponsored by the Charter ride through via train, and do not linger long, while those with no other option make the arduous trek by foot. As a result, ever since Stationtown Seabounty and Bhusag were established, Back-of-House's waystations increasingly host criminal elements — rebels, refugees, wilders, and such — who are often wary of those who might take advantage of their sanctum.

| AREA | | |
|---|----------------------------------|--|
| BACK-OF-HOUSE | | |
| PATHS & COMMUNITIES | | TRAITS |
| Paths: Leyline Section 1115, Mount Zayyat Monster: lapu-lapu, onagung, pondon, sposu (S), jama-jama, myotak, pitangwa (W) Human: AEC North, School of Tusks, Lhog Village | | Extreme Conditions. Any wilder who Travels here and fails becomes Exposed . Cliffs. This Area has an additional Terrain, Cliffs, where creatures can either climb or fly. When a wilder Travels here, they can make a GRAB instead of a TRAVERSAL . Refuge. The pack can only seek human Communities while navigating here if Harmony is at its maximum. |
| INGREDIENTS | | |
| STYLE | NAME | EFFECT |
| MIGHTY | [A] ≤ 4 Jya Plum | Overpowering. Either gain (1) Poisoned or, if the meal restores 8+ Stamina, (1) VENOM . ♦ <i>Inedible to most humans. If fermented long enough, it adds a boozy, acidic twist to most sauces, like cooking wine.</i> |
| | [A] ≥ 5 Pillowroot | Gain (1) Rested . ♦ <i>A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap.</i> |
| PRECISE | (W) Milkbug | If the meal restores 4+ Stamina, gain (+1) GRAB . ♦ <i>This intoxicating mushroom has a strong, earthy flavor. Cooking it with strong spices can mellow its psychedelic effect.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| SWIFT | [A] ≤ 4 Snow Floret | No additional effect. ♦ <i>Crunchy and slightly bitter, similar to broccoli or cauliflower. Charter cooks often discard the stalk, but locals use all parts of the plant equally.</i> |
| | [A] ≥ 5 Sharpsight Carrot | Gain KEEN SENSES . ♦ <i>Academicians the world over do not understand how carrots grant better vision. What aspect of this vegetable does the One Law transfer?</i> |
| TRICKY | Lakkarakku Rock Salt | Seasoning. No additional effect. ♦ <i>Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns.</i> |

LAMENTATIONS TRAIL

Wooded foothills begin their transition into granite peaks along Lamentations Trail. Snow blankets these slopes during winter, but Lamentations Trail is at an elevation low enough that, in summer, the ground is bare. Crooked twistwoods jut out from the gravel, their trunks deformed by constant exposure to freezing winds, while the jagged shadows of the Lakkarakku's famous rock formations loom overhead.

The area has a sad history: During the Age of Monsters, people infected by the frenzy marched here to die, so they would not hurt their loved ones as the disease progressed. Stone statues of the Anathiren and Sen ancestor-spirits line the paths, their solemn faces rubbed almost featureless by wind and rain, carved to provide what solace they could to the doomed pilgrims.

Though our understanding of the frenzy is far from complete, we know enough that such sacrifices are rarely necessary today. To my knowledge, the practice stopped almost entirely after the first Sen wilder packs formed. And as the tragedies that defined this area fade further into the past, the people of the Lakkarakku increasingly embrace Lamentations Trail for its beauty. The scrublands provide fodder for many monsters of the Gardener's Line, who in turn support alpine packs of crownwolves — these can be heard most evenings, their cackling echoing off the rocks as if to counter the area's mournfulness with humor.

AREA

LAMENTATIONS TRAIL

PATHS & COMMUNITIES

Paths: Pipegrass Groves, Silverplatters, Wallowing Grounds (*in Towon Seba*), Yhayhe Falls

Monster: lapu-lapu, onagung, pondon, sposu (S), crownwolf, myotak, tanpo

Human: AEC North, School of Tusks, Peikhu Village (p. 157)

TRAITS

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

Cliffs. This Area has an additional Terrain, Cliffs, where creatures can either climb or fly. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Exhausting Terrain. (W) Wilders must spend 5 Stamina to make **MIGHTY TRAVERSALS** here.

Landslides. Each time the pack enters this Area, roll a d6. If the result is 5+, collapsing slopes have blocked an old path. The pack loses a **STYLE** to Travel here until they learn it again.

INGREDIENTS

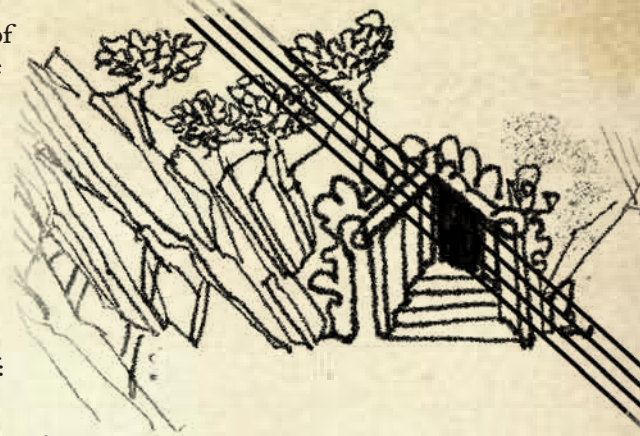
| STYLE | NAME | EFFECT |
|----------------|-----------------------------|---|
| MIGHTY | Wild Wooda | Either end (1) Fatigued or, if the meal restores 8+ Stamina, gain HASTE . ♦ <i>Wooda provide wool, dairy, and meat to societies throughout the One Land. A single kill can turn into many servings.</i> |
| PRECISE | (W) Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . ♦ <i>By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| SWIFT | Lakkarakku Longbean | Gain Expanded . ♦ <i>Crisp and sweet, eaten both fresh and cooked. It is popular to dry-fry them, using intense heat to desiccate them and concentrate the flavor.</i> |
| TRICKY | Lakkarakku Rock Salt | Seasoning. No additional effect. ♦ <i>Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns.</i> |

LEYLINE SECTION 1115

Leytrains do not require switchbacks. They charge forward regardless of the grade of the terrain, and where no ways forward exist, they make them, even if it means punching through solid rock.

I know the section number of the tunnel that runs through the Lakkarakku, 1115, only because I have had the privilege of examining a leyline map of the region; ordinarily, the Charter keeps even information this innocuous secret. The passageway has a slight curve and downward inclination, following the slope of the mountain as it goes from the peaks to the valleys below. Any branches or side passages it might have are a result of it piercing through the Lakkarakku's existing tunnel network, and there are no other features within the tunnel itself: no lights, no platforms, just an unbroken stretch of smooth rock.

Even for a train, it takes several minutes to pass through Section 1115. On foot, the journey is much longer, and the fear that a train might surge any second out of the darkness is a constant one. The experienced smugglers and guides who use this tunnel frequently have inferred the timetables of the trains through observation, but that is far from a guarantee of safety. The corpses of monsters flattened by the train's passage are a reminder of the consequences of guessing the schedule wrong.



AREA

LEYLINE SECTION 1115

PATHS & COMMUNITIES

Paths: Amethaninamizzet, Back-of-House, Old Sen Che, Yhayhe Falls

Monster: lapu-lapu, onagung, pondon, sposu (S), satra

Human: AEC North, School of Tusks, Lhog Village

TRAITS

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

Coverless Terrain. Wilders must spend 5 Stamina to make **TRICKY TRAVERSALS** here.

Restricted. Wilders have Disadvantage on **ASSURANCES** toward humans here. If the pack encounters hostile humans during an Event, double the TN of any Challenge associated with the Event.

Subterranean. Creatures here can't fly, and don't have access to Sky.

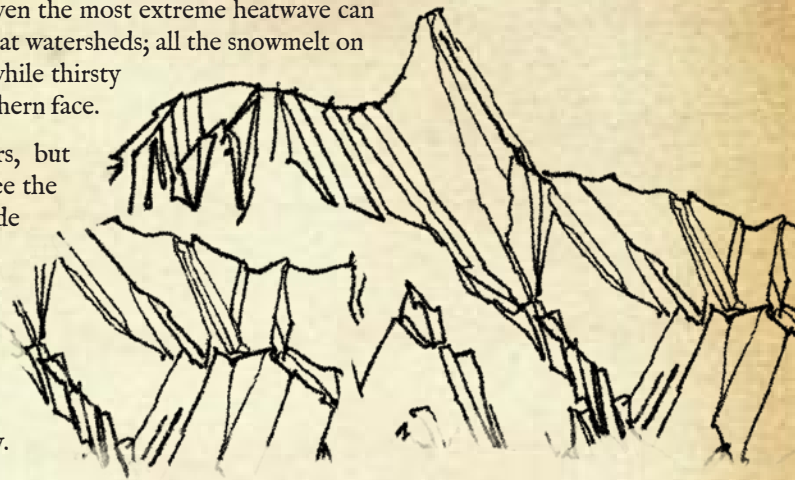
INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|-----------------------------|--|
| MIGHTY | Trainkill | Gain (1) Poisoned . ♦ <i>There is nowhere to escape in these tunnels if the train arrives. The carcasses only tempt more monsters onto the dangerous path.</i> |
| PRECISE | (W) Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . ♦ <i>By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| SWIFT | Onagung Jelly | If the meal restores 8+ Stamina, gain SLIPPERY . ♦ <i>Most onagung neonates die within days. Wild monsters are quick to snatch them up, so you must be light on your feet to harvest them.</i> |
| TRICKY | Lakkarakku Rock Salt | <i>Seasoning.</i> No additional effect. ♦ <i>Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns.</i> |

MOUNT ZAYYAT

The Lakkarakku range contains half a dozen peaks over 4,000 meters tall. Mount Zayyat is not only the tallest of these but also the tallest in all the rimlands. Flanked on both sides by jagged ridges, it rises so high that its climate is more akin to a coreland tundra than anything else. The snow at its peak falls so heavily that it can bury a myotak, and while the summer temperatures thin out the snow, not even the most extreme heatwave can dispel it entirely. Mount Zayyat sits at the junction of two great watersheds; all the snowmelt on its southern side flows toward the ocean and the Sen Coast, while thirsty Chamigsia eagerly drinks from the lesser waterways on its northern face.

Mount Zayyat’s height distinguishes it from its neighbors, but that is not necessarily to its benefit. Modern mountaineers see the summit as a place to conquer, and the same quality that made Mount Zayyat remote and forbidding for centuries now makes it tempting. There is no standard set of gear that these ambitious tourists bring, but many bear arksteel technology from the Maw, which, if my theory is correct, spreads the frenzy with every use. It is a wonder that life can even survive at the summit. Should any additional pressure be placed upon it, this miraculous ecosystem may collapse entirely.



| AREA | | |
|--|----------------------|---|
| MOUNT ZAYYAT | | |
| PATHS & COMMUNITIES | | TRAITS |
| Paths: Amethaninamizzet, Back-of-House, Old Sen Che, Pipegrass Groves Monster: lapu-lapu, onagung, pondon, sposu (S), myotak Human: AEC North, School of Tusks | | Extreme Conditions. Any wilder who Travels here and fails becomes Exposed . Summit. If the pack navigates here, they may learn STYLES for Traveling in other Areas in this Region. |
| INGREDIENTS | | |
| STYLE | NAME | EFFECT |
| MIGHTY | Pillowroot | Gain (1) Rested . ♦ A soft, starchy tuber you can boil, mash, bake, or fry. They say there’s no greater pleasure than tucking into a pillowroot dish and then taking a nap. |
| PRECISE | (W) Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . ♦ By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light. |
| | (S) Worm | Gain HUNGER . ♦ The Sen peoples don’t have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry. |
| SWIFT | Frostfly | Rare. Either gain Exposed or, if the meal restores 20+ Stamina, (+1) SWIFT . ♦ Flying insects which emerge to mate in frozen, alpine heights, then die within hours. Their wings are as delicate and intricate as snowflakes. |
| TRICKY | Lakkarakku Rock Salt | Seasoning. No additional effect. ♦ Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns. |

OLD SEN CHE

Few of the original sen plantations remain. Immediately after the fall of Ark, many were destroyed by frenzied monsters. Then, as the Sen peoples rebuilt their infrastructure and shifted to a nomadic lifestyle, many found the old plantations unnecessary. Some even demolished or remodeled them, resentful as they were of their troubled history. But Old Sen Che was abandoned, not destroyed, and age has made the snow-buried ruins precious instead of distasteful.

The greenkings favored monocultures, mutating their crops to remove as many dependencies on other species as possible. Old Sen Che specialized in peaches, and according to legend, they succeeded in creating a breed of peach which granted immortality itself. Fortune hunters insist the cultivar survives somewhere amid the feral peach groves, but centuries of searching have yet to produce a single specimen.

What Old Sen Che contains for certain is a different example of prolonged life. In the center of the ruins, encased in a block of ice taller than any of the surrounding trees, stands the body — but not the corpse — of Tar Yhang, the Avalanche, an apex myotak. Tar Yhang killed every wilder pack who attempted to stop him. But the more he grew, the more of a burden he found his own frenzied size. Eventually, starving and desperate, he used the last of his strength to freeze himself in stasis. The disease continues to radiate from him as it does all apex monsters, but the School of Tusks fears that any attempt to break through the ice and slay him would only free him instead. For now, Tar Yhang lives, guarding whatever treasures Old Sen Che may yet hold.

AREA

OLD SEN CHE

PATHS & COMMUNITIES

Paths: Leyline Section 1115, Mount Zayyat

Monster: lapu-lapu, onagung, pondon, sposu (S), asig icespider, flintknuckle, jama-jama

Human: AEC North, School of Tusks

TRAITS

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

Apex Territory. Remove 1 Success from every Test a wilder makes here.

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

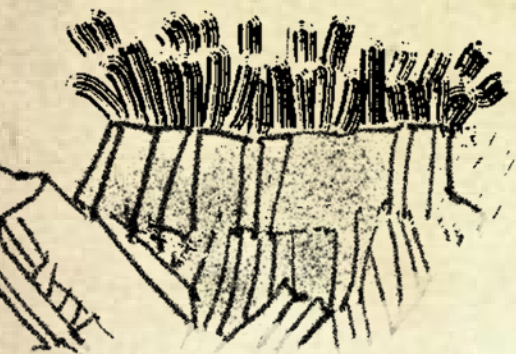
INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|-----------------------------|---|
| MIGHTY | [A] ≤ 4 Jya Plum | <i>Overpowering.</i> Either gain (1) Poisoned or, if the meal restores 8+ Stamina, (1) VENOM . ♦ <i>Inedible to most humans. If fermented long enough, it adds a boozy, acidic twist to most sauces, like cooking wine.</i> |
| | [A] ≥ 5 Pillowroot | Gain (1) Rested . ♦ <i>A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap.</i> |
| PRECISE | (W) Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . ♦ <i>By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light.</i> |
| | (S) Worm | Gain HUNGER . ♦ <i>The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry.</i> |
| SWIFT | False Che Peach | <i>Rare.</i> If the meal restores 10+ Stamina, end (1) Wounded . ♦ <i>Gourmands describe the flavor as cold and bright. Even these peaches are said to be lesser forms of the true che peach, which grants immortality.</i> |
| TRICKY | Lakkarakku Rock Salt | <i>Seasoning.</i> No additional effect. ♦ <i>Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns.</i> |

PIPEGRASS GROVES

Twistwoods, which so dominate the landscape in the valleys below, struggle in alpine environments. Other species take their place, although even these can only survive in narrow bands of elevation with the right confluence of conditions. One notable example is pipegrass, a perennial plant which strips moisture from the fog that rolls over the mountains, enabling its growth even in the dry season. Pipegrass grows quickly, crowding out its competitors by blocking sunlight from reaching the forest floor, and as a result few other plants are found in pipegrass groves. The lack of familiar flora, the loss of sightlines toward familiar landmarks, and the high levels of endemism in local monsters all make the forest feel disconnected and otherworldly.

Despite their relatively small distribution, pipegrass plants are famous. They are well known for the mellowing psychoactive effect they have when smoked or baked into food, and they are one of the most desired exports of the Sen Coast. Indeed, many corelanders come here expecting to find Uosen sailors, Kyosen singers, and eccentric Yaksen inventors all shrouded in pipegrass smoke, drawing to each other as they snack and philosophize. But in my experience, the recreational usage of pipegrass is a niche activity. Like pipegrass itself, it flourishes in specific conditions and is mostly absent elsewhere.



AREA

PIPEGRASS GROVES

PATHS & COMMUNITIES

Paths: Lamentations Trail, Mount Zayyat, Saltdeep

Monster: lapu-lapu, onagung, pondon, sposu (S), flintknuckle, tanpo, zimmudo

Human: AEC North, School of Tusks

TRAITS

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

Confusing Terrain. Wilders must spend 5 Stamina to make **PRECISE TRAVERSALS** here.

Forested. This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|-----------------------------|--|
| MIGHTY | Pillowroot | Gain (1) Rested . ♦ A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap. |
| PRECISE | (W) Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . ♦ By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light. |
| | (S) Worm | Gain HUNGER . ♦ The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry. |
| SWIFT | Onagung Jelly | If the meal restores 8+ Stamina, gain SLIPPERY . ♦ Most onagung neonates die within days. Wild monsters are quick to snatch them up, so you must be light on your feet to harvest them. |
| TRICKY | (W) Pipegrass Leaves | If the meal restores 4+ Stamina, gain SEDATIVE . ♦ Pipegrass is typically smoked rather than eaten. However, it has an equally soporific effect when used as food. |
| | (S) Pipegrass Shoot | If the meal restores 8+ Stamina, gain UNFLAPPABLE . ♦ Earthy and crunchy, though it has an undertone which some describe as herbal and others describe as skunky. It is easy to get distracted while harvesting them. |

SALTDEEP

Charlatans across the One Land peddle Lakkarakku rock salt as a panacea. I have heard claims that it clears your skin, sharpens your mind, protects you from fatal injury, or even cures the frenzy. None of these claims, to my knowledge, are true.

But not all salt is the same, not even all salt mined from the Hollow Mountains. In the chambers of Saltdeep, the crystals take on an intense, vibrant hue — in the rare cases when direct light shines upon them, that is. The transition from total darkness to glittering majesty is a breathtaking one, and I consider the spectacle alone reason enough for the long trek.

But Saltdeep has nutritional as well as aesthetic importance. Its crystals have a much stronger interaction with the One Law than typical rock salt, causing mutations — if they can even be called that — such as mineralized skin or massively increased weight. The reason for this is unclear, though a companion of mine once suggested it may be related to the unknown force which allows fungi and tubers to grow so far underground, out of the sunlight's reach. Perhaps the stone walls have trapped some lingering radiation, which affects the organic and inorganic alike.



AREA

SALTDEEP

PATHS & COMMUNITIES

Paths: Pipegrass Groves, Silverplatters

Monster: lapu-lapu, onagung, pondon, sposu (S), satra

Human: AEC North, School of Tusks

TRAITS

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

Subterranean. Creatures here can't fly, and don't have access to Sky.

INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|-------------------------------------|---|
| MIGHTY | Pillowroot | Gain (1) Rested . ♦ A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap. |
| PRECISE | (W) Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . ♦ By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light. |
| | (S) Worm | Gain HUNGER . ♦ The Sen peoples don't have a more specific name for them. They are simply the worms — innumerable, interchangeable, and hungry. |
| SWIFT | Onagung Jelly | If the meal restores 8+ Stamina, gain SLIPPERY . ♦ Most onagung neonates die within days. Wild monsters are quick to snatch them up, so you must be light on your feet to harvest them. |
| TRICKY | [A] ≤ 4 Lakkarakku Rock Salt | Seasoning. No additional effect. ♦ Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns. |
| | [A] ≥ 5 Deeprock Salt | Seasoning. Gain either NATURAL ARMOR or STURDY . ♦ Salt mined from the Lakkarakku's depths has a much more intense flavor than crystals closer to the surface. |

SILVERPLATTERS

Undisturbed by wind, unsullied by plants, the waters of Silverplatters can be so still and reflective they look more solid than liquid. But that is not to say they are devoid of life. On occasion, the pools ripple with the movement of a sposu, a brooding jama-jama, or even a satra lurking in the shallows. These semi-aquatic, subterranean specialists are highly economical with their movement, and they rarely shift without prompting.



The central lake of Silverplatters is so large that torches cannot light one side from the other, and I suspect it may have formed purely through hydrogeological processes. But numerous tunnels honeycomb the surrounding stone, leading to smaller, offshoot pools, and these are likely the creations of young sposu queens seeking spaces to establish new colonies. Indeed, sposu cluster in greater density here than anywhere else in the Hollow Mountains, especially during winter, when the queens hibernate and most drones die off. Whether they are architects or simply opportunists, sposu become aggressive and agitated should anything approach their colonies or their fry. The rest of the Sen Coast is so ruled by the monsoon that a place like this, sheltered from the temper of the seasons, is evidently worth protecting.

| AREA | | |
|---|------------------------------|--|
| SILVERPLATTERS | | |
| PATHS & COMMUNITIES | | TRAITS |
| Paths: Lamentations Trail, Saltdeep, Yhayhe Falls Monster: lapu-lapu, onagung, pondon, jama-jama, satra, sposu Human: AEC North, School of Tusks, School of Falling Water | | Extreme Conditions. Any wilder who Travels here and fails becomes Exposed . Subterranean. Creatures here can't fly, and don't have access to Sky. Territorial Wildlife. Any wilder who Forages here and fails gains Disadvantage the next time they Travel. Waterside. This Area has an additional Terrain, Underwater, where creatures can only swim. |
| INGREDIENTS | | |
| STYLE | NAME | EFFECT |
| MIGHTY | Pillowroot | Gain (1) Rested . ♦ <i>A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap.</i> |
| PRECISE | Ⓜ Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . ♦ <i>By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light.</i> |
| | Ⓢ Sposu Fry | <i>Rare. Overpowering.</i> Gain BURNING BODY . ♦ <i>Incredibly spicy, with metallic undertones. These juvenile fish are sometimes washed out of their caverns inside the mountains and into surface rivers.</i> |
| SWIFT | Onagung Jelly | If the meal restores 8+ Stamina, gain SLIPPERY . ♦ <i>Most onagung neonates die within days. Wild monsters are quick to snatch them up, so you must be light on your feet to harvest them.</i> |
| TRICKY | [A] ≤ 4 Lakkarakku Rock Salt | <i>Seasoning.</i> No additional effect. ♦ <i>Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns.</i> |
| | [A] ≥ 5 Deeprock Salt | <i>Seasoning.</i> Gain either NATURAL ARMOR or STURDY . ♦ <i>Salt mined from the Lakkarakku's depths has a much more intense flavor than crystals closer to the surface.</i> |

YHAYHE FALLS

The main headwaters of the Yhayhe River join in the Lakkarakku, before pouring down the slopes in a dramatic, deafening cascade. The corresponding Yhayhe Falls surge with snowmelt in the summer, but even during the winter, the roar is constant. Lazy old snake though the river itself may be, here at least it demonstrates its capacity for fury.

The falls have always represented convergence for the Sen peoples. Small clans hold their reunions here if they have no other landmark to which they might rally; Lhog Village maintains a rest station by the falls for travelers coming to and from Chamigsia; and this is the furthest north Uosen rafts can sail, if they are carrying passengers with business in the mountains. Even the leytrain makes a regular appearance, bursting out of the mountainside and through the falls on its way to Seabounty.

As for monsters, tanpo often wallow in the muddy lower banks, while sure-footed myotak leap with speed and confidence along the rocks despite the slippery spray. A subspecies of freshwater uopang may even live nearby, though they must be rare, for I was piteously wet and bedraggled by the time I gave up searching for them. Human diversity does not always correlate with wild diversity, yet here is a happy case where both types of communities thrive together.



AREA

YHAYHE FALLS

PATHS & COMMUNITIES

Paths: Lamentations Trail, Leyline Section 1115, Silverplatters, Yhayhe River (*in Towon Seha*)

Monster: lapu-lapu, onagung, pondon, sposu (S), myotak, tanpo, uopang

Human: AEC North, School of Tusks, Lhog Village, School of Falling Water, Sounung Village (p. 142)

TRAITS

Extreme Conditions. Any wilder who Travels here and fails becomes **Exposed**.

Cliffs. This Area has an additional Terrain, Cliffs, where creatures can either climb or fly. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Precarious Terrain. Wilders must spend 5 Stamina to make **SWIFT TRAVERSALS** here.

Waterside. This Area has an additional Terrain, Underwater, where creatures can only swim.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|----------------------|---|
| MIGHTY | Pillowroot | Gain (1) Rested . ♦ <i>A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap.</i> |
| PRECISE | (W) Glowmoss | Gain (1) BIOLUMINESCENT or, if the meal restores 4+ Stamina, FLASH . ♦ <i>By day, this edible moss seems unremarkable. At night or underground, it shines with a gentle fluorescent light.</i> |
| | (S) Sposu Fry | Rare. Overpowering. Gain BURNING BODY . ♦ <i>Incredibly spicy, with metallic undertones. These juvenile fish are sometimes washed out of their caverns inside the mountains and into surface rivers.</i> |
| SWIFT | Yhayhe Lotus | Gain FLOATING . ♦ <i>The Sen peoples eat lotus roots in stir fries, soups, and salads. They're crunchy and sweet, though some people don't like how they have so many holes.</i> |
| TRICKY | Lakkarakku Rock Salt | Seasoning. No additional effect. ♦ <i>Salt mined from the Hollow Mountains is prized for its amethyst hue, which it shares with the crystals that stud the underground caverns.</i> |



❖ MOUNTAIN COMMUNITIES

❖ AEC NORTH

AEC North is the smaller of the Antimeridian Expeditions Company's two chapters, tasked with the retrieval of arksteel relics within the Hollow Mountains. The greenkings, in their ceaseless quest to extract food from every centimeter of the One Land, built farms and kitchens even here, which survived inside the shelter of the Lakkarakku while the rest of their civilization crumbled into ruins. Without giant strength, however, hauling this oversized salvage out of the underground is an elaborate and time-consuming process, especially when the commotion disturbs local, frenzied monsters.

Thus, most employees, especially the officers, consider an assignment to AEC North a type of exile. They are a surly, bitter lot, wrapped in leathers and furs, far from the pleasures of society and subjected to weeks of hard labor in places where each subterranean day flows seamlessly into the next. I can say from experience that such expeditions can feel interminable without the rhythm of the sun and stars. Those desperate for relief may resort to reckless shortcuts — such as path-clearing explosives or the activation of relics with unknown functions — that put both themselves and the environment around them at great risk.

❖ LHOG VILLAGE

If the mountains are the gate to the Sen Coast, then the people of Lhog Village are the gatekeepers. Their chamig, also named Lhog, is the latest in her line to guard the passes to Back-of-House. During the Age of Monsters, this was coveted land, for a constant stream of travelers from both sides would come bearing gifts for the villagers and their great steed. Today, Lhog marches alone around the foothills, and those who come to her are often too poor for any alternatives. Lhog Village, beholden by tradition, continues to extend its hospitality and equip travelers for mountain journeys, but the gear the villagers can spare is old and fraying, their meals thinner and carefully rationed.

It is worth noting that Lhog Village encompasses more than just the buildings on Lhog's back. Many households in this village identify as more Yaksen than Chamsen, and they maintain secluded outposts at several sections along the mountains, returning occasionally to Lhog herself for news, supplies, and holidays. The chamig is a mobile base of operations, connecting families who are otherwise separate and independent.

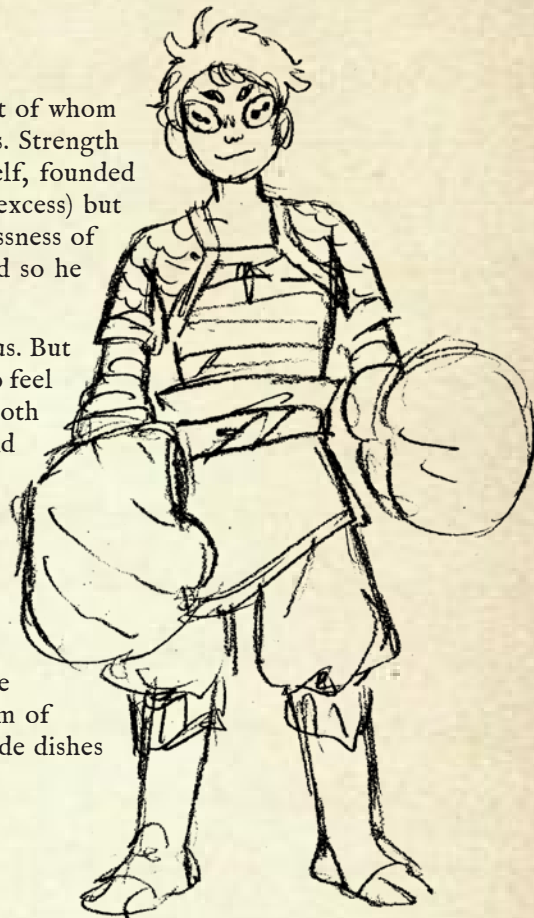


◆ SCHOOL OF TUSKS

The School of Tusks are a free-pack of wilders some forty strong, most of whom stand head and shoulders over other humans because of their mutations. Strength is the central principle upon which Trunk, a student of Old Paw herself, founded this school – not just strength of body (which, granted, they have in excess) but also strength of spirit. Trunk observed that, when faced with the endlessness of their work, more wilders surrendered to despair than fell in battle, and so he instructed his disciples to exercise hope the way one would a muscle.

When I first met them, I feared they would be either dogmatic or fatuous. But the School of Tusks is eminently practical, treating the question of how to feel better with the same rigor and sincerity as how to hunt a monster. In both cases, they favor simple solutions first. As one member of the school told me: *“I remind myself to eat when I’m sad. All sorrows are less with food.”*

Tusk wilders practice what I would call among monsters a fission-fusion society – the school’s entire membership rarely resides in the same place at the same time, and they instead travel in small groups that merge and split apart with ease. The wilders of the school’s largest subdivision, the Mammoth Dim Sum pack, often host boisterous wilderfeasts which can last for days. The smoke from their bonfires rises like a beacon to all, while they camp next to their fallen quarry and cook it into an endless stream of small dishes. Outsiders are welcome, but they are restricted to eating side dishes that don’t use frenzied meat if they did not participate in the hunt itself.



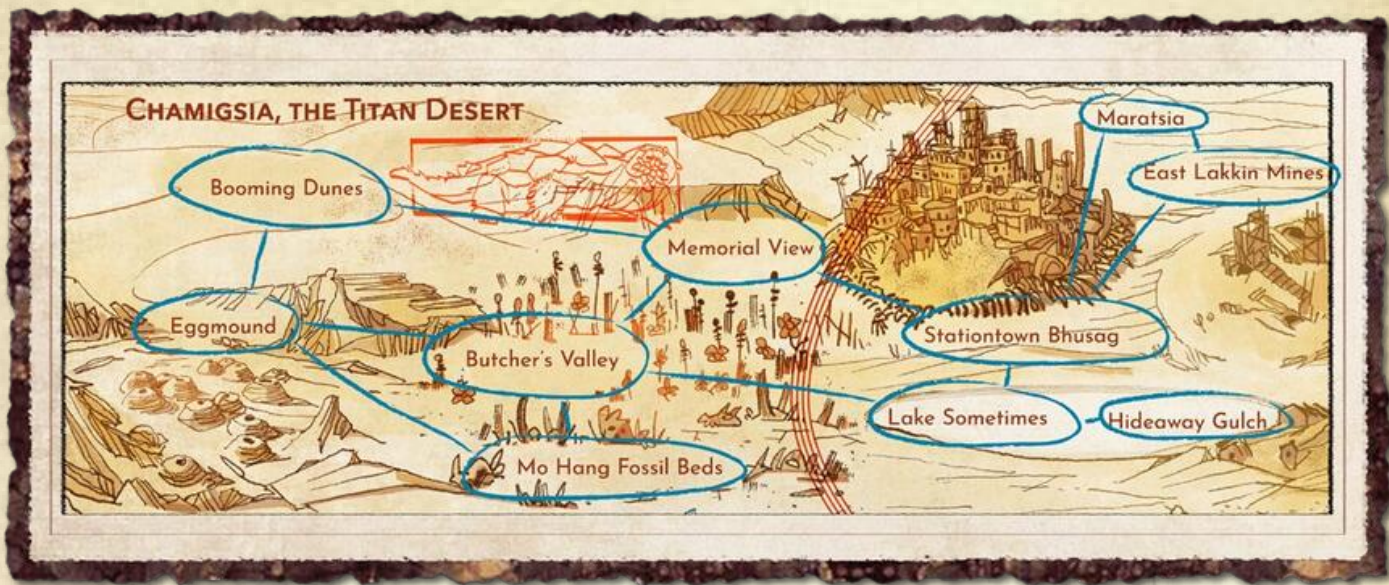
◆ SCHOOL OF FALLING WATER

The wilders of the School of Falling Water meditate beneath the white spray of the waterfalls, using the noise to drown out distractions as they contemplate the nature of fluidity, change, and a stiff drink. They are known as the best bartenders of the One Land, with their impeccable hygiene, their inexhaustible patience, and their encyclopedic knowledge of cocktails. They aren’t limited to alcohol, either; I stayed with a Falling Water wilder renowned for their tea, for example, and I heard tell of a pack near a Yaksen village which specialized in fruit juices.

Though the School of Falling Water is a lore-pack, focused less on the actual act of slaying monsters than most others, it still possesses many capable hunters. Their pups train on crumbling cliffs and slick riverside stones, pushing their human dexterity to its limits before they possess even a single mutation. Meanwhile, more experienced Falling Water wilders often seclude themselves in the Lakkarakku’s subterranean darkness for months to practice senses beside sight.

But as impressive as their skills are, no wilder can defeat the frenzy alone. Pressured by the aggressions of both the Charter and the increasing number of frenzied monsters, the School of Falling Water cannot agree on the best course for the future. Indecision creates strife, and many members of the school have split from their packs out of frustration.

DESERT



Chamigsia, the Titan Desert, sprawls under the shadow of the mountains. It is not the largest desert in the world — that honor belongs to the ever-expanding Blot, on the other side of the One Land — but it is one of the most strange. Its namesake and keystone species, the chamig, are the only monsters ever recorded to feed on leylines, and they enable the existence of many equally unique communities.

Life in Chamigsia, like in the Sen Coast proper, revolves around the monsoon. The desert blossoms when rain makes it past the mountains and drenches the region in nourishing water. Wildflowers burst to life, like streaks of paint smeared across the cracked earth by the passing clouds, while monsters such as rakuzar and votra enter their summer breeding forms. But unlike the Sen Coast, Chamigsia has no worms. Blazing heat, aggressive monsters, and sudden floods — caused when rain falls on dry soil unable to absorb it — are all serious summer hazards, but at least the ground itself is safe to walk upon.

Due to the rain shadow, the monsoon only falls on the southern edge of the desert; the northern section of Chamigsia, with which I have less experience, receives its moisture during the winter instead, through snow blown in by the wind from the midland steppes. The difference in climates leads to a corresponding difference in wildlife, especially flora. Scalewoods predominate in open valleys, needlewoods favor rockier areas at higher elevations, and various cacti and other succulents take over further inland. But these plant communities all overlap, and the transition between zones is gradual.

Ultimately, the desert is neither monolithic nor divisible into clear, distinct sections. The same can be said of the people who live here. They are full of contradictions: simultaneously foreign and Sen, sedentary and nomadic, modern and traditional. Nothing better embodies this, unfortunately, than the Bhusag Mutinies: a war fought to protect the chamig, which in the end destroyed them. The Mutinies were the bloodiest conflict in this region since the Age of Kings, and it left wounds across Chamigsia which have barely started fading to scars.

We are responsible for the endangerment of the chamig, and the irrevocable changes that will follow if they go extinct. But we are also the only ones who can save the desert, both from ourselves and from the frenzy. If there is to be any hope for the titans of the Titan Desert, it begins with us.

REGION

CHAMIGSIA, THE TITAN DESERT

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Example: *Nhat Zin and Bug are pressed for time and skip gathering supplies. Nhat Zin makes a **HOARD** and succeeds, but Bug fails and becomes **Fatigued 6**. Nhat Zin is hardier than Bug and volunteers to take on 4 levels of **Fatigued**, making her **Fatigued 4** and Bug **Fatigued 2**. In the fiction, she gave Bug a large ration of her own water before they proceeded, together, into the next section of the desert.*

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

COMMUNITIES

Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S)

Human: Huir Village

INGREDIENTS

| STYLE | NAME | EFFECT |
|-----------------------|---------------------|---|
| MIGHTY | Earthwheat | No additional effect. <i>Shellwheat sown in soil produces a cultivar called earthwheat. It's convenient, but everyone agrees the taste just isn't the same.</i> |
| PRECISE (W) | Votra | If the meal restores 4+ Stamina, gain SWARMING . <i>Most but not all votra adults die after they mate. In winter, their corpses flutter to the ground like snow, feeding all the desert.</i> |
| PRECISE (S) | Scalefruit | Gain (1) Fatigued . <i>Scalewood seed pods grow in clusters beneath the sharp leaves. They're typically ground into a dry, unpleasant flour, eaten only as a last resort.</i> |
| SWIFT | Rakuzar Tail | Restore (1) Durability. <i>Rakuzar regularly drop their tails to frighten off or confuse their predators. There's good meat on one if you can find it in time.</i> |
| TRICKY [A] ≤ 4 | Cactus Pad | If the meal restores 8+ Stamina, gain (1) TOUCH-ME-NOT . <i>Tart but oddly slimy. Carefully peel away the thorns, then grill or sear it in a skillet. Use acid liberally if you don't like the viscous mouthfeel.</i> |
| TRICKY [A] ≥ 5 | Paddlewing | Rare. Gain either CAMOUFLAGE or (1) FLYING . <i>A lepidopteran monster that disguises itself by perching on the ends of Chamigsonian cacti. They have an airy, crunchy texture when fried.</i> |

BOOMING DUNES

Most of Chamigsia is rock, not sand, with the exception of the Booming Dunes. The largest of the dunes rise over 200 meters tall, and the dune field itself is the largest in Chamigsia. When the winds change direction with the seasons, the dunes reorient themselves, and even from day to day, their crests can ripple back and forth like ocean waves. The slow but constant shifting of the terrain makes it a difficult place to navigate.

Sometimes, however, change is sudden. While patchy vegetation does its best to hold the slopes down, even human footfalls are enough to cause the sand to cascade like an avalanche. One can both hear and feel the deep, rumbling vibration which the singing sands produce, which is why local members of the Song-faith consider the Booming Dunes a holy site. They use long walks across the sand as a form of meditation, clearing their minds so they can better hear the dunes themselves speak.



AREA

BOOMING DUNES

PATHS & COMMUNITIES

Paths: Eggmound, Memorial View

.....

Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S), tsian xie

Human: Huir Village, Annihilating Sun Bakery

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

Confusing Terrain. Wilders must spend 5 Stamina to make **PRECISE TRAVERSALS** here.

Landslides. Each time the pack enters this Area, roll a d6. If the result is 5+, collapsing slopes have blocked an old path. The pack loses a **STYLE** to Travel here until they learn it again.

Sacred Land. Double any increase or decrease to Harmony while the pack is here.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|--------------------|--|
| MIGHTY | Earthwheat | No additional effect. ♦ <i>Shellwheat sown in soil produces a cultivar called earthwheat. It's convenient, but everyone agrees the taste just isn't the same.</i> |
| PRECISE | Holy Cricket | If the meal restores 4+ Stamina, gain either (+1) CALL or NATURAL REFLEXES . ♦ <i>A jumpy insect endemic to the dunes. Pilgrims of the Song-faith use the crickets' rasping, hissing cries as guides during their walking meditations.</i> |
| SWIFT | Rakuzar Tail | Restore (1) Durability. ♦ <i>Rakuzar regularly drop their tails to frighten off or confuse their predators. There's good meat on one if you can find it in time.</i> |
| TRICKY | [A] ≤ 4 Cactus Pad | If the meal restores 8+ Stamina, gain (1) TOUCH-ME-NOT . ♦ <i>Tart but oddly slimy. Carefully peel away the thorns, then grill or sear it in a skillet. Use acid liberally if you don't like the viscous mouthfeel.</i> |
| | [A] ≥ 5 Paddlewing | Rare. Gain either CAMOUFLAGE or (1) FLYING . ♦ <i>A lepidopteran monster that disguises itself by perching on the ends of Chamigian cacti. They have an airy, crunchy texture when fried.</i> |

BUTCHER'S VALLEY

Death, in many forms, presides over the valley at Chamigisia's center. Bizarre arksteel spikes jut out from the landscape — I hesitate to call them ruins, for they look more intentional than that, as if their creators built them to look as menacing and brutal as possible. Many bear inscriptions in the Conductor language, which we have translated to the best of our ability as prayers to Kalgrem, the Lady of Knives. In an act of prophecy, the worst battles of the Bhusag Mutinies took place beneath these spikes, as war-giants pinned the guerrilla fighters into inescapable positions and slaughtered their young chamig. When the fighting was done, the corpses fed frenzied scavengers. One among them grew until it became the glutton that rules this land: Hungry Ghost, an apex syowari whose wings stretch wide enough to block out the sun. Hungry Ghost's constant patrols over Butcher's Valley have made travel here a brutal proposition.

But for all its morbid history, Butcher's Valley is also a place of life. Just as the summer heat starts to fade, but before the rains cease, wildflowers bloom here in extraordinary numbers. And even after the bloom ends, Butcher's Valley hosts all manner of thorny, desiccated, and poisonous plants — an ugly garden to some, but to others their repulsiveness is part of their appeal. Rootcrabs hide among the scalewoods, while syowari circle overhead, looking to snatch easy meals before Hungry Ghost notices them. Butcher's Valley may be a place where life has grown over a graveyard, but then again, so is all the One Land.

AREA

BUTCHER'S VALLEY

PATHS & COMMUNITIES

Paths: Egg mound, Memorial View, Mo Hang Fossil Beds, Lake Sometimes

Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S), cloudcollar (W), crownwolf, rootcrab

Human: Huir Village

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

Apex Territory. Remove 1 Success from every Test a wilder makes here.

Territorial Wildlife. Any wilder who Forages here and fails gains Disadvantage the next time they Travel.

Vast. Double the TN of the Challenge to move on.

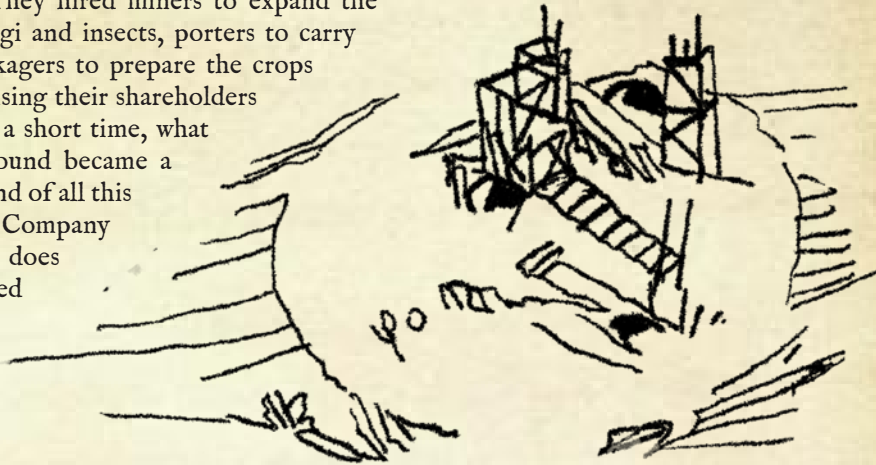
INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|------------------------------|--|
| MIGHTY | Wild Wooda | Either end (1) Fatigued or, if the meal restores 8+ Stamina, gain HASTE . ♦ Wooda provide wool, dairy, and meat to societies throughout the One Land. A single kill can turn into many servings. |
| PRECISE | (W) Votra | If the meal restores 4+ Stamina, gain SWARMING . ♦ Most but not all votra adults die after they mate. In winter, their corpses flutter to the ground like snow, feeding all the desert. |
| | (S) Steelbloom Nectar | If the meal restores 4+ Stamina, gain either BLOOD SCENT or (+1) DISPLAY . ♦ These wildflowers cluster around the bases of arksteel spikes, watered by blood. This adaptation gives them a longer window to bloom. |
| SWIFT | Rakuzar Tail | Restore (1) Durability. ♦ Rakuzar regularly drop their tails to frighten off or confuse their predators. There's good meat on one if you can find it in time. |
| TRICKY | [A] ≤ 4 Cactus Pad | If the meal restores 8+ Stamina, gain (1) TOUCH-ME-NOT . ♦ Tart but oddly slimy. Carefully peel away the thorns, then grill or sear it in a skillet. Use acid liberally if you don't like the viscous mouthfeel. |
| | [A] ≥ 5 Driftseed | Gain either (1) FLYING or (+1) SHOT . ♦ Driftweeds eject their seeds with force, so they can tumble away and disperse on the desert winds. |

EAST LAKKIN MINES

Arksteel relics are not the only treasures in the One Land. Exclusive ingredients, especially those with novel interactions with the One Law, can be valuable enough to buy a ticket to Ark, especially if one person or group controls the source of said ingredients. Stories of Mr. Cups’s coffee empire and the shadow wars the Charter fought for Vhantese olive oil have inspired many giant aspirants to seek out signature ingredients of their own.

Take, for example, the short-lived Lakkin Mining Company. After losing their initial seed funding on attempts to mine rock salt from the Hollow Mountains, they turned their attention to Chamigsia, where locals helped them “discover” a cave network rife with endemic life. They hired miners to expand the caves, farmers to cultivate the native fungi and insects, porters to carry the produce to Station Bhusag, and packagers to prepare the crops for shipping on the trains, all while promising their shareholders explosive gains on their investments. For a short time, what was once an anonymous hole in the ground became a bustling center of industry. Then, at the end of all this labor, the directors of the Lakkin Mining Company learned an important lesson: exclusive does not always mean desirable. The abandoned mines are now rarely visited, except by the rare gourmands who’ve acquired a taste for its stock and asewa looking for a burrow to escape the heat.



AREA

EAST LAKKIN MINES

PATHS & COMMUNITIES

Paths: Maratsia, Stationtown Bhusag
.....

Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S), asewa

Human: Huir Village

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

Small. Halve the TN of the Challenge to move on.

Subterranean. Creatures here can’t fly, and don’t have access to Sky.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|---------------------|---|
| MIGHTY | Cheesebug Larva | If the meal restores 4+ Stamina, gain (1) DIGGING . ♦ Fat, pink, and squirming. It can be roasted and eaten, though a recent tradition has begun to seal it inside bottles of alcohol. |
| PRECISE | White Creep | End (1) Fatigued . ♦ Tenacious fungus that carpets the walls and floors of the underground. It has a unique, musky flavor once washed and dried. |
| SWIFT | Rakuzar Tail | Restore (1) Durability. ♦ Rakuzar regularly drop their tails to frighten off or confuse their predators. There’s good meat on one if you can find it in time. |
| TRICKY | Screeching Nightrat | Gain either ECHOLOCATION or POLLINATOR . ♦ A small, nocturnal insectivore. It uses the wings it grows after feeding to flap around in search of nectar or more insects. |

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EGGMOUND

Chamig return to the places where they hatched to lay their eggs. As many of their large clutches survive to adulthood with proper human care, this can lead to extended families of chamig totally transforming the landscape as they dig nests in the same place again and again, over multiple generations.

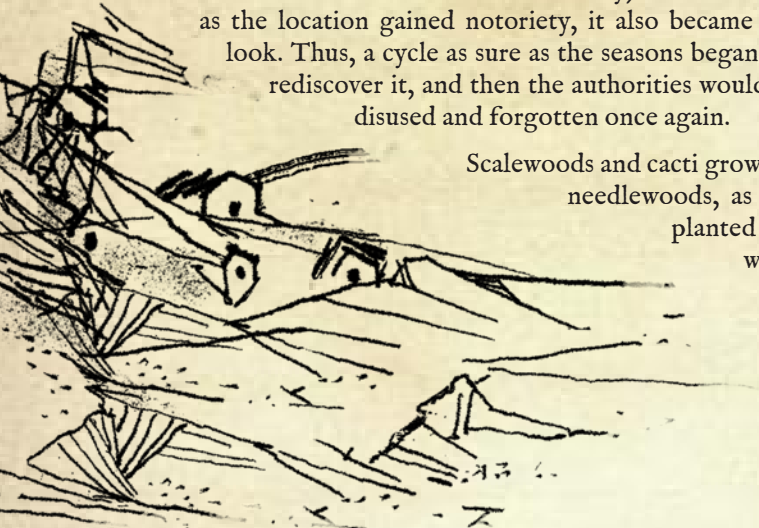
Eggmond is the largest of these sites, but far from the only one. It is pockmarked with crater-like nests, as if meteors had rained upon the earth, with the largest clustered in the center and the smallest radiating further out along the edges. As precious as chamig eggs are to us, the chamig themselves don't care at all for eggs other than their own. They will nonchalantly widen existing nests to save themselves work, crushing any eggs already laid inside them in the process, before laying their own clutch. The Chamsen have many techniques for diverting chamig toward empty, pre-prepared nests — and, failing that, they have a few brave volunteers standing ready to grab the eggs and run.

At least, they once did. A chamig has not laid eggs in Eggmond for over a decade, and the nests are slowly filling with sand. In their absence, other monsters have taken over: cloudcollars now use this wide, flat area as their primary breeding grounds, while wari flit among the trees that avoid being trampled.

| AREA | | |
|--|----------------------------------|--|
| EGGMOUND | | |
| PATHS & COMMUNITIES | | TRAITS |
| Paths: Booming Dunes, Butcher's Valley, Mo Hang Fossil Beds Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S), cloudcollar (W) Human: Huir Village. Annihilating Sun Bakery | | Arid. If the pack skips gathering supplies here, each wilder must make a HOARD to carry water, using any STYLE , or become Fatigued 1d6 . Before they move on, the pack can distribute levels of Fatigued gained this way amongst themselves. Extreme Conditions. (S) Any wilder who Travels here and fails becomes Exposed . Breeding Grounds. (W) Wilders have Disadvantage on ASSURANCES toward monsters here. If the pack encounters hostile monsters during an Event, double the TN of any Challenge associated with the Event. Coverless Terrain. (S) Wilders must spend 5 Stamina to make TRICKY TRAVERSALS here. |
| INGREDIENTS | | |
| STYLE | NAME | EFFECT |
| MIGHTY | Earthwheat | No additional effect. ♦ <i>Shellwheat sown in soil produces a cultivar called earthwheat. It's convenient, but everyone agrees the taste just isn't the same.</i> |
| PRECISE | (W) Votra | If the meal restores 4+ Stamina, gain SWARMING . ♦ <i>Most but not all votra adults die after they mate. In winter, their corpses flutter to the ground like snow, feeding all the desert.</i> |
| | [A] ≤ 7 (S) Scalefruit | Gain (1) Fatigued . ♦ <i>Scalewood seed pods grow in clusters beneath the sharp leaves. They're typically ground into a dry, unpleasant flour, eaten only as a last resort.</i> |
| | [A] ≥ 8 Thousand-Year Egg | Rare. Either end Caught or gain (+1) HOARD . ♦ <i>Locals used to coat unfertilized chamig eggs in alkaline clay and bury them. They are free to take, as many were left by mutineers now unable to retrieve them.</i> |
| TRICKY | [A] ≤ 4 Rakuzar Tail | Restore (1) Durability. ♦ <i>Rakuzar regularly drop their tails to frighten off or confuse their predators. There's good meat on one if you can find it in time.</i> |
| | [A] ≥ 5 Wari Egg | If the meal restores 8+ Stamina, gain either (+1) SEARCH or (+1) TRAVERSAL . ♦ <i>The ancients raised pigeon-like wari as their primary poultry, and feral populations have now spread to every corner of the continent.</i> |
| TRICKY | [A] ≤ 4 Cactus Pad | If the meal restores 8+ Stamina, gain (1) TOUCH-ME-NOT . ♦ <i>Tart but oddly slimy. Carefully peel away the thorns, then grill or sear it in a skillet. Use acid liberally if you don't like the viscous mouthfeel.</i> |
| | [A] ≥ 5 Paddlewing | Rare. Gain either CAMOUFLAGE or (1) FLYING . ♦ <i>A lepidopteran monster that disguises itself by perching on the ends of Chamigian cacti. They have an airy, crunchy texture when fried.</i> |

HIDEAWAY GULCH

Tucked in the foothills that separate Chamigsia from the Lakkarakku, Hideaway Gulch is a picturesque valley where seclusion has bred mischief. Historically, wooda rustlers brought their stolen livestock here to hide. However, as the location gained notoriety, it also became the first place that constables and village chiefs came to look. Thus, a cycle as sure as the seasons began: the location would fade from memory, a miscreant would rediscover it, and then the authorities would return their attention to Hideaway Gulch until it became disused and forgotten once again.



Scalewoods and cacti grow in this transition zone, but overall, the rocky terrain favors needlewoods, as well as several species of invasive grass that the rustlers planted to graze their gains. The taller rock formations jut out like walls, blocking sightlines and giving the gulch a maze-like quality. While it is always hard to predict who one might encounter here, Lhog Village often posts a lookout somewhere in the valley, ready to guide travelers — especially refugees of the Bhusag Mutinies — bound south for the Sen Coast.

AREA

HIDEAWAY GULCH

PATHS & COMMUNITIES

Paths: Lake Sometimes

.....

Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S), asewa

Human: Huir Village, Choker Mutineers, Lhog Village (p. 170)

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

Refuge. The pack can only seek human Communities while navigating here if Harmony is at its maximum.

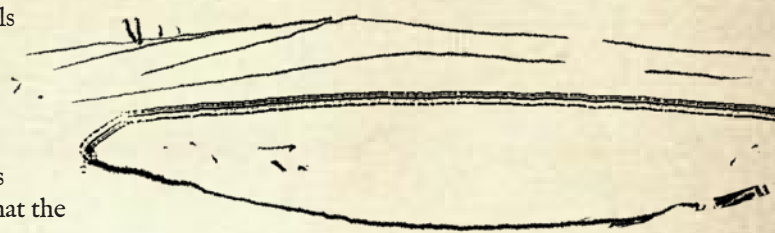
INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|--------------------|--|
| MIGHTY | Wild Wooda | Either end (1) Fatigued or, if the meal restores 8+ Stamina, gain HASTE . ♦ Wooda provide wool, dairy, and meat to societies throughout the One Land. A single kill can turn into many servings. |
| PRECISE | (W) Votra | If the meal restores 4+ Stamina, gain SWARMING . ♦ Most but not all votra adults die after they mate. In winter, their corpses flutter to the ground like snow, feeding all the desert. |
| | (S) Needlewood Nut | If the meal restores 4+ Stamina, gain PATIENCE . ♦ Needlewood cones take multiple summers to reach maturity. Dry the cone out and break it open to harvest the seeds, or simply gather them where they fall. |
| SWIFT | Rakuzar Tail | Restore (1) Durability. ♦ Rakuzar regularly drop their tails to frighten off or confuse their predators. There's good meat on one if you can find it in time. |
| TRICKY | Dry Teaberry | Seasoning. Gain either (1) Poisoned or, if the meal restores 4+ Stamina, (1) Invigorated . ♦ Chamigsian teaberries are too bitter to eat, but they're often dried and used as a spice. Their medicinal qualities become harmful if prepared incorrectly. |

LAKE SOMETIMES

This famous oasis of Chamigsia only exists during the summer. Even then, it is an unpleasant body of water, dirty and shallow and stinking of brine. The high salinity kills most aquatic monsters, as the Charter learned when they attempted to stock the lake with fish, and the bones from this experiment still litter the shores. Those that can survive the brutal chemical conditions must then look death in the eye every year as the lake shrinks, or sometimes even dries out entirely. Species like the Chamigsian yudoubu construct underground reservoirs of water to survive the dry season, while others like the desert panfish enter dormancy until the lake returns.

It may seem an odd battlefield, but Lake Sometimes represents a continuation of the fight that began during the Bhusag Mutinies, a conflict for the heart of Chamigsia itself. Many Charter officers see Lake Sometimes as inefficient and wasteful, its native stock deserving of death if they are already teetering on the brink of extinction; the consul at Stationtown Bhusag hears proposals for improvement every quarter. But conservationists fight with equal fervor to protect the seemingly useless seasonal lake, sometimes taking arms to fight off Charter surveyors and engineers. The fish darting through the malodorous, salty waters may never understand how much their advocates love them, or why — this we must accept. My greater fear is that the giants and their servants will never understand either.



| AREA | | |
|---|---------------------------|--|
| LAKE SOMETIMES | | |
| PATHS & COMMUNITIES | | TRAITS |
| Paths: Butcher's Valley, Hideaway Gulch, Stationtown Bhusag Monster: chamig, hageschu, mongpo, rakuzar, syowari, votra swarm (S), rootcrab, yudoubu Human: Huir Village, Earthrider Village | | Arid. If the pack skips gathering supplies here, each wilder must make a HOARD to carry water, using any STYLE , or become Fatigued 1d6 . Before they move on, the pack can distribute levels of Fatigued gained this way amongst themselves. Extreme Conditions. (S) Any wilder who Travels here and fails becomes Exposed . Waterside. (S) This Area has an additional Terrain, Underwater, where creatures can only swim. |
| INGREDIENTS | | |
| STYLE | NAME | EFFECT |
| MIGHTY | Earthwheat | No additional effect. ♦ <i>Shellwheat sown in soil produces a cultivar called earthwheat. It's convenient, but everyone agrees the taste just isn't the same.</i> |
| PRECISE | (W) Votra | If the meal restores 4+ Stamina, gain SWARMING . ♦ <i>Most but not all votra adults die after they mate. In winter, their corpses flutter to the ground like snow, feeding all the desert.</i> |
| | (S) Scalefruit | Gain (1) Fatigued . ♦ <i>Scalewood seed pods grow in clusters beneath the sharp leaves. They're typically ground into a dry, unpleasant flour, eaten only as a last resort.</i> |
| SWIFT | (W) Sometimes Salt | Seasoning. Gain Exposed . ♦ <i>It's inadvisable to make salt out of the coarse, dirty residue left behind when the lake dries. But, the inevitable impurities give it a unique flavor.</i> |
| | (S) Desert Panfish | Rare. Gain either HIBERNATOR or (1) SWIMMING . ♦ <i>These extraordinarily hardy fish are as flat as baking sheets. They emerge from beneath the lakebed only when there is enough water for them to swim.</i> |
| TRICKY | Suncrab | Restore (1) Durability. ♦ <i>Instead of gathering near water to breed, suncrabs wait for water to come to them. Their mild meat pairs well with condiments.</i> |

MARATSIA

Chamig struggle to navigate the canyons of Maratsia. That is not to say they are never found here — a few, well-worn chamig trails wind through the area, wide enough for them to walk upon, and the village-bearing monsters can clamber well enough over low obstacles when sufficiently motivated. (One cannot train a chamig using food, due to their unique digestive systems. Instead, their handlers reinforce desired behaviors through deliberate brushing and petting, or through access to the chamig’s favorite toys.) But wherever steep escarpments and narrow passes cut them off, the desert takes on a decidedly different character.

An easy change to recognize is the disappearance of plants like scalewoods, whose seeds rarely reach areas where chamig don’t carry them. A diverse assembly of scrubs replaces them, as do smoldering reefs of tsian won, which have a noticeable effect on the temperature. Maratsia is also known as the Oven, and outside of shade, the punishing heat can kill within hours.

Another change caused by the lack of chamig, often forgotten by surveyors, is the lack of humans. There is evidence that, early in the Age of Monsters, survivors carved out caves as shelters in the cliff faces. But this forgotten society either died out or joined the Chamsen, and nowadays there are no people to be found in Maratsia except wilders and transients.



AREA

MARATSIA

PATHS & COMMUNITIES

Paths: East Lakkin Mines, Stationtown Bhusag

Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S), asewa, tsian xie

Human: Huir Village, Annihilating Sun Bakery

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

Cliffs. This Area has an additional Terrain, Cliffs, where creatures can either climb or fly. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.

Exhausting Terrain. Wilders must spend 5 Stamina to make **MIGHTY TRAVERSALS** here.

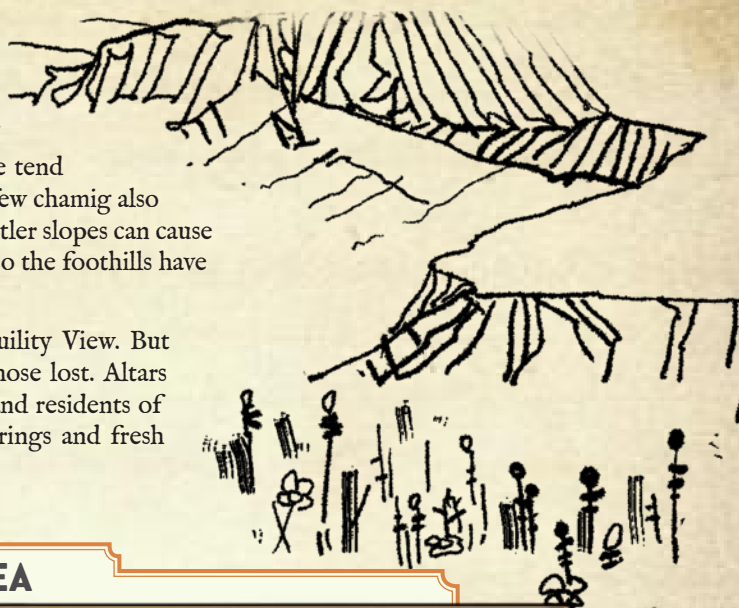
INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|-------------------------|---|
| MIGHTY | Earthwheat | No additional effect. ♦ <i>Shellwheat sown in soil produces a cultivar called earthwheat. It's convenient, but everyone agrees the taste just isn't the same.</i> |
| PRECISE | (W) Votra | If the meal restores 4+ Stamina, gain SWARMING . ♦ <i>Most but not all votra adults die after they mate. In winter, their corpses flutter to the ground like snow, feeding all the desert.</i> |
| | (S) Baker's Star | Rare. Gain either (1) Stunned or, if the meal restores 20+ Stamina, (+1) PRECISE . ♦ <i>This spiky, drought-tolerant plant produces a flower stalk at extremely specific intervals. Despite their abundance, it is difficult to time the harvest right.</i> |
| SWIFT | Rakuzar Tail | Restore (1) Durability. ♦ <i>Rakuzar regularly drop their tails to frighten off or confuse their predators. There's good meat on one if you can find it in time.</i> |
| TRICKY | Cheesebug | If the meal restores 8+ Stamina, gain APOSEMATIC . ♦ <i>Insects who emit a vile odor to shoo away predators. They stand on their heads, abdomens raised, as a warning first.</i> |

MEMORIAL VIEW

Chamigsa's smaller mountains are still quite impressive, even if they pale in comparison to the Lakkarakku looming on the horizon. Memorial View is the tallest of these within sight of the Rice Line, and from its peak, one can see all of Butcher's Valley and most of the surrounding desert. Tsian xie tend to cluster here, pushed to higher elevations by rising winds. A few chamig also keep territories around the base of the mountain – even the gentler slopes can cause an uncomfortable slant for villages mounted on chamig shells, so the foothills have been left to feral chamig too old to ever accept human riders.

On maps made before 110 AC, the mountain is called Tranquility View. But after the war, the Chamsen renamed it in dedication for all those lost. Altars to both humans and chamig stand between the needlewoods, and residents of Stationtown Bhusag regularly hike up the trails to leave offerings and fresh prayer stamps.



AREA

MEMORIAL VIEW

PATHS & COMMUNITIES

Paths: Booming Dunes, Butcher's Valley, Stationtown Bhusag

Monster: chamig, hageschu, mongpo, rakuzar, syowari, votra swarm (S), tsian xie

Human: Huir Village, Earthrider Village

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

Exhausting Terrain. Wilders must spend 5 Stamina to make **MIGHTY TRAVERSALS** here.

Summit. If the pack navigates here, they may learn **STYLES** for Traveling in other Areas in this Region.

INGREDIENTS

| STYLE | NAME | EFFECT |
|----------------|---------------------------|--|
| MIGHTY | Earthwheat | No additional effect. ♦ <i>Shellwheat sown in soil produces a cultivar called earthwheat. It's convenient, but everyone agrees the taste just isn't the same.</i> |
| PRECISE | (W) Votra | If the meal restores 4+ Stamina, gain SWARMING . ♦ <i>Most but not all votra adults die after they mate. In winter, their corpses flutter to the ground like snow, feeding all the desert.</i> |
| | (S) Needlewood Nut | If the meal restores 4+ Stamina, gain PATIENCE . ♦ <i>Needlewood cones take multiple summers to reach maturity. Dry the cone out and break it open to harvest the seeds, or simply gather them where they fall.</i> |
| SWIFT | Rakuzar Tail | Restore (1) Durability. ♦ <i>Rakuzar regularly drop their tails to frighten off or confuse their predators. There's good meat on one if you can find it in time.</i> |
| TRICKY | [A] ≤ 4 Cactus Pad | If the meal restores 8+ Stamina, gain (1) TOUCH-ME-NOT . ♦ <i>Tart but oddly slimy. Carefully peel away the thorns, then grill or sear it in a skillet. Use acid liberally if you don't like the viscous mouthfeel.</i> |
| | [A] ≥ 5 Paddlewing | Rare. Gain either CAMOUFLAGE or (1) FLYING . ♦ <i>A lepidopteran monster that disguises itself by perching on the ends of Chamigian cacti. They have an airy, crunchy texture when fried.</i> |

MO HANG FOSSIL BEDS

Fossils are more than just useless old bones. They are clues that give us insight into the world before us – before the Conductors, before the One Land merged together, perhaps before even the Green Hunger. I firmly believe dedicated study of the deep past can teach us what the frenzy is and put us on a path toward curing it.

But the prestige of discovery attracts ego. When local wooda herders first reported fossils in the dry ravines south of Butcher’s Valley, two preeminent academicians raced to claim the site. Mo Hang won, but as I understand, the camp of his rival Nin Zul Ka was mere minutes behind him. The two have not stopped bickering ever since, ignoring the precious natural history that their sloppiness and sometimes outright sabotage destroys so long as it impedes the other’s progress.

Luckily for the rest of us, some fossils here are immune to harm. Properly, they are not even fossils, for they are not impressions left in stone but the actual bones themselves, buried beneath layers of bedrock, continuously regenerating as if still alive. (This has not gone unnoticed by the local wildlife, and the shell parasites which once so plagued the chamig have shifted to feeding on the exposed bones instead.) The student workers reluctantly abandoned the dig sites during the war, especially once it became apparent the skeletons were too large to ever transport, leaving many tantalizing questions unanswered. After all, the Hunger sang for eons before the Conductors arrived on Palathem. What strange monsters did it create and consume during that lost time?



AREA

MO HANG FOSSIL BEDS

PATHS & COMMUNITIES

Paths: Butcher’s Valley, Eggmound

Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S)

Human: Huir Village, Nin Tai Chat Academy (p. 142)

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

Ruins. When a wilder Forages here, they can make a **STUDY** instead of a **SEARCH**. If they succeed, they add [A] × 2 to the total [A] of a Downtime project. (Work together to establish how the knowledge or resources acquired from the ruins benefits their project.)

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|----------------|--|
| MIGHTY | Evermarrow | Rare. If the meal restores 10+ Stamina, end (1) Wounded . ♦ Some bones here are not petrified. The strangest skeletons continue to produce marrow after death. |
| PRECISE | (W) Votra | If the meal restores 4+ Stamina, gain SWARMING . ♦ Most but not all votra adults die after they mate. In winter, their corpses flutter to the ground like snow, feeding all the desert. |
| | (S) Scalefruit | Gain (1) Fatigued . ♦ Scalewood seed pods grow in clusters beneath the sharp leaves. They’re typically ground into a dry, unpleasant flour, eaten only as a last resort. |
| SWIFT | Rakuzar Tail | Restore (1) Durability. ♦ Rakuzar regularly drop their tails to frighten off or confuse their predators. There’s good meat on one if you can find it in time. |
| TRICKY | Shell Parasite | If the meal restores 8+ Stamina, gain either (1) CLIMBING or (+1) GRAB . ♦ Once common, their numbers have declined along with the chamig. They are not obligate parasites, though, so in time they might adapt and survive. |

STATIONTOWN BHUSAG

Huir is the largest living chamig, but Bhusag was larger. She was the first casualty of the leytrains when they returned to Chamigisia and the Sen Coast, and the ultimate tragedy is that, should she have stopped to feed just a few meters further down the line, she might have survived. Instead, the leytrain comes to a halt inside her now bleached and bare skull.

Stationtowns arise wherever leytrains stop, no matter how bleak or challenging the terrain, and Stationtown Bhusag is no different. Half the city is built around the dead chamig, with the platform itself extending to either side of Bhusag's open jaws. On the other side of the leyline, the city's second half lies on open ground, but there is hardly a street without a clear view of the collapsed skeleton. The former, nicknamed Boneside, is a working-class district; the latter, called Green Gardens, is where coreland expatriates and Mr. Shine's film stars build their estates. Acclimation has made the bones of Bhusag normal, not morbid, for everyone, although the local Chamsen still do their best to venerate her remains and treat them with respect.

Where Seabounty is cramped and dense, Bhusag sprawls. New arrivals build their homes at the city's edges, continually pushing its ill-defined borders outward, while visiting Chamsen villages often linger nearby for weeks, while they pick up new passengers and their residents disembark to resupply or do business. All these chaotic, jumbled neighborhoods are perpetually thirsty, and so in Bhusag, all politics revolve around water. I found it paradoxical that a city which struggled to distribute such a basic necessity was also capable of such luxury and excess, but then again, Chamigisia is the land of contradictions. If life and death can so easily coexist here, then glamor and hardship can too.



AREA

STATIONTOWN BHUSAG

PATHS & COMMUNITIES

Paths: East Lakkin Mines, Lake Sometimes, Maratsia, Memorial View, Stationtown Seabounty (*in Asoai, via train*)

Monster: chamig, hagsechu, mongpo, rakuzar, syowari, votra swarm (S), botabo, zaswang

Human: Huir Village, Choker Mutineers, Earthrider Village, Mr. Shine's Kitchen

TRAITS

Arid. If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.

Extreme Conditions. (S) Any wilder who Travels here and fails becomes **Exposed**.

City Markets. When a wilder Forages here, they must make a **HOARD** instead of a **SEARCH**.

Sacred Land. Double any increase or decrease to Harmony while the pack is here.

INGREDIENTS

| STYLE | NAME | EFFECT |
|---------|------------------|--|
| MIGHTY | Bulk Purchase | You gain [A] × 2 of your <i>Hometown Staple</i> (or a different <i>Staple</i> you can describe). |
| PRECISE | Planned Purchase | You gain [A] servings of any Ingredient you've found before. |
| SWIFT | Street Snack | You gain a Snack that restores [A] Stamina and has no additional effect. |
| TRICKY | Stolen Spices | You gain [A] of your <i>Hometown Spice</i> (or a different <i>Spice</i> you can describe). |

◆ DESERT COMMUNITIES

◆ HUIR VILLAGE

If Chamigsia has a capital, it is not Stationtown Bhusag, but the village on Huir's shell.

Huag Dhogong, the village chief, was born over ninety years ago, and is still just barely old enough to have ridden the shell of Huir's father, his clan namesake Huag. Chief Dhogong can be seen most mornings sitting cross-legged on the tip of Huir's nose, shaded by his broad hat, for what good that has done his brown, sun-wrinkled skin. The rest of Dhogong's living family, as well as hundreds of others across Chamigsia and the Sen Coast, are proud members of Clan Huir. Even the expatriates who left in their infancy have fond memories of Huir Village's open-air market, the stalls slowly swaying with the chamig's footfalls as merchants from across the rimlands hawked their wares.

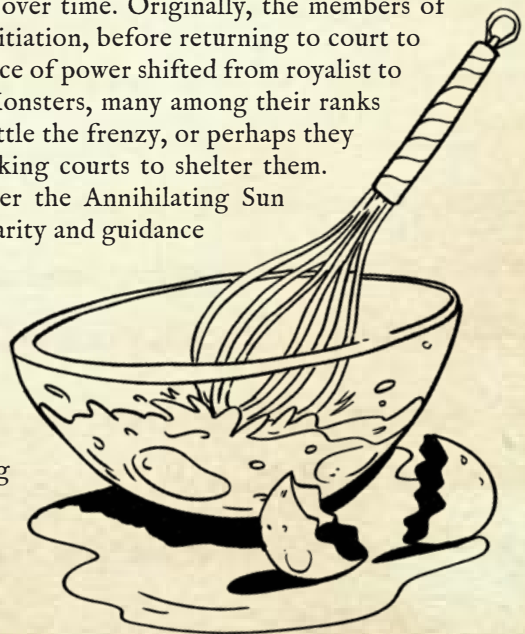
Space on Huir's shell is limited, for the villagers must squeeze shellwheat fields in-between the vhan, the traveling market, and sleep quarters reserved for guests. But Huir Village extends far beyond just the chamig itself. Scouts roam a full day's travel ahead of Huir, watching for frenzied monsters or (worse) tax collectors, while wooda herders trail behind him on foot. In days past, young chamig might also have tailed Huir; while chamig have no instinct to care for their children, the anxious Chamsen caretakers would have kept the hatchlings close while they prepared them to eventually bear villages of their own. But though Huir sired many children, all now are dead. Mighty Huir walks alone, and there are none who can take his great burden from him.

◆ ANNIHILATING SUN BAKERY

The Conductors named Maratsia after Marathail, the Baker, and the name survived to the present day. So too did Marathail's worship: in this instance, a religious cult whose origins date back to the Age of Kings. Their name roughly translates to, "The Order of Those Baked Under the Annihilating Sun."

An organization with such a long history cannot help but change over time. Originally, the members of the Annihilating Sun only visited Maratsia as part of their brutal initiation, before returning to court to serve as spiritual advisors for the desert greenkings. When the balance of power shifted from royalist to populist, so too did their allegiances. Finally, during the Age of Monsters, many among their ranks became wilders – perhaps their sense of principle drove them to battle the frenzy, or perhaps they needed wilder mutations to survive the desert, without the greenking courts to shelter them. Gradually, without anyone quite realizing it, Those Baked Under the Annihilating Sun became the Annihilating Sun Bakery, an oath-pack dedicated to charity and guidance in Marathail's name.

The Annihilating Sun Bakery still pays homage to the Liege of Sweets with daily prayers and holiday bakes. They have a tense relationship with the Charter, which cannot persecute them fully as wilders without drawing the ire of other Anathiren cults which Charter giants rely upon for legitimacy. However, many Annihilating Sun wilders attempted to hide and protect chamig eggs during the Bhusag Mutinies. These, the Charter arrested and executed with impunity, leaving those with more moderate political leanings to inherit the Bakery.





◆ EARTHRIDER VILLAGE

“Earthrider” began as a pejorative term, reserved for criminals exiled from their Chamsen villages and forced to wander the desert on foot. But it took on a gentler connotation after the Bhusag Mutinies, which robbed so many Chamsen of their homes and their companions. Earthrider Village formed out of the fragments of those communities, forged together by the hardships of war.

The ramshackle camps have, over time, transitioned into permanent homes near Lake Sometimes — domes made of clay and plaster, adjacent to earthwheat gardens. But the earthriders have struggled to accept the loss of the nomadic aspects of their lifestyle, and those who ignore the temptations of wanderlust are always eager to receive visitors who bring them news of a world they cannot see themselves. At the same time, they are relentless in their search for a way to replace their lost chamig, whether it be a newfangled Yaksen invention, a rumored arksteel relic, or a foreign breed of riding monster. I am afraid that hope can make even the most sensible person gullible; Earthrider Village’s chief, Mha Puadi, certainly seemed ready to believe the wildest claims so long as they promised her what she sought.

◆ CHOKER MUTINEERS

The Bhusag Mutinies were not fought by the Chamsen alone. When news reached the Sen Coast, sympathizers helped as best they could from afar, hoping to stretch the Charter thin. Protesters crowded the streets before the consulate, bandits ambushed rafts carrying tithes, and smugglers snuck prisoners out of undermanned penitentiaries. Some even trekked north with spears and knives in hand, hoping to cross the Lakkarakku and join the war once the snows melted. But by the next summer, the Mutinies were over. The giants shipped scores of rebels to the Maw, while the last chamig limped away from their shattered eggs.

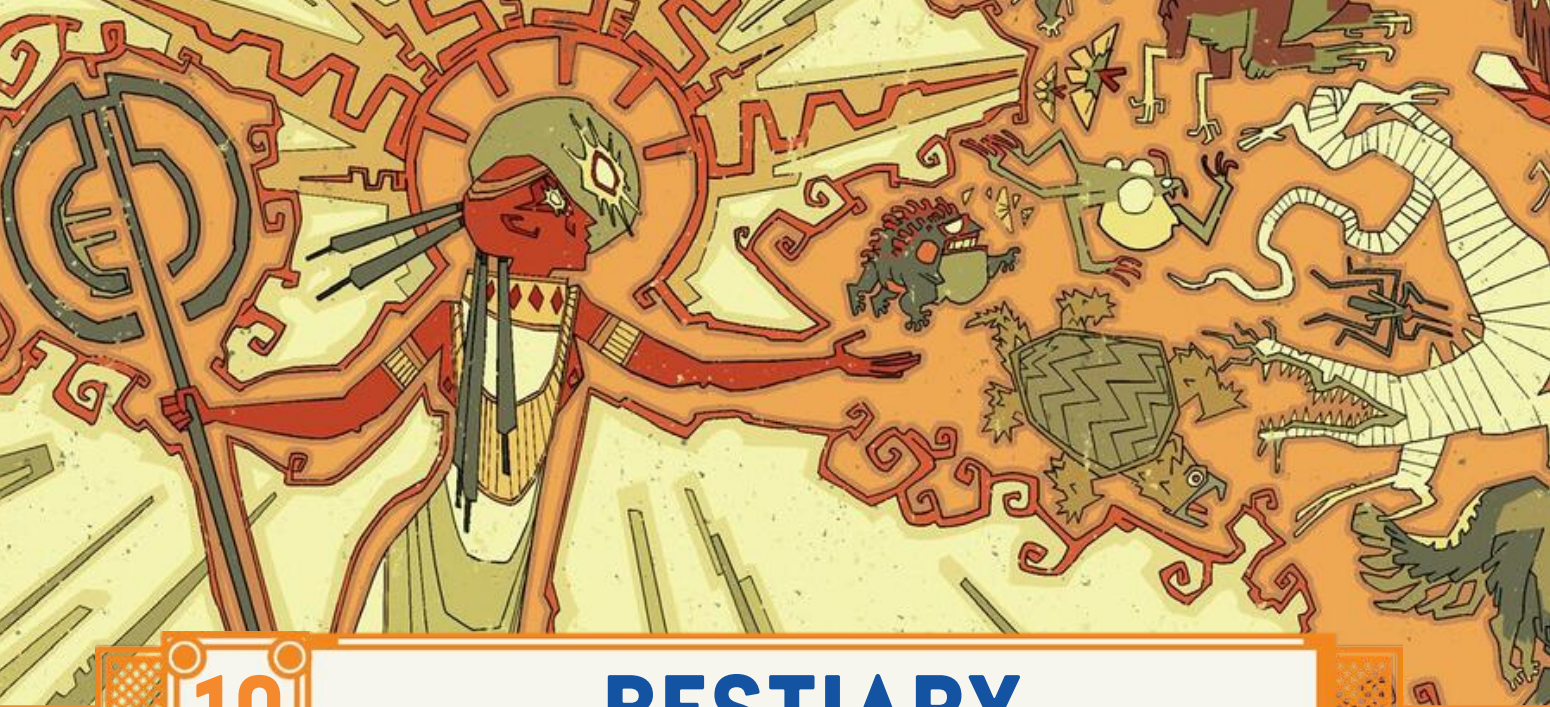
The surviving mutineers became known as the Chokers — charitably, because they were the remnants the giants could not choke down, or uncharitably, because they failed when it mattered most. Most are inactive now, having avoided arrest these last fifteen years mostly by not being worth the effort. The few who dare continue their small acts of resistance are much less coordinated, and they struggle even to supply themselves. In cities, they must operate in hiding, always wary of constables around the corner; and in the wilderness, without the help of giants, they have no way of defending themselves against frenzied monsters. As it stands, the Charter has nothing to fear from the Chokers, while the rest of the world already seems poised to swallow them.

◆ MR. SHINE’S KITCHEN

The discovery of hologram recorders in Ark led to the creation of a medium called film. I doubt you know of it, reader. The technology is not widespread, except among the Charter’s wealthiest patrons. These patrons, however, are so enthusiastic about it that they funded a bid not only to gighthood but to the Directorate of the Charter itself.

The reclusive Mr. Shine began by recording recipes, often with an academic tone, which illustrated useful applications of the One Law and how to prepare them. But to distinguish himself from his competitors, Mr. Shine increasingly relied on drama. By the time he secured his ticket to Ark, his productions had mostly lost all educational value. He filmed elimination contests between desperate cooks, exposés on deranged wilder packs and their savage restaurants, and of course advertisements for the products of his colleagues. As his appetites grew, so too did those of his audience, and he opened a studio in Stationtown Bhusag to provide them an endless supply of new spectacles.

Mr. Shine’s Kitchen is a business, first and foremost, but many of its employees have genuine dreams of sharing their beloved recipes or sending a message to the world. Mr. Shine, who dwells in Ark and acts always by proxy, is on a constant search for his next star. He is willing to pay substantial prices, especially in favors, for performances he has never seen before, but his standards are both esoteric and exacting.



10

BESTIARY

WITH EXCERPTS REGARDING THE SEN COAST

Monsters rarely acknowledge the borders we draw for them. They move, change, grow, and mingle. But just as a map is useless if it is as large as the area it describes, a bestiary is useless if it lists in exacting totality all variation among individuals, all exceptions, all murky definitions, and all scholarly disagreements. The entries here are enough to provide context for monsters with which you are unfamiliar; if you encounter them in the field, I am certain they shall appear and behave in ways a book cannot capture. Reader, if this history encourages you to gain the kind of expertise that allows you to then see its flaws, I consider myself satisfied.

ON THE GROWTH OF MONSTERS

Monsters can display stunning differences of size within their own species, especially under the influence of the One Law. I have included average measurements for each species, but ultimately age, sex, recent meals, and other factors can drastically alter an individual from the norm. In particular, the frenzy has a gigantifying effect on its long-term victims. Any frenzied monster who survives long enough can become an apex monster, and their mere existence raises questions about the limits of a single organism's growth.

❖ MONSTER STAGES ❖

Every stat-block in the bestiary is that of an **Adult** monster. All **Adult** monsters have 30 maximum Stamina.

As a rule of thumb, **Adult** monsters pose a respectable challenge to a pack of four starting wilders.

You can adjust the difficulty of any monster by applying these changes:

- ❖ **Young** monsters have -1 in each **STYLE** (to a minimum of 0). They have 20 maximum Stamina, and each Part has -5 Durability.
- ❖ **Elder** monsters gain +1 in each **STYLE** that is not +0. In combat, they take two full turns per round if they are fighting three or more wilders. They have 40 maximum Stamina, and each **PART** has +5 Durability.
- ❖ **Apex** monsters gain +2 in each **STYLE** that is not +0. In combat, they take a number of full turns per round equal to half the number of wilders (rounded up). They have 50 maximum Stamina, and each **PART** has +10 Durability. Finally, all Apex monsters have the **APEX** Trait, which wilders cannot gain during The Feast.
APEX. [Passive] Remove 1 Success from every Test hostile creatures make while in combat with you.



ON THE DIETS OF MONSTERS

Monsters, like us, have their own tastes. My academic predecessors tended to mistake preference for strict limitation, but in my experience, monsters can tolerate a wider variety of foods than most would expect. At the same time, they rarely test their dietary limits without reason. After all, their adaptations have equipped them to efficiently, reliably acquire their favored nourishment. It may seem obvious when written explicitly, but nonetheless it is worth remembering: monsters are naturally found in habitats where there is food for them to eat. Exceptions could indicate a deeper disharmony, such as the frenzy, trafficking, or human-motivated displacement.

❖ READING A STAT-BLOCK ❖

Most parts of a stat-block are what they look like. There are a few sections, however, where additional explanation might help.

TRAITS listed as "**Additional Traits**" are typically non-combat Traits, but they also include Traits that most frenzied monsters don't use, such as **SOCIAL PREDATOR** or **SWARMING**. In other words, these Traits could *become* combat Traits if a wilder acquires them. As the Guide running The Hunt, though, you can safely ignore them.

The entries after "**Diet**" follow the pattern of "General [*Specific*]."

Note that predators who naturally hunt other large monsters usually have alternative, sustainable sources of meat listed in their diet entries. After all, it's hardly ecologically sound if, in feeding a large carnivore under their care, the pack hunts a different endangered species to extinction. Use your best judgment to decide what Ingredients fit the general category, if they're not already listed in the specific.

Similarly, the entries after "**Habitat**" follow the pattern of "General [*Specific*]."

If no specific Areas are listed after the parentheses, that means the monster is adaptable enough to live in the whole Region. Monsters can appear outside their natural habitat, but it usually means trouble if they do. You can also use habitat information to decide where else monsters might appear, should you leave the Sen Coast.

After all, there are plenty of other shores, woodlands, mountains, and deserts in the One Land!



ASEWA

A monster of the Butcher's Line, on average 15 meters in length

Few deaths are more painful than one within an asewa's coils. With slow, sure strength, the serpentine monster tightens each time its prey exhales, peeling its victim's skin away with the raised scales of its iron underbelly. Struggling only hastens one's demise, for every movement causes further injury against the grating scales, and most monsters pass out from exsanguination long before the asewa crushes the last breath from their lungs. Flexible jaws enable the asewa to swallow most prey whole. But for particularly large items, the asewa raises the overlapping blades of its "hood" and slices into its captive at the same lazy pace, breaking them into smaller pieces often while they are still alive.

While it may be a brutal diner, the asewa is also a fastidious cleaner. First, it slithers along loose sand to force the gore out of its grating scales. Then, it seeks out a whetstone, where it sharpens its neck blades by rhythmically scraping from side to side. Only after it is clean of blood, with its scales safely retracted against its belly and its blades polished to fine edges, does it rest. The lump in its body indicates the creeping progress of its meal through its digestive tract, and adult asewa can survive for weeks on a single feeding.

In the interim, asewa grow, and it is the need to molt — rather than to hunt — which academicians believe motivated the development of their grating scales. The signs are obvious when an asewa prepares to shed: its eyes become filmy, and patches of its hide turn red with rust. Alone, an asewa rubs laboriously against whatever abrasive surfaces it can find, hoping they are hard enough to strip away its metal hide. But more often, asewa seek grooming partners. They are social, forming cliques of three to five with overlapping territories, and they seem to enjoy scraping away each other's molting skin, perhaps knowing the favor will eventually be returned.

Notably, an asewa's grooming partners are not necessarily its breeding partners. Typically, asewa mate immediately after emerging from their seasonal torpor. (Depending on local temperatures, some asewa hibernate through winter, while others instead estivate through summer.) Many horrifying folktales have been inspired by the sight of uncountable asewa emerging together from their communal dens, writhing in bladed tangles as they race to both mate and warm their blood — the titanic serpents looking as if they spilled from the guts of the One Land itself, heralding the end times. After a short gestation period, females lay dozens of iron-shelled eggs at once, whose gleaming surfaces are near impossible for predators to break. The longer the eggs are exposed to air, the more fragile they become, until at last they are brittle enough for the hatchlings to break free.



STYLES

MIGHTY 2

PRECISE 3

SWIFT 0

TRICKY 0

SKILLS

ASSURANCE +1

GRAB +3

HOARD +1

STRIKE +2

TRAITS

INDEFATIGABLE. (Cost: 1 **MIGHTY** Success) End <H> **Fatigued** and restore <H> Stamina.

KEEN SENSES. (Cost: 1 **PRECISE** Success) A creature of your choice becomes **Exposed**.

NATURAL ARMOR. (Passive) You halve the Damage you take from **MIGHTY STRIKES** and **MIGHTY SHOTS**.

TOUCH-ME-NOT 2. (Passive) If a creature makes a **GRAB** or **STRIKE** against you, deal 2 Damage to it.

ADDITIONAL

HIBERNATOR

SLOW DIGESTION

SOCIAL GROOMING

SWALLOW WHOLE

PARTS

BLADES. Range: 1 (**PRECISE STRIKE**).

- ♦ If Broken: Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage. You lose 1 level of **TOUCH-ME-NOT**.

JAW. This **PART** has no additional effect.

- ♦ If Broken: You lose **KEEN SENSES**, and you reduce your levels in **GRAB** to +1.

SCALES. Range: 1 (**MIGHTY GRAB**) *Passive:* If you Attack a creature with this **PART** and succeed, it becomes **Caught**. Creatures **Caught** by this **PART** take 5 Part Damage each time they spend Actions or Stamina.

- ♦ If Broken: Range: 1 (**MIGHTY GRAB**). This **PART** deals half Damage. You lose 1 level of **TOUCH-ME-NOT**.

DURABILITY

20

10

20

BEHAVIOR

If no creatures are **Caught** or **Exposed**, target a creature who can inflict **Burned**, since you detect prey by their body heat. Your instinct is to slowly, steadily coil around your target and suffocate them to death. You're not very fast, but once you have your target **Caught**, struggling only hastens their demise. Your **JAWS** are your weak point, as they house your heat-sensing organs and you rely on your teeth to hold your prey down while you coil around them with your **SCALES**.

DIET

- Terrestrial monsters (*Rakuzar Tail, Wild Wooda*)

HABITAT

- Desert (*East Lakkin Mines, Hideaway Gulch, Maratsia*)



ASIG ICESPIDER

A monster of the Stockkeeper's Line, on average 4 meters in height

For every species of monster we can name, how many are there that we cannot? Dozens? Hundreds? The variety of life is inestimable; we do not know how much we do not know.

The Asig icespider once dwelled among those unknown masses, and to some extent it still does. Humankind knew nothing of its existence until a little less than thirty years ago, when Asig Hyotun, a Chamsen water-hauler's son, ascended Mount Zayyat and observed it for the first time. Hyotun was neither an academician nor a wilder — in his own words, he was an aimless, itinerant treasure hunter, seeking the immortality-granting peaches of Old Sen Che mostly for sport. Instead, he found purpose. His observations regarding the Asig icespider are the foundation of all our knowledge regarding the species, and Hyotun himself now teaches at Nin Tai Chat Academy.

This cryptic monster is endemic to the Lakkarakku's frozen forests. It stalks through the trees, its long legs and bark-textured exoskeleton disguising it among the spindly trunks, weaving tripwires of taut silk that are near invisible against the background of white snow. Then it settles itself to wait at the nexus of its forest-spanning web, holding so still that icicles form on the underside of its abdomen. Even the slightest vibration is enough to draw its attention, and those entangled in the webbing — usually small-to medium-sized game, like wooda, myotak calves, or humans — are rendered helpless as the silent hunter descends upon them, wasting no movement as it secures its kill.

Asig icespiders rarely consume their catches immediately. Instead, they wrap food items in silk and store them in larders at the center of their webs. Careful rationing is necessary for Asig icespiders to survive the cold, dry conditions at the peaks of the Lakkarakku, and the silk wrapping not only preserves their prey but also slows down thieves, scavengers, and even potential mates. A well-timed nuptial gift is essential for a male to mate with a female without getting eaten himself. Some males are even canny enough to present females with rubbish wrapped in silk, which distracts her just long enough for the male to mate and then make his escape. Whether begotten honestly or not, icespider young remain under the protection of their mother for a few weeks after hatching, though they must feed themselves by scavenging the remnants of her kills.

According to Asig Hyotun, he did not actually mean to name the icespider after himself. Instead, he gave it his clan name as a form of symbolic adoption, for he had spent so long in its company that he considered it family. We are connected to all monsters of the One Land, whether we can name them or not — but how rich those connections can become, if only we deepen them with understanding!



STYLES

MIGHTY 0

PRECISE 3

SWIFT 0

TRICKY 2

SKILLS

CRAFT +3

HOARD +3

STRIKE +1

STUDY +2

TRAITS

CAMOUFLAGE. (Cost: 1 **TRICKY** Success) You become **Hidden**.

KEEN SENSES. (Cost: 1 **PRECISE** Success) A creature of your choice becomes **Exposed**.

PATIENCE. (Passive) You can Prepare up to 3 times per turn.

THIEF. (Cost: 1 **TRICKY** Success) Take an Ingredient, Snack, or **Caught** creature from a creature within 1 Stride. (You choose if the **Caught** creature remains **Caught** or is freed.)

WEBSPINNER. (Cost: 2 Actions) Make a **TRICKY CRAFT**. If you succeed, the next time a hostile creature Moves toward you, it instead takes [A] Part Damage and can't Move until the start of its next turn.

ADDITIONAL

NEST BUILDER

PARTS

HAIRS. Passive: You may spend 1 Success on a **CRAFT** to use **KEEN SENSES**.

♦ If Broken: You lose **KEEN SENSES**.

LEGS. Range: 1 (**PRECISE STRIKE**).

♦ If Broken: Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

WEB. Passive: Each time you use **WEBSPINNER**, create a new instance of this **PART** with its own separate Durability. Creatures who take Part Damage from **WEBSPINNER** also become **Caught** by this **PART**, but they are not pulled within 0 Strides of you. Creatures can Attack this **PART** from any distance, but if they do, you lose no Stamina.

♦ If Broken: The instance of **WEBSPINNER** represented by this **PART** ends.

DURABILITY

10

20

1

BEHAVIOR

If no creatures are **Caught** or **Exposed**, target the last creature to Attack your **WEB**, since you'd prefer to keep your silken snares intact. Your instinct is to lay your trap and then wait patiently at its center. If you're ever confused about how your **WEB** works, do what makes sense narratively.

DIET

- Terrestrial monsters (*Onagung Jelly*, *Wild Wooda*), flying monsters

HABITAT

- Mountain (*Old Sen Che*)



BOTABO

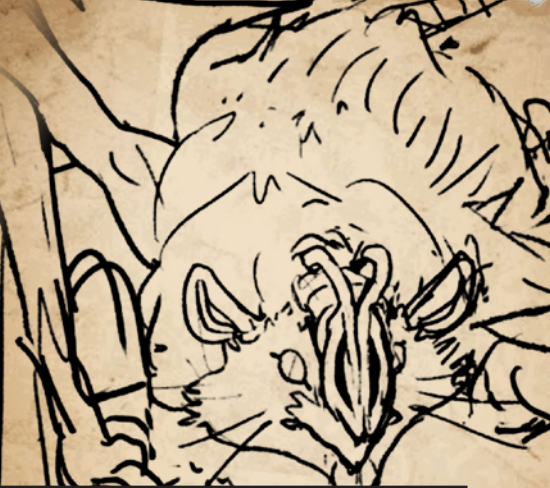
*A monster of the **Roundsman's Line**, on average 2 meters on all fours, double that or more if standing*

Gillsnatcher, wingstealer, fangtaker — wherever the botabo goes, people cry thief. At first glance, one might think the monster earns these roguish monikers through its appearance alone. The botabo is a slinking creature with beady eyes, a large, upturned nose, and clever, grasping paws. It stores food in pouches beneath its armpits, rather like a cutpurse stowing away pilfered goods, and if detected, it can climb out of reach with furtive speed. While native to the seaside cliffs of Asoai, it is far better known as an inhabitant of stationtowns like Seabounty and Bhusag, where it subsists on humanity's collective leavings. (The botabo's rivalry with the Sen Coast's other notable urban monster, the tentacled zaswang, is well-documented. The caterwauling from the former when it encounters the latter is ear-splitting, though longtime residents insist that one eventually learns to sleep through it.)

The botabo's reputation, however, has a deeper reason behind it. It possesses a peculiar sensitivity to the One Law, with even raw food causing it to undergo dramatic mutations. A snatched bite of fish gives its fins and gills, while a single drumstick might hollow its bones and cause feathers to sprout from its long arms. Such mutations open new avenues to both escape and pursue other monsters, though the botabo must take care to be on safe footing when the mutations inevitably recede.

Street urchins often tell stories of botabo swiping prey out of the water or air and downing it one gulp. Then, they leap away like some night terror even as their bones grind and muscles shift. These stories are not without basis, but it is tiring for a botabo to hunt, transform, and hunt more. They much prefer to sniff out beached carcasses or dig through piles of refuse. In cities, it is especially common for botabo to become habitual, making the same pilgrimage to a familiar dumping ground each night, sometimes with young following in a line as they make their way towards supper. They are among the largest monsters that humans tolerate in proximity, but in the wild, they are among the smallest. There, they make prey for high-flying lotangwa, crownwolves, and even varithan slithering out of the water.

When not foraging, botabo rest in elevated dens, which they make inside stone crevices or giant ruins. Solitary by nature, they rarely tolerate each other's company except at particularly rich patches of food, and even then only begrudgingly. Mating is an opportunistic and cursory affair during the wet season, but while botabo mothers demonstrate minimal affection for their partners, they are fastidious and dedicated toward their children. Blind, helpless pups take about a year to reach their full growth, and mothers are known to tolerate them establishing dens near or within their territory.



STYLES

MIGHTY

0

PRECISE

0

SWIFT

3

TRICKY

2

SKILLS

CALL

+1

GRAB

+3

HOARD

+3

SEARCH

+2

STRIKE

+1

STUDY

+2

TRAITS

CLIMBING. *(Passive)* You can climb without Disadvantage.

HASTE. *(Cost: 1 SWIFT Success)* You can Move without spending an Action.

NATURAL REFLEXES. *(Passive)* You halve the Damage you take from **SWIFT STRIKES** and **SWIFT SHOTS**.

THIEF. *(Cost: 1 TRICKY Success)* Take an Ingredient, Snack, or **Caught** creature from a creature within 1 Stride. *(You choose if the Caught creature remains Caught or is freed.)*

ADDITIONAL

**GENERALIST DIET
SCAVENGER**

PARTS

ARMPITS. *Passive:* You start combat with <H> Snacks. Each Snack restores 10 Stamina and grants you either **FLYING** or **SWIMMING** until your next meal.

♦ **If Broken:** You drop your Snacks, including ones you've stolen.

CLAWS. Range: 1 (**TRICKY STRIKE**).

♦ **If Broken:** Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage.

TEETH. Range: 1 (**SWIFT STRIKE**).

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

DURABILITY

20

20

20

BEHAVIOR

If no creatures are **Exposed**, target the last creature to Eat, since they're likely to have more Snacks. Your instinct is to take what you can and run. The frenzy exacerbates your aggression and dampens your urge for self-preservation, but at heart you're still a thief, and you have a furtive and twitchy personality. Your sensitivity to the One Law allows you to either fly or swim, depending on what's best for your situation. Remember you also benefit from the effects of stolen Snacks, but that the effect of a meal only lasts until the next one.

DIET

- Terrestrial monsters, flying monsters, aquatic monsters (*Gillgifter Goby*), eggs (*Katang Egg*), carrion, fruit, seeds and grains (*most Hometown Staples*)

HABITAT

- Shore (*Crumbledowns, Stationtown Seabounty*), Desert (*Stationtown Bhusag*)



CHAMIG

*A monster of the **Baker's Line**, on average 30 meters in length*

Dearest reader, I am not without bias; the vanishing of these monsters in particular motivated my work.

Chamig are one of the rare species domesticated after the departure of the greenkings. They are easily the largest species of monster in this hemisphere, and they can achieve such gargantuan sizes in the comparative desolation of the desert by feeding on neither vegetation nor meat, but on pure energy. They feed using bizarre structures inside their mouths, which unfurl like flowers as chamig dip their heads toward leylines and pulse as they attract swirling motes of green light. The One Law, as ever, applies: in consuming the energy of the land itself, chamig become as the land itself, and foliage easily takes root on their wide, flat shells. Feral chamig carry vegetation that mirrors the landscape around them, like scalewoods, thornscrub, and cacti, while tame chamig usually bear fields of a grain known fittingly as shellwheat.

Though leylines produce neither light nor sound nor smell, chamig possess some means of finding them, similar to how some monsters can detect magnetic currents. Chamig rarely remain at one location long, but they often feed at the same points on their regular circuit, so we can infer that leylines are both exhaustible and also naturally replenishing. However, chamig are not competitive when they converge at a location to feed, so perhaps there is some other factor motivating their movements.

One can identify a chamig's sex by the curve of its shell, as males have a depression on their undersides which fits neatly against the female's back. (Given the choice, the Chamsen people tend to only put temporary, mobile, or expendable structures on a fertile female's shell; anything permanent is liable to be crushed during mounting.) Female chamig lay their eggs in deep nests scooped out of the desert floor, which they have no inclination to guard themselves, but which humans do. Due to selective breeding, chamig regularly lay large numbers of infertile eggs, with a rich yolk said to have a flavor unlike any other.

The Titan Desert relies on the chamig for its existence. Plants use chamig to grow and spread their seeds; monsters repurpose the deep nests, once emptied, as burrows to escape the midday heat; and the Chamsen rely on chamig for food, transport, companionship, and the most significant aspects of their culture. Their extinction spells not just their doom, but the collapse of all the communities that depend upon them too.



STYLES

MIGHTY

4

PRECISE

0

SWIFT

0

TRICKY

0

SKILLS

ASSURANCE

+3

CURE

+3

HOARD

+1

SEARCH

+1

TRAITS

ELECTRORECEPTIVE. (Passive) **Hidden** creatures don't gain Advantage if they Attack you.

GARGANTUAN. (Passive) Treat all creatures as if they are 3 Strides closer to you than they are.

NATURAL ARMOR. (Passive) You halve the Damage you take from **MIGHTY STRIKES** and **MIGHTY SHOTS**.

STURDY. (Passive) Nothing can push or pull you unless you allow it or unless you're **Caught**.

WITHDRAW. (Cost: 1 **MIGHTY** or **PRECISE** Success) You may Brace without spending any Actions, but you cannot Move until the start of your next turn.

ADDITIONAL

ENERGY FEEDER

MIGRATOR

POLLINATOR

PARTS

FEET. Range: 1 (**MIGHTY STRIKE**). *Passive:* You can't Attack creatures on your **SHELL** with this **PART**. If you Move, you may Attack any creature on Land with this **PART** without spending any Actions.

♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

SHELL. *Passive:* This Part functions as an additional Terrain where creatures besides you can climb, fly, and run. During your turn, you may spend 2 Actions to make a **MIGHTY TRAVERSAL**, shaking this **PART**. If you do, all creatures on your **SHELL** without **FLYING** must either spend [A] Stamina or fall to Land.

♦ **If Broken:** This **PART** retains its Passive effect. You become **Exposed**, and you lose both **NATURAL ARMOR** and **WITHDRAW**.

DURABILITY

30

30

BEHAVIOR

If no creatures are **Exposed**, target an **Expanded** creature, since most potential targets are so small you ignore them. Your instinct is to crush everything in your path. Before you even begin The Hunt, consider whether you should be using free play instead. As a collection of stats, you present a tough but manageable combat that players will engage with tactically; as a series of custom Challenges and narrative scenarios, you can better embody your awe-inspiring size and scale. Neither approach is wrong, but one or the other might be better for the tone you're trying to achieve.

DIET

- N/A

HABITAT

- Desert



CLOUDCOLLAR

A monster of the Gardener's Line, on average 18 meters in height

If not for the chamig, the long-necked cloudcollars would be the namesake of the Titan Desert. The earth shakes when the herds arrive. Dust plumes behind them, and the surrounding expanse reverberates with their rumbling song. These monsters march with purpose through the dry scrub, for the sand starts to trickle through the hourglass the moment they set foot in the desert: Cloudcollars only come to Chamigisia to breed, for there is nothing here for them to eat.

These gargantuan monsters have several adaptations to delay their return to more plentiful browsing, however. Their many-chambered stomachs contain foliage which they may spend weeks digesting, and from which the One Law allows them to extract a crucial ability: photosynthesis. During the day, their disc-like ruffs expand, maximizing the surface area which can drink in sunlight. The energy gained this way can never surpass that which the monster expends, but it is enough to stave off starvation until the cloudcollar's business is done.

Once assembled, males sashay across the dusty ground, showing off their jaunty, curling plumes and shaking their heads to make their wattles ring like bells. If the stage becomes contested, competitors strut parallel to each other to assess who is taller, before they resort to necking. Impacts ring out like thunderclaps as the cloudcollars fight, throwing their whole weight into their necks with each swing. Onlookers of both sexes watch, captivated, bleating with either distress or approval.

Once the scores are settled and the matches are made, the cloudcollars lay eggs in the hundreds. The hatchlings are miniscule compared to their progenitors, and should they survive, they will grow in weight by a factor of over 10,000. Unfortunately for them, their chances are slim. Tiny bodies litter the ground from the breeding colonies all the way to the edge of the desert, which Chamigisia's scavengers eagerly consume. Those cloudcollars who successfully follow their parents home will still be enough to crop the forests bare if they all reach adulthood, but midland predators will further diminish their numbers over the following years.

While most greenking records are lost or indecipherable, the writings of the Gardener's descendants are in this case clear: they wanted to create a monster which need not consume any other life, not even plantlife, to survive. If it were possible for a monster, then it would be possible for humans too — but the cloudcollars were as close as they ever got, and death runs in their blood as much as it does ours. Hadhekan's dream, at least for now, remains unfulfilled.



STYLES

MIGHTY

3

PRECISE

1

SWIFT

0

TRICKY

0

SKILLS

ASSURANCE

+2

CALL

+2

CURE

+1

DISPLAY

+1

TRAVERSAL

+2

TRAITS

HEADBUTT. (Cost: 1 Success) After you Attack a creature, push it 1 Stride away from you. If the creature is climbing or flying, it falls to Land.

EXPAND. (Cost: 1 Action) You become **Expanded**.

PHOTOSYNTHESIS. (Cost: 3 Actions) If you have access to Sky, restore your Stamina to its maximum.

STURDY. (Passive) Nothing can push or pull you unless you allow it or unless you're **Caught**.

THREATEN. (Cost: 1 **MIGHTY** Success) A creature of your choice becomes **Frightened**.

ADDITIONAL

FERMENTER
HERD DEFENDER
MIGRATOR

PARTS

COLLAR. Passive: You can only use **PHOTOSYNTHESIS** while you are **Expanded**.

♦ If Broken: You lose both **EXPAND** and **PHOTOSYNTHESIS**, and you can't become **Expanded**.

NECK. Range: 2 (**MIGHTY STRIKE**). Passive: If you use **HEADBUTT** against a climbing or flying creature, you may instead push it 1 Stride closer to you.

♦ If Broken: Range: 2 (**MIGHTY STRIKE**). This **PART** deals half Damage.

FEET. Range: 1 (**PRECISE STRIKE**). Passive: If you Attack with this **PART** and succeed, you also deal [A] Damage to all creatures of your choice within 0 Strides of your target.

♦ If Broken: Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

DURABILITY

10

20

20

BEHAVIOR

If no creatures are **Exposed**, target a climbing or flying creature, since you don't like predators or parasites getting close to your vulnerable head. Your instinct is to smash your rivals into the ground with your **NECK**, and then Prepare to do it again. **EXPAND** helps you reach distant targets, but you won't go out of your way to use it or **PHOTOSYNTHESIS**. Similarly, your **FEET** aren't your preferred weapons, but you might be tempted if many creatures are all standing in one place to squash. Reserve **HEADBUTT** until the end of the round, when you can knock your target away before switching your focus to a new one.

DIET

- Foliage

HABITAT

- Desert (Butcher's Valley, Egg mound)



CROWNWOLF

*A monster of the **Butcher's Line**, on average 3 meters at the shoulder*

Crownwolves lope across the width of the One Land, their distinctive ruffs giving them regal and imposing silhouettes. Subspecies of these wide-ranging monsters appear at every latitude, and they have a long history with humankind, appearing in records dating to the earliest days of the Age of Kings. Famously, the first wilder dedicated herself personally to the conservation of this species, which is a large reason why they still flourish in regions across the continent.

At first glance, the crownwolf is a modest monster. It has neither plates of armor, nor fiery breath, nor color-changing skin. Granted, its size does it credit, as does its prodigious bite, which is the reason for its placement in the Butcher's Line — crownwolves have teeth arranged in two rows, including sturdy, iron-infused premolars which specialize in breaking apart and digesting bone. But otherwise, crownwolves seem hopelessly outclassed by their rivals.

Deeper inspection reveals that crownwolves secured their seat in the kingdom of life in much the same way we have: through intelligence, resourcefulness, and tenacity. They typically live in packs of up to a dozen individuals, led by an elder matriarch. When the cubs come of age, her daughters stand to inherit rulership of the pack, while her sons must instead wander until a new family accepts them. They patrol constantly, using their bone-cracking teeth to digest armored game like mammudo, rootcrabs, and even uopang. Famously, crownwolves have both indiscriminate tastes and invulnerable stomachs. I once saw a crownwolf bite off and swallow a shard of arksteel out of simple curiosity, which allegedly is a common problem for wilders who leave their tools unattended while camping.

Though crownwolves do not migrate, their territories span hundreds of kilometers, and they follow seasonal sources of food. In particular, during the dry season, Sen Coast crownwolves expand their patrols from the desiccating woodlands as far as the ocean shore. They prefer open habitats to dense, forested ones, but smaller packs often find their choice of hunting grounds limited by the possessiveness of their neighbors. Howls, screams, and hoarse barks echo across vast distances to establish the borders of these territories. Some believe their calls sound noble, while others describe it as savage cackling.

This dichotomy is emblematic of our odd, collective relationship with crownwolves. When they are near us, we decry them as filthy scavengers, fit only for extermination; yet as soon as we succeed, we wax poetic about their independence and rugged grace.



STYLES

| | | | |
|---------------|---|----------------|---|
| MIGHTY | 2 | PRECISE | 2 |
| SWIFT | 2 | TRICKY | 0 |

SKILLS

| | | | | | |
|------------------|----|--------------|----|------------------|----|
| ASSURANCE | +2 | CALL | +2 | SEARCH | +3 |
| STRIKE | +2 | STUDY | +2 | TRAVERSAL | +2 |

TRAITS

BLOOD SCENT. (Passive) You gain Advantage on all Tests during the first round of The Hunt if the other side has a **Wounded** creature.

ENDURANCE PREDATOR. (Cost: 1 **MIGHTY** or **SWIFT** Success) A creature of your choice becomes **Fatigued**.

INDEFATIGABLE. (Cost: 1 **MIGHTY** Success) End <H> **Fatigued** and restore <H> Stamina.

PURSUIT PREDATOR. (Passive) If you Move toward a creature, you gain Advantage when you Attack it until the end of your turn.

ADDITIONAL

SOCIAL PREDATOR
SCAVENGER
TERRITORIAL

PARTS

CLAWS. Range: 1 (**MIGHTY STRIKE** or **SWIFT STRIKE**).

- ♦ If Broken: Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

TEETH. Range: 1 (**PRECISE STRIKE**). *Passive:* If you deal Part Damage to a broken **PART**, your target becomes **Exposed**.

- ♦ If Broken: Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

DURABILITY

20

20

BEHAVIOR

If no creatures are **Exposed**, target a **Fatigued** creature, since you have an eye for tired prey. Your instinct is to never give your prey a chance to rest, all while maintaining your own Stamina. To be frank, your true strengths lie beyond your stats. Your high endurance and your coordination with your pack shine through best during free play and The Trail, but when you are frenzied and alone, you lose your greatest assets. Nonetheless, you are still a large, dangerous predator. Your metal **TEETH** are particularly good at snapping arksteel Tools and leaving wilders vulnerable.

DIET

- Terrestrial monsters (*Wild Wooda*), carrion

HABITAT

- Shore (*Hightable*), Woodland (*Nakwon Hills*, *Songfield*), Mountain (*Lamentations Trail*), Desert (*Butcher's Valley*)



FLINTKNUCKLE

*A monster of the **Roaster's Line**, on average 4 meters in height*

Excluding the giants, flintknuckles are the largest apes found in the One Land. As the name suggests, metal protrudes from their knuckles, scraping shallow furrows in the ground as they lope on all fours. The auburn hair of their outer coat is long and greasy, layered in shaggy sheets over the inner coat, which is softer and darker. All flintknuckles have saggy jowls, but older males also possess prominent fatty cheek pads known as flanges.

While flintknuckles are adequate climbers, only the largest trees can support their weight, so they spend most of their lives on the ground. They reside in rimland forests — historical records indicate they once had a much wider distribution, but today they are found only in isolated pockets dotted throughout Condemnation and the Sen Coast. In these few remaining enclaves, they forage for fruit and young leaves, though during the dry season they are also known to eat bark, mushrooms, game, and even coals and ash. Multiple flintknuckles gathered in one area would quickly strip it of edible vegetation, so they are largely solitary. Mothers care for their children for up to a decade, and adolescent flintknuckles sometimes form small, cooperative groups, but any other conspecific contact is cause for tension.

If avoidance is not possible, then aggression follows. Flintknuckles begin by growling and baring their teeth at each other, before escalating into standing erect and beating their chests. If neither side backs down, then the chest-beating quickens, a motion which causes the flintknuckle's pounding fists to strike each other and produce sparks. Finally, the flintknuckle's outer coat ignites. The monster becomes a burning, roaring berserker, cloaked in flames that are equal parts destructive and protective.

Yet strange as it may seem, self-immolation serves less to win battles and more to prevent them. Flintknuckles have many natural protections against their own flame — their jowls trap air so they can still breathe as smoke rises, and their undercoats don't burn as easily as their outer hairs — but they struggle to hurt their rivals once they too have equipped their blazing armor. Thus, the one whose coat burns out first is at a clear disadvantage, and mere posturing can decide a winner before either individual resorts to costly violence.

Around other species, the flintknuckle is shy and gentle. Flintknuckles are only vulnerable to predation during their youth, when they have yet to reach their full growth, but even then, the threat of spontaneous combustion is enough to ward most hunters away.



STYLES

MIGHTY

3

PRECISE

0

SWIFT

1

TRICKY

0

SKILLS

ASSURANCE

+1

CALL

+2

CRAFT

+1

DISPLAY

+3

GRAB

+2

STRIKE

+2

STUDY

+1

TRAVERSAL

+1

TRAITS

BURNING BODY. (Passive) At the start of each round, every creature of your choice within 0 Strides of you takes 2 Damage. In addition, if you're **Caught** by a **PART**, that **PART** becomes **Burned**. Finally, your **PARTS** can't become **Burned**.

CLIMBING. (Passive) You can climb without Disadvantage.

THREATEN 2. (Cost: 1 **MIGHTY** Success) All creatures of your choice become **Frightened**.

ADDITIONAL

**PLAYFUL
TEACHER**

PARTS

FISTS. Range: 1 (**MIGHTY STRIKE** or **SWIFT STRIKE**). *Passive:* If you deal Damage to a creature with this **PART**, it becomes **Caught**.

- ♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

HAIR. *Passive:* Your **BURNING BODY** deals no Damage until you spend 1 Action to ignite. Each time you use **THREATEN 2**, increase the Damage dealt by **BURNING BODY** by 1 until the end of the Journey or until this **PART** is broken. If you deal Damage to a wilder with **BURNING BODY**, their **TOOL** becomes **Burned**.

- ♦ **If Broken:** You lose **BURNING BODY**.

DURABILITY

20

20

BEHAVIOR

If no creatures are **Caught** or **Exposed**, target a creature who used the **MIGHTY** Style last round, since you perceive strength as a threat. Your instinct is to grab any challengers and beat them into submission, roaring so all onlookers know this is your territory. You can have multiple creatures **Caught** in your **FISTS**, but you tend to focus on smashing one to a pulp first before switching your attention to someone else. Typically, you don't ignite your **HAIR** until you're either **Frightened** or **Wounded**, not for tactical reasons but because you're an animal who'd rather not spend this resource without cause. Once you do, it's time to hurry and end the fight one way or another. Each time you pound your chest to **THREATEN**, more sparks fly and your flaming cape burns hotter.

DIET

- Terrestrial monsters, eggs (*Wari Egg*), foliage (*Pipegrass Shoot*), fruit (*False Che Peach*, *Shellberry*), fungus (*Crabeye Mushroom*)

HABITAT

- Woodland (*Ghao Gan Gardens*, *Witnesswood*), Mountain (*Old Sen Che*, *Pipegrass Groves*)



GOLYAK

A monster of the Gardener's Line, on average 3 meters at the shoulder

The golyak is most active at dawn and dusk, browsing on twistwood leaves. Dim light is essential to its most distinctive ability: when startled, its horns flash like a daguerreotype. Some believe golyak can summon shadow images of themselves or diverge into multiple bodies, but these are likely just the afterimages burned without warning into unsuspecting eyes.

The emergence of such myths is understandable. The golyak is an elusive monster, instinctually skittish and highly attentive, preferring habitats with heavy cover. As a result, many aspects of its behavior still puzzle us. For example, academicians argue bitterly over the true purpose of its horns. While most accept that the blinding flash stuns predators and gives the golyak a longer window to flee, there are others who suggest its purpose has more nuance. They cite similarities between this behavior and the pronging performed by certain midland ungulates, including young wooda. Perhaps the flash serves as an honest declaration — the golyak has seen its pursuer, and thus both predator and prey may avoid an energy-intensive chase because the conclusion is foregone. Or perhaps it is an act of altruism, warning other golyak that a hunter is nearby. (Whether or not golyak are solitary is another point of contention. Some suggest their herds may actually number around three to five, but they forage so far apart that most observers mistakenly believe they are alone.)

What little we can say with certainty is this: golyak calve during the monsoon, and they mate near the end of the wet season. Males have short, dark beards, while females tend to have lighter coats and smaller horns. When competing over a potential mate's attention, males strut side by side, holding their heads high to compare their horns. If they cannot establish dominance through this ritualistic comparison alone, males of similar size charge at each other, interlock horns, and grapple until one admits defeat. Otherwise, golyak are not particularly aggressive and avoid confrontation.

Like many large Gardener monsters, golyak are extremely vulnerable when they are young, but if they survive to adulthood, they reach a size and weight that protects them from predators — except humans, that is. In being so shy and mysterious, golyak have made themselves premier targets for the Society of Human Interests, and hunting lodges throughout the One Land have golyak horns in the dozens to grace their walls. Whether or not the golyak, who live nowhere else in the world but the forests of Towon Seha, can survive such focused and sustained attention is also contested. But to me at least, the answer is sadly obvious.



STYLES

MIGHTY

0

PRECISE

1

SWIFT

3

TRICKY

0

SKILLS

ASSURANCE

+1

DISPLAY

+2

SEARCH

+1

STRIKE

+2

TRAVERSAL

+1

TRAITS

CHARGE. (Cost: 1 Action) Choose a creature within 3 Strides. You Move within 0 Strides of the creature, then deal Damage to both it and yourself equal to the number of Strides you Moved. (This does not count as spending Stamina.)

FLASH. (Cost: 2 Actions) Make a **SWIFT DISPLAY**. If you succeed, a creature of your choice becomes **Stunned** and **Confused [A]**.

HASTE. (Cost: 1 **SWIFT Success**) You can Move without spending an Action.

ADDITIONAL

FERMENTER

PARTS

HORNS. Range: 1 (**SWIFT STRIKE**). *Passive:* If you use **CHARGE**, double the Damage you deal to the other creature but not yourself. In addition, until the end of your turn, you gain Advantage if you Attack.

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

LEGS. Range: 1 (**PRECISE STRIKE**).

♦ **If Broken:** Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage. You lose **HASTE**.

DURABILITY

20

20

BEHAVIOR

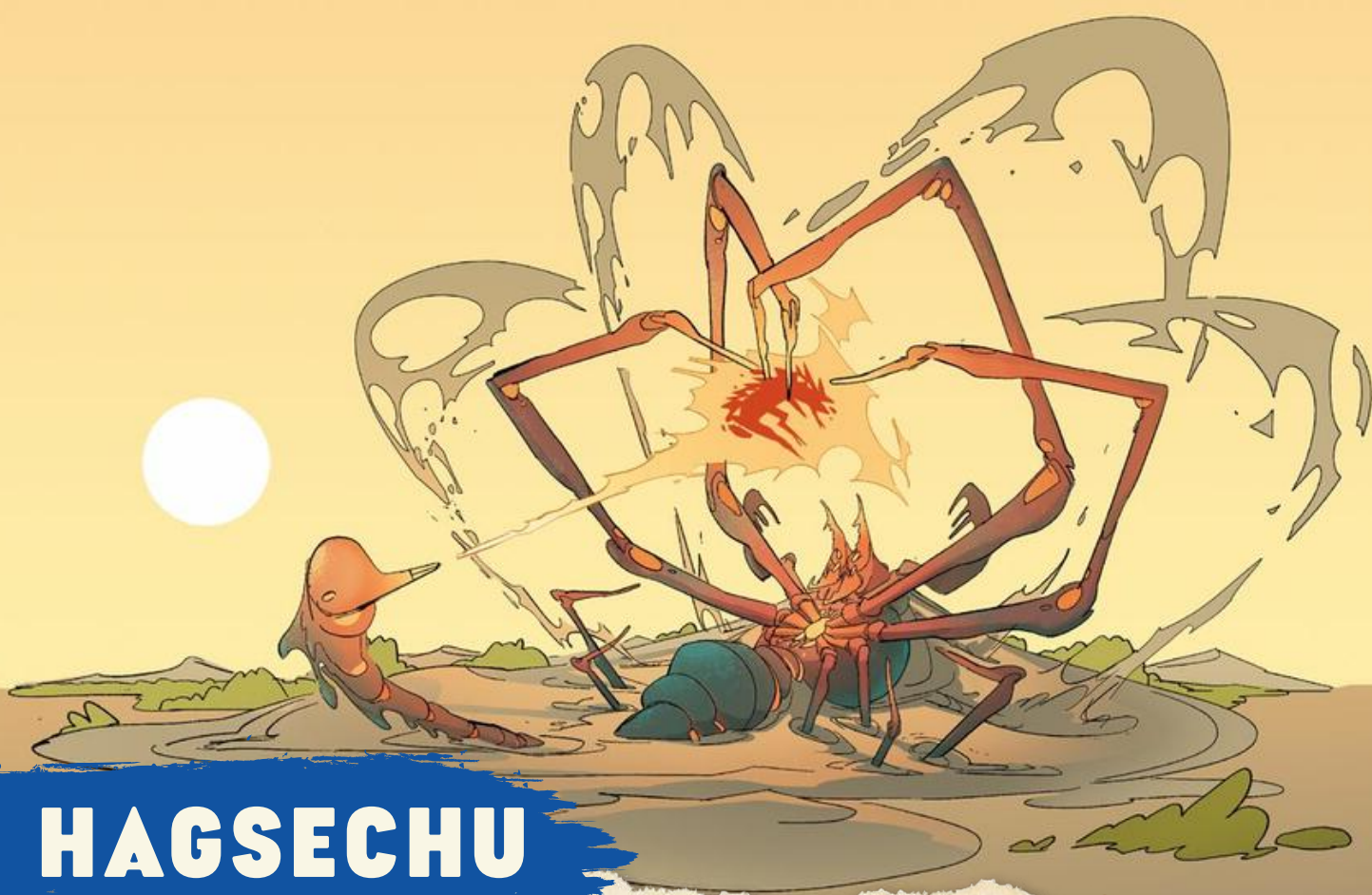
If no creatures are **Exposed**, target a creature who is 3 Strides away from you, since that's the distance a rival golyak would stand if they meant to fight you. Your instinct is to use **FLASH** and **HASTE** together whenever possible, disorienting your enemies and staying out of reach, before using **CHARGE** to close the distance and slam into your target. You rarely use your **LEGS** to Attack, but a Part-shattering kick at the right moment could devastate your enemies.

DIET

• Foliage (*Sugarvine*), seeds and grains (*Hanging Rice*)

HABITAT

• Woodland (*Nakwon Hills, Songfield, Witnesswood*)



HAGSECHU

*A monster of the **Roaster's Line**, on average 5 meters in length including tail*

My Charter colleagues used to criticize me of anthropomorphizing, an accusation to which I must still admit guilt. Even regarding the inscrutable hagsechu, I repeat this error. Yes, its features are wholly arachnid, and its behavior speaks only to those primordial motivations of hunger, survival, and propagation which I find only more alien when removed from human context. But even in these creatures, one may recognize sympathetic qualities, and I remain as dedicated to the hagsechu's preservation as I am to that of any other monster in this history.

An ambush predator, the hagsechu spends most of its life burrowed upside-down. When it senses tremors overhead, it springs its trap: all eight legs snap shut, pinning its prey to its thorax, while its tail arches out of the ground and jets fire from a bulb one might otherwise mistake for a stinger. For this reason, the hagsechu is also known as the stovetop spider, though with its tail and its oversized front legs — built for digging and sweeping sand — it makes a queer spider indeed. If successful, the hagsechu can eat its well-roasted catch at its leisure, and only rarely, with a quick, rocking motion to get upright, must the hagsechu reposition itself.

Adult hagsechu are native to the scrublands of Chamigsia, but few are born in the desert. Instead, when the time comes to spawn, fertile hagsechu begin a long and strange migration. Through the caverns beneath the Lakkarakku mountains they scuttle, following subterranean paths worn smooth by previous generations, until they emerge in the twistwood forests of Towon Seha. There, they mate and lay eggs in the thousands, and then perish. No hagsechu ever survive to make the return journey — and what can we call the labor of a parent who gives all to children they shall never meet, except love?

These eggs can lie, buried and dormant, for decades. They do not hatch until exposed to the blistering heat of the Gnarled Wood's regular wildfires. Where we might see only an ashen desolation, hagsechu hatchlings instead find an environment where they have the best possible chances to survive. Their predators are absent, they have burned corpses aplenty on which to feed, and as they gain weight, the charred, loose soil makes for excellent substrate in which they can learn to burrow and hunt. The regrowth of the forest actually drives hagsechu away, and they instinctually retrace their parents' footsteps as they head north, underground, toward the desert. There, they undergo their final juvenile molt, and their exoskeletons acquire the fireproof sheen characteristic of their species.

STYLES

MIGHTY

2

PRECISE

0

SWIFT

0

TRICKY

3

SKILLS

GRAB

+3

SHOT

+1

STUDY

+1

TRAVERSAL

+2

TRAITS

AMBUSH PREDATOR. (Passive) If you Attack while **Hidden**, you deal double Damage.

CAMOUFLAGE. (Cost: 1 **TRICKY** Success) You become **Hidden**.

DIGGING 2. (Passive) You can dig. In addition, if you Move while digging, you can Move up to 2 Strides instead of 1.

FIRE BREATH. (Cost: 2 Actions) Make a **MIGHTY SHOT** against a creature within 2 Strides. If you succeed, you deal [A] Part Damage, and the **PART** you targeted becomes **Burned**.

PATIENCE. (Passive) You can Prepare up to 3 times per turn.

ADDITIONAL

MIGRATOR

**PARENTAL
SACRIFICE**

PARTS

LEGS. Range: 1 (**TRICKY STRIKE**). *Passive:* If you deal Damage to a creature with this **PART**, it becomes **Caught**.

♦ **If Broken:** Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage.

SHELL. *Passive:* Your **PARTS** cannot become **Burned**.

♦ **If Broken:** You become **Exposed**.

TAIL. *Passive:* You gain Advantage if you use **FIRE BREATH** against a **Caught** creature.

♦ **If Broken:** You lose **FIRE BREATH**.

DURABILITY

20

20

20

BEHAVIOR

If no creatures are **Caught** or **Exposed**, target the last creature to Move on Land, since the rhythm of footsteps always attracts your attention. Your instinct is to wait however long it takes for a creature to pass by overhead. Build up your Actions with **PATIENCE**, then burst out of Underground and strike with your prey-pinning **LEGS**. Remember that **FIRE BREATH** is a Trait and doesn't have the same limitations as when you Attack — you can use it over and over again as long as you have the Actions to spend. Unless there are exceptional circumstances, you always try to start The Hunt Underground and **Hidden**.

DIET

- Terrestrial monsters (*Rakuzar Tail, Waddlewing, Wild Lapuni*)

HABITAT

- Woodland (*Wallowing Grounds, Witnesswood*), Desert



HUTANGWA

*A monster of the **Roaster's Line**, with an average wingspan of 3 meters*

At a glance, the hutangwa lacks the panache the greenkings bred into many of its competitors. It is the smallest member of the tangwa family — though still large enough to risk infection by the frenzy — and it possesses an unremarkable silhouette and dull, ruddy feathers. But for all its drabness, it is among the Sen Coast's most successful predators.

Whether they are coasting on thermal winds or perched on broad twistwood branches, hutangwa start every hunt from above. From this lofty vantage point, the aerial predator scans for prey. When it spies a potential target, it shoots out like an arrow. For small prey, the kill is near instantaneous, as the hutangwa uses its toothy beak to snap the morsel's spine or crush its head. Larger prey require a commensurate degree of brutality, as the hutangwa disembowels its catch while using its long, sharp talons to maintain its grip. In both instances, terrain is a major factor in the hutangwa's success. While it prefers to roost along the borders of forests and meadows, where there are both clear sightlines and food in abundance, this hardy species has been seen as far south as the coastal plains of Asoai — these are likely younger individuals, pushed into less desirable territories by their stronger and older rivals.

Unlike many of their neighbors, hutangwa prefer the dry season to the wet. This is because they know how to turn the aridity to their advantage. First they gather in flocks around fire-producing monsters, like the chest-beating flintknuckle. Then, when a source of flame becomes available, the hutangwa swoop down and grab the largest burning materials that can fit in their talons. Finally, they carry their load toward richer feeding grounds, where they drop it to spread the fire, flush out prey, and feast. For this behavior alone does the hutangwa belong to the Roaster's Line, for it has no way of producing fire on its own.

Such clever tricks are not inherent, but learned. Hutangwa are, by most accounts, strict teachers. After the chicks reach sufficient age, the parents teach them to fly by pushing them out of the nest. A brief window opens where the juvenile hutangwa can follow their parents and learn the subtleties of arson, but soon it comes time for the young to separate and become independent. They are not especially territorial, and when fires start, they happily gather in large numbers to cadge the work of their neighbors. During their day-to-day lives, however, they maintain a healthy distance, communicating from afar with whistling cries and songs.

STYLES

MIGHTY 0

PRECISE 2

SWIFT 3

TRICKY 0

SKILLS

CALL +1

GRAB +1

SEARCH +3

STRIKE +1

STUDY +2

TRAVERSAL +2

TRAITS

FLYING 3. (Passive) You can fly. In addition, if you Move while flying, you can Move up to 2 Strides instead of 1. Finally, you gain Advantage on all **TRAVERSALS** while flying.

HASTE. (Cost: 1 **SWIFT** Success) You can Move without spending an Action.

KEEN SENSES. (Cost: 1 **PRECISE** Success) A creature of your choice becomes **Exposed**.

PURSUIT PREDATOR. (Passive) If you Move toward a creature, you gain Advantage when you Attack it until the end of your turn.

ADDITIONAL

TEACHER

PARTS

BEAK. Range: 1 (**PRECISE STRIKE**).

♦ **If Broken:** Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

TALONS. Range: 1 (**SWIFT STRIKE**). *Passive:* If you deal Damage to a creature with this **PART**, it becomes **Caught**.

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

WINGS. This Part has no additional effect.

♦ **If Broken:** You lose **FLYING 3**.

DURABILITY

10

20

20

BEHAVIOR

If no creatures are **Caught** or **Exposed**, target a creature who is **Wounded**, since you're a brutal and efficient killer. Your instinct is to seize a creature with your **TALONS**, fly back into the Sky with **HASTE**, and then disembowel them with your **BEAK**. You're flexible and intelligent, though, so if anything goes wrong with this plan then you adapt quickly. If you become **Wounded**, retreat. To represent your arsonist tendencies, use this optional rule: if it's winter, the Area towards which you've retreated gains the effects of Towon Seha's **WILDFIRE** Trait. You have enough experience with fire to safely navigate it, but any who follow you won't be as prepared.

DIET

- Terrestrial monsters (*Waddlewing, Wild Wooda*), flying monsters

HABITAT

- Shore (*Hightable*), Woodland



JAMA-JAMA

*A monster of the **Gardener's Line**, on average 3 meters in length*

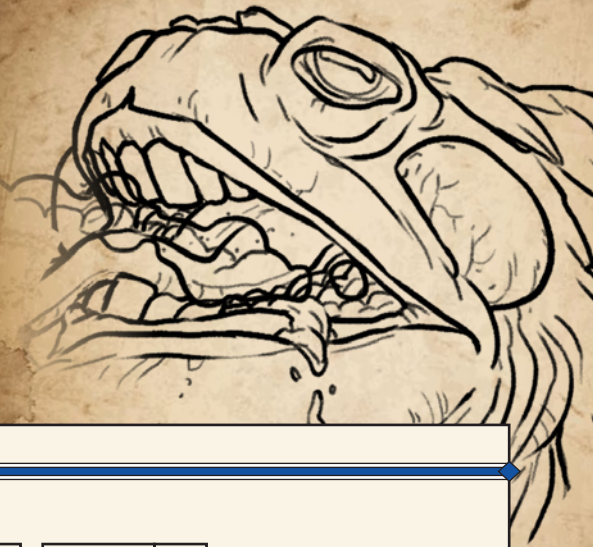
On the slopes of the Lakkarakku grow orchards of jya, or stone plums, so named because they are inedible even when ripe. Perhaps the greenings once had a purpose in making them, but now they provide food only for the bulbous jama-jama. This pebble-skinned amphibian monster is no more capable of digesting stone plums than we can, but it has a secret: Inside the bubbling cauldrons of its voluminous multi-chambered stomach, all the plums it can swallow ferment into a pulpy, alcoholic slurry which it digests at its leisure.

Contrary to popular belief, the jama-jama does not actually stagger from meal to meal like a swaying drunkard. Instead, it crawls or hops steadily along the steep slopes, using its long tongue to snag fruit from high branches before mashing the plums as best it can with its wide mouth and flat teeth. It metabolizes large quantities of alcohol without issue, and it suffers no ill effects from its natural diet.

The same cannot be said for others. When threatened, the jama-jama belches the contents of its stomach in a spreading cloud, which corrodes metal and intoxicates those caught in the blast. The jama-jama does not eat its victims, as it cannot even digest meat. But it is incredibly protective of its orchards, and some have suggested its belligerence helps fertilize the plum trees. Certainly, the two species have a close symbiosis. The jama-jama plays an essential role in propagating the jya orchards, scattering seeds throughout the mountains and thus ensuring the futures of both species.

Though it has almost entirely abandoned the amphibious lifestyle, the jama-jama still needs water to breed. The rivers and waterfalls of the Lakkarakku run too fast for this purpose, so instead, jama-jama seek underground pools in which to spawn. The fathers, who have brighter colors, watch over the tadpoles long after they hatch, guarding them from subterranean predators and holding the young in their mouths to keep them warm. Besides the occasional scrap of algae, there is little for the tadpoles to eat, so the father feeds them with his own feces — which has the added benefit of distributing digestive agents within his gut among his children.

Once the tadpoles undergo their adult metamorphosis and grow legs, the watchful fathers at last deign to leave and feed again. The young adults who follow will find their own orchards and learn to enjoy the taste of plum wine.



STYLES

MIGHTY

0

PRECISE

3

SWIFT

0

TRICKY

2

SKILLS

CURE

+2

GRAB

+2

SHOT

+2

TRAITS

SWIMMING. *(Passive)* You can swim without Disadvantage.

VENOM 3. *(Cost: 1 Success on a SHOT or STRIKE)* The creature hit by your SHOT or STRIKE becomes **Poisoned 3.**

ADDITIONAL

FERMENTOR

METAMORPHOSIS

POLLINATOR

SELECTIVE DIET

SWALLOW WHOLE

TERRITORIAL

PARTS

BELLY. This Part has no additional effect.

♦ **If Broken:** You become **Exposed.**

JAW. Range: 3 (**TRICKY SHOT**). *Passive:* Each time you use **VENOM** when you Attack with this **PART**, all creatures within 0 Strides of your target (*including your target*) become **Confused.**

♦ **If Broken:** Range: 2 (**TRICKY SHOT**). This **PART** deals half Damage.

TONGUE. Range: 3 (**PRECISE GRAB**). *Passive:* If you Attack with this **PART** and succeed, you may pull your target 1 Stride closer.

♦ **If Broken:** Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

DURABILITY

10

20

20

BEHAVIOR

If no creatures are **Exposed**, target a creature who is within 0 Strides of another creature, since you aim for efficiency with your belch. Your instinct is to stand your ground and drive all intruders away from your territory. While your **TONGUE** technically pulls creatures closer, you mostly use it to clump creatures together so you can smother them all with an intoxicating cloud from your **JAW**. *(Give the wilders opportunities to act out their inebriation; almost everyone has fun roleplaying tipsiness.)* Your many non-combat Traits aren't likely to be relevant during The Hunt, but you can use them as inspiration when describing your actions or during moments of mechanical improvisation.

DIET

- Fruit (*Jya Plum*)

HABITAT

- Mountain (*Back-of-House, Old Sen Che, Silverplatters*)



KAKWARI

*A monster of the **Butcher's Line**, on average 4 meters in height*

When I first witnessed the kakwari stomping through the brush, its long train of steel feathers sweeping behind it, it reminded me of nothing so much as a functionary strutting about in a ballgown. Perhaps I'd have more of an interest in formal dress, if it meant I could also be so well armed and armored! For the kakwari is as much a creature of steel as it is of vanity and display.

The kakwari prefers forests and lightly wooded scrub, but the species also occurs in open grasslands, where it adapts with reasonable success. At first glance, one might think it a placid herbivore, pecking at seeds, nuts, and roots as it forages. But once it spots prey, the kakwari unsheathes its true weapon: its stamping, steel-tipped talons. It beats its wings to leap forward, gaining just enough elevation to pounce on its target from above. Three kicks, delivered in quick succession, are usually enough — one to flush prey into the open, another to stun the fleeing morsel, and the last to break its spine. Should these prove insufficient, the hard scales on the kakwari's naked lower leg protect it from bites and scratches, particularly from the venomous pinsnakes which it prefers as prey.

This is not the only way in which the kakwari has outgrown the timidity of its smaller wari cousins. When agitated, its metal feathers rattle, warning both rivals and potential predators away. Then, the feathers flare, forming a wide fan patterned with eye spots, which they make brighter by angling toward the sun. Indeed, to maximize this effect, some kakwari make clearings by cutting foliage and felling trees, especially during the mating season. Finally, if it comes to a confrontation, the kakwari is not shy about using its tail to fight, sweeping it in wide circles or spinning at an angle to chop it down like an ax. In males, the tail feathers are far longer and shinier, with a greater density of eye spots, while female tails are shorter and relatively dull. In my experience, however, the tails of both sexes are comparable as weapons, for what females lack in reach, they make up for in dexterity and control.

Maintaining such an elaborate plumage is not cheap. Territory-holding males spend much of their time preening, taking dust baths so as not to rust their feathers with water. Diligent grooming is rewarded with the companionship of up to a half dozen different hens, who lay their clutches in a communal mound and share responsibility for raising the chicks. It takes several months of care before the young kakwari can forage for themselves, during which time these nesting sites echo with squawks and raucous calls. When the juveniles are at last independent, the adults go their separate ways. Local craftspeople often visit these abandoned nests to collect the shed tail feathers, which they use to create clothing, decorative fans, and instruments.



STYLES

MIGHTY

3

PRECISE

0

SWIFT

0

TRICKY

2

SKILLS

CALL

+2

DISPLAY

+3

SEARCH

+1

STRIKE

+2

TRAITS

SWAGGER. (Cost: 2 Actions) Make a **MIGHTY DISPLAY**. If you succeed, all creatures of your choice each restore [A] Stamina.

THREATEN 2. (Cost: 1 **MIGHTY Success**) All creatures of your choice become **Frightened**.

ADDITIONAL

NEST BUILDER
SOCIAL GROOMING

PARTS

TAIL. Range: 1 (**TRICKY STRIKE**). *Passive:* If you Attack with this **PART** and succeed, you also deal [A] Damage (not Part Damage) to all creatures within 1 Stride except your target.

♦ **If Broken:** Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage. You can't use **SWAGGER**.

TALONS. Range: 1 (**MIGHTY STRIKE**).

♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

WINGS. *Passive:* After you become **Wounded** or another **PART** breaks, move any creature to 1 Stride away. Then, move another creature to 2 Strides away. Finally, move all remaining creatures to 3 Strides away.

♦ **If Broken:** This **PART** does nothing.

DURABILITY

20

20

20

BEHAVIOR

If no creatures are **Exposed**, target a creature who is not **Frightened**, since you're particularly aggravated by creatures who look like they're challenging you. Your instinct is to project confidence, sweeping aside any challengers with your **TAIL** before stamping your target into submission with your **TALONS**. Despite your bravado, you're cautious, using **SWAGGER** whenever your Stamina is low and taking your full turn near the end of the round to assess the situation. That is, until you're **Wounded** — then use your **WINGS** to bounce around and rearrange your surroundings, before you fly into a rage and go on an all-out offensive.

DIET

- Terrestrial monsters (*Pinsnake*), seeds and grains (*Kingflower Seed*)

HABITAT

- Woodland (*Ghao Gan Gardens*, *Songfield*, *Wallowing Grounds*)



KALA-KALA

*A monster of the **Roundsman's Line**, on average 2 meters in length*

As the monsoon wanes, an incessant cacophony echoes across the wetlands. From a distance, one might mistake its source as some traveling menagerie. Roars, squawks, hisses, and songs with a hundred different melodies can be heard, as well as the sounds of human voices and machinery. But, upon closer inspection, the truth is revealed: These are all the mating calls of the kala-kala, the Sen Coast's most talented mimic.

A lanky amphibian with a hide of mottled brown and green, the kala-kala possesses no less than five vocal sacs: one on each cheek, one above each nostril, and the last and largest beneath its chin. Each sac can inflate independently, giving directionality to its cries. Reproduction is the primary use for its impressive voice, with male kala-kala stringing together sounds from dozens of different species to serenade their partners. But kala-kala of both sexes also use their voices to secure territory and defend themselves, making false calls to scare away rivals and predators alike.

Indeed, the kala-kala's mimicry is sometimes so effective that it attracts the very monster the kala-kala is imitating, who comes looking for a potential mate or a competitor to shoo away. Perhaps unintuitively, the kala-kala has the best chances of surviving such an encounter if they copy the largest, strongest monsters in the area. Top-order predators find the mimic too small to be worth hunting, all while scaring away the mesopredators who are the kala-kala's natural threats.

Finally, the kala-kala can copy not only the sounds of other monsters but their powers as well. Creatures like the rakuzar and zaili are well-known for the unique effects caused by their voices; even entities like the Hunger and the greenkings were said to control their abilities through song. The oldest kala-kala, after many years of listening and learning, possess versatile libraries of calls which they can use to defend themselves.

Kala-kala do not begin life with such talents, though. Females lay clutches over a hundred strong near water or vegetation, which they allow suitably impressive males to fertilize externally. The tadpoles which emerge from these eggs receive no parental care and are near defenseless, nibbling on algae as they race to maturity. Only a fraction survive to metamorphosize, a process during which they develop long, sticky tongues and spindly fingers that they use like nets to scoop prey into their mouths. Adult kala-kala then migrate from the wetland nurseries of their youth to neighboring forests, where they make an arboreal living, catching insects like ko-ketak and ziziwen from the safety of the trees. They descend only during the monsoon, gorging themselves on worms before gathering near water to mate.

STYLES

MIGHTY

0

PRECISE

1

SWIFT

2

TRICKY

3

SKILLS

CALL

+3

GRAB

+2

STUDY

+1

TRAVERSAL

+1

TRAITS

CLIMBING 2. (*Passive*) You can climb without Disadvantage. In addition, if you Move while climbing, you can Move up to 2 Strides instead of 1.

NATURAL REFLEXES. (*Passive*) You halve the Damage you take from **SWIFT STRIKES** and **SWIFT SHOTS**.

VOCAL MIMICRY. (*Cost: 2 Actions*) Make a **TRICKY CALL** with Disadvantage. If you succeed, choose one of the following effects: a creature of your choice becomes **Confused [A]**, a creature of your choice becomes **Frightened [A]**, or all creatures within 1 Stride each take [A] Damage and become **Stunned**.

ADDITIONAL

METAMORPHOSIS

PARTS

LEGS. This Part has no additional effect.

- ♦ **If Broken:** You lose **NATURAL REFLEXES** and 1 level of **CLIMBING**.

TONGUE. Range: 3 (**SWIFT GRAB**). *Passive:* If you deal Damage to a creature with this **PART**, it becomes **Caught**. You can't Attack while you're holding a **Caught** creature, but at the start of each of your short turns it becomes **Fatigued** and at the start of each of your full turns it becomes **Fatigued 5**.

- ♦ **If Broken:** Range: 1 (**SWIFT GRAB**). This **PART** deals half Damage.

VOCAL SACS. *Passive:* If you make a **CALL** with an [A] of 20+, a territorial, aroused, or protective member of the species you're mimicking arrives to investigate at the end of the round.

- ♦ **If Broken:** You lose Vocal **MIMICRY**.

DURABILITY

20

20

10

BEHAVIOR

If no creatures are **Caught** or **Exposed**, target the last creature to Move, since you hunt based on motion. Your instinct is to find a secure location from which you can use **VOCAL MIMICRY** and then snag your target with your **TONGUE**. You hate being crowded, so you're always trying to make distance between yourself and any creature you're not trying to eat. The additional effect of your **VOCAL SACS** happens rarely, but take advantage of the chaos if it does. For tips on running The Hunt with multiple monsters, see p. 275.

DIET

- Terrestrial monsters (*Worm*), algae (*Night Laver*)

HABITAT

- Woodland



KO-KETAK

*A monster of the **Gardener's Line**, on average 2 meters in height*

Nightmarish insects stalk through the twistwood forests, their arms ending in blades of chitin and their swollen heads bearing slicing, saw-toothed mandibles. But despite their wicked appearances, ko-ketak are not only herbivores but farmers.

A ko-ketak uses its large mandibles primarily to cut down twistwood trees. Even old and rotting bark is tough to chew, so the self-sharpening chitin of a ko-ketak's mouthparts never stops growing. After the timber falls, the ko-ketak balances the log against the groove on its head and marches along well-worn trails back home. Tree stumps, sprayed with pheromones, mark the border of the ko-ketak's territory, warning any rivals that to stray further means death. Inside the ring of stumps, the ko-ketak's nest is unmistakable: everywhere there are lumpy mounds, pockmarked with holes, which burst with mats of fungus.

Rarely do ko-ketak live alone. Adults form lifelong monogamous pairs, while the youngest generation of their children scuttle underfoot, weeding the gardens and patrolling for intruders. Soon after one parent returns home, the second parent stirs, touches antennae to get the latest news, and sets off in search of fresh timber. The returning ko-ketak's work is not done, though. Once settled, it uses its bladed arms to shave its haul into manageable packets of leaves and wood, which its dutiful children stuff into the holes in the mounds. Only then does the ko-ketak reward itself with a meal, scraping at the fungus where it is richest before nibbling it off its arms.

Such a harvest takes diligence to cultivate, and the risk that a thief might take advantage of the ko-ketak is unacceptable. Ko-ketak are ruthlessly territorial, and their first instinct is to decapitate any of their kind whose scent they don't recognize. Loud, buzzing wings make their aggressive intentions clear, but if the intruder does not take the chance to flee, ko-ketak can half-leap, half-fly just high enough to rapidly close the distance. Their mandibles and arms might exist for sawing wood, but they are still effective weapons.

Adolescent ko-ketak, newly expelled from their parents' nests, are particularly vulnerable to attack by older adults. Those the ko-ketak do not kill themselves usually become food for other monsters. But luckily for the species, ko-ketak broods are large enough that some are bound to survive and take up the family business. Their constant lumberjacking is essential to the maintenance of the Gnarled Wood, and they are valuable neighbors — though perhaps not neighbors anyone would like to meet in person.



STYLES

MIGHTY

2

PRECISE

3

SWIFT

0

TRICKY

0

SKILLS

CRAFT

+3

HOARD

+3

STRIKE

+3

TRAITS

KEEN SENSES. (Cost: 1 **PRECISE** Success) A creature of your choice becomes **Exposed**.

THREATEN. (Cost: 1 **MIGHTY** Success) A creature of your choice becomes **Frightened**.

ADDITIONAL

CULTIVATOR
NEST BUILDER
SELECTIVE DIET
TERRITORIAL

PARTS

ARMS. Range: 1 (**PRECISE STRIKE**).

♦ If Broken: Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

MANDIBLES. Range: 1 (**MIGHTY STRIKE**).

♦ If Broken: Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

WINGS. *Passive:* If you Move, you may Move up to 2 Strides instead of 1.

♦ If Broken: You become **Exposed**, and you lose **THREATEN**.

DURABILITY

20

20

10

BEHAVIOR

If no creatures are **Exposed**, target a creature who is on Land, since they are the ones closest to your precious fungus gardens. Your instinct is, simply, to attack. Your **PARTS** and **TRAITS** are simple, but you don't need an elegant strategy to cut intruders to pieces. Without the frenzy, you would stop once you chased your opponents away from your territory, as the actual act of killing doesn't provide you much material benefit. The infection, however, exacerbates your aggressive instinct.

DIET

- Fungus (*Dizzyszroom*, *Crabeye Mushroom*)

HABITAT

- Woodland



LAPU-LAPU

*A monster of the **Butcher's Line**, on average 3 meters in height*

It is often difficult to distinguish between wild monsters, warped by the slow, ambient energies of the Hunger's song, and feral ones, shaped by the greenkings instead. But on occasion, the difference is obvious.

The lapu-lapu is clearly a product of selective breeding. This can be seen in its coat of steel wool, so thick that its eyes and arms often aren't visible. While each metal fiber is thin and flexible, they are also nearly impossible to cut without arksteel tools. In captivity, the greenkings sheared lapu-lapu as we would wooda, and they used the material for many purposes. The Butcher dynasties famously wore tunics of lapu-lapu hair into battle, then scrubbed the blood from their cleavers with lapu-lapu sponges, made from coarse wool not fit for weaving. In addition, some greenkings prized lapu-lapu merely for their extravagance. The longer and thicker a lapu-lapu's coat, the more respectable its pedigree.

Nature moves less intentionally than we do, and generations of feral living have yet to undo the changes wrought upon the lapu-lapu by the greenkings — but at the same time, though their coats may seem like hindrances to their survival, they are more practical than they appear. The thick tangles of steel wool guard them from most predators, who quickly learn to seek other prey when the abrasive metal hairs cut and scrape at their skin. They also serve as insulation, keeping the lapu-lapu warm as they both forage on the cold slopes of the mountains and also slumber in the Lakkarakku's equally frigid depths. Bizarrely, were the wool made of any other material, it would be too effective an insulator and quickly cause the lapu-lapu to overheat.

These benefits all come at the cost of constant maintenance. Lapu-lapu are social monsters, living in warrens of up to a dozen individuals, who use their ever-growing incisors to shear each other's hair. Those at the top of the group hierarchy typically receive more grooming than they give, and they are known to reject the offers of low-ranking lapu-lapu who are not worth their attention. Dominant males monopolize mating with females, who can breed year-round but who tend to have larger litters in summer. The altricial young have a high mortality rate, particularly before they grow in their first steel coat.

Ultimately, with the greenkings gone, the lapu-lapu now face radically different selective pressures than when they were domesticated. But if anything, they demonstrate nature's resourcefulness. For wild monsters, there is no blueprint or predestined final form; they merely do their best with what they have.



STYLES

MIGHTY

2

PRECISE

0

SWIFT

3

TRICKY

0

SKILLS

ASSURANCE

+2

CRAFT

+1

HOARD

+2

SEARCH

+1

TRAITS

DIGGING. (Passive) You can dig.

TOUCH-ME-NOT 5. (Passive) If a creature makes a **GRAB** or **STRIKE** against you, deal 5 Damage to it.

ADDITIONAL

BLUBBER
SOCIAL GROOMING

PARTS

INCISORS. Range: 1 (**SWIFT STRIKE**). *Passive:* If you deal Damage with this **PART**, you deal Part Damage instead.

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

LEGS. Range: 1 (**MIGHTY STRIKE**). *Passive:* After you become **Wounded**, move any creature to 1 Stride away. Then, move another creature to 2 Strides away. Finally, move all remaining creatures to 3 Strides away.

♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

WOOL. *Passive:* For every 10 Durability this **PART** loses, you lose 1 level of **TOUCH-ME-NOT**. (Example: If this **PART** has 40 Durability, you only have **TOUCH-ME-NOT 4**.) Creatures who target this **PART** with Part Damage take no Damage from **TOUCH-ME-NOT**.

♦ **If Broken:** You lose all levels of **TOUCH-ME-NOT**, and you become **Exposed**.

DURABILITY

20

20

50

BEHAVIOR

If no creatures are **Exposed**, target the last creature to deal Part Damage to your **WOOL**, since you need to protect your coat for it to protect you. Your instinct is to flee, putting distance between yourself and your pursuers while using your abrasive **WOOL** to shrug off any attempts to hold you down. At the same time, the frenzy drives you to gnaw away on any arksteel Tools which wilders might use to shear away your coat. If you're **Wounded** and your **LEGS** are unbroken, hop around to rearrange the battlefield more to your advantage. (You can do this when it's not your turn, and it costs no Actions.)

DIET

- Foliage (*Glowmoss*), roots (*Pillowroot*), fungus, seeds and grains

HABITAT

- Mountain



LOTANGWA

A monster of the Stockkeeper's Line, with an average wingspan of 6 meters

The land imposes limits on size that the ocean does not. Supported by buoyant water rather than crushed by cruel air, the leviathans that lurk beyond the equator can swallow many of the continent's terrestrial monsters whole. Those who, in turn, feed on the leviathans, also reach matching size, even if they do not dwell in the sea themselves.

Lotangwa are prime examples of the latter. The largest of the tangwa family, they sport massive, broad wings that allow them to ride coastal winds while expending minimal energy. From above, they scan for food. Beached carcasses are easy pickings, for most monsters are quick to give scavenging lotangwa precedence. But when carrion is not available, lotangwa are more than capable of seizing their own meals. Goggle-like films over their eyes and air sacs in their breasts cushion the impact when they dive, while their gular pouch can engulf most monsters whole.

Young lotangwa mainly hunt forage fish, seizing as many small prey as they can in a single scoop, while elder lotangwa pursue the true feasts: juvenile leviathans, made vulnerable when they expose themselves near the surface. This partitioning of niches by age allows the lotangwa to achieve otherwise unsustainable numbers. Lotangwa are so successful, in fact, that many academicians believe they have pressured monsters like yudoubu and shakoi to have bodies which are awkwardly shaped and hard to swallow.

Another factor in their success is the care with which lotangwa raise their young. Lotangwa typically nest on rocky islands. Few breeding grounds are large enough to house multiple lotangwa, but in those that do, each male must establish their own position by swaying their heads and honking at each other. Females arrive a few weeks later, seeking out the partner with which they've bonded for life. Each year, a pair lays a single brood with at most two eggs, and though they are fastidious in cleaning and feeding the chicks, rarely do both survive. Fledglings must take care not to stray too far from their parents, as other lotangwa are known to kill and eat young that are not their own.

As one of the Sen Coast's most iconic monsters, lotangwa have a strong presence in literature, music, and art. The Uosen consider lotangwa the most difficult among the monsters they historically tame, which motivates young, ambitious sailors to train lotangwa to prove their merit. More often, this leads to more ostracization than acclaim, for few people are entirely comfortable living alongside a monster who can swallow their children whole, no matter how well-behaved it is.



STYLES

MIGHTY

3

PRECISE

0

SWIFT

2

TRICKY

0

SKILLS

CALL

+2

CRAFT

+1

GRAB

+1

SEARCH

+1

STUDY

+1

TRAVERSAL

+3

TRAITS

DIVE. (Cost: 1 Action) Move within 0 Strides of a creature in a Terrain below you. (Sky is above most Terrain, and Underground is below most Terrain. Otherwise, use your best judgment.)

FLYING 2. (Passive) You can fly. In addition, if you Move while flying, you can Move up to 2 Strides instead of 1.

SWIMMING. (Passive) You can swim without Disadvantage.

ADDITIONAL

NEST BUILDER
SWALLOW WHOLE

PARTS

BEAK. Range: 1 (**MIGHTY GRAB**). *Passive:* If you deal Damage to a creature with this Part, it becomes **Caught**.

♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

FEET. This **PART** has no additional effect.

♦ **If Broken:** You lose **SWIMMING**.

WINGS. Range: 1 (**SWIFT STRIKE**). *Passive:* At the end of each full turn, you may Move to Change Terrain without spending any Actions.

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

DURABILITY

30

20

20

BEHAVIOR

If no creatures are **Caught** or **Exposed**, target a creature in a Terrain below you, since you always try to strike your prey from above. Your instinct is to scoop up a creature in your **BEAK**, then retreat to a safe distance. Remember you can still Attack creatures you have **Caught**, such as by grinding down with your **BEAK** as you attempt to suffocate and swallow them. Your webbed **FEET** and **SWIFT WINGS** give you maneuverability as you **DIVE** in and out of the water.

DIET

- Aquatic monsters (*Gillgifter Goby, Jetsquid, Ocean Dumbfish*)

HABITAT

- Shore



MAMMUDO

*A monster of the **Baker's Line**, on average 3 meters in height*

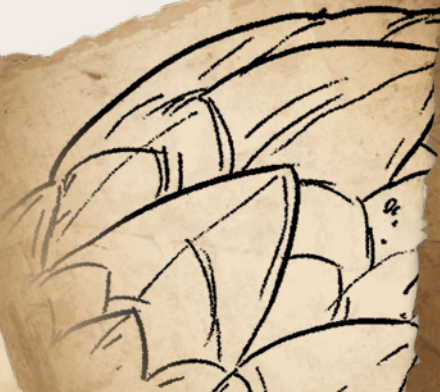
The mammudo has the toughest armor of any monster on the Sen Coast. Not even the titanic chamig can boast scales as thorough or as thick. Yet while the mammudo's impressive defenses are certainly useful in warding off claws and fangs, this is only a byproduct of their true purpose. The mammudo needs its armor, first and foremost, to protect against comparatively miniscule threats: the scraping thorns of the underbrush, and the biting insects that live among them.

Famously, the mammudo uses its long tongue to sip nectar from blooming flute cups. These flowers possess a peculiar, elongated shape, into which no other monster can easily reach. They also grow within dense, thorny thickets, which the mammudo patiently shoves aside to satisfy its sweet tooth (or sweet gums, as it were, being edentate). In return for its meal, the mammudo's snout becomes dusted with yellow pollen, which it ferries between flowers as it forages, thus linking the fates of the thorny bush and its armored pollinator.

Yet flute cups do not fluoresce year-round, nor do they provide any nutrients besides sugar and water. To supplement its diet, the mammudo eats insects, worms, crustaceans, and mineral-rich clay. It has long claws to dig such treats out of packed earth, tree trunks, and rocky crevices, and it swallows food-grinding stones called gastroliths to compensate for its lack of teeth. The One Law exacerbates the effects of these seasonal diets. During the winter, mammudo become sluggish, their scales hardening from a consistent regime of shelled creatures. Then, in summer, they become comparatively hyperactive, fueled by an abundance of sugar-rich nectar.

Indeed, I have heard tales of energetic mammudo not just lumbering but rolling through the wilderness, with their weight and momentum flattening any terrain in their path. I suspect these reports are fabrications, though it is true that when threatened, the mammudo can curl into a tight wheel with barely a seam showing between its armor plates. Mother mammudo are known for protecting their children by wrapping around them; otherwise, the young instead ride on the mother's broad tail.

Walking about on their knuckles to protect their long claws, adult mammudo wander their extensive home ranges daily. They are solitary and shy of confrontation, often ignoring each other or fleeing when they encounter another member of their species. Disputes between them are so rare I have never witnessed one myself, and here again I question the veracity of hearsay: apparently, mammudo fight by rolling *at* each other, with the heavier and stronger individual securing victory by knocking the other away. Whatever the truth may be, it takes a great deal to incite these gentle juggernauts of the forest to violence.



STYLES

MIGHTY

3

PRECISE

2

SWIFT

0

TRICKY

0

SKILLS

SEARCH

+2

STRIKE

+2

TRAITS

CHARGE. (Cost: 1 Action) Choose a creature within 3 Strides. You Move within 0 Strides of the creature, then deal Damage to both it and yourself equal to the number of Strides you Moved. (This does not count as spending Stamina.)

DIGGING. (Passive) You can dig.

INDEFATIGABLE. (Cost: 1 MIGHTY Success) End <H> *Fatigued* and restore <H> Stamina.

NATURAL ARMOR. (Passive) You halve the Damage you take from **MIGHTY STRIKES** and **MIGHTY SHOTS**.

WITHDRAW. (Cost: 1 MIGHTY or PRECISE Success) You may Brace without spending any Actions, but you cannot Move until the start of your next turn.

ADDITIONAL

POLLINATOR
SELECTIVE DIET

PARTS

CLAWS. Range: 1 (**PRECISE STRIKE**).

- ♦ If Broken: Range: 1 (**SWIFT STRIKE**). This PART deals half Damage.

SCALES. Range: 1 (**MIGHTY STRIKE**). You may only Attack with this PART immediately after you **CHARGE**. If you Attack with this PART and succeed, you may also push your target 3 Strides away from you.

- ♦ If Broken: You lose **NATURAL ARMOR**.

DURABILITY

20

40

BEHAVIOR

If no creatures are *Exposed*, target the last creature to Eat something sweet, since you're always curious about a source of sugar. Your instinct is to roll into a ball, **CHARGE** into your target, and knock them away like a bowling pin, then guard yourself with **WITHDRAW** and **INDEFATIGABLE**. You tend to take your full turn near the end of the round, so that after you crash into your target, you can safely select a new target while your old one is still running to get back into melee range with you. Even when frenzied, you only attack with your **CLAWS** as a last resort.

DIET

- Terrestrial monsters (*Cindercrab*), nectar (*Flutecup Nectar*), honey (*Balm Honey*), minerals (*Wallowclay*)

HABITAT

- Woodland (*Sen To Orchards*, *Wallowing Grounds*, *Witnesswood*)



MONGPO

A monster of the Saucier's Line, on average 2 meters in length

The mongpo waddles across the desert, sucking in the cold, night air through its oversized nose. From a distance, it may seem charming, almost comical, but the truth is that the mongpo is one of Chamigisia's most vile monsters. The glands inside its nostrils can mix various chemicals into its mucus, which it sneezes with great force at predators and prey alike. Different chemicals produce different odors, but in my experience, human beings find all the mongpo's potential smells to be uniquely foul.

The most infamous of the mongpo's nasal sprays is the sulfurous concoction it uses to ward away hunters. The smell is notoriously hard to wash away, and most predators, monster and human alike, prefer to avoid the mongpo rather than risk getting sneezed upon. Mongpo are also known for expelling bloody mucus, stinking of decay — as well as their urine and feces, out the other end — when in dire straits, collapsing near-comatose to feign death. This peculiar involuntary response makes the mongpo less vulnerable, not more, because even hungry monsters are wary of eating something which smells so heavily of rot and disease.

These defense mechanisms aren't pleasant for the mongpo, either. It is timid by nature, and when cornered, it makes a great show of hissing, spitting, and puffing its fur before it resorts to sneezing. The mucus and chemicals are not cheap for its body to produce, so if it survives, it must spend up to a week foraging for protein-rich insects, like votra or cheesebugs, to replenish its exhausted stores. Mongpo are known to trap high-value prey with globs of sticky mucus, especially in the summer months when meat is more readily available. But for the most part, they acquire their food (including edible vegetation, like tubers and fruit) through studious sniffing and digging alone.

During the breeding season, mongpo show off their noses to win mates. Unlike their larger relatives, mongpo are solitary, and duels between them seem rare. Instead, males often chase females in circles, flopping their heads wildly to win a partner's affection, before they settle down to nuzzle each other's faces. Females can delay the development of their young until the rainy season, at which point they give birth to litters of two to four in underground dens. Mothers are patient guardians during the few years it takes the kits to reach maturity. Make no mistake, though: Even these gentle scenes of affection and care have a nauseating smell, for young mongpo drip mucus from their noses mere minutes after they are born.

STYLES

MIGHTY

0

PRECISE

0

SWIFT

2

TRICKY

3

SKILLS

CALL

+1

CURE

+2

DISPLAY

+2

SHOT

+2

TRAITS

APOSEMATIC. (Cost: 2 Actions) Make a **DISPLAY**, using any **STYLE**. You become **Exposed**, and a creature of your choice becomes **Frightened [A]**.

INSTINCTUAL AIM. (Cost: 1 Success on a **SHOT**) The creature hit by your **SHOT** becomes **Stunned**.

THANATOSIS. (Passive) If you're **Wounded 3** and staying down, at the end of each round, you may instead push yourself. If you're **Wounded 3** and pushing yourself, at the start of your turn, you may instead stay down.

ADDITIONAL

GENERALIST DIET

PARTS

HORNS. Range: 1 (**SWIFT STRIKE**).

- ♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

NOSE. Range: 2 (**TRICKY SHOT**). *Passive:* Until the end of its next turn, a creature hit by this **PART** must spend 1 additional Action to Move.

- ♦ **If Broken:** Range: 1 (**TRICKY SHOT**). This **PART** deals half Damage.

TAIL. *Passive:* The first time you would die, you instead pretend to die and stay down. Begin The Feast as normal. If a creature touches you or gets close to you, push yourself and begin The Hunt again. You have the initiative during the first round. (You are still **Wounded 3**, and you still die the next time you take Damage.)

- ♦ **If Broken:** You retain this **PART**'s Passive effect, but you lose **APOSEMATIC**.

DURABILITY

20

20

10

BEHAVIOR

If no creatures are **Exposed**, target a creature who is not **Frightened**, since brave predators present the biggest threat to you. Your instinct is to sneeze and run. Even when frenzied, you're a cowardly monster, and your missiles of snot help you keep your distance from your target. Your **TAIL**'s Passive effect lets you cheat death and survive a blow that would otherwise have killed you. Then, you can pull the rug out from under the wilders by revealing you're still alive. The new combat likely won't last long, with you already one step away from death, but it adds an extra beat that makes your fight surprising and memorable.

DIET

- Terrestrial monsters (*Cheesebug, Cheesebug Larva*), flying monsters (*Paddlewing, Votra*), seeds and grains (*Earthwheat, Scalefruit*)

HABITAT

- Desert



MYOTAK

*A monster of the **Baker's Line**, on average 4 meters in height*

Myotak are mountain specialists. Despite their mammoth height and weight, they possess the dexterity of dancers. They must, for while these horned, mammalian monsters are large, the Lakkarakku mountains are larger, and even a monster the size of a myotak must eventually climb when navigating these sheer slopes. Where human mountaineers must carry gear like ropes, carabiners, and harness, myotak have specialized, gripping hooves and a broad shoulder hump to store fat.

With these adaptations, myotak fill their niche as the largest herbivores of the Lakkarakku. During the summer, they graze on grasses and sedges in alpine meadows, before transitioning during the winter to browsing on woody plants buried beneath the snow. As ruminants, they spend much of their time chewing and redigesting their food in the comparative safety of steep ledges, descending for fresh fodder — and risking the attention of predators, like crownwolves or hutangwa adventurous enough to fly over the mountains — only when necessary. Less than half of myotak calves survive to adulthood, but myotak maximize their chances by traveling in small herds and forming defensive circles, horns facing outward, when they feel threatened.

Both myotak rams and ewes possess sturdy, curling horns, but they tend to be larger in rams, who use them to fight each other while rutting. Myotak can collide into each other with such force that they cause avalanches — but this is actually a process the locals have learned to encourage, similar to how residents of the Gnarled Wood manage wildfires through controlled burns. Small, regular avalanches are less destructive than a single, large avalanche given time to build a body of packed snow, and thus healthy populations of myotak protect their environment from the worst of these natural disasters.

As for the myotak themselves, most adults are strong enough to pull themselves free even if buried. But if the myotak cannot escape on its own, a startling process occurs. Its breathing slows and then stops; its eyes glaze over; frost crusts its woolly coat. This is neither hibernation nor death but total stasis, a process that encases the myotak's organs in ice and stops its heart until it thaws again. Myotak perform this behavior not only if trapped or cornered but also during the harshest cold spells, and they can remain frozen for years without adverse effects. For this reason, these monsters belong to the patient, long-lived ranks of the Baker's Line.



STYLES

MIGHTY

2

PRECISE

0

SWIFT

3

TRICKY

0

SKILLS

ASSURANCE

+1

CALL

+1

GRAB

+1

STRIKE

+2

TRAVERSAL

+3

TRAITS

CHARGE. (Cost: 1 Action) Choose a creature within 3 Strides. You Move within 0 Strides of the creature, then deal Damage to both it and yourself equal to the number of Strides you Moved. (This does not count as spending Stamina.)

CLIMBING 2. (Passive) You can climb without Disadvantage. In addition, if you Move while climbing, you can Move up to 2 Strides instead of 1.

HASTE. (Cost: 1 **SWIFT** Success) You can Move without spending an Action.

HEADBUTT. (Cost: 1 Success) After you Attack a creature, push it 1 Stride away from you. If the creature is climbing or flying, it falls to Land.

NATURAL REFLEXES. (Passive) You halve the Damage you take from **SWIFT STRIKES** and **SWIFT SHOTS**.

ADDITIONAL

BLUBBER
FERMENTER
HERD DEFENDER
STASIS

PARTS

HOOVES. Range: 1 (**SWIFT STRIKE**).

- ♦ If Broken: Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage. You lose 1 level of **CLIMBING**.

HORNS. Range: 1 (**MIGHTY STRIKE**). *Passive:* You gain Advantage to Attack with this **PART** after you **CHARGE**.

- ♦ If Broken: Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

DURABILITY

20

20

BEHAVIOR

If no creatures are **Exposed**, target the last creature to push or pull you, since you view jockeying for position as a challenge. Your instinct is to take the high ground. When you are safely in a Terrain you can climb, like Cliffs, use your superior mobility to keep yourself from getting surrounded. Attack with your **HOOVES** during your short turns, dancing around your enemies with **HASTE**, then Attack with your **HORNS** during your full turn, near the end of the round. After all, it's hard to keep the pressure on your target after you've knocked them clear into another Terrain.

DIET

- Foliage (Glowmoss), fruit (Lakkarakku Longbean), roots (Pillowroot)

HABITAT

- Mountain (Back-of-House, Lamentations Trail, Mount Zayyat, Yhaybe Falls)



ONAGUNG

A monster of the Saucier's Line, of extremely variable size

An old mentor of mine despised the microscope. "It has reduced natural history to a field of pansies," he said. "Hunched over pond-water, leering at amoeboids instead of conquering the great outdoors!" Evidently, he considered amoeboids unworthy of study. While I disagree with the stance that only the fiercest monsters deserve our attention, I wonder if an encounter with an onagung would change his opinion.

The onagung bears a superficial resemblance to simple, protean organisms which we cannot observe with the naked eye. But it has undergone significant internal changes to support its massive size. A complex network of organs hangs suspended inside the gelatinous mass, which moves by rhythmically undulating along a trail of mucus. Receptors along its semi-permeable membrane taste the air, sensing not just chemical particles but also heat and moisture, and it feeds by enveloping and dissolving other monsters with gastric acid. The onagung makes no distinction between the long dead and the still living, and it is known to steal prey out of traps or hunt them while they're asleep. Typically, however, the onagung is a scavenger.

Here, we see a fascinating demonstration of the One Law. As the onagung digests, slime imitates muscle, and bones reassemble back into their approximate positions. Sometimes onagung patch up missing fragments by digesting several corpses, and their silhouette is near indistinguishable from the original monster. But it is just as common for onagung to become multi-headed, multi-limbed abominations composed of several different species. So slow are their metabolisms that the monster can shamle around in this form for months, before the bones disintegrate altogether.

It's thought that onagung mimic their meals as a way to deter predators. But should the onagung experience trauma to its membrane — or judge itself in danger, by the simple faculties it possesses — then the skeleton collapses and converts into ammunition. By contracting segments of its mass in sequence, the onagung fires bullet-like bone fragments out of its body, all while it escapes by squirming through spaces too narrow for large monsters to follow.

In terms of reproduction, onagung are hermaphroditic. All are capable of self-fertilization, but they do so only when no partners are available. Potential mates first exchange nuptial gifts, which to an onlooker looks as if they are swapping their entire skeletons. They then penetrate each other simultaneously, delivering packets of sexual material into cavities within the slime. Adult onagung tolerate a wide variety of climates, but young onagung prefer dark, cool, and damp places. In the subterranean environments where onagung are most common, the abundant neonates are important sources of food. When chilled and served with syrup, the texture is actually quite pleasant.



STYLES

MIGHTY

1

PRECISE

1

SWIFT

1

TRICKY

3

SKILLS

CURE

+3

DISPLAY

+2

HOARD

+2

SEARCH

+1

SHOT

+2

TRAITS

DISORIENTING. *(Passive)* Creatures who Attack you (*whether they succeed or fail*) become **Confused**.

SLIPPERY. *(Passive)* You can't become **Caught**.

In addition, you gain one **TRAIT** from each monster you're digesting before combat starts. You lose these **TRAITS** when you die, so wilders can't gain them from you during The Feast.

ADDITIONAL

SCAVENGER
SLOW DIGESTION
SWALLOW WHOLE

PARTS

SLIME. Range: 2 (**TRICKY SHOT**). *Passive:* If you make a **SHOT** with this **PART**, one of your other **PARTS** loses 1d6 Durability.

♦ **If Broken:** You die.

ADDITIONAL PARTS. If you are digesting one monster, you have all of its **PARTS**. If you are digesting multiple monsters, you have one **PART** from each.

DURABILITY

80

Variable

BEHAVIOR

If no creatures are **Exposed**, target a creature who is **Burned** or who has a **TRAIT** or Technique which can inflict **Burned**, since heat draws your attention. Your instinct is to mimic the monster(s) you're digesting, until you have no other option but to fire their bones like bullets. Hunts against you change every time depending on your last meal, but they can become especially bizarre if you start mixing and matching the **PARTS** and **TRAITS** of multiple monsters. The rules for different monsters won't always work together as-written, so be flexible and go with what makes sense in context.

DIET

- Terrestrial monsters, carrion (*Detritus*)

HABITAT

- Shore (*Giant's Larder*), Mountain



PITANGWA

A monster of the Baker's Line, with an average wingspan of 3 meters

Rhythmic drumming announces the pitangwa's presence for all to hear. Found in forests at both low and high elevations, pitangwa use their distinctive, chisel-shaped beaks to bore into both wood and stone. Small, hooked claws at the tips of their wing bones allow them to climb in areas where foliage is too dense for flight, and they have eye-catching head crests, which range in color from rufous to tawny. I do not know the extent to which the pitangwa of the Sen Coast's valleys interbreed with those of its mountains, but the two communities co-mingle frequently, despite the differences in their environments.

Pitangwa are primarily insectivores, and they forage without surcease. Luckily, their chosen food is plentiful. Even during the dry season, pitangwa can use their bills to dig down into the "worm layer," the stratum of soil where the Sen Coast's famous worms wait for the monsoon. However, richer pickings are typically found inside twistwood trunks, especially when pitangwa tap the sugar-rich sap in addition to the insects within. Sensitive ears allow the pitangwa to pinpoint even the faintest sounds beneath the surface, while a long tongue acts as a cushion, protecting its brain from the force of its own digging by wrapping around the inside of its skull.

One might think a monster who risks concussing itself hourly would be dim-witted, but the pitangwa is crafty. Longevity plays a role in the pitangwa's intelligence, for like many of the Baker's Line, pitangwa have long lifespans for monsters of their size — in their case, more than a century. Over that time, a pitangwa can learn many tricks.

It demonstrates its slyness best during the breeding season, when it gathers with dozens of other pitangwa on the bare but predator-free cliffs of the Lakkarakku mountains. These colonies are a morass of intertwining dramas that make even the scandals of the greenkings pale in comparison. Nests are stolen, eggs are planted in other broods, and the pitangwa mate constantly with others beside their bonded partner. By human standards, they are all thieves, liars, and cheats. But this messy, complicated network of relationships has its benefits, distributing the burden of parental care around the colony and rewarding those who have the cunning to navigate this fleeting, seasonal court.



STYLES

| | | | |
|---------------|---|----------------|---|
| MIGHTY | 0 | PRECISE | 3 |
| SWIFT | 1 | TRICKY | 1 |

SKILLS

| | | | | | | | |
|---------------|----|--------------|----|------------------|----|---------------|----|
| CALL | +1 | CRAFT | +1 | DISPLAY | +1 | SEARCH | +2 |
| STRIKE | +2 | STUDY | +2 | TRAVERSAL | +2 | | |

TRAITS

CLIMBING. (Passive) You can climb without Disadvantage.

FLYING 2. (Passive) You can fly. In addition, if you Move while flying, you can Move up to 2 Strides instead of 1.

KEEN SENSES. (Cost: 1 **PRECISE** Success) A creature of your choice becomes **Exposed**.

SHOCK RESISTANT. (Passive) You can't become **Stunned**.

ADDITIONAL

BROOD PARASITE
NEST BUILDER

PARTS

BEAK. Range: 1 (**PRECISE STRIKE**). *Passive:* If you deal Part Damage to a broken **PART**, your target becomes **Stunned**.

♦ **If Broken:** Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

CLAWS. Range: 1 (**TRICKY STRIKE**).

♦ **If Broken:** Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage. You lose **CLIMBING**.

WINGS. Range: 1 (**SWIFT STRIKE**).

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage. You lose 1 level of **FLYING**.

DURABILITY

20

20

20

BEHAVIOR

If no creatures are **Exposed**, target a creature with a broken **PART**, since you have an eye for weak points in inorganic surfaces. Your instinct is to focus on a point and pound away, striking over and over again until it breaks. It's tough luck for the first creature to catch your attention, as you're unlikely to change targets without a serious distraction, but in the end you're here to eat, not fight fair. You are a master of many different kinds of Terrain, so alternate between Sky, Land, Canopy, or Cliffs as necessary to stay out of harm's way or chase down your target.

DIET

- Terrestrial monsters (*Milkbug*, *Worm*), sap (*Twistwood Sap*)

HABITAT

- Woodland (*Sen To Orchards*, *Witnesswood*), Mountain (*Back-of-House*)



PONDON

A monster of the Stockkeeper's Line, on average 2 meters in height, and of variable length

Humans have contributed much to the layout of the Hollow Mountains, from the greenkings who built strange laboratories inside the caverns to the refugees whose feet wear new paths in the tunnels to this day. But there is another species of engineer within the Lakkarakku's crystal-studded innards, whose steady labors create the habitats upon which their subterranean neighbors rely.

They are called pondon — rotund, shaggy monsters who waddle through the dark, well-insulated from the underground cold by both fur and blubber. Their eyes have atrophied to thin slits, covered permanently by skin, so instead they use their acute hearing and smell to navigate. Short tusks and hard claws help them break through hard earth, which wide paws then shovel away. Some anecdotes even suggest pondon can liquefy stone into sand with subvocal grunting, though this claim is hard to test; for all the pondon I've seen, natural strength alone has sufficed for their burrowing.

Pondon are most active during the monsoon, gorging themselves on worms when foraging is at its easiest. Despite the abundance of food, pondon eat with gluttonous urgency, fattening themselves as much as possible before the feast ends. Like botabo and ziziwen, pondon are sensitive to the One Law and experience extreme mutations after eating. Unlike these other monsters, however, the pondon's sensitivity is only to one food, and so they only undergo one change: they elongate. With a single mouthful of worms, a pondon transforms from a ball of fluff into a rope of fluff, quite musteline in its agility and flexibility. This additional length broadens the scope of its foraging — whether it be for worms or other burrowing prey, for pondon are ultimately carnivores who have no compunctions about eating red meat.

When the rain ends, pondon retreat underground and hibernate. Female pondon typically mate at the start of summer and then give birth while in their winter slumber. Those who wake early from hunger might attempt to forage by digging down to the worm layer, but this is an act of desperation. If possible, pondon prefer to wait for the monsoon, when they can feed at or near the surface. Their burrows, which they abandon come summer, often become homes for commensal species.

Pondon are one of the Sen Coast's most beloved monsters, especially among children. A Yaksen inventor named Te Ro Vha almost made a bid for gianthood after creating an explosively popular, stretchable pondon plush toy, but his business collapsed after his investors initiated a hostile takeover. Original toys are now highly prized collectibles.



STYLES

MIGHTY

1

PRECISE

3

SWIFT

0

TRICKY

0

SKILLS

ASSURANCE

+1

HOARD

+3

SEARCH

+2

TRAVERSAL

+2

TRAITS

BLUBBER 2. *(Passive)* Your maximum Stamina increases by 10.

DIGGING 3. *(Passive)* You can dig. In addition, if you Move while digging, you can Move up to 2 Strides instead of 1. Finally, you gain Advantage on all **TRAVERSALS** while digging.

KEEN SENSES. *(Cost: 1 **PRECISE** Success)* A creature of your choice becomes **Exposed**.

ADDITIONAL

HIBERNATOR

PARTS

BELLY. *Passive:* You are either in your fat form or your long form. In your fat form, you gain +2 **MIGHTY**. In your long form, you gain **SLIPPERY**, as well as levels in **SWIFT** equal to your levels in **PRECISE**. Each time you Move to Change Terrain, you may change form.

♦ **If Broken:** You lose 1 level of **DIGGING**, and you can no longer change form.

CLAWS. Range: 1 (**PRECISE STRIKE** or **SWIFT STRIKE**). Increase this **PART**'s Range by 1 in your long form.

♦ **If Broken:** Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

TUSKS. Range: 1 (**MIGHTY STRIKE**).

♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage. You lose 1 level of **DIGGING**.

DURABILITY

20

20

10

BEHAVIOR

If no creatures are **Exposed**, target a creature who is digging, since Underground is your domain. Your instinct is to maximize your current form's strengths. By default, you start The Hunt in your fat form, lumbering ponderously around while you attempt to land a crushing blow with your **CLAWS** or **TUSKS**. After you're **Frightened** or **Wounded**, dive Underground — narratively, you can assume there's a mouthful of worms down there to trigger your change in form. Use your longer reach to strike at creatures in any Terrain, all while demonstrating the adaptations that make you the Sen Coast's best digger.

DIET

- Terrestrial monsters (*Onagung Jelly, Worm*)

HABITAT

- Mountain



RAKUZAR

*A monster of the **Roundsman's Line**, on average 3 meters in length*

The name “rakuzar” comes from the Aketkan language, meaning “wrinkled lizard.” The species originated on the Aketkan Plateau, but during the Age of Monsters, they spread across the antimeridian half of the midlands and rimlands, particularly in arid regions where they subsequently flourished. Many people consider them eyesores — take, for example, the Charter almanac, which describes their appearance as “shriveled, corpse-like, and distinctly awkward.” A rakuzar’s head, hands, and feet seem oversized compared to the rest of its body, and it has a series of kite-shaped plates running along its spine that flap limply against its sides. Nearly every inch of its hide has a baggy skinfold, particularly around its neck, joints, and stomach.

Even other monsters have cause to complain about the rakuzar. Its detachable, regenerating tail and its ability to worm inside crevices — relatively speaking, for a monster of this scale — make it a difficult morsel to catch. Even if the hunter is successful, its loose hide takes time and effort to rip apart, all for a scanty reward of meat underneath. Still, the scarcity of meat in the desert makes even rakuzar appetizing for their natural predators, like hagsechu and syowari.

For their part, rakuzar feed on both foliage and the monstrous insects hiding within, cropping the leaves and fruit off of tall desert succulents with their grooved teeth. They are most active in the day, and when not foraging, they sunbathe, regularly adjusting their angle towards the sun to achieve the perfect temperature. They are skittish, and if they hear a group of humans or the footfalls of a chamig approaching, they are quick to flee, back-plates jangling as they scuttle away.

Then the rains fall, and everything changes. The monsoon triggers a flood of hormones inside adult rakuzar of both sexes, warping their bodies and compelling them to gather in extreme numbers. As they put on weight, their saggy skin stretches until taut, and their dorsal plates go from limp to upright as they assume a bipedal stance. Tar-like fluids drip from the sides of their heads, their eyes become bloodshot and angry, and their roars reach such volumes they can shatter bone. For the rest of the summer, the valleys in which they congregate become fierce battlegrounds, where rakuzar are as violent towards their mates as their rivals.

Rakuzar in heat are so aggressive that many mistake them as frenzied, and indeed there is evidence the frenzy can trigger these changes out of season. But ultimately this mating behavior is as natural as any other. When the wet season ends, the survivors shrink back to their ordinary size. The young, hatching in the hundreds, individually have abysmal chances of survival — but each has the potential to become as monstrous as their parents.



STYLES

MIGHTY 0

PRECISE 0

SWIFT 1

TRICKY 3

SKILLS

CURE +1

DISPLAY +1

TRAITS

EXPAND. (Cost: 1 Action) You become **Expanded**.

REGENERATION. (Cost: 1 Success) Restore 1 Durability to any of your **PARTS**.

SONIC BLAST. (Passive) When you Attack, you may make a **CALL** instead of a **SHOT** or **STRIKE**.

SWAGGER. (Cost: 2 Actions) Make a **MIGHTY DISPLAY**. If you succeed, all creatures of your choice each restore [A] Stamina.

ADDITIONAL

GENERALIST DIET

PARTS

BELLY. *Passive:* While you are **Expanded**, you gain +2 **CALL** and you gain levels in **MIGHTY** equal to your levels in **TRICKY**.

♦ **If Broken:** You lose **EXPAND**, and you can't become **Expanded**.

TAIL. *Passive:* If you take Damage, you may instead reduce this **PART**'s Durability to 0 to take no Damage.

♦ **If Broken:** This **PART** does nothing.

TEETH. Range: 1 (**STRIKE**).

♦ **If Broken:** Range: 1 (**STRIKE**). This **PART** deals half Damage.

DURABILITY

10

10

20

BEHAVIOR

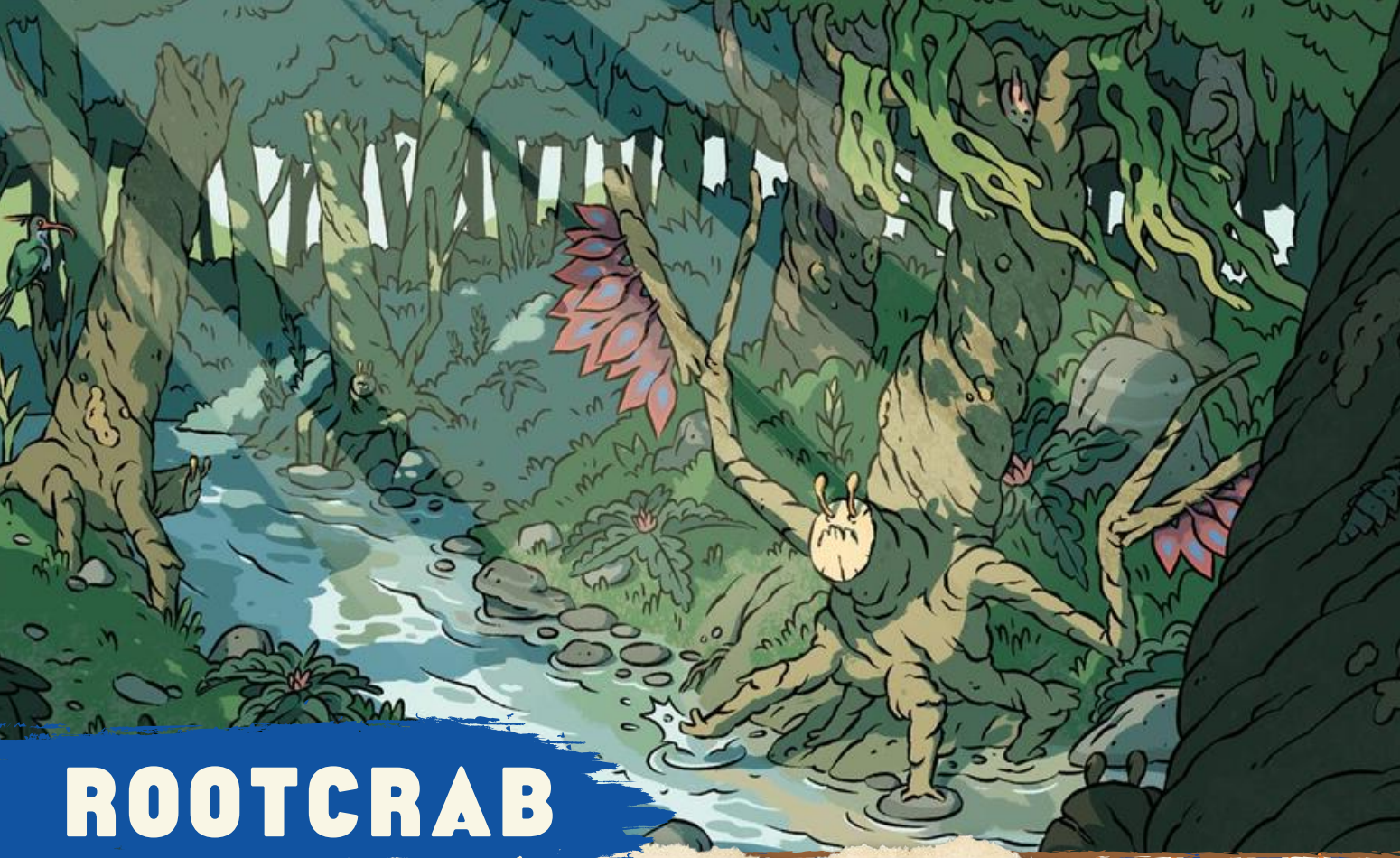
If no creatures are **Exposed**, target the last creature to make a **CALL**, since you duel with rivals of your own species with sound. Your instinct is to become **Expanded** as soon and as much as possible, so you can use your bone-shattering voice to roar your enemies into submission. Your Parts are fragile, but they only need 1 Durability to no longer be broken. Prioritize using **REGENERATION** on your Belly, so you can return to your hormonally-charged **Expanded** form.

DIET

- Flying monsters (Paddlewing, Votra), foliage (*Cactus Pad*)

HABITAT

- Desert



ROOTCRAB

A monster of the Saucier's Line, on average 2 meters in diameter, with the eldest up to 12 meters

At times, a name is simultaneously the perfect descriptor and also completely inadequate. The rootcrab, as its moniker implies, resembles a crab fused with a tree, with spindly limbs where its roots should be and two stalk eyes poking out from the base of its trunk like a hermit crab's from its shell. It has large, wide claws for both snagging prey and shoveling away dirt, and its regenerating carapace is the texture of bark. But its internal physiology is markedly different from both true crabs and true trees, bewildering academicians the world over. Some suggest rootcrabs were once two separate species, fused into a single organism by some avant garde greenking, while others believe the rootcrab is an archaic holdover from before the Conductors arrived. Further study is necessary before the academic community may reach a consensus.

However they came to be, various subspecies of rootcrab now live across the One Land. Each mimics a native species of tree or tree-like plant, and so there are rootcrabs with broad seasonal leaves, rootcrabs with evergreen needles, and even rootcrabs that resemble spiny cacti. In the Sen Coast and Chamigsia, rootcrabs take the shape of twistwoods and scalewoods respectively. They spend most of their days burrowed underground, with the only sign to give away their camouflage being the two stalk eyes that poke out like mushrooms from the roots of the "tree." (Confusingly, crabeye mushrooms add another layer of deception to this web of intrigue. The otherwise harmless fungi masquerades as rootcrab eyes to discourage predation.) They are capable of sufficient photosynthesis that they can remain like this for some time, subsisting on nothing but sunlight and water. But, at heart, the rootcrab is still a hunter. When unwitting prey like lapuni approach it, its claws burst out from the soil, and it feeds.

The rootcrab's mobility also aids it in breeding. During the wet season, rootcrabs migrate en masse toward water — a truly breathtaking sight for any observer, like watching a forest come to life and walk away. Males compete for the right to mate by grappling and shoving each other, and whoever has the heavier trunk (and the strength to support it) wins. The victor then guards his mate while she shakes hundreds of acorn-like eggs loose in the shallows, before he too shakes his branches to fertilize the eggs with a shower of pollen. Rootcrabs are much more active as young than as adults, moving often to ensure the sapling on their back receives enough sunlight and escapes consumption. As they become older, they settle down, emerging from the earth only to feed, avoid natural disasters, or ward away threats.

STYLES

| | | | |
|---------------|---|----------------|---|
| MIGHTY | 2 | PRECISE | 0 |
| SWIFT | 0 | TRICKY | 3 |

SKILLS

| | | | | | |
|------------------|----|--------------|----|----------------|----|
| ASSURANCE | +1 | CURE | +3 | DISPLAY | +1 |
| GRAB | +2 | HOARD | +2 | STRIKE | +2 |

TRAITS

ADDITIONAL

AMBUSH PREDATOR. (Passive) If you Attack while **Hidden**, you deal double Damage.

CAMOUFLAGE. (Cost: 1 **TRICKY** Success) You become **Hidden**.

DIGGING. (Passive) You can dig.

PHOTOSYNTHESIS. (Cost: 3 Actions) If you have access to Sky, restore your Stamina to its maximum.

REGENERATION 3. (Cost: 1 Success) Restore 3 Durability to any of your **PARTS**.

STURDY. (Passive) Nothing can push or pull you unless you allow it or unless you're **Caught**.

SLOW DIGESTION

PARTS

DURABILITY

CLAWS. Range: 1 (**MIGHTY STRIKE** or **TRICKY STRIKE**).

♦ If Broken: Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage.

EYES. This **PART** has no additional effect.

♦ If Broken: You lose **AMBUSH PREDATOR**.

TRUNK. Passive: While you are Underground, you can't Move except to Change Terrain. In addition, creatures in other Terrain have no minimum distance from you, but this is the only **PART** they can target with Part Damage.

♦ If Broken: You become **Exposed**, and you lose **PHOTOSYNTHESIS**. You can't use **REGENERATION** on this **PART**.

20

20

20

BEHAVIOR

If no creatures are **Exposed**, target a creature who is within 1 Stride, since you hate to move unless absolutely necessary. Your instinct is to stay still, seizing prey in your **CLAWS** if they get close but otherwise using your defensive Traits to stay healthy. Unless the circumstances are exceptional, you start The Hunt **Hidden** and Underground, and because of your **TRUNK**, you can Attack from the safety of the earth. If you're **Wounded** or if creatures can hurt you from a distance, you become more aggressive. Haul yourself above ground if you must go on the offensive.

DIET

- Terrestrial monsters (*Wild Lapuni, Worm*), carrion

HABITAT

- Woodland, Desert (*Butcher's Valley, Lake Sometimes*)



SATRA

A monster of the Saucier's Line, on average 10 meters in length

Few satra ever see the sun. These troglodytic, crocodilian monsters dwell exclusively in the tunnels beneath the Lakkarakku, jaws agape, conserving their energy until they detect prey. Their teeth are indistinguishable from the stalagmites and stalactites that line the caves — not only do they match the stone protrusions in shape and spacing, they glow with a faint bioluminescence, just like the moss that grows on the cave walls. In the satra's case, this chemical light comes from a viscous venom that coats the monster's teeth, produced by mutated glands housed near its cheeks. Satra venom is not particularly potent, its toxic elements having mostly been converted into those that produce light, but it retains enough of its ancestral strength to severely impede breathing in large monsters and human beings.

Patience is key for hunters such as these, who don't even appear to breathe as they wait for prey. Their resting metabolism is astonishingly slow, and fanciful folktales suggest they can even consume Lakkarakku rock salt to become as still and enduring as stone. Unwary monsters, such as pondon or migrating hagsechu, can step inside a satra's jaws wholly unaware of the trap, which snaps shut as soon as movement brushes past the satra's dangling barbels or its rough tongue. In the rare cases where prey escapes this initial assault, satra can slither-crawl after them with frightening speed, using smell and touch to navigate the darkness instead of sight. Feeding opportunities are both irregular and infrequent in the underground, and letting one go could mean the difference between life and death.

These monsters are exceedingly difficult to study in the wild, but some who live in captivity can give us insight into their natural behaviors. (This is, perhaps, the only redeemable quality of the satra pet trade, and even so it comes at a high cost.) Breeding can occur year-round, and courtship rituals involve prospective mates slapping each other with their tails. Temperature determines the sex of the eggs, with males born in the intermediate ranges and females born in the extremes. In the wild, satra may instinctually achieve parity between sexes by laying their eggs at certain subterranean elevations; however, clutches laid outside their natural environment are often overwhelmingly one sex or the other. Juvenile satra are pink, then turn white with age.

Though they spend their entire lives underground, satra depend on the flow of creatures moving in and out of the Hollow Mountains to survive. Their connections to the One Land are as deep as any other monster's, and they are a reminder that no living thing exists in isolation.

STYLES

MIGHTY

2

PRECISE

1

SWIFT

0

TRICKY

3

SKILLS

CURE

+1

DISPLAY

+2

GRAB

+1

STRIKE

+3

STUDY

+1

TRAITS

ADDITIONAL

AMBUSH PREDATOR. (Passive) If you Attack while **Hidden**, you deal double Damage.

BIOLUMINESCENT 3. (Cost: 1 **TRICKY** Success) A creature of your choice becomes **Confused 3**.

CAMOUFLAGE. (Cost: 1 **TRICKY** Success) You become **Hidden**.

PATIENCE. (Passive) You can Prepare up to 3 times per turn.

VENOM. (Cost: 1 Success on a **SHOT** or **STRIKE**) The creature hit by your **SHOT** or **STRIKE** becomes **Poisoned**.

SLOW DIGESTION

PARTS

DURABILITY

BARBELS. This **PART** has no additional effect.

- ♦ **If Broken:** You lose **AMBUSH PREDATOR**, and you become **Exposed**.

TAIL. Range: 2 (**TRICKY STRIKE**). **Passive:** You can't apply your **SKILL** bonus when you Attack with this **PART**.

- ♦ **If Broken:** Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage. You can't apply your **SKILL** bonus when you Attack with this **PART**.

TEETH. Range: 1 (**STRIKE**). **Passive:** While you are **Hidden**, other creatures don't know their distance from you, and you don't announce what you're doing when you spend Actions to Move or Prepare.

- ♦ **If Broken:** Range: 1 (**STRIKE**). This **PART** deals half Damage. You lose **VENOM**. Each time this **PART** takes Part Damage after it is broken, you lose 1 level of **BIOLUMINESCENT**. The fourth time this **PART** takes Part Damage after it is broken (i.e., once you have lost all levels of **BIOLUMINESCENT**), you lose **CAMOUFLAGE**.

10

20

10

BEHAVIOR

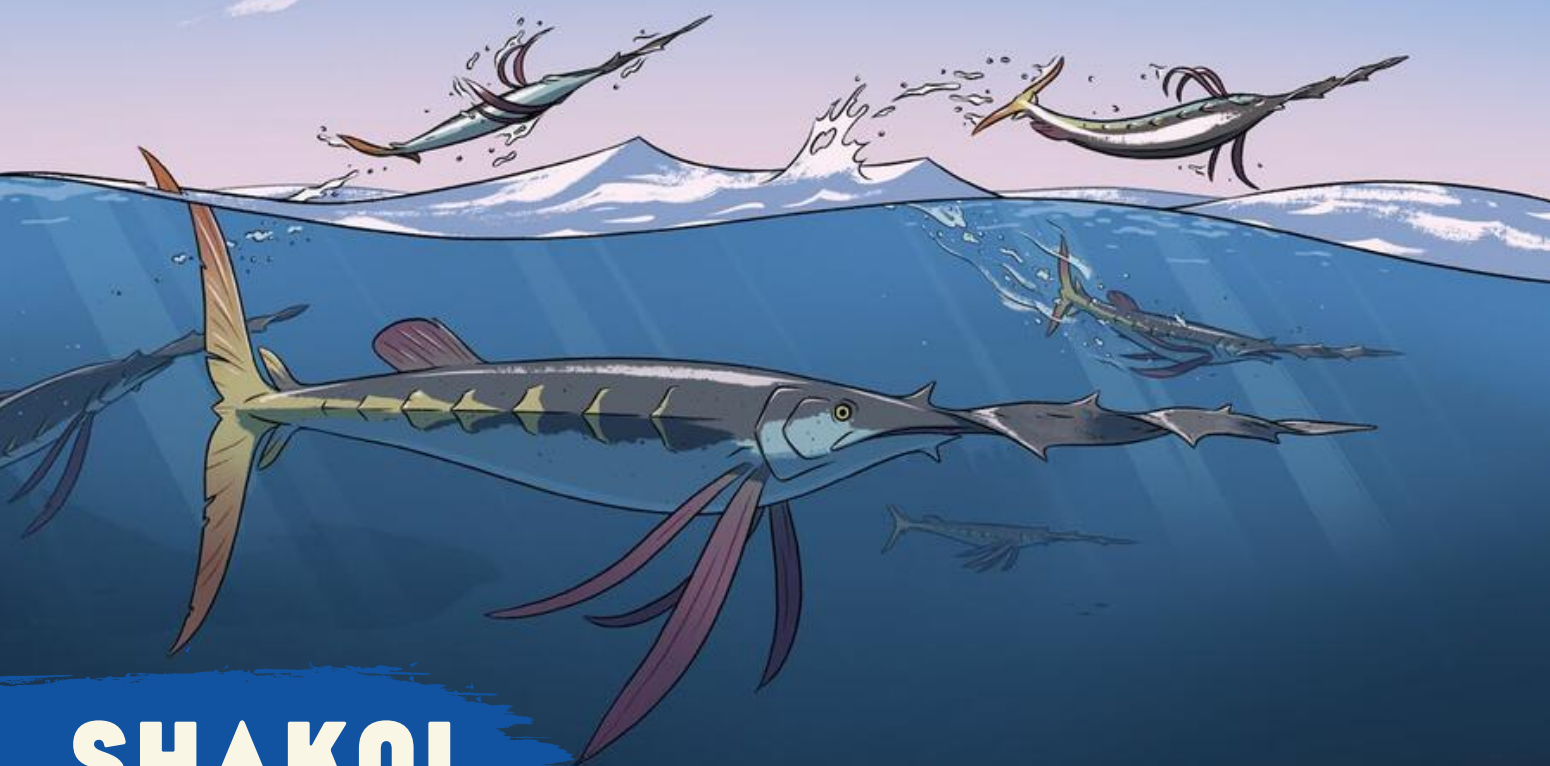
If no creatures are **Exposed**, target a **Poisoned** creature, since your **VENOM** slows down any kills that escape the first crushing bite of your **TEETH**. Your instinct is to stand as still as stone. You often only Attack if you had a chance to Prepare during previous turns, and you prefer to let your prey come to you. Your unique ability to obfuscate information while you're **Hidden** will require you to improvise some rules. For example, a wilder may attempt to Attack you while you're not within Range — it's up to you whether they keep those Actions or waste them, depending on the tone of your game.

DIET

- Terrestrial monsters (*Onagung Jelly*, *Wild Wooda*), aquatic monsters (*Sposu Fry*), carrion

HABITAT

- Mountain (*Amethaninamizzet*, *Leyline Section 1115*, *Saltdeep*, *Silverplatters*)



SHAKOI

A monster of the Fisher's Line, males on average 3 meters in length, females up to 6 meters (excluding bills)

Schools of shakoi, dozens strong, spin and skip in nearshore waters along the length of the Sen Coast. Their acrobatics are breathtaking, as they literally drill through the waves with their helical bills. With enough momentum, a charging shakoi's cartilage-sheathed snout can punch through the thickest hide and blubber. But mostly, shakoi prefer smaller prey, like jetsquid and fish, which they stun with their large rostrums before swallowing whole. They only charge at monsters when threatened, the way a bee might sting a threat to its hive. And like a bee, this comes with a serious risk of injuring or even losing their "sting." If a shakoi breaks its bill during a violent confrontation, it heals by scouring the seabed for crabs, whose regenerative abilities help it regrow quickly.

Coreland menageries advertise shakoi as thoughtless killing machines, bred by the greenkings to torpedo ships and tear apart drowning sailors. But such a reputation is easily disproved after minimal observation. The snouts that make them "living weapons" are sensitive organs used to clean each other, communicate, and play. They also have a long association with the Uosen people, who train schools of shakoi to protect their rafts by playing underwater music and scattering chum.

This partnership formed with such ease because of the shakoi's instinctual sociality. Shakoi form many different types of schools, such as mother-offspring nursery groups or juvenile groups of newly independent young. But the schools that are most familiar to the Uosen are the bachelor groups: squads of adult males who bond together for decades and permit the temporary membership of females when they feel the urge to mate. Uosen rafts slot comfortably into this hierarchy by performing the same functions as gravid females. With their increased size and weight, they provide food the males can't normally access, and some Uosen even rear abandoned shakoi young in pools onboard. Once they recognize a floating village as a member of their school, the shakoi become fiercely protective of it.

At least, so the theory goes. Despite their proximity to humans, much about shakoi remains unknown. The purpose of their breaching, for example, is a mystery. They have gills, so they need not breathe air like mammalian monsters. And while at times they breach as they chase jetsquid, they are also often seen leaping through waters devoid of prey. Perhaps they jump to clean parasites, attract mates, or establish dominance. Or perhaps they jump simply for the joy of it! No matter how familiar we become with monsters, parts of them may always linger beyond our understanding.



STYLES

MIGHTY

0

PRECISE

2

SWIFT

3

TRICKY

0

SKILLS

ASSURANCE

+2

SEARCH

+1

STRIKE

+2

STUDY

+1

TRAVERSAL

+2

TRAITS

CHARGE. (Cost: 1 Action) Choose a creature within 3 Strides. You Move within 0 Strides of the creature, then deal Damage to both it and yourself equal to the number of Strides you Moved. (This does not count as spending Stamina.)

ELECTRORECEPTIVE. (Passive) **Hidden** creatures don't gain Advantage if they Attack you.

HASTE. (Cost: 1 **SWIFT** Success) You can Move without spending an Action.

SWIMMING 3. (Passive) You can swim without Disadvantage. In addition, if you Move while swimming, you can Move up to 2 Strides instead of 1. Finally, you gain Advantage on all **TRAVERSALS** while swimming.

ADDITIONAL

SOCIAL PREDATOR
PLAYFUL

PARTS

BILL. Range: 1 (**PRECISE STRIKE** or **SWIFT STRIKE**). *Passive:* If you **CHARGE**, you may Attack with this **PART** without spending any Actions. If you miss, you Move 3 Strides away from your target.

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

TAIL. *Passive:* If you **CHARGE**, you gain **FLYING** until the end of your turn. If you're in the Sky at the end of your turn, you fall back Underwater.

♦ **If Broken:** You become **Exposed**.

DURABILITY

30

20

BEHAVIOR

If no creatures are **Exposed**, target a creature with **SWIMMING**. The underwater world is your focus, and you ignore landlubbers until you've dealt with the threats at your level. Your instinct is to drill toward your target, making a **PRECISE STRIKE** after you **CHARGE** to disable them, then following up with punishing **SWIFT STRIKES**. Separate your target from allies by using **HASTE** and your superior mobility to distance yourself from other creatures. Since you're aquatic, you never walk or enter Land, but you can breach upward with your **TAIL** should you face any **FLYING** prey.

DIET

- Aquatic monsters (Aso Spineshell, Conductor Eel, Jetsquid, Nedou Xie, Ocean Dumbfish, Silver Crab)

HABITAT

- Shore (Aso Bay, Ocean Stop)



SHULU XIE

*A monster of the **Butcher's Line**, on average 4 meters in length including tentacles*

Transparent ribbons festoon the skies of the Sen Coast, but their glimmering beauty belies a deadly edge. They belong to the shulu xie, a diaphanous monster wreathed in glass, which drifts along the wind in its constant search for food. Like snowflakes, no two shulu xie possess the same pattern of ridges and whorls, but underneath their glittering ornamentation, their anatomy is much the same: A radially symmetric bell, made of several layers of elastic tissue, houses both the monster's organs and the buoyant gasses which keep it afloat, while it interacts with its surroundings using its dangling, sharp tentacles.

Shulu xie are deaf and near blind, with only a rudimentary ability to differentiate light from dark, so they navigate the world through smell and touch. Their tastes are entirely indiscriminate, and they attempt to digest any meat or vegetation which they can pull inside their four stomachs. For the most part, shulu xie feed on carrion. But these swift, silent fliers are also capable hunters, especially when multiple shulu xie swarm and work in concert (even if only by accident). Many an injured monster has met its end surrounded by entangling, lacerating tentacles, as all the shulu xie in the area descend on the same prey.

Eye-catching as they are, shulu xie represent only half of their species. During the spawning season, they release clouds of larvae that take root on rocky surfaces below. These larvae fuse into what look like towers of rippling, layered glass — in actuality, vast colonies of sedentary polyps called shulu won. There is a terrible, alien quality to shulu won reefs when they rise, stark and glittering, over the landscape. We do not know why some plants tolerate shulu won in proximity while others do not, nor if the shulu xie who drift low across forests, slicing apart saplings like gardeners mowing weeds, are simply feeding or are in some way preparing the land for their children.

During the years it takes the polyps to mature, these reefs grow to astonishing size, with each generation building on the work of the last. Shulu won will not reproduce until they detect a confluence of strong monsoon winds and bright moonlight, and the wait for the right conditions can sometimes result in shulu xie disappearing entirely from the skies.

But eventually, their patience is rewarded. When the perfect night comes, the uppermost layer of the entire colony buds off at once: this maximizes the newly detached shulu xie's chances of survival, for the young, helpless monsters are easy pickings for the aerial predators who wait restlessly for this chance to gorge themselves. The lucky few who survive quickly grow their signature glass defenses, then drift away to distant lands, where even stranger monsters might live.



STYLES

MIGHTY

0

PRECISE

3

SWIFT

2

TRICKY

0

SKILLS

CRAFT

+1

DISPLAY

+3

GRAB

+1

STRIKE

+2

TRAVERSAL

+2

TRAITS

BLOOD SCENT. *(Passive)* You gain Advantage on all Tests during the first round of The Hunt if the other side has a **Wounded** creature.

FLYING. *(Passive)* You can fly.

TOUCH-ME-NOT 5. *(Passive)* If a creature makes a **GRAB** or **STRIKE** against you, deal 5 Damage to it.

ADDITIONAL

**FLOATING
GENERALIST DIET**

PARTS

BELL. *Passive:* Spend 1 Action to transfer a creature **Caught** by your Tentacles to your **BELL**. At the start of each round, creatures **Caught** by your **BELL** take 10 Damage.

♦ **If Broken:** You lose **TOUCH-ME-NOT 5**.

SHULU WON. *Passive:* Creatures without **FLYING** must spend 2 Stamina to Move, in addition to other costs. In addition, creatures can enter the Sky by climbing.

♦ **If Broken:** Harmony decreases by 1.

TENTACLES. Range: 2 (**PRECISE STRIKE** or **SWIFT STRIKE**). If you deal Damage to a creature with this **PART**, that creature becomes **Caught**.

♦ **If Broken:** Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

DURABILITY

20

30

20

BEHAVIOR

If no creatures are **Caught** or **Exposed**, target a **Wounded** creature, since the smell of blood is how you find your food. Your instinct is to drift passively above the battlefield, letting your glass armor, your acidic stomachs, and environmental hazards weaken your prey for you. In particular, you are often found above shulu won, the cutting glass reefs from which your kind spawn — wilders without **FLYING** can actually use these glass towers against you, climbing them to reach you in the Sky. Even if you are frenzied, the shulu won are not, and wilders who damage the reefs risk serious harm to the ecosystem.

DIET

- Terrestrial monsters (*Worm*), aquatic monsters (*Lesser Mudpuffer*, *Gillgifter Goby*)

HABITAT

- Shore



SPOSU

*A monster of the **Roaster's Line**, on average 3 meters in length*

I personally doubted the existence of sposu until I first hiked the Lakkarakku, whence they spawn. They are certainly strange enough to merit disbelief: piscine monsters recognizable by their robe of spines, the tips of which can erupt with sparks at a moment's notice. Sposu queens are entirely aquatic, bound to the subterranean pools in which they reside, but sposu drones are amphibious, using their powerful tails to leap through the air and their sucker-like mouths to cling to vertical surfaces when they land.

My initial skepticism was due in part to the fact that sposu are the largest eusocial monsters I have ever seen. A queen rules each colony, and her only purpose is to reproduce. All her children are born male, and should she die or fall ill, they compete ferociously. Eventually, the largest and most aggressive sposu wins out, and the submission of the colony triggers a sex change in the victor. We do not know how sposu prevent inbreeding — it's possible they simply don't. A theory posits that maiden queens engage in mating races in the Lakkarakku's underground rivers, blazing with sparks as they entice males from other colonies to contribute to her lifetime's store of sperm. But this theory is based solely on the behavior of similar monsters, not direct observation.

While sposu queens are reclusive and difficult to study, sposu drones regularly venture aboveground. They eat almost anything, but like many monsters of the Sen Coast, worms form the bulk of their diet. This is where their sparkling spines play their most vital role: not in defense or reproduction, but in communication. Drones, after scouting for food, perform a dazzling dance to report their findings. Every aspect of the performance encodes information, such as the length of the dance (distance), the angle of his turns (direction), and the brightness of the sparks (the drone's enthusiasm for the foraging spot).

Tasked with feeding not only themselves but their young and their queen, sposu typically digest only what they need to survive, and then disgorge the contents of their bellies into the colony's pool. However, they are also known to impale carrion or soft fruit on their spines, which the sposu fry nibble off as the returning drone rests.

Unfortunately for the drones, their services are not needed all year long. Once the monsoon ends, the queen ejects all but the fittest of her children and siblings, then settles into her winter torpor. In rare cases, these exiles form colonies of their own, crowning a new queen among their numbers. But more often they die as the humidity drops, becoming fodder for the monsters who remain active during the dry season, while the process of forming new colonies is left for the abundant days of summer.



STYLES

| | | | |
|---------------|----------|----------------|----------|
| MIGHTY | 0 | PRECISE | 0 |
| SWIFT | 3 | TRICKY | 2 |

SKILLS

| | | | | | |
|------------------|-----------|--------------|-----------|------------------|-----------|
| ASSURANCE | +2 | CRAFT | +2 | DISPLAY | +1 |
| HOARD | +2 | SHOT | +2 | TRAVERSAL | +2 |

TRAITS

BIOLUMINESCENT. (Cost: 1 **TRICKY** Success) A creature of your choice becomes **Confused**.

BURNING BODY. (Passive) At the start of each round, every creature of your choice within 0 Strides of you takes 2 damage. In addition, if you're **Caught** by a **PART**, that **PART** becomes **Burned**. Finally, your **PARTS** can't become **Burned**.

CLIMBING. (Passive) You can climb without Disadvantage.

FLASH. (Cost: 2 Actions) Make a **SWIFT DISPLAY**. If you succeed, a creature of your choice becomes **Stunned** and **Confused** [A].

SWIMMING 2. (Passive) You can swim without Disadvantage. In addition, if you Move while swimming, you can Move up to 2 Strides instead of 1.

ADDITIONAL

GENERALIST DIET
SCAVENGER
SWARMING

PARTS

FINS. Passive: If you're within 0 Strides of a creature, the creature pulls you with it each time it Moves. (You may choose which creature you're clinging onto if there are multiple within 0 Strides.)

♦ **If Broken:** You lose **CLIMBING** and 1 level of **SWIMMING**.

SPINES. Range: 2 (**TRICKY SHOT**). Passive: If you Attack with this **PART** and succeed, the **PART** you targeted becomes **Burned**.

♦ **If Broken:** Range: 1 (**TRICKY SHOT**). This **PART** deals half Damage.

DURABILITY

20

20

BEHAVIOR

If no creatures are **Exposed**, target a **Stunned** creature, since you often stun your prey with light before killing it. Your instinct is to latch onto a creature with your gripping **FINS** and then unleash a barrage of sparks at your target. Note that the creature within 0 Strides and your target aren't necessarily the same — one's just providing you a free ride, and the other you intend to bring home as a meal for the colony. Try to take your full turn after your target's turn, so you can stun them again with **FLASH** and keep your focus on them during the next round.

DIET

- Terrestrial monsters (*Worm*), carrion, fruit (*False Che Peach*)

HABITAT

- Mountain



SYOWARI

A monster of the Stockkeeper's Line, with an average wingspan of 6 meters

Though tangwa rule the air above the Sen Coast, there is a different king beyond the Lakkarakku mountains. The cloudless desert skies belong to the syowari, an avian monster with large nostrils and a pompous collar of white feathers, coasting on broad wings as it searches for carrion.

The syowari is an inveterate hoarder. It is most famous for its grisly caching behavior: rather than eating fresh kills, it often impales the corpse on a spike within its territory instead. Chamigisia is unique in the abundance of surfaces where a syowari might skewer its provender, ranging from sturdy, pointed scalewoods to the arksteel shrapnel which litters the desert.

This has three main purposes. For one, the additional leverage gained from spitting the carcass means the syowari can disembowel it more effectively. Particularly in the desert, many monsters possess hard shells or carapaces which the syowari must yank free before it can reach the nutritious inner organs. Second, these caches serve as emergency rations. During the dry season, syowari may survive for weeks on their stores alone — and they are as stingy as any Charter mogul, protecting their hoards jealously from prospective thieves of any species. Finally, the displays advertise their breeding fitness. The more plentifully stocked a syowari's larder, the more likely it can attract a mate.

Food alone is not enough to catch the eye of a romantic partner, though. Syowari also collect shiny baubles to decorate their nests, much to the chagrin of anyone carrying arksteel through the desert. Indeed, syowari are so fond of the bright metal they have attacked trains stopped in Bhusag, ripping the roofs off the cars to carry home. They quickly learn to give up on the endeavor, though, as the train regenerates and their own spoils dissolve in their talons.

This ability to learn speaks to the syowari's most stunning trait: its intelligence. I have long held the opinion that monstrous intellect is not quantitative but qualitative, and that each monster possesses unique mental faculties tailored to its specific needs. Too often we judge them by our standards rather than theirs. But at the same time, I cannot help but be awed when a monster like the syowari demonstrates an intelligence so similar to our own. They can use tools, remember faces, and solve complex problems. Once, I even saw a syowari communicate its hostility toward my party to another of its species, before they both began to search for ways to flush us out of our hiding hole in the rock. In truth, I do not know the extent of their cognitive abilities. I pray I need not enter such dire circumstances to see them demonstrated again.



STYLES

MIGHTY

0

PRECISE

0

SWIFT

2

TRICKY

3

SKILLS

CRAFT

+3

CURE

+1

HOARD

+3

SHOT

+1

STRIKE

+1

STUDY

+3

TRAVERSAL

+1

TRAITS

BLOOD SCENT. *(Passive)* You gain Advantage on all Tests during the first round of The Hunt if the other side has a **Wounded** creature.

FLYING 2. *(Passive)* You can fly. In addition, if you Move while flying, you can Move up to 2 Strides instead of 1.

THIEF. *(Cost: 1 **TRICKY** Success)* Take an Ingredient, Snack, or **Caught** creature from a creature within 1 Stride. *(You choose if the **Caught** creature is now **Caught** by you or is freed.)*

ADDITIONAL

NEST BUILDER

PLAYFUL

SCAVENGER

TERRITORIAL

PARTS

BEAK. Range: 1 (**SWIFT STRIKE**).

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

EYES. *Passive:* Note each time a wilder uses a Technique that costs Actions. *(This excludes Passive Techniques and Techniques that cost Stamina.)* Until the end of the Journey, if you wield that wilder's **TOOL**, you may use those Techniques.

♦ **If Broken:** You may no longer use Techniques.

TALONS. Range: 1 (**TRICKY STRIKE**). *Passive:* If you Attack a creature with this **PART** and succeed, you may use **THIEF** to steal its **TOOL**. You can use the Tool as you would one of your own **PARTS**. The **TOOL** keeps any additional Range or Durability it gains from Techniques. You can only hold one **TOOL** at a time.

♦ **If Broken:** Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage. If you are holding a **TOOL**, you drop it.

WINGS. This Part has no additional effect.

♦ **If Broken:** You lose 1 level of **FLYING**, and you become **Exposed**.

DURABILITY

20

10

30

20

BEHAVIOR

If no creatures are **Exposed**, target a creature who recently demonstrated a new Technique, since you're eager to try new things. Your instinct is to observe how your target fights, then steal their **TOOL** and copy their movements. Most wilders can't Attack or use their own Techniques without access to their **TOOL**, so smaller packs will have much more difficulty hunting you than larger ones.

DIET

- Terrestrial monsters (*Rakuzar Tail*), carrion

HABITAT

- Desert



TANPO

A monster of the Stockkeeper's Line, on average 4 meters in height

Rest is a behavior as essential as any other. No species exemplifies this more than the tanpo, fat mammalian monsters known for their thick armor of dried mud. Tanpo apply this armor daily by wallowing in murky pools. In doing so, they keep themselves cool and protect themselves from skin parasites and biting insects, such as ziziwen. It's unclear whether the tanpo themselves are aware of the functions of this behavior. It seems equally likely that, from their perspective, they wallow simply because they enjoy how it feels. An adult tanpo can spend as much as five hours per day soaking blissfully in the mud.

These mud holes often sit at the overlap of multiple different tanpo territories, which themselves tend to straddle the borders between the mountains and the forests of the Sen Coast. (Tanpo can be found in both habitats year-round, but they tend to shift toward higher elevations during the monsoon and lower ones during the dry season.) While all tanpo are solitary, they are not particularly aggressive about defending their territories, and each does its part to maintain the communal baths when they shrink or become too shallow. As they excavate dirt with their curved tusks, their mouths foam with saliva, lacing the mud hole with aromatic messages. In particular, tanpo cows use the mud holes as bulletin boards to communicate when they are in heat, and interested bulls will follow the scent trail once they are done wallowing.

During the breeding season, tanpo become noticeably more confrontational. Fights between tanpo involve more kicking than charging, for their mud-coated feet are more durable than their tusks. This also decreases the risk of a mortal outcome for both combatants, as their tough, leathery hides can withstand bruising better than impalement, especially when reinforced by hard mud. But that is not to say they avoid using their tusks entirely — in fact, unless regularly broken, either through digging or fighting, the tusks grow until they curve inwards and pierce the flesh of the tanpo's own skull.

Long gestation periods and even longer childhoods mean tanpo mate infrequently. After the calf is weaned, it learns to forage by stripping leaves from trees with its prehensile trunk, or by digging mushrooms and fallen fruit out of the mulch with its tusks. It trails its mother like a second shadow, relying on her enormous strength and weight to avoid the attention of predators like tatangwa, and it gradually learns the best places to eat and wallow. These formative years are the only instance in a tanpo's life where it tolerates company. Once mature, tanpo are unwilling to live at any pace other than their own.

STYLES

MIGHTY

3

PRECISE

0

SWIFT

2

TRICKY

0

SKILLS

CRAFT

+2

CURE

+1

HOARD

+2

SEARCH

+2

TRAITS

BLUBBER 2. (Passive) Your maximum Stamina increases by 10.

CHARGE. (Cost: 1 Action) Choose a creature within 3 Strides. You Move within 0 Strides of the creature, then deal Damage to both it and yourself equal to the number of Strides you Moved. (This does not count as spending Stamina.)

NATURAL ARMOR. (Passive) You halve the Damage you take from **MIGHTY STRIKES** and **MIGHTY SHOTS**.

ADDITIONAL

**FERMENTER
WALLOW**

PARTS

MUD. Passive: You cannot become **Exposed**. This **PART** takes double Damage if it is **Burned** or if you are Underwater.

♦ If Broken: You lose **NATURAL ARMOR**, but you gain +1 **SWIFT**.

LEGS. Range: 1 (**MIGHTY STRIKE**). Passive: If your **MUD** is unbroken, halve any Part Damage taken by this **PART**.

♦ If Broken: Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

TUSKS. Range: 1 (**SWIFT STRIKE**).

♦ If Broken: Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

DURABILITY

30

20

10

BEHAVIOR

If no creatures are **Exposed**, target the last creature to make a **DISPLAY**, since you have poor eyesight and easily miss creatures who aren't actively making themselves known. Your instinct is to **CHARGE** into your target and crush them with your **LEGS**. Your sturdiness allows you to have a relatively simple strategy in combat, and the onus is on your opponents to figure out how to break through your defenses. If you're **Wounded**, consider retreating to a different Area where you can **WALLOW** and restore your **MUD** to its maximum Durability — technically there are no rules for this, but this is a case where, as the Guide, you can improvise mechanical effects for what's narratively appropriate.

DIET

- Foliage (*Ash Sprouts*, *Twistwood Bark*), fruit (*Lakkarakku Longbean*), fungus, minerals (*Wallowclay*)

HABITAT

- Woodland (*Wallowing Grounds*, *Witnesswood*), Mountain (*Lamentations Trail*, *Yhaybe Falls*)



TATANGWA

*A monster of the **Roundsman's** Line, with an average wingspan of 3 meters*

The Yaksen people fear no monster more than the tatangwa. It is their bogeyman, the Emerald Shadow, the wrath of the deep forest. Over and over, they tell stories of its piercing yellow eyes and its rending beak, as both a warning and a reminder: never forget that the world is hungry.

In many ways, the tatangwa has earned its reputation. It is the foremost predator of Towon Seha, unchallenged in its sovereignty. Lithe, sleek, and powerful, the crepuscular hunter stalks through the undergrowth with its wings tucked against its sides, using its sharp vision to scan for tracks or movement. At first, its iridescent feathers may seem an extreme hindrance. But in motion, their utility is revealed. With every step, unconsciously and instinctually, the tatangwa angles its feathers so that it blurs among the glossy leaves, providing it with camouflage as effective as it is unique.

The tatangwa is an ambush predator, stalking as close as possible to its target before pouncing. It does not have the stamina for prolonged chases, and most hunts fail or succeed within seconds. Small game forms the bulk of its diet, but tatangwa can also hunt golyak, mammudo, and tanpo. They are furtive diners, dragging their kills into dense vegetation once secured and covering the carcass with leaf litter if it is too large to eat in one sitting. Tatangwa with chicks can also gorge themselves with meat, then return to the nest to regurgitate the meal for their young.

Little else is known about the family lives of tatangwa, for they hide themselves from observers just as well as they do from prey. Anecdotal reports indicate they have a delicate mating ritual, each partner raising their chin to reveal the glimmering, purple feathers at the base of their throats. But after the act of copulation, males and females entirely lose interest in each other. Mothers build their nests alone, and they are solely responsible for feeding, grooming, and teaching the chicks. No matter their sex or age, tatangwa spend most of their time asleep, conserving their energy for the hunt.

Reader, if you have at all absorbed the themes that drive this history, you know now the point I must make. The tatangwa is not the savage beast the stories make it out to be. Yes, tatangwa are certainly dangerous, particularly when they come in conflict with herders and their livestock. But the tatangwa avoids confrontation with humans unless it feels cornered or desperately hungry. Given the choice, it always goes for the easiest prey, whether that means the target is smaller, weaker, older, or less well guarded. There is no simple solution to enable our coexistence with monsters, but surely the first step is to acknowledge their needs.



STYLES

MIGHTY

0

PRECISE

0

SWIFT

2

TRICKY

3

SKILLS

DISPLAY

+2

HOARD

+1

SEARCH

+2

STRIKE

+3

STUDY

+1

TRAITS

AMBUSH PREDATOR. (Passive) If you Attack while **Hidden**, you deal double Damage.

CAMOUFLAGE. (Cost: 1 **TRICKY** Success) You become **Hidden**.

CLIMBING. (Passive) You can climb without Disadvantage.

HASTE. (Cost: 1 **SWIFT** Success) You can Move without spending an Action.

ADDITIONAL

TEACHER

PARTS

BEAK. Range: 1 (**TRICKY STRIKE**).

- ♦ If Broken: Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage.

FEATHERS. Passive: You start The Hunt **Hidden**, and you always have the initiative during the first round.

- ♦ If Broken: You lose **CAMOUFLAGE**.

WINGS. Range: 1 (**SWIFT STRIKE**). Passive: You can Attack using the **SWIFT** Style multiple times in the same turn.

- ♦ If Broken: Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

DURABILITY

20

20

20

BEHAVIOR

If no creatures are **Exposed**, target a **Wounded** creature, since you are an experienced and practical hunter. Your instinct is to stalk as close as you can to your target and then to pounce. You don't waste time showing off or making threat displays — you simply go for the kill, and if anything, that makes you more frightening. Use **CAMOUFLAGE** as often as possible. If your **FEATHERS** break, transition from a stealthy hunter to an agile one, prioritizing **SWIFT STRIKES** so you can end The Hunt before you run out of Stamina yourself. You are a much more challenging enemy than other monsters at your same Stage, and those who wish to hunt you must prepare accordingly.

DIET

- Terrestrial monsters (*Waddlewing*, *Wild Lapuni*), carrion

HABITAT

- Woodland (*Witnesswood*)



TSIAN XIE

A monster of the Roaster's Line, on average 3 meters in length, including tentacles

The Sen Coast's volcanoes settled into dormancy long ago, but fragments of their fiery legacy remain in the tsian xie. These bulbous monsters drift over the Chamigisian desert like hot air balloons, their sticky tentacles waving lazily as they search for carrion or prey. The epidermis of their bells sags and wrinkles in a way that resembles cooling lava, especially from above — this may have served as camouflage during an earlier age, when the tsian xie's smaller ancestors both lived in more actively volcanic regions and also had more to fear from aerial predators.

The effect is accentuated by the low flame couched within the tsian xie's digestive organs, which illuminates the tsian xie's bell from within. While normally dim, this internal flame swells dramatically when a tsian xie gains elevation. It also flares when the tsian xie uses it as a weapon: a bright light, a sound like a giant's inhalation, and the swelling of the tsian xie's bell are all the warning there is before the tsian xie belches a column of fire out of its mouth, immolating anything caught below it. Ordinarily, tsian xie use their fiery breath to hunt juvenile chamig, burning away the heavy, indigestible foliage on the chamig's back and killing it if it attempts to hide away in its shell, but the slow extinction of the chamig means tsian xie are now armed against a foe they can no longer find. Other typical prey, like votra or rakuzar, do not require such extravagant measures.

Like their cousins, the glass-wreathed shulu xie and the regenerating nedou xie, tsian xie represent only half of their species. One could mistake their counterparts, the tsian won, for boulders, if not for their wrinkled appearance and the ember-like lights that glimmer on their surfaces when they are close to spawning. These colonies of polyps typically form in the desert's higher elevations, like the peaks of Chamigisia's scattered mountains or the lips of steep escarpments. They give birth to tsian xie, and in turn, tsian xie give birth to them. It seems likely that tsian xie instinctively prepare the ground for these colonies, as they bathe patches of the desert in flame before releasing the larvae to take root in the ashes.

Though I suspect that tsian xie are, geologically speaking, newcomers to the desert, they are nonetheless well-integrated members of Chamigisia's ecological communities. Syowari and even the occasional curious cloudcollar feed on tsian xie, and asewa often use tsian won as whetstones for their neck-blades. Even humans find this species useful, sheltering in the warmth of tsian won reefs during the chill of the desert night.

STYLES

MIGHTY

3

PRECISE

2

SWIFT

0

TRICKY

0

SKILLS

CRAFT

+1

GRAB

+1

SHOT

+3

TRAVERSAL

+2

TRAITS

BLOOD SCENT. *(Passive)* You gain Advantage on all Tests during the first round of The Hunt if the other side has a **Wounded** creature.

FIRE BREATH. *(Cost: 2 Actions)* Make a **MIGHTY SHOT** against a creature within 2 Strides. If you succeed, you deal [A] Part Damage and the **PART** you targeted becomes **Burned**.

FLYING. *(Passive)* You can fly.

ADDITIONAL

**FLOATING
GENERALIST DIET**

PARTS

BELL. *Passive:* Double the Damage **FIRE BREATH** deals to creatures **Caught** by your **TENTACLES**.

♦ **If Broken:** You lose **FIRE BREATH**.

TENTACLES. Range: 2 (**PRECISE STRIKE**). If you deal Damage to a creature with this **PART**, that creature becomes **Caught**.

♦ **If Broken:** Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

TSIAN WON. *Passive:* At the start of each round, all **PARTS** of all Creatures without **FLYING** become **Burned**. In addition, creatures can enter the Sky by climbing.

♦ **If Broken:** Harmony decreases by 1.

DURABILITY

20

20

30

BEHAVIOR

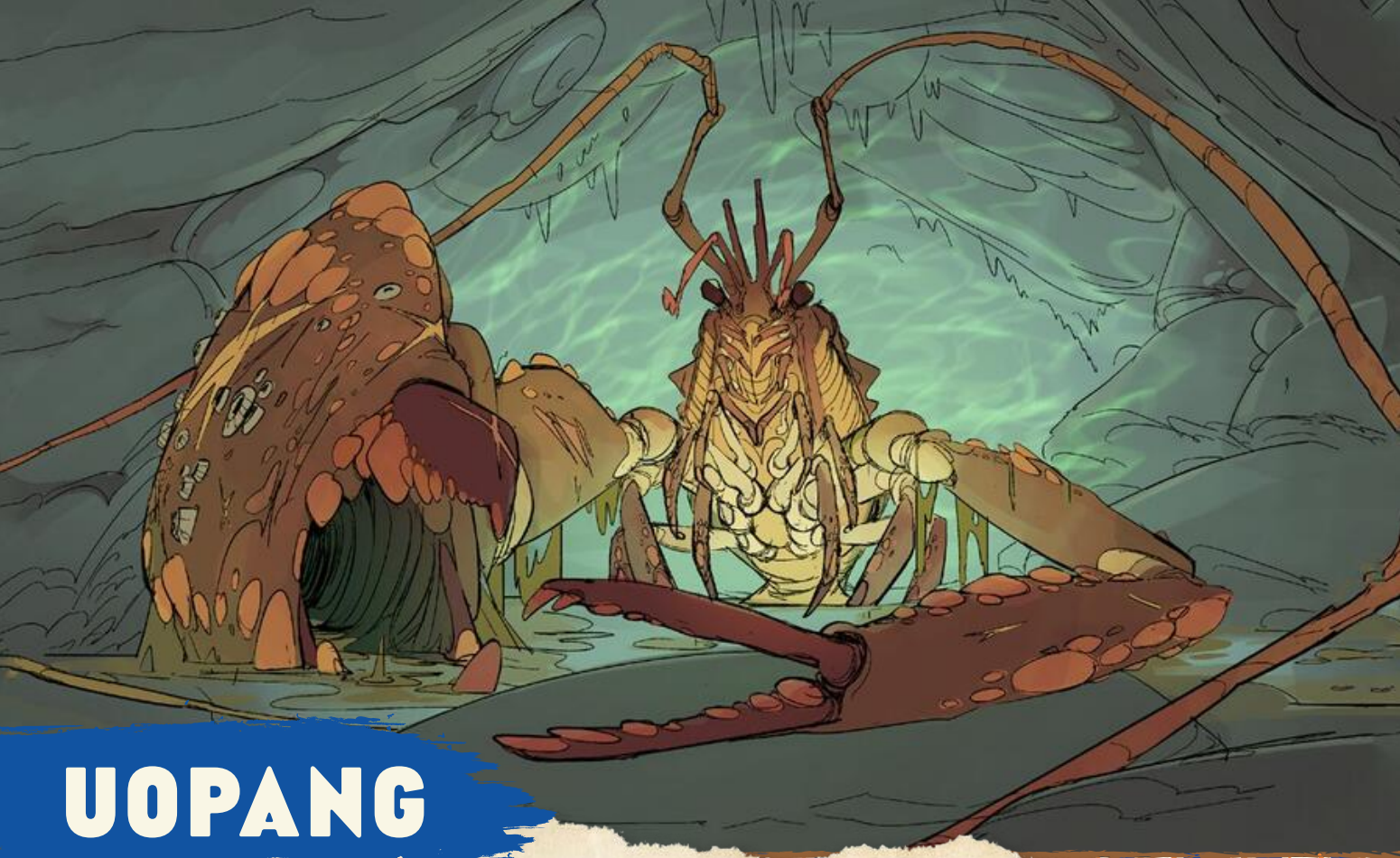
If no creatures are **Caught** or **Exposed**, target a creature with a **Burned PART**, since you're attracted to the smell of roasting flesh. Your instinct is to drift into position above your prey before unleashing the full force of your **FIRE BREATH** on the target below you. Snaring your target with your **TENTACLES** makes this easier, but prioritize using your **FIRE BREATH** if you don't have enough Actions for both. Your **TSIAN WON** Part isn't actually part of your body. Instead, it represents the magma-like reefs over which you're normally found. While squatter than the polyp colonies of your cousins, the shulu won, the tsian won are still tall enough that creatures can climb them to reach you in the Sky.

DIET

- Terrestrial monsters (*Rakuzar Tail, Wild Wooda*), flying monsters (*Votra*)

HABITAT

- Desert (*Booming Dunes, Maratsia, Memorial View*)



UOPANG

*A monster of the **Fisher's Line**, on average 2 meters in height*

Uopang dwell in or near shallow waters along the length of the Sen Coast. They have squat profiles, long tails tucked beneath their bodies, and two asymmetrical claws. One claw is a serrated pincer, well-suited for grabbing and crushing prey. But the other is deadlier still: Oddly elongated but with shorter digits, this “firing” claw blasts out a bubble of heated air every time it snaps shut, which contains enough force to blow apart solid rock.

These weapons are worth the investment, for uopang are legendarily belligerent. I once witnessed an uopang duel that shattered the hills, as each attempted to crush or blast the other's claws into uselessness. Their regenerative abilities only lengthened the confrontation, for both had fed recently, and they could regrow their lost limbs in seconds. Then, when I thought the battle was at last decided, the losing uopang revealed a bizarre final twist. It ripped off its own broken right claw to use as a club, beating its rival back while it regrew a *different* claw from its empty socket. Instead of a pincer, this “punching” claw ended in a sledgehammer-like knob, which the uopang snapped out with pulverizing force until it secured victory.

Reliable accounts can only confirm these three claw variations — the pincer, the firing claw, and the punching claw — but unreliable ones say uopang have as many as seven. Do they acquire these forms through the One Law? From their progenitors? I cannot say. Certainly, when described like this, the uopang must sound like a playground fantasy: a monster that is endlessly outdoing itself, pulling out new tricks as fast as a child can imagine them. But as outlandish as they may seem, all the uopang's adaptations play a role in its survival.

For example, the uopang's variable claw gives it a flexible hunting strategy. With its firing claw, it prefers to remain stationary, conserving energy until it can take precise aim at soft-bodied prey like birds, fish, or swarming monsoon worms. Often, it targets large groups to make the most of the stunning shockwave. Alternatively, with its lighter punching claw, the uopang is more mobile, roaming over beaches and sea floor alike for hard-shelled invertebrates. It is not above autocannibalism, and it eats its own limbs or moltings if given the chance.

Likewise, the claws are necessary for reproduction. Uopang are as aggressive toward prospective partners as they are to any other intruder, so females who are ready to mate must communicate their intent from a distance, using rhythmic snaps and pops. Once paired, uopang form monogamous bonds, with males protecting females during their vulnerable egg-laying molt, while females use their punching claws to hammer open dens for their larvae. Young uopang scatter into the ocean after barely a week of parental care, where they too shall endeavor to make the most of their unique bodies.

STYLES

MIGHTY

2

PRECISE

3

SWIFT

2

TRICKY

0

SKILLS

CURE

+2

GRAB

+2

SHOT

+3

STRIKE

+1

TRAITS

INSTINCTUAL AIM. (Cost: 1 Success on a **SHOT**) The creature hit by your **SHOT** becomes **Stunned**.

NATURAL ARMOR. (Passive) You halve the Damage you take from **MIGHTY STRIKES** and **MIGHTY SHOTS**.

REGENERATION 3. (Cost: 1 Success) Restore 3 Durability to any of your **PARTS**.

ADDITIONAL

SCAVENGER

PARTS

RIGHT CLAW. Range: 3 (**PRECISE SHOT**).

♦ If Broken: Range: 1 (**SWIFT STRIKE**). You can't use **REGENERATION** on this **PART**.

LEFT CLAW. Range: 1 (**MIGHTY STRIKE**). *Passive:* The first time your **RIGHT CLAW** breaks, rip it off with this **PART** and gain the following effect: "After you make a **MIGHTY STRIKE** with this **PART**, you also deal [A] Damage to all creatures within 1 Stride except your target."

♦ If Broken: Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage. *Passive:* If you're holding your severed **RIGHT CLAW**, drop it. If you use **REGENERATION** on this **PART**, pick it up again.

SHELL. This **PART** has no additional effect.

♦ If Broken: You become **Exposed**, and you lose **NATURAL ARMOR**.

DURABILITY

20

20

10

BEHAVIOR

If no creatures are **Exposed**, target a creature who Moved or used the **SWIFT** Style last round, since your complex eyes excel at tracking motion. Your instinct is to make the most of your current arsenal. To be clear, your **RIGHT CLAW** doesn't really "break." Instead, you rip it off when it hits 0 Durability, and you regrow it in a sturdier form that's essentially immune to Part Damage. As for your **LEFT CLAW**, the rules for it don't cover all edge cases. Let the fiction come first, and use your best judgment if the wilders get creative.

DIET

- Terrestrial monsters (*Worm*), flying monsters, aquatic monsters (*Gillgifter Goby*, *Silver Crab*), carrion

HABITAT

- Shore, Mountain (*Yhaybe Falls*)



VARITHAN

A monster of the Fisher's Line, on average 6 meters in length

Varithan are one species that many think are several. The sinuous monster metamorphosizes not once but four times throughout its natural life, each transformation more dramatic than the last.

This peculiar monster begins life in abyssal marine trenches, drifting along the current as translucent larvae. During their first metamorphosis, their bodies lengthen and flatten, but their organs remain visible through their clear skin, earning them the name “elnin” — in the Conductor language, “the trusting ones.” Darting amidst kelp beds, feeding on decaying plant matter, elnin were thought to be a species all their own for centuries.

Once mature, elnin swim upstream. The transition from saltwater to freshwater transforms them into junithan, dark ropes of muscle with external gills and oddly wide heads. Biting anything that produces an electric signal with their serrated teeth, junithan choke the rivers with their numbers before disappearing entirely for years. We have only recently unearthed where they go: deep in the mud along the riverbanks, where they hibernate for up to a decade.

What emerges is the common conception of a varithan: four-legged but still serpentine in shape, with a flat cephalofoil for a head. This versatile amphibian has spread throughout the rimlands, leading to the rise of many distinct subspecies. Sen Coast varithan, for example, retain the frond-like external gills of their youth, bearding them with bubbles whenever they exit the waters of Aso Bay.

Varithan spend the majority of their lives in this stage, relying on their increased bulk and enlarged sensory organs to find prey beneath the mud. But under duress, varithan can also recall the strengths of their previous forms. By chewing on an immature reproductive organ which grows at the base of their tails, they temporarily gain the transparent skin and stealthiness of a young elnin. While this organ regrows over time, varithan who lose it too often can delay or even abort their final metamorphosis. On the other hand, if left unaltered, the varithan eventually returns to the ocean, where its legs shrivel to vestiges and its skin gains vivid silver streaks. In this form it is known as a marekhan, a monster so rare we once considered it myth, whose one goal is to breed and die in the waters from which it came.

The revelation that elnin, junithan, varithan, and marekhan are all one species has many wondering whether the varithan truly belongs to the Roundsman's Line, rather than the Fisher's. But specialists in the Fisher's Line have studied its various morphs for so long that it seems absurd to suddenly declare the Roundsman's disciples, who hitherto never considered varithan within their domain, the new experts on this species. In more ways than one, the varithan reminds us that our urge to classify and divide is eminently fallible.



STYLES

| | | | |
|---------------|----------|----------------|----------|
| MIGHTY | 3 | PRECISE | 1 |
| SWIFT | 0 | TRICKY | 0 |

SKILLS

| | | | | | | | |
|-------------|-----------|-------------|-----------|---------------|-----------|------------------|-----------|
| CURE | +1 | GRAB | +1 | SEARCH | +3 | TRAVERSAL | +2 |
|-------------|-----------|-------------|-----------|---------------|-----------|------------------|-----------|

TRAITS

CAMOUFLAGE. (Cost: 1 **TRICKY** Success) You become **Hidden**.

ELECTRORECEPTIVE. (Passive) **Hidden** creatures don't gain Advantage if they Attack you.

SWIMMING 2. (Passive) You can swim without Disadvantage. In addition, if you Move while swimming, you can Move up to 2 Strides instead of 1.

ADDITIONAL

HIBERNATOR
METAMORPHOSIS

PARTS

HEAD. Range: 2 (**MIGHTY STRIKE**).

♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage. You lose **ELECTRORECEPTIVE**.

TAIL. Range: 2 (**TRICKY STRIKE**). **Passive:** The first time you're **Wounded**, eat your derived gonads. Until the end of the Journey, you gain levels in **TRICKY** equal to your levels in **MIGHTY**.

♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage. You lose 1 level of **SWIMMING**. You can't gain levels in **TRICKY** anymore, but you keep levels in **TRICKY** if you already have them.

DURABILITY

20

30

BEHAVIOR

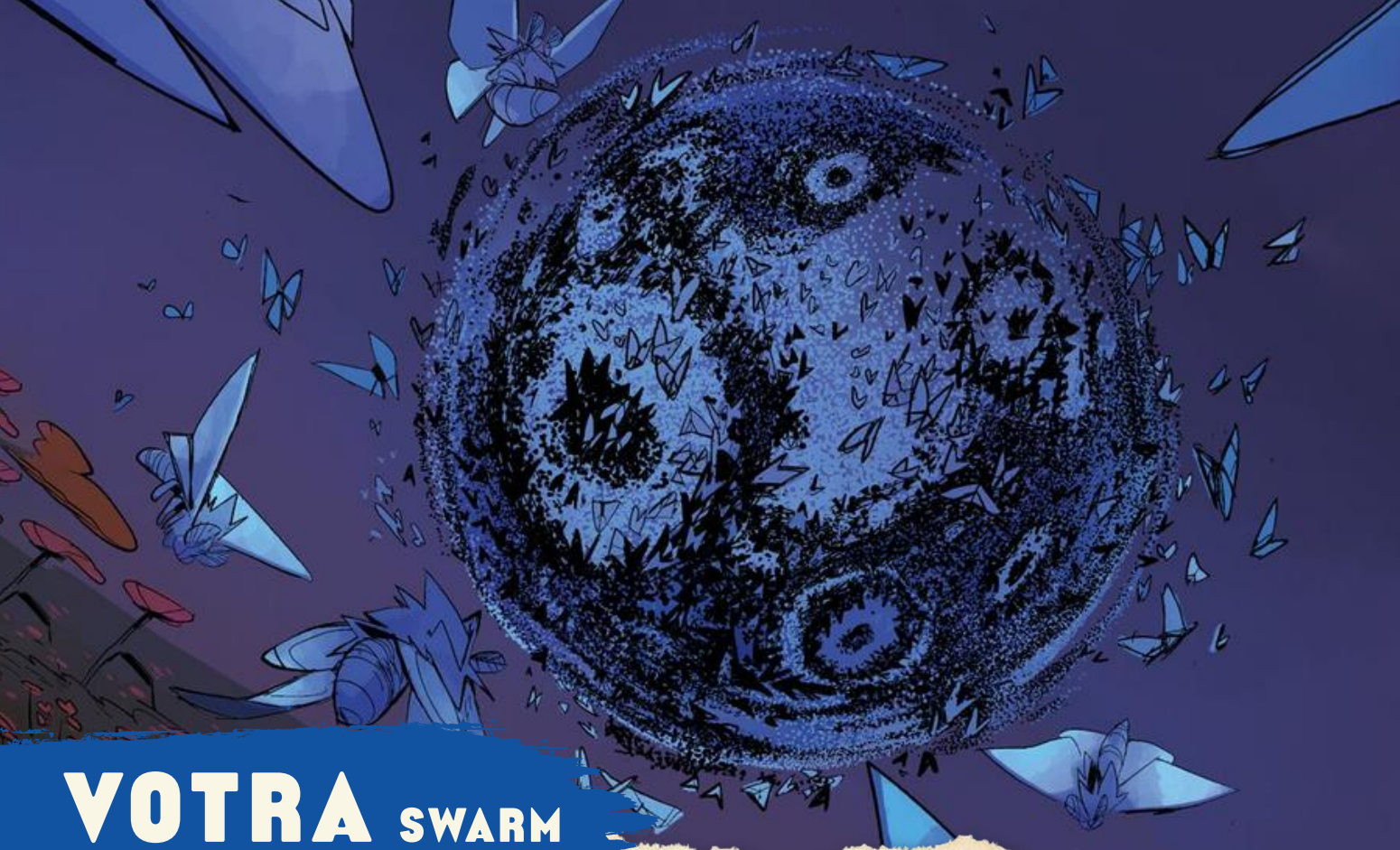
If no creatures are **Exposed**, target a creature in a different Terrain, since your long neck and body give you the reach to strike from afar. Your instinct is to switch between water and land so your predators can't pin you down. If you're **Wounded** and you enter your **TRICKY** mode, make your **TRICKY STRIKES** first to try and gain Advantage on the follow-up **MIGHTY STRIKE**. If you're **Wounded** again, make your **TRICKY STRIKES** last so you remain safely **Hidden** at the end of your turn.

DIET

- Aquatic monsters (*Lesser Mudpuffer*, *Gillgifter Goby*, *Silver Crab*, *Sposu Fry*)

HABITAT

- Shore, Woodland (*Yhayhe River*)



VOTRA SWARM

A monster of the Baker's Line, collective average of 3 meters in diameter

Reader, are you one being? Or are you many? According to the latest science, your body is made of trillions of animalcules, who were each once independent organisms. Generations of mutation forged these tiny creatures together, but all permanent natural changes — wrought by evolution, not the One Law — are gradual. It is impossible to draw a line in the past and say, “On this side lies a collective of coordinated, specialized monsters; on the other, a single life.”

Even in the present day, monsters like the votra blur this arbitrary line. As caterpillars, votra are smaller than most Sen worms. They eat voraciously, decimating wildflower populations in their native deserts, before burrowing underground to pupate over the course of the dry winter. Even after they emerge, adult votra are no larger than a handspan. They have papery wings that range from dusty white to ashen gray, and they produce clicks beyond the range of human hearing to communicate and navigate. They continue to rely on wildflowers for food, though as adults they feed exclusively on nectar.

Votra form mating swarms soon after they take wing. Here is where votra diverge most significantly from their cousins, for few monsters swarm like the votra do. As soon as the monsoon rains fall and flowers bloom anew, votra in the tens of thousands gather in swirling balls, which pulse with hypnotic movement as the insects instinctually arrange themselves to form eyespots on the surface of the sphere. Most swarms last for only a single evening, but some are known to disperse and reform daily over the course of weeks. Apparently, in a remote corner of Chamigisia, there even exists a votra swarm which has lasted for years.

As they roam, gathering more members as they go, votra swarms assess each field for its fitness as a nursery for their eggs. It seems unlikely that votra swarms think and feel as humans do — but they do decide, by observing their environment and collectively resolving to flee, mate, feed, and so forth. Morbidly, votra swarms prefer the scent of carrion, for corpses provide nutrients for the soil and increase the fertility of the plants which host their eggs. In cases where they cannot find dead bodies, they create them, by descending en masse on vulnerable targets and burying them in suffocating, vibrating wings. The inside of an aggressive votra swarm can grow so hot that the victim within cooks alive.

This last behavior is usually quite rare, but there is a notable exception: when a votra swarm contracts the frenzy. Isolated, an individual votra shows no symptoms. But somehow, when combined, votra swarms can fall victim to the disease. These frenzied swarms roam without surcease, constantly absorbing new members to replace old ones as they exhaust themselves and die.



STYLES

MIGHTY

0

PRECISE

3

SWIFT

1

TRICKY

2

SKILLS

ASSURANCE

+2

CALL

+1

DISPLAY

+2

STUDY

+1

TRAVERSAL

+2

TRAITS

DISORIENTING. (Passive) Creatures who Attack you (whether they succeed or fail) become **Confused**.

ECHOLOCATION. (Cost: 1 Success on a **CALL**) A creature of your choice becomes **Exposed**.

EXPAND. (Cost: 1 Action) You become **Expanded**.

FLYING. (Passive) You can fly.

THREATEN. (Cost: 1 **MIGHTY** Success) A creature of your choice becomes **Frightened**.

ADDITIONAL

**METAMORPHOSIS
SWARMING**

PARTS

EYESPOTS. Passive: You may spend **PRECISE** Successes to use **THREATEN**.

♦ If Broken: You lose **THREATEN**.

WINGS. Range: 1 (**CALL**). Passive: If you Attack with this **PART** while **Expanded** and succeed, your target becomes **Caught**. At the start of each round, creatures **Caught** by you take 10 Damage.

♦ If Broken: Range: 1 (**CALL**). This **PART** deals half Damage.

DURABILITY

25

25

BEHAVIOR

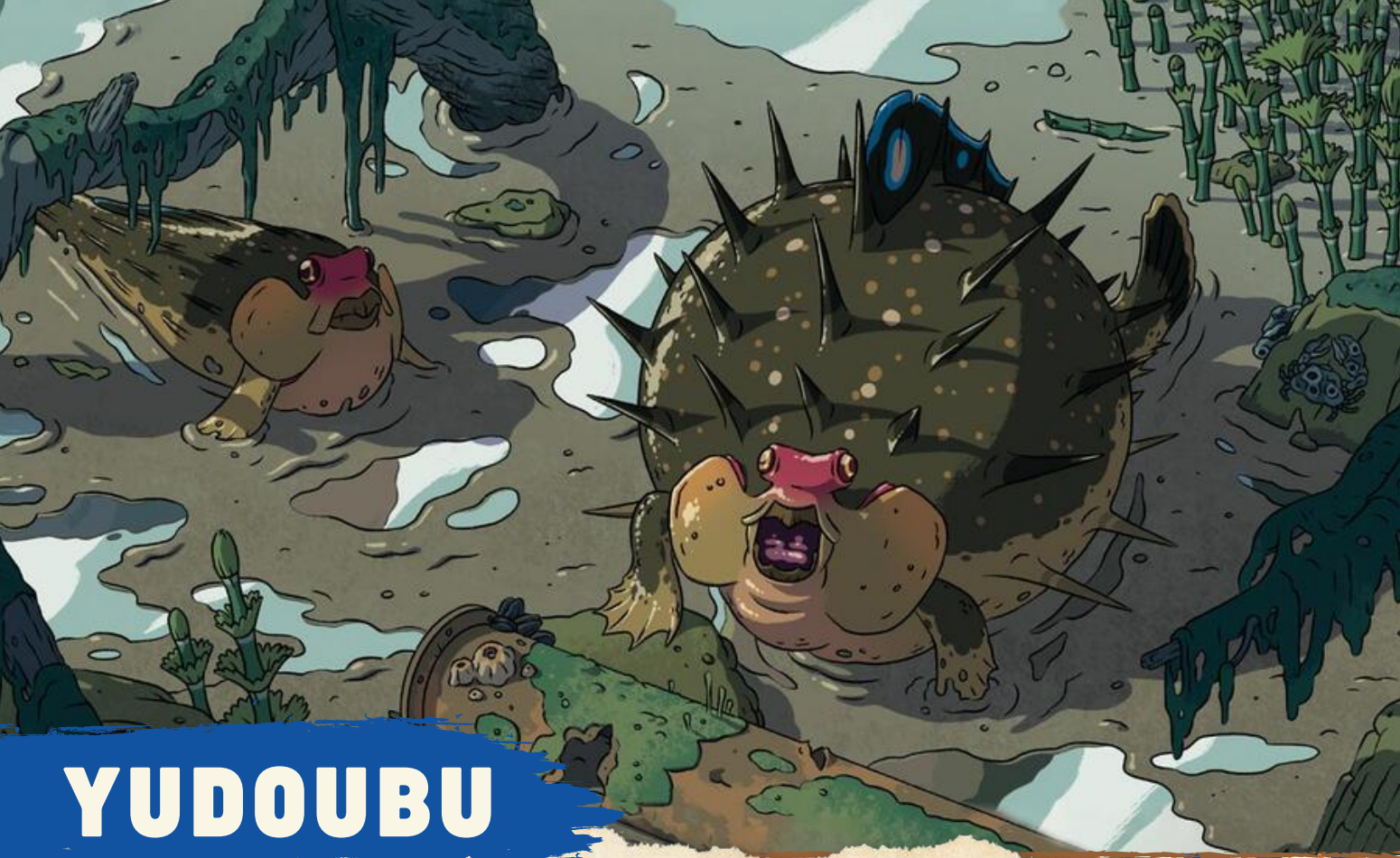
If no creatures are **Caught** or **Exposed**, target a **Confused** creature, since you interpret their stumbling movements as weakness. Your instinct is to bewilder your prey before enveloping and overheating them. Since you can inflict up to four different **Conditions** at a time, this should happen naturally. The high Durability of your **PARTS** represents how difficult it is to target any specific section of your constantly shifting "body." Similarly, you make **CALLS** (using any **STYLE**) to Attack because the greater difficulty is coordinating your body to act as one, not hitting your target.

DIET

- Nectar (*Seaflower Nectar, Steelbloom Nectar*)

HABITAT

- Shore (*White Hands Beach*), Desert



YUDOUBU

A monster of the Fisher's Line, on average 3 meters in diameter when inflated

The yudoubu is a piscine monster, but it forsook the water for the land. It justifies its atypical lifestyle with the bounty of the shore, where it feasts on the shellfish revealed by the low tide. Bulging eyes give it a wide field of view, retracting as if blinking to remoisten themselves inside its skull, while muscular fins drag it along the sand. But among all the yudoubu's adaptations, its mouth is the most important.

This monster spends most of its life with its head poking out of its burrow, watching for prey. When a likely target appears, it ducks into the flooded tunnels and gulps, filling its expansive cheeks with water. Then, it spits. The stunning jet can flip most monsters clean on their backs, and what's more, the spray creates a perfect path for the yudoubu to reach its target. With one strong push, it slides along the line of slippery mud it just made, mouth yawning open to reveal that its front teeth form two fused plates. This jutting beak specializes in crunching through hard defenses. After it finds purchase, the yudoubu flails its head, using the motion to rip pieces off its catch. Some yudoubu accidentally fling their meal out of reach, but in the case of its preferred prey, silver crabs, this works in both their favor. The crab lives to regenerate its lost limb, while the yudoubu eats the meaty claw with minimum fuss.

Under duress, a yudoubu can also swallow and spit solid material like sand, but this abrades their teeth and they avoid doing so if possible. Lack of ammunition is rarely an issue, due to the narrow range of habitats in which they are found. Instead, the greater concern is their neighbors.

Though large enough to swallow a human whole, the yudoubu fears many predators on its native mud flats. Once again, its mouth proves key to its defense. By pumping air into flexible chambers along its back, the yudoubu swells until it's triple its normal size. Poisonous spines, normally pressed flat against its scales, jut out, while any water it swallows while inflating becomes a secondary deterrent as it puffs out its cheeks. This display alone is enough to scare most monsters away, but should the threat get any closer, the yudoubu fires, exhaling with such force that it slides away to safety.

In most cases, safety is a burrow, dug (fittingly) with the aid of the yudoubu's wide cheeks. Walled with mud to form a pool when the tide retreats, yudoubu burrows are where they keep themselves moist and lay their eggs. These eggs are hard-won after courtship displays where male yudoubu yawn their mouths wide to scare off rivals, then stand on their tails to flash their underbellies to prospective mates. As the eggs develop, successful males aerate the chambers gulp by gulp. Soon, the tide washes the hatched larvae into the waiting ocean.



STYLES

MIGHTY 0

PRECISE 0

SWIFT 3

TRICKY 2

SKILLS

DISPLAY +2

HOARD +2

SHOT +3

TRAVERSAL +1

TRAITS

EXPAND. (Cost: 1 Action) You become **Expanded**.

INSTINCTUAL AIM. (Cost: 1 Success on a **SHOT**) The creature hit by your **SHOT** becomes **Stunned**.

SWIMMING. (Passive) You can swim without Disadvantage.

TOUCH-ME-NOT 3. (Passive) If a creature makes a **GRAB** or **STRIKE** against you, deal 3 Damage to it.

ADDITIONAL

NEST BUILDER

PARTS

BEAK. Range: 1 (**SWIFT STRIKE**). *Passive:* If you deal Damage with this **PART**, you deal Part Damage instead. If you break a **PART** with this **PART**, fling your target 3 Strides away.

♦ **If Broken:** Range: 1 (**SWIFT STRIKE**). This **PART** deals half Damage.

BELLY. *Passive:* If you Move on Land, you may slide up to 2 Strides instead of 1.

♦ **If Broken:** You become **Exposed**.

CHEEKS. Range: 3 (**TRICKY SHOT**). *Passive:* You can only Attack with this **PART** while **Expanded**. After you make a **SHOT** with this **PART** (whether you succeed or fail), you lose **Expanded** and you may slide 1 Stride away from your target.

♦ **If Broken:** This **PART** does nothing.

SPINES. *Passive:* You can only use **TOUCH-ME-NOT 3** while **Expanded**. Creatures hurt by **TOUCH-ME-NOT 3** also become **Poisoned 3**.

♦ **If Broken:** You lose **TOUCH-ME-NOT 3**.

DURABILITY

20

10

20

20

BEHAVIOR

If no creatures are **Exposed**, target a creature with an unbroken **PART**, since you can't tell the difference between a waving crab claw and an arksteel Tool. Your instinct is to whiz around the mudflats like a deflating balloon, causing maximum chaos as you slip and slide around. If you're surrounded by hostile creatures, try to end your turn **Expanded**, as this deters retaliation while you focus your aim to make another **SHOT**.

DIET

- Aquatic monsters (Royal Clam, Silver Crab, Sudshrimp, Suncrab)

HABITAT

- Shore (Cradle Island, Sudflats), Desert (Lake Sometimes)



ZAILI

*A monster of the **Fisher's Line**, on average 4 meters in length*

On the beaches of Asoai, one can hear thunder on even the clearest days. The cause of the booming and rumbling is no storm, but instead monsters: the lightning-fanged zaili. During the day, they haul out on rocky beaches to rest, though I personally doubt how restorative such slumber can be. Hardly a minute passes without one zaili or another adjusting its position within the pile, resulting in a cascade of agitated, thunderclap barks. From a distance, the commotion is endearing; up close, it is terrifying, for each zaili is heavy enough to crush a human on accident with its jostling.

The beaches become even more raucous in summer, when male and female groups combine to form breeding colonies called rookeries. Bulls stop eating for weeks during this time, focusing instead on building and maintaining the largest harem possible. Meanwhile, zaili cows who mated during the previous year return to land to give birth. Their pups race to put on weight, bleating constantly for more of the fattiest milk in the One Land, for they cannot swim until they have enough blubber to insulate themselves against the cold ocean.

Seen like this, zaili seem fat, indolent, and clumsy. But when they slip beneath the waves, they reveal their true prowess. Like rockets, zaili shoot after the fish and squid which form the bulk of their diet. Crackling nimbuses of electricity surround them, stunning any prey the zaili fail to catch in their teeth, and zaili working in concert with each other — or even sometimes with other species — can corral schools of any size with well-timed barks. Their favorite tactic is to trap fish against the surface, then charge through the center of the swirling ball, bursting out of the water like bolts of lightning while leaving clouds of half-fried morsels in their wake.

Such cooperation only occurs when there's enough food to share, however. For the most part, zaili hunt alone. They are wary of leviathans, for their rich blubber makes them appetizing targets, and they are quick to dissuade any perceived threat with their stabbing tusks, which crackle with blue light whenever they vocalize. The mechanisms by which zaili produce such powerful voltages are still poorly understood, but examinations of their skulls and larynxes suggest heavy meddling by the greenkings.

History corroborates the anatomical evidence, for legends speak of greenkings who trained zaili to rescue drowning sailors or disarm explosives left by the internecine royal wars. These days, without the strength of the giants, training zaili is a perilous endeavor. But the average member of the species remains exceptionally clever and attentive, and the Uosen have refined their techniques over generations.



STYLES

MIGHTY

3

PRECISE

0

SWIFT

2

TRICKY

0

SKILLS

ASSURANCE

+1

CALL

+3

HOARD

+1

STUDY

+2

TRAVERSAL

+1

TRAITS

ECHOLOCATION. (Cost: 1 Success on a **CALL**) A creature of your choice becomes **Exposed**.

ELECTRIC SHOCK. (Cost: 2 Actions) Make a **SWIFT CALL**. If you succeed, each creature within 1 Stride takes [A] Damage and becomes **Stunned**.

SWIMMING 2. (Passive) You can swim without Disadvantage. In addition, if you Move while swimming, you can Move up to 2 Strides instead of 1.

THREATEN. (Cost: 1 **MIGHTY Success**) A creature of your choice becomes **Frightened**.

ADDITIONAL

BLUBBER

PLAYFUL

PARTS

FLIPPERS. This **PART** has no additional effect.

- ♦ **If Broken:** It costs 1 additional Action for you to Move on Land.

THROAT. This **PART** has no additional effect.

- ♦ **If Broken:** You lose **ECHOLOCATION**, and **ELECTRIC SHOCK** costs 1 additional Action.

TUSKS. Range: 1 (**MIGHTY STRIKE**). *Passive:* If you make a **STRIKE** with this **PART** and succeed, you may immediately use **ELECTRIC SHOCK** without spending any Actions. If you do so, only the creature hit by your **TUSKS** becomes **Stunned**.

- ♦ **If Broken:** Range: 1 (**MIGHTY STRIKE**). This **PART** deals half Damage.

DURABILITY

20

10

20

BEHAVIOR

If no creatures are **Exposed**, target a creature who is **Stunned**, since you react quickly to any openings made by your **ELECTRIC SHOCK**. Your instinct is to have zero subtlety. You're loud, direct, and aggressive when you feel threatened, and there is a beautiful simplicity to your combination of **TRAITS** and **PARTS**.

DIET

- Aquatic monsters (*Gillgifter Goby, Jetsquid, Royal Clam*)

HABITAT

- Shore (*Aso Bay, Cradle Island, Sudflats*)



ZASWANG

A monster of the Roundsman's Line, on average 4 meters long with tentacles extended

The soft-bodied zaswang swings and squirms through the canopy. It is awkward as monsters go, a cephalopod dragged out from the murk of the ocean floor and placed incongruously in the treetops. But armed with its wits and a body unlike any of its competitors, it has carved out a comfortable niche in the forests of the Sen Coast.

A zaswang's retractable beak is the only hard part of its body, and so long as its beak can fit through an opening, the rest of it can follow. Its slitted pupils rapidly adjust to changes in light, such as when it leaves the inside of a tree hollow, or when it moves from the darkness of the understory to the bright branches of the canopy. Meanwhile, its grasping tentacles have suckers to help maintain its grip as it climbs. Specialized cells and muscles allow it to change the color and texture of its skin respectively, a feat made all the more impressive by the fact that the zaswang is technically color-blind.

Equipped with such effective camouflage, zaswang are notorious nest-raiders, waiting patiently for opportunities to steal unguarded eggs or helpless chicks. They supplement their diets with snails, woodlice, and various species of giant beetle, which they crack open with their hooked beaks. Venom glands inside the mouth sometimes help secure their prey, but this is rarely necessary. Instead, zaswang use their venom for defense. When both stealth and escape fail, they bloom with color to mimic the toxic plants native to Towon Seha, and most predators know to take the warning and flee.

All these adaptations together make the zaswang a potent arboreal specialist. But there is one other habitat where it has found equal success: ours. By nesting in ruins and digging through rubbish heaps, wild zaswang live in large numbers in both Stationtown Seabounty and Stationtown Bhusag. All eradication efforts so far have failed, for these wily monsters recognize most traps and poisons, and on the rare occasions they don't, others of their kind learn quickly. Exterminators who think to target the eggs instead are often similarly flummoxed. A mother zaswang stops eating to clean, moisten, and protect her young until she dies, and she makes for a vigilant and dedicated guardian.

I admit I have never made peace with the doom of the zaswang. Ultimately, many monsters die after they mate. But the sentimental part of me protests that the zaswang's intelligence should save it, somehow, from willing starvation. If the greenkings are responsible for creating them this way, I call them cruel. If this is instead nature's work, I call it senseless. Either way, I do not understand. Perhaps therein lies the reason why I find the zaswang so tragic; perhaps, because even these most clever of monsters cannot explain themselves, I feel for them all the more.



STYLES

MIGHTY

0

PRECISE

2

SWIFT

0

TRICKY

3

SKILLS

CURE

+2

DISPLAY

+3

GRAB

+2

SEARCH

+1

STUDY

+3

TRAITS

APOSEMATIC. (Cost: 2 Actions) Make a **DISPLAY**, using any **STYLE**. You become **Exposed**, and a creature of your choice becomes **Frightened [A]**.

CAMOUFLAGE. (Cost: 1 **TRICKY** Success) You become **Hidden**.

CLIMBING 3. (Passive) You can climb without Disadvantage. In addition, if you Move while climbing, you can Move up to 2 Strides instead of 1. Finally, you gain Advantage on all **TRAVERSALS** while climbing.

SLIPPERY. (Passive) You can't become **Caught**.

VENOM 2. (Cost: 1 Success on a **SHOT** or **STRIKE**) The creature hit by your **SHOT** or **STRIKE** becomes **Poisoned 2**.

ADDITIONAL

**PARENTAL
SACRIFICE
PLAYFUL**

PARTS

BEAK. Range: 1 (**TRICKY STRIKE**).

♦ If Broken: Range: 1 (**TRICKY STRIKE**). This **PART** deals half Damage.

TENTACLES. Range: 2 (**PRECISE STRIKE**). If you Attack with this **PART** and succeed, you may pull your target 1 Stride closer.

♦ If Broken: Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage. You lose **CLIMBING 3**.

DURABILITY

20

20

BEHAVIOR

If no creatures are **Exposed**, target a creature who is **Poisoned**, since you recognize when your bite weakens a creature. Your instinct is to watch and learn, since your intelligence allows you to be more strategic than most monsters. Keep to the canopy or rooftops where non-**CLIMBING** creatures have difficulty reaching you, and patiently whittle your prey down. Typically, you won't use **APOSEMATIC** until you're **Wounded**, not for tactical reasons but because you prefer not to make yourself **Exposed** unless the situation is serious. Once you start using **APOSEMATIC**, pair it if possible with your **CAMOUFLAGE** to mitigate the downsides.

DIET

- Terrestrial monsters (*Worm*), eggs (*Katang Egg*, *Wari Egg*)

HABITAT

- Shore (*Stationtown Seabounty*), Woodland, Desert (*Stationtown Bhusag*)



ZIMMUDO

A monster of the Gardener's Line, on average 4 meters in height

The zimmudo is the Sen Coast's most placid monster. Immediately recognizable from its black and white coat, it meanders at a leisurely pace through the cloud forests of the Lakkarakku, happy to ignore and be ignored by its neighbors. Its long claws may look intimidating, but they are too fragile for frequent combat, and it uses them as weapons only under duress. Instead, their main purpose is to pull branches lower so the zimmudo can strip them of the choicest morsels. Despite its carnivorous ancestry, the zimmudo feeds exclusively on the tender shoots and leaves of the pipegrass plant.

Pipegrass is well known for its soporific effects, especially when reduced to its oil or resin. It seems unlikely that zimmudo spend their entire lives intoxicated in the same way as dedicated hookah smokers, but their natural behavior certainly does nothing to dispel the notion. They do little except eat and sleep, always in an unhurried manner, and it is exceptionally rare for a zimmudo to have a hostile reaction to another monster, no matter the species.

Perhaps this is because the zimmudo's serenity has a way of radiating to others in its proximity. Watchful hutangwa become drowsy when it passes, while hunting crownwolves become playful and distractible. Even human beings have a difficult time concentrating in a zimmudo's presence. Academicians have put forward a number of theories explaining this ability, ranging from interference by the greenkings, to a psychoactive cloud which zimmudo emit like a protective veil, to an automatic empathetic response in its observers independent of either the One Law or chemistry.

That is not to say zimmudo are incapable of aggression. Sexual arousal can overpower even their natural calm, during the few days each year when mating occurs. Female zimmudo rub scents onto the pipegrass to signal their availability, and males who converge on the same place will bark, growl, or lunge at each other to win the right to mate. Their belligerence does not necessarily end there. When food is scarce, males are known to attack and kill the blind, hairless kits, even while they are still suckling their mother's milk — why is unclear. Finally, the frenzy in particular reveals the zimmudo's capacity for violence. Their temperaments may suppress the earlier symptoms of the infection, but when aggressive behavior finally occurs, its explosive release exacerbates it ten times over.

As tempting as it may be to characterize zimmudo as clumsy, gentle creatures who care only for stuffing their mouths with leaves, they are ultimately still powerful, dangerous, and wild animals. Perhaps it is fairer to say they are both at once: amiable and vicious, forgiving and cruel, as is nature itself.



STYLES

MIGHTY

0

PRECISE

2

SWIFT

0

TRICKY

3

SKILLS

ASSURANCE

+3

CURE

+3

GRAB

+2

STRIKE

+1

TRAITS

DISORIENTING. (Passive) Creatures who Attack you (*whether they succeed or fail*) become **Confused**.

SEDATIVE. (Cost: 1 Action) Until the start of your next turn, all creatures must spend 1 extra Action to Attack.

UNFLAPPABLE. (Passive) You can't become **Confused**.

ADDITIONAL

SELECTIVE DIET

PARTS

CLAWS. Range: 1 (**PRECISE STRIKE** or **TRICKY STRIKE**).

♦ If Broken: Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

THROAT. Passive: Each time you use **SEDATIVE**, every creature of your choice becomes **Confused**.

♦ If Broken: You lose **SEDATIVE**.

DURABILITY

10

20

BEHAVIOR

If no creatures are **Exposed**, target the last creature to Attack, since that rarely happens around you. Your instinct is to smother the aggression of those around you, using the brief gaps between your uses of **SEDATIVE** to go on the offensive yourself. Those who attempt to circumvent this enforced pacifism with **TRAITS** must contend with your ability to make them **Confused** — though it's possible for wilders to circumvent this by taking a leaf out of your book and cooking a meal with your favorite Ingredient, Pipegrass Shoot, which grants **UNFLAPPABLE** itself. Hunts against you can become rather odd, but their novelty is what makes them unique.

DIET

- Foliage (*Pipegrass Leaves, Pipegrass Shoot*)

HABITAT

- Mountain (*Pipegrass Groves*)



ZIZIWEN

A monster of the Saucier's Line, on average 2 meters in length

We humans speak with particular disgust regarding the ziziwen, but by what right does a predator judge a parasite? Ultimately, their method of feeding leaves the victim alive, and where there is life, no matter how much it suffers, there remains the possibility of happiness. Perhaps, in the end, their way is kinder.

Such platitudes mean little in the moment to the ziziwen's hosts, though. The female of this gangly insect species is a bloodsucker, using her needle-sharp, multipart proboscis to stab through thick skin. She flies nearly in silence, considering her size, and she injects numbing saliva with her first bite to hide her thievery until it is done. This only works for her preferred hosts, gargantuan monsters like the flintknuckle or tanpo; for smaller monsters, she eschews stealth and simply pins them down with her greater size. This parasitism is much more than a simple inconvenience. A ziziwen can take so much blood in one feeding that the victim is left weak and delirious, making it easy prey for other hunters. Ziziwen are also well-known vectors of disease, and mounting evidence indicates that the frenzy numbers among the maladies that ziziwen can spread from one host to another.

Only adult female ziziwen drink blood, and only they are capable of the dramatic transformations that result. Their swollen abdomens, where they store their meals, are speckled in their natural state. But after feeding, the patterns shift and change color, even as the exoskeleton remolds itself to resemble the monster on which the ziziwen most recently fed. The oft-reported fact that ziziwen can grow second heads is a myth, but when a buzzing ziziwen zips past in the night, its skull-shaped abdomen leering, it is easy enough to believe.

The transformations are not just cosmetic, either. Ziziwen can temporarily grow armor, mutate their legs, or even breathe fire after feeding. During one memorable encounter, I saw a ziziwen develop a kaleidoscopic melange of mutations as it fought a wilder, each change receding as fast as a new one emerged. During another, I saw a ziziwen bite a giant; I did not recognize the terrible, inhuman face upon its abdomen, and it nearly tripled in size before the giant managed to squash it.

As for male ziziwen, they are a quarter as small, live only half as long, and feed exclusively on nectar. They are harmless, unless one is sensitive to noise, for they use their droning wingbeats to attract as many females as possible before they die. Female ziziwen typically only mate once, but they can lay multiple batches of eggs depending on how well they have fed.



STYLES

| | | | |
|---------------|---|----------------|---|
| MIGHTY | 0 | PRECISE | 3 |
| SWIFT | 0 | TRICKY | 2 |

SKILLS

| | | | | | | | |
|------------------|----|--------------|----|---------------|----|---------------|----|
| DISPLAY | +2 | HOARD | +1 | SEARCH | +2 | STRIKE | +1 |
| TRAVERSAL | +2 | | | | | | |

TRAITS

BLOOD SCENT. (Passive) You gain Advantage on all Tests during the first round of The Hunt if the other side has a **Wounded** creature.

BLOODSUCKER. (Cost: 3 Actions) Make a **PRECISE STRIKE** against a creature within 1 Stride. If you succeed, you gain a level in one of the creature's **STYLES**, **SKILLS**, or **TRAITS** until the end of the Journey. (The creature does NOT need to have more levels in it than you do.) If you use this **TRAIT** again, replace the previous level gained with the new one.

FLYING 2. (Passive) You can fly. In addition, if you Move while flying, you can Move up to 2 Strides instead of 1.

NATURAL REFLEXES. (Passive) You halve the Damage you take from **SWIFT STRIKES** and **SWIFT SHOTS**.

ADDITIONAL

METAMORPHOSIS
POLLINATOR

PARTS

ABDOMEN. Passive: Each time you use **BLOODSUCKER** or a non-Passive Trait gained from Bloodsucker, each creature within 1 Stride becomes **Frightened**.

♦ If Broken: You become **Exposed**.

PROBOSCIS. Range: 1 (**PRECISE STRIKE** or **TRICKY STRIKE**). Passive: If you deal Damage to a creature with this **PART**, you may use **BLOODSUCKER** on it without spending any Actions or making a Test.

♦ If Broken: Range: 1 (**PRECISE STRIKE**). This **PART** deals half Damage.

WINGS. This **PART** has no additional effect.

♦ If Broken: You lose **NATURAL REFLEXES** and 1 level of **FLYING**.

DURABILITY

20

20

10

BEHAVIOR

If no creatures are **Exposed**, target a creature who is **Wounded**, since you are drawn to the smell of blood. Your instinct is normally to be stealthy, furtively sipping blood and flying away before your host notices. But against creatures as small as wilders, you have no qualms about using your superior size to pin them down and suck them dry. Use **BLOODSUCKER** often, both to catch your prey off-guard with their own **TRAITS** and to make them **Frightened**. Depending on the circumstances, you can start The Hunt with a **TRAIT** from any local monster, as a leftover from your last meal.

DIET

- Blood, nectar (*Flutecup Nectar*)

HABITAT

- Woodland



11

GUIDING THE GAME

ADAPTING THE ONE LAND TO YOUR TABLE

The traditional term for your role is “game master.” It’s an accurate title! You represent all the game world outside the players, and you’re likely the first person they ask to learn more about the rules or the setting. You’re probably also responsible for elements outside the game like scheduling and hosting, though you don’t have to be, and it might ease the burden if another player takes charge of that.

The system-specific term for *Wilderfeast* is “Guide.” For one, it’s just more thematic. But also, you’re not exactly in control. You know more about the wild than anyone else, but you don’t know everything. The players give the story momentum, the dice fall how they will, and the game world is an amorphous, living place that’s going to change and grow in ways you can’t predict. Knowing this, leading the way might seem intimidating. We’re not going to lie — being the Guide can be demanding. But it’s also rewarding in the same way that serving a meal to your loved ones is rewarding. The more you practice, the more fun you’ll have and the easier it’ll become.

GETTING STARTED

Many systems recommend starting with **session zero**. During session zero, you establish the safety tools you’re using and set expectations before you create characters together. At its most basic, session zero is about collectively answering the question, “*What type of game are we playing?*” How long will it be? What do you hope will happen, and what’s off the table? You might be the only one who’s read the book so far, so — what even is a wilder, anyway?

System-agnostic advice from other games applies here. You can also find plenty of resources online, such as session zero checklists. Finally, if you’ve played tabletop RPGs before, you probably have previous experience in a session zero (even if it wasn’t called that), so think about what worked for you and what didn’t. This section focuses on advice that applies to *Wilderfeast* specifically.

VEGAN ACCESSIBILITY

An accessibility topic that often comes up is veganism. You may have players who aren’t comfortable with their characters eating animal products. As with all safety concerns, the first rule is to communicate. Where are their boundaries? What tools are you using to make sure those boundaries are respected? After talking, you may find that *Wilderfeast* just isn’t to their tastes, and that’s perfectly OK — there are many other excellent games you can play together later.

If they’re still enthusiastic about playing, here are some ways wilders can participate without eating meat. Be warned that these methods stretch the definition of “veganism,” as they’re still technically animal-based.



But ultimately *Wilderness* is a game about how all life is inextricably connected, and it's hard to completely decouple your mutations from their original sources without compromising the spirit of the game. Wilders who aren't comfortable eating certain types of meat are also welcome to use these rules on an as-needed basis.

Mushi

Instead of eating animal-sourced Ingredients, wilders can eat **mushi**, a mysterious group of fungi which absorbs the essence of local monsters. Mushi come in all shapes and sizes, and there are as many species of mushi as there are species of monster. Mushi are also omnipresent, and the academicians still struggle to understand how they reproduce and feed.

The going theory is this: when a monster decomposes, microscopic particles from its body spread throughout the soil, water, and other monsters of its habitat. After many generations, any given species becomes part of its environment on a molecular level, and it is these molecules that mushi eat — and impart when eaten. They are consumers who are several generations removed from that which they consume, but even so the One Law applies.

In terms of gameplay, an Ingredient and its mushi equivalent have the same effect. For example, Gillgifter Goby has the same effect as *Gillgifter Goby Mushi*. Any time a wilder Forages an Ingredient, they can choose to gather the mushi equivalent of the Ingredient instead.

Wilderfruits

Instead of eating frenzied monsters, wilders can eat **wilderfruits**, which are grown from trees planted over frenzied corpses. The wilderfruit tree is rare and unpredictable, and it only emerged in the wild after the fall of the greenkings. Its seeds sprout when planted above the grave of a frenzied monster, and the resulting tree, which grows to maturity in less than a day, looks different every time. The fruits they produce also vary dramatically, with some mimicking the texture and taste of the buried monster and others having no physical similarities at all. Wilders must take care to extract new seeds from the eponymous wilderfruits produced by this tree, so they can plant the seeds again after the next hunt.

In terms of gameplay, wilderfruits are identical to the meat of a frenzied monster. Wilders who eat wilderfruit follow all the same procedures for The Feast.



SETTING EXPECTATIONS

Wilderfeast is primarily about hunting monsters. Make sure every player is enthusiastic about this premise before proceeding.

If a player expresses reluctance about hunting monsters, ask if they're willing to share what specifically gives them pause, as they may be carrying assumptions from other monster-hunting games or stories. (And don't press them if they don't want to explain.) The vegan accessibility adjustments mentioned previously can help if a player doesn't like the idea of their character eating meat. Setting elements like the frenzy exist to make hunting a more-or-less morally uncomplicated, ecologically helpful thing to do. If they don't like realistic descriptions of animals getting hurt, you can take a more cartoonish approach to narration; if they're more interested in helping or feeding monsters, make sure to spend extra time on these aspects of the game. After a discussion, their answer to playing still might be no, in which case you should respect that.

On the other hand, if a player is maybe too enthusiastic about hunting monsters, it's worth stating *Wilderfeast* is not about hunting every monster. Discuss with your group what actions, in general, you believe merit an increase to Harmony. Acting like a modern-day conservationist is at the extreme end of the spectrum. For most, it's enough to simply treat nature with respect — to listen when it speaks and to receive its gifts with humility and gratitude. Then discuss what actions, in general, you believe merit a decrease to Harmony. It's important to communicate these expectations beforehand, as otherwise players who learn about them in the moment might feel punished or taken by surprise.

YOUR ONE LAND

Where in the world will your game take place? Will it even be this world? Feel free to set your game in another setting, such as one of your own making or one from a franchise or piece of media you love. Even if you set the game in the One Land, you are unavoidably going to make choices that shape it in a unique way. Will your game take place in the Sen Coast, a land of your own making, or a variety of lands throughout the supercontinent? Decide based on what's most exciting for your group. You can work out the details of creating custom rules for this setting as they become relevant.

Once you've settled on a place (or places), ask your players how much they want to contribute to the setting versus how much they want to explore your singular creative vision. Particularly for players who are more interested in being inhabitants of the world rather than its co-authors, this is their chance to contribute to the setting's worldbuilding before they "get into character," so to speak. Authorship of the game world is a spectrum, not a binary, and you can always revisit this question as necessary.

❖ HISTORY MYSTERIES ❖

The One Land has many grand mysteries without definitive answers. You don't ever need to provide these answers to your players, but it might help you stay consistent if you privately decide on your own version of the truth. For example:

- The Conductors were angelic proto-humans from another dimension, who only experienced hunger upon arriving in the One Land.
- The giants eat humans to stay human. Otherwise, they'd slowly transform into copies of the Green Hunger, who is "reproducing" via the One Law.
- The secret ingredient for wilderfeasts is really just love.

Here's another set of possibilities:

- The Conductors came from space, possibly our own Earth. They are interstellar refugees who fled their planet after irreversibly destroying its biosphere.
- The giants eat humans because they can, a cruel demonstration of power that asserts their control over the social order.
- Wilders can only create wilderfeasts because of their non-human senses, which allow them to tell when a cooking technique successfully cleanses the frenzy or not. They have a hard time explaining how they know this, as it happens mostly subconsciously.

In the end, though, these big questions are less important than the little details. If the players are interested, they'll pursue the answers. If not, let these setting elements fade into the background where they belong.

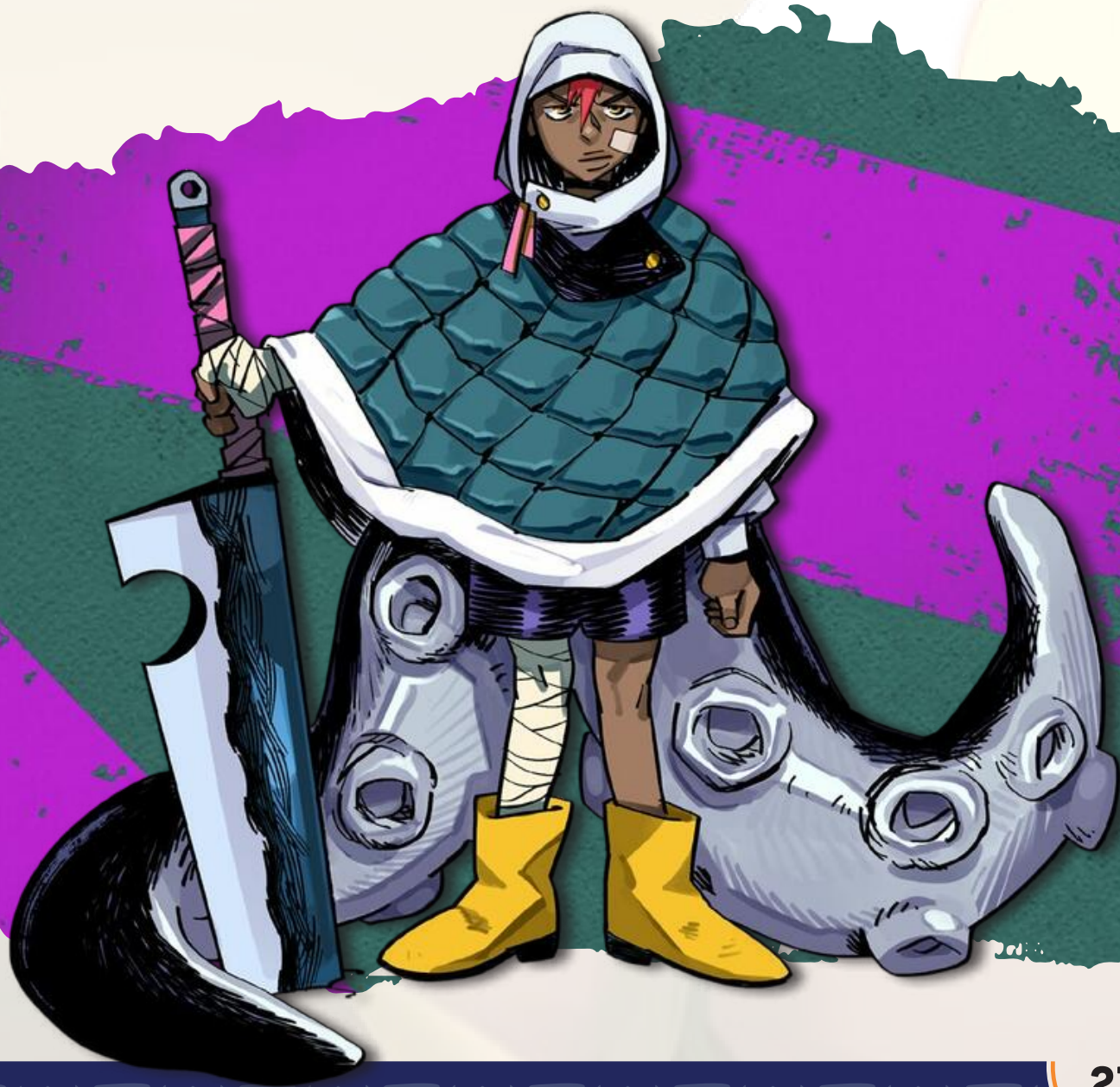
YOUR FIRST JOURNEY

Don't overcomplicate your first Journey. Start in the Region where the pack established their Den — this is probably the natural environment they're most interested in exploring. Give them only one Sign to pursue, and make it relevant to their goals as a pack, which they communicated to you through their choice of pack archetype. For example, if they're a bounty-pack, post a bounty! If they're a lore-pack, give them an unusual frenzied monster to research. Then, as you play, look for opportunities for the pack to interact with their important monsters from character creation. The wilders chose these NPCs as their first connections to nature for a reason. The sooner they find something or someone in this world to care about, the more invested they'll be in what happens next.

There's a decent learning curve to this game, so explain the rules in stages and be patient if anything needs repeating. After playing for the first time, wilders might regret the choices they made during character creation, so let them know they're free to re-do anything about their character (either mechanically or narratively) if they try it out and find it's not to their liking.

Similarly, once your first Journey is over, evaluate your own experiences with the game. Did you forget any rules? Now is a good time to make a note or ask the other players for help remembering. When did you have the most fun? What do you want to bring forward into future sessions, and what parts of the world are you most interested in exploring next?

Finally, during the first Downtime, introduce three Signs that each point toward one of those topics of interest. Having multiple Signs to pursue implicitly opens up the possibilities, but you should also tell the wilders outright: from here on out, they choose where they go next.



AS YOU PLAY

As the Guide, you have two primary goals:

- **Root for the players.** You may represent all their opposition, but you are also their biggest fan. Recognize their choices, and reward their plans, efforts, and creativity. Describe their failures as a result of the odds stacked against them, not incompetence — even a partial success is not a pratfall but a small victory salvaged from the verge of defeat.
- **Portray the world honestly.** Allow each aspect of the One Land, animate and inanimate, to act in accordance with its own principles. If nature wouldn't hold back, you shouldn't either. Be consistent with the fiction you've established, but also don't be afraid to rewind and revise if you realize a different way makes more sense.

Everything you do, in some way, serves these goals.

PLANNING THE JOURNEY

Every Journey starts with Signs, and the easiest way to create Signs is to pick a wilder's goal and put a frenzied monster in front of it. There are both mechanical and narrative reasons that make frenzied monsters intrinsically worth hunting, but it always helps to make the stakes personal. A frenzied monster can threaten loved ones, block a path, guard a treasure (literally or metaphorically), provide a resource, represent a past trauma, and more.

This approach helps you create a set of interesting circumstances, rather than a series of plot points. React organically to the pack's choices, and don't plan (or push) for certain outcomes. Celebrate every detour and distraction — these indicate that the players are invested, and they make the world feel alive.

Similarly, as you play multiple Journeys, you don't have to outline how they're all going to fit together from the beginning. The random monster that knocked out the entire pack when no one expected it, including you, carries greater weight as a nemesis than the apex monster no one gets to see until the final session. Bring back characters and locales from previous Journeys as much as possible, but change them slightly with each appearance so the wilders can see how the world responds to their actions.

When you've assembled enough NPCs and Communities from previous Journeys that you don't feel the need to introduce new ones, that's when you know the action is building toward a climax. Identify the central tension between all these Communities, and see if the wilders can resolve it. Is it possible for all these people and monsters to live in harmony? Then, after your finale, take a break. This is not the end of your time in the One Land if you don't want it to be, merely the start of a new season. Perhaps when you return, old wilders have retired to be replaced by new ones, or the pack has moved on to a different location.

NPCs

Wilderfeast places a large emphasis on NPCs who don't speak and act like humans. You're going to spend a lot of time either describing your non-human body language or pantomiming squeaks, chirps, roars, growls, and hisses. Remember that nature isn't self-conscious, and you shouldn't be either. The more you lean into the role, the more fun it is for everyone.

Every NPC is more than just their species. Give each NPC, both human and monster, a keyword that defines their personality. You can use the provided table as inspiration. If you like, you can also give NPCs keywords to describe their appearance, methods, and goals. Just one of each is enough to start. Depth of character is a natural consequence of time, and important NPCs will develop more details each time they appear.



NPC KEYWORDS

1d20

Choose a column, or pick one randomly.

| | | |
|-----------|-------------|--------------|
| 1 | bold | cautious |
| 2 | diligent | lazy |
| 3 | friendly | aloof |
| 4 | vigilant | oblivious |
| 5 | mischievous | reliable |
| 6 | imposing | meek |
| 7 | goofy | haughty |
| 8 | clumsy | graceful |
| 9 | stubborn | indecisive |
| 10 | moody | calculating |
| 11 | rude | tactful |
| 12 | rowdy | gentle |
| 13 | playful | messy |
| 14 | fussy | cautious |
| 15 | independent | affectionate |
| 16 | curious | anxious |
| 17 | loyal | hurt |
| 18 | loud | quiet |
| 19 | belligerent | diplomatic |
| 20 | gluttonous | picky |

All NPCs, whether human or monster, are residents of the world just like the wilders. They have their own agency, abilities, and desires. At the same time, NPCs are dealing with their own problems. They can certainly help if the pack needs it, but they function best when they're working in the background. Perhaps they're delaying the advancement of certain Signs, resolving problems in distant lands, or contributing to Downtime projects while the wilders are busy on their Journeys. Avoid situations where the best way for the pack to accomplish something, especially the core duties of hunting, cooking, and feeding monsters, is to ask someone else to do it — unless you can make an adventure out of the task of asking.

❖ WILDER MONSTERS ❖

Can monsters become wilders? Technically, yes.

The One Law applies equally to all creatures of the One Land, and there's nothing stopping a monster from eating a cooked meal of frenzied meat. However, forcing mutations upon a creature who can neither understand nor consent to these changes is ethically dubious at best. By default, making a monster into a wilder decreases both Harmony and its Community's Health by 1.

However, you can make exceptions. Perhaps feeding a monster a wilderfeast is the only way to improve its quality of life, and afterward it becomes comfortable with its one-of-a-kind body. Or perhaps the tone in your version of the One Land is more fantastical. Just like how the "raised by wolves" trope might be a perfect fit in some games and totally out of place in others, the morality of wilder monsters depends on context.

THEMES

Wilderfeast is about food. We've stated the game's themes explicitly throughout the book, but for good measure: This is a brutal world. To survive, we must eat — an ugly, violent process that destroys our fellow living things. But because we eat, we cook — we make food that is beautiful and healing — and we do it not just for ourselves but for each other. The paradox that kindness is only possible in a cruel reality is baked into nature itself.

Theme can also mean "aesthetic," and in that case, *Wilderfeast* is still about food! The monsters are all cooking-themed (even if you have to dig a few layers deep to find the original inspirations), the people of this world worship a pantheon based on the roles in a brigade de cuisine, and the players are all hunter-chefs with oversized cooking utensils.

It helps the world feel coherent if you keep it food-themed, and it's a useful foundation to revisit if you're looking for ideas. At the same time, you, in real life, are a creature who eats. You certainly have ideas of your own about food, and we invite you to use those ideas to shape your portrayal of the One Land.

CHANGING THE RECIPE

Most Journeys have a similar structure. The pack discovers Signs and investigates them over the course of The Trail, which covers around three to five Areas. Then they have a dramatic confrontation during The Hunt, before ending the Journey with a delicious denouement during The Feast. A great deal of variation is possible within this structure, but eventually, you may find yourself tempted to shake things up.

Here are some ways you can depart from the norm. These ideas are just a starting point to get you thinking about ways you too can customize the game, especially when you want to punctuate dramatic or unusual moments within the narrative.

Quick Travel

If you're short on time — perhaps you're playing a one-shot or you're at a convention — you can skip the rules for navigating. Wilders can Forage with every **STYLE** by default, but they also always take Damage if they fail when they Travel. In addition, all the information about the Area, such as its Traits and Ingredients, is immediately available to them. This can be overwhelming if you bring it up all at once, so introduce the information as it becomes relevant and let the wilders reconsider their choices if this affects their decision-making.

Travel Across Regions

The rules for The Trail are designed for a specific, local scope of travel. But if you want epic odysseys from one land to the next without just glossing over it through narration, make the following changes to the rules for The Trail:

- Instead of traveling between Areas, the pack travels between Regions. Define which Regions are adjacent to each other, if necessary.
- Assign each Region a d6, a d8, or a d20, depending on the overall level of danger there. A Region with a d6 is an easy place to travel, perhaps with clear weather or good roads, while a Region with a d20 is a hazardous place to travel, perhaps with extreme weather, difficult terrain, or territorial monsters.
- Increase the multiplier for the TN of the Challenge to move on. **10 × the number of wilders** is a good place to start, but you can go even bigger depending on how long you want the process to take.
- When you check the result at the end of the round, use these outcomes instead:
 - ◇ **If the pack completes the Challenge**, begin a Peaceful Event. After the Event, the pack moves on to the next Region.
 - ◇ **If the pack has not completed the Challenge**, begin a Dangerous Event. In addition, before the Event starts, **each wilder who used a STYLE the pack has NOT learned** for this Region takes Damage equal to the Region's assigned die (e.g., 1d6, 1d8, or 1d20). After the Event, the pack starts a new round in the same Region. Their total [A] for the Challenge persists between rounds.

This long-term type of travel takes multiple sessions to complete, so make sure your pack really enjoys The Trail before you use these rules. If you feel the need for a change of pace, you can even pause between rounds for side adventures in free play. It works best as a type of transition, letting the pack say farewell to a set of Regions they know well before they tour a new set of Regions in which they're going to spend their subsequent adventures.

Multiple Monsters

The rules work best for a single monster, but there's nothing quite like the moment when a second monster comes barreling into the scene. Use multiple monsters sparingly, but when you do, relish it. There are a couple ways you can adjust the rules for combat when this happens:

When measuring distance, you can simply change the point of reference from the Monster to the Monsters. Whether they're hostile, locked in vicious combat against each other, or friendly, hunting as one, the Monsters are sticking close together, and wherever one goes the other automatically follows. The center of combat might have gotten bigger, but it's still the center.

Alternatively, you can make one monster the center, and make the other measure distance like a wilder. This works best if there are only two monsters, where one is clearly the focus, and the other is a magnitude of order smaller.

When representing multiple monsters in combat, use a simple mechanical effect, like Damage that they inflict at the end of every round or an additional Challenge the wilders must complete during combat. If appropriate, you could represent a subordinate group of monsters as a **PART** of a commanding monster, and they scatter or lose motivation once "broken." If there are multiple sides in combat, each side takes their turns in a set order.

Example

The pack is fighting Monster #1 when Monster #2 arrives to defend its territory. There are now three distinct sides in this free-for-all. At the start of the round, a wilder takes their turn, then Monster #1 takes a turn, then Monster #2 takes a turn. This repeats until all turns are taken.

Non-Monster Hunts

While free play is flexible enough to accommodate many types of combat, you can also adapt the rules for The Hunt for different situations. The pack can fight non-frenzied monsters without decreasing Harmony simply by specifying the violence is non-lethal — perhaps they're trying to capture and release a monster that's outside its native habitat, or they need to drive away a healthy monster who has gotten too curious about a human village. You can push the envelope farther with different kinds of enemies. Perhaps the pack is not fighting a monster at all, but an arksteel colossus, or an army whose **"PARTS"** each represent a different squadron, special weapon, or significant NPC.

The key similarity all these adaptations share is that they take real time. The Hunt is, by its nature, slower than free play. We recommend saving it for the climactic end of the Journey, whatever the pack might be hunting, and sticking with regular Challenges for conflicts during Events.

Cooking Contests

In the default rules, cooking always succeeds. But anyone who's rattled the pots and pans knows that in real life, this isn't true. If you want more robust rules for cooking when quality matters, try this:

- 1• The wilders select Ingredients as normal. Start a **Challenge** with **TN** equal to **the amount of Stamina the meal restores** — this is the maximum quality of the meal. If the wilders are serving a meal with multiple courses, start a separate Challenge for each course.
- 2• Begin **cooking rounds**. During a cooking round, each wilder can make one Test to contribute to a Challenge's total [A]. They have the following limitations:
 - a• The first Test for a Challenge must be a **HOARD**, as a wilder does the mise en place.
 - b• The last Test for a Challenge must be a **DISPLAY**, as a wilder does the plating.
 - c• At some point for each Challenge, a wilder must attempt a **CRAFT**, representing the bulk of the actual act of cooking.
 - d• Once a wilder makes a Test using a certain Skill, no other wilder can use that Skill for that Challenge.
 - e• If time is limited, they must stop after a certain number of cooking rounds.
- 3• The total [A] for an individual Challenge can be lower than its original TN, but it can't exceed it. If the wilders are serving a meal with multiple courses, add the [A] for each course together. Use the final number to determine the quality of the meal. An average [A] of 10 per course is enough to impress most people, but a connoisseur might be looking for an [A] of 20 per course or more.

While three **SKILLS** are central to cooking using these rules, there's room for contributions using other Skills as well, such as a **CALL** to coordinate the kitchen or a **STRIKE** to dice the vegetables. If the pack is competing against another group of chefs, either determine the **STYLES** and **SKILLS** of those chefs and have them take turns during cooking rounds, alternating with the wilders, or decide their average [A] per course beforehand and reveal it when cooking rounds end.



New Phases

If you want a Journey that feels significantly out of the ordinary, depart from the core phases of The Trail, The Hunt, and The Feast. Perhaps the wilders must free a menagerie of caged monsters during The Heist, or perhaps it's time to make legal arguments for the future of an endangered species during the courtroom drama of The Trial. As with all phases, use the rules for free play as a foundation. You can then add more structure through a series of Tests, Challenges, or custom rules.



FAQ

Q: Can a wilder go wild if they have 1 level in the Test's **STYLE**?

A: After going wild, they have 0 Style Dice and automatically fail.

Q: If a **TRAIT** or **TECHNIQUE** says, "choose a packmate," can I choose myself?

A: No.

Q: If the Monster has a Trait that uses <H>, does it use the pack's maximum Harmony?

A: Yes. Harmony, especially maximum Harmony, measures the strength of the natural world, which includes the pack's enemies too.

Q: If a wilder makes a Test and succeeds, can they continue using the same combination of **STYLE** and **SKILL** to deal with the situation?

A: It depends on context. If taking the same action is still helpful, yes. (Consider starting a Challenge to represent this prolonged effort. Each attempt likely costs time or resources.) If taking the same action won't accomplish anything further, no.

Q: Can a wilder make a **CURE** to heal Stamina or the **Wounded** Condition?

A: We recommend not. This cheapens the significance of rest and food, especially if making a **CURE** comes at no greater cost than 1 Action. You can make exceptions during free play if the wilder can pay additional costs like time or materials.

Q: Can a wilder make a **GRAB** to make the Monster **Caught**?

A: We recommend not, at least not on monsters larger than themselves. By design, **Caught** is an asymmetrical Condition, and wilders have very few ways to inflict it. Instead, consider giving the Monster Disadvantage on a certain Test or replicating the effects of the **HANG ON TIGHT** Mitts Technique.

Q: Can you make a wilderfeast out of the parts of a monster who is still alive?

A: It depends on context and the tone of your game. For most groups, this does not count as making the meal "with love."

MAKING IT YOUR OWN

Wilderfeast is a modular system, designed so you can recombine parts of it to suit your own needs. This section explains the thought processes behind each major element of the game, so you can make informed decisions as you modify them and create your own.

In general, **keep it simple**. That's all we have to say on that.

Also, **don't worry too much about balance at the start**. In this game, difficulty is all about context. Some Tools and Traits are more useful against certain monsters than others; some packs take more time to prepare before The Hunt; and some players focus more on tactics and "winning" while others like to be creative or simply goof around. Your priority is to create a mood, communicate each monster's unique personality and ecology through their mechanics, and have a memorable experience — not necessarily to craft a perfectly refined tactical challenge.

At the same time, the wilders are essentially designing themselves to be the most powerful monsters possible. It's inevitable that they find a combination of Traits that demolishes an obstacle you thought would be challenging. When this happens, let them enjoy their power trip. If it becomes a recurring problem — in other words, if a particular configuration of mechanics makes most challenges trivial and overshadows different choices — then tweak it until it's fun again.

To that end, **let the players know to expect adjustments**, especially if you're creating your own mechanics, or "homebrewing" as it's commonly called in the context of RPGs. Nothing in this book is sacred, either. You're welcome to change anything you find here if it's not working for you. (Although we've done our best to make sure that's not necessary.) Just like with the narrative, be flexible and accept changes you didn't originally expect.



TOOLS

The first thing you can customize, the Tools available at character creation, are also the hardest. The easiest way to start is to re flavor an existing Tool. If a player wants to wield a Tenderizer, for example, then they can use all the rules for the Cleaver, and simply change the names of Techniques like **CLEAN CUT** or **BIG F***ING SWORD** to something like **PULVERIZING BLOW** or **BIG F***ING HAMMER**.

The next step is to mix and match **TECHNIQUES** from different **TOOLS**. Perhaps you feel **CLEAN CUT** is just too much of a mechanical mismatch for a Tenderizer, so you replace it with the Beginner Mitts Technique, **CLOSE AND PERSONAL**, instead.

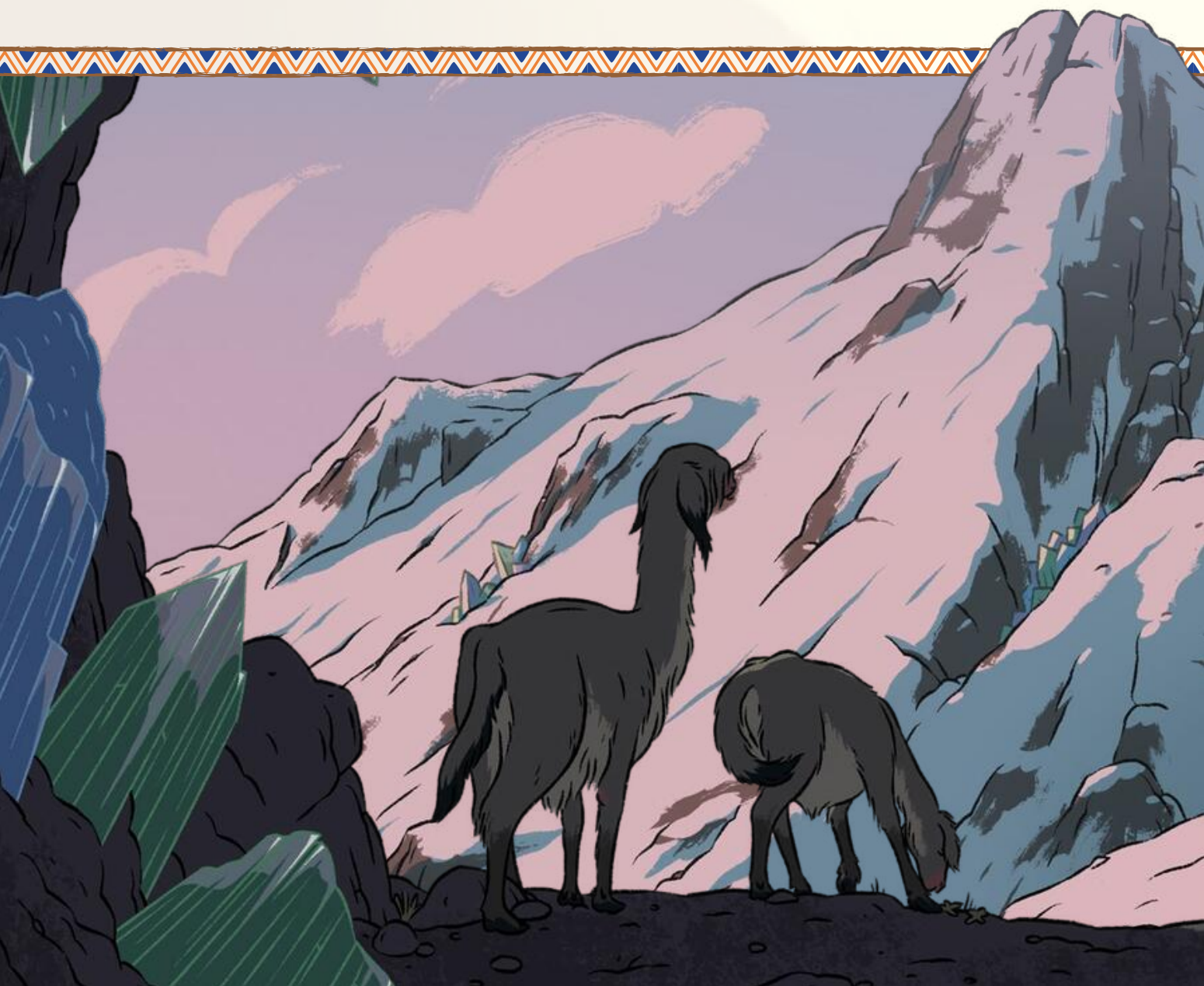
Finally, you can make custom Techniques, up until the point you make an entirely custom **TOOL**. Here are some things to keep in mind:

- Every **TOOL** represents an unordered combination of two **STYLES**. The Tool's Techniques never require a **STYLE** besides these two, and the Tool's overall theme focuses on the overlap between these two **STYLES**. (*Examples: The Torch represents **PRECISE** and **TRICKY**, the two Styles that deal Part Damage when you Attack, so many of its Techniques have to do with breaking **PARTS** or dealing Part Damage. The Cleaver represents **MIGHTY** and **PRECISE**, the two Styles that cost 2 Actions to Attack, so it is slow and cumbersome and makes the most out of every Test.*) During character creation, a wilder gains 3 levels in one of these **STYLES**, 2 levels in the other, and 1 level in the rest.
- Every **TOOL** has access to 4 Beginner Techniques, 3 Intermediate Techniques, and 2 Advanced Techniques, as well as the appropriate shared Techniques. The default Beginner Technique is the foundation for the Tool's mechanical identity. Aim to create a mix of **TECHNIQUES** that are useful for The Trail, The Hunt, and The Feast.
- **TECHNIQUES** that aren't Passive spend either Stamina or Actions but never Successes. They're the results of human intelligence and training, which wilders plan to use beforehand rather than opportunistically do in the moment.
- Each **TOOL** comes with prompts for the wilder's personality. It's intentional that wilders pick what they are and what they struggle to be from the same list. In what way is the **TOOL** a good fit for them, and in what way do they fail to live up to expectations?

REGIONS & AREAS

You can easily add an Area to an existing Region. Perhaps the pack stumbles across the monster's lair, hidden away between two larger Areas, or perhaps they've discovered a secret retreat that isn't on any of the maps. Every Area has the following attributes:

- **Paths.** This is the only mandatory attribute; the rest are optional, if they're the same as the Region's. Try to have at least two Paths for each Area. (*Remember to add corresponding Paths to existing Areas as well.*) Areas with five or more Paths are often central to the Region, and the more Paths an Area has, the more often the pack will revisit it.
- **Traits.** What makes this Area unique? Pick from the list in **Appendix A**, or create your own. Area Traits work best when they have a narrow focus, such as Tests made using a certain Style or Skill, and a simple effect, such as Advantage or Disadvantage.
- **Communities.** Who lives here? If you're creating a Community from scratch, all you really need is a name and a core concept, like "*village famous for its barbeque*" or "*monsters that disguise themselves as boulders.*" You can create more details as needed during play or in-between sessions.
- **Ingredients.** What's on the menu? Remember, in general, monsters are found where there's food for them to eat. If there's a unique monster Community here, you may need to create correspondingly unique Ingredients. For more advice on creating custom Ingredients, see the next section.



When creating a custom Region, the difference in process is more of scale than kind.

- We try to base each Region on a familiar environment and then give it a fantastical twist. (*Examples: The Foaming Shore, the Gnarled Wood, the Hollow Mountains, and the Titan Desert are based off the San Francisco Bay Area, the California redwood forests, the Sierra Nevada, and the Mojave Desert respectively, transplanted to a tropical latitude and seasoned to taste with strangeness.*)
- Each Region in the corebook has ten Areas. For your Region, start small, and then add more Areas as needed if it feels like the wilders have spent too many Journeys treading the same ground. You don't have to create the whole Region all at once.
- It bears repeating: keep it simple. The Region's Traits are omnipresent, so you want to leave space to layer an Area's Traits on top of them. In addition, it's more exciting when the wilders discover Area-specific Ingredients if the Region's Ingredients are blander by contrast.
- The Regions of the Sen Coast have two seasons: a wet summer and a dry winter. Your Region could have different or more seasons, although be warned that if you have more than two, it's going to take time before the pack sees them all. Your Region's modes could also correspond to something besides seasons, like a mysterious storm that occurs regularly but unpredictably, or a cultural event that alters the landscape as humans come and go.



INGREDIENTS

Like with Regions, most Ingredients are the combination of a familiar premise with a fantastical twist. In this case, “fantastical” doesn’t even have to be that strange. It’s enough to have an Ingredient that’s identical to what you’d find in your own pantry, except it has a different shape, color, or size — too different, and the wilders may struggle to imagine what they’re eating when they cook it. Here are some basic guidelines for creating custom Ingredients:

- The Stamina requirements for an Ingredient’s additional effect are based mostly on vibes. The more powerful its effect (or the more difficult it is to prepare within the fiction), the higher the requirement. The only strict rules are that Ingredients that end **Wounded** require 10+ Stamina, and Ingredients that grant a level in a **STYLE** require 20+ Stamina.
- If an effect seems like it can quickly scale out of hand (such as levels in a **STYLE**), reserve it for *Rare* Ingredients.
- *Seasoning* Ingredients typically don’t have effects that increase quantitatively, like “Gain (1) **Rested**” or “Restore (1) Durability.” You can give *Seasoning* Ingredients these effects to create an interesting tension while cooking, but do so only on occasion.
- You can ignore these rules for Ingredients that wilders receive from NPCs rather than Forage during The Trail. Since these are one-time acquisitions, you can limit their game-breaking effects to a single meal.

MONSTERS

Monsters are the heart of *Wilderfeast*. Once you start making monsters, you’ve truly made the game your own.

As usual, an easy way to start is to modify existing monsters. You can change its Style, Skills, or Traits to represent a subspecies, a rare mutation, or even an individual temporarily changed by the One Law. These changes may have ripple effects on other aspects of the monster, but these are generally easy to identify and adjust.

Example

You want to create an arctic variant of the kakwari with feathers made of ice instead of steel. You give it **HASTE** to represent its ability to race lightly across snow, and you swap all its levels in **MIGHTY** for levels in **SWIFT**. As written, this would make its **TALONS** and the **SWAGGER** Trait useless, but it’s simple enough to decide that it can use **SWIFT** instead of **MIGHTY** for these abilities.

If you want to create a monster and its mechanics from scratch, determine the following:

- 1 • **The concept.** Describe your monster in one sentence. Research its real-life inspirations, and imagine how it fits into the ecology of the world. If it helps, determine its monstrous lineage: Baker, Butcher, Fisher, Gardener, Roaster, Roundsman, Saucier, or Stockkeeper.
- 2 • **Diet and Habitat.** Where does your monster live? What in that environment has it evolved to eat? It might seem strange to skip to the end of the stat-block before deciding anything else, but everything — both in life and in the game — stems from diet and habitat. Feel free to revisit this as you develop more details about your monster.



You CAN stop here. Wilders primarily engage with a monster's stat-block during The Hunt, so if they're not going to hunt it, working out all its attributes is unnecessary. Focus on the parts of creature design you find most interesting, whether that's understanding the science behind speculative biology, fitting a new piece into a complex, interconnected system, or simply dreaming up the wackiest monsters imaginable. If you DO plan on using your monster during The Hunt, then proceed:

- 1• STYLES.** Most monsters have 3 levels in one **STYLE**, 2 levels in another, and 0 in the rest. There are many exceptions, though, so do what feels right for your concept. The base stat-block for a monster almost never has more than 3 levels in a **STYLE**, but remember that their **STYLES** increase if you scale them up to **Elder** or **Apex** difficulty.
- 2• SKILLS.** Monsters with +3 in a **SKILL** are exceptional. Their species is known for that **SKILL**, the way cheetahs are known for their speed. Are there any **SKILLS** like that? Then work your way down. Monsters with +2 regularly use that **SKILL** to survive, and monsters with +1 have basic competency. You can also compare and contrast with existing monsters to get a baseline.
- 3• TRAITS.** Pick from the list in **Appendix A**, or create your own. Look for **TRAITS** that both match your concept and fit the monster's **STYLES** and **SKILLS**. You don't have to give your monster every **TRAIT** that fits — for example, every predator is, at least in part, either an **AMBUSH PREDATOR** or an **ENDURANCE PREDATOR**, but we only give those **TRAITS** to monsters where it feels like an essential part of their concept. Don't forget to give your monster non-combat **TRAITS**. It has a life outside The Hunt!
- 4• PARTS.** What are your monster's defining features? Create a list of **PARTS** based on your concept, and assign each a maximum Durability. Most **PARTS** have 20 Durability, but fragile **PARTS** have 10 and tough **PARTS** have 30. Then, place each **PART** into one or more of the following categories:
 - a• Weapons.** Your monster uses this **PART** to Attack. Determine its Range and what **STYLES** and **SKILLS** it can use. If broken, it deals half Damage. This **PART** might also have a simple Passive effect, like dealing Damage to all creatures within a certain distance or shifting the target a certain number of Strides.
 - b• Weak points.** If this **PART** is broken, your monster loses access to a certain **TRAIT** and might also become **Exposed**.
 - c• Weird stuff.** This **PART** ties your monster's mechanics together or has an ability that doesn't make sense for wilders to gain during The Feast. This is where you can get creative, but it's also probably where you'll spend the most time revising your design.
- 5• Behavior.** How does your monster choose its target? When does it take its full turn? What are its instincts in combat? You can define phases for your monster here, such as increased aggression when it becomes **Wounded**. Take this moment to decide how you want hunting this monster to feel: perhaps thrilling, funny, or unsettling? Base your decisions on emotions and the intended experience more than pure strategy.

You're unlikely to get the design right on the first try. (We certainly didn't.) But your players are going to enjoy themselves no matter what, because it's fun to experience a gift made just for you. Edit the monster until you're happy with it, and use what you've learned for the next one.

SYSTEMS

At a certain point, you may want to adjust the core rules or add rules of your own. The best advice we can give here is broad: test often, design one piece at a time, and remember you're doing this for fun.

We can't wait to see what you cook up!



**12**

THE LAST CHAMIG

A SERIES OF INTRODUCTORY ADVENTURES

Fifteen years ago, the Charter declared war against the clans of the Chamigian desert. Their goal: the extermination of the chamig, the gargantuan turtle-like monsters on whose backs the clans build their villages. The Charter all but succeeded. Every egg was crushed and every hatchling slaughtered, while the remaining chamig, each far beyond breeding age, were left to wander the dunes in mourning.

But hope is not lost. Scattered across the wilds, hidden inside ruins claimed by frenzied monsters, lie the fragments of a relic from another era — one with the power to save the chamig from extinction, which only a pack of wilders can find and assemble.

The Last Chamig is a collection of four scenarios which you can play in any order, as either standalone adventures or as part of a connected series.

HOW TO USE THIS CHAPTER

Each scenario contains the essentials for a Journey: Signs, the placement of Tracks, suggestions for Events, and so on. You can play them one after another if you want a tightly paced game where each Journey builds off what happened in the last, but you can also sprinkle them throughout a longer game to give the pack chances to explore the world before returning to the main story. Finally, if you play them all, the chapter ends with suggestions for a finale which doesn't follow the typical structure for a Journey.

However, the scenarios don't contain the spice that brings it all together: you! The little details that inspire you, the random NPCs your group latches onto, and the improvised moments of connection between packmates are what make the world come alive. **In this game, sharing a space together is more important than telling a complex story.** Encourage the pack to get sidetracked. Indulge them when an aspect of the world piques their curiosity. If you have to improvise extra Events, reference their backstories or their previous choices as much as possible. Pre-written adventures can provide the basic ingredients for this type of experience, but ultimately, you'll have to cook it up yourself.

Monster Difficulty

By default, the Monster in each scenario is an **Adult**. You can adjust its Stage to **Young** if your pack has less than four wilders or this is their first Journey. We don't recommend adjusting any of them to be more difficult unless your pack has already undergone a few Journeys and you have a good sense of what's challenging for them.



A Fragmented Mystery

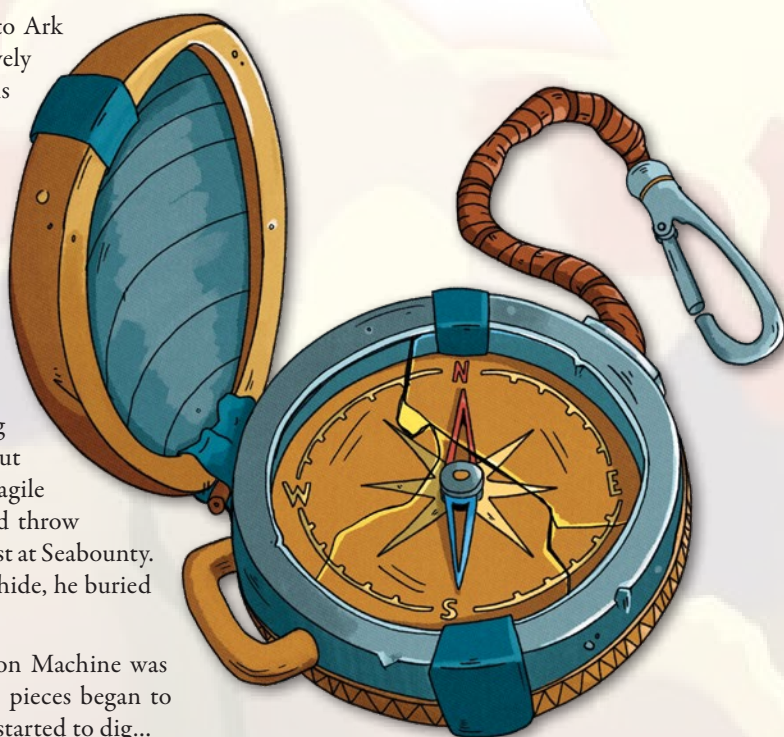
What is the Resurrection Machine? Why are its pieces scattered across the Sen Coast? If you're only running some of the scenarios or you plan on repurposing them significantly, you don't need to worry about these questions. But if you want to tie them together, it helps to know the story behind all of them first.

Near the end of the Bhusag Mutinies, a war giant named Mr. Fumes discovered a Conductor device buried in the desert. He dug it up with his fists still wet with chamig blood, and a drop smeared across the genetic sampling panel. Inside the machine, an embryo grew: a clone of the chamig he had just killed.

Mr. Fumes did not like this. Bringing the relic back to Ark would make him a target; he was a poor giant (relatively speaking), fighting wars for extra funds, and his competitors would think him an easy and tantalizing acquisition if they learned the value of the device. He had promised the extermination of the chamig. If the eventual owner of the Resurrection Machine sold its services back to the Chamsen, would the Directorate find him in breach of contract? How much did he stand to lose?

In the end, he made his decision using neither reason nor even greed, but paranoia and animal fear. He aborted the process by ripping out and pocketing the power core — that, at least, he could keep without drawing suspicion. He smashed apart the most fragile components and hid them on his person — he could throw them in the ocean when he rode south to quell the unrest at Seabounty. The rest of the machine, too cumbersome to move or hide, he buried where he found it.

Mr. Fumes returned to Ark, thinking the Resurrection Machine was safely destroyed. For over a decade, it was. But then, pieces began to resurface, especially as an enterprising pack of wilders started to dig...



THE MUTINEER'S HOPE

Students from Nin Tai Chat Academy plan an expedition into the deep desert. Too outspoken to receive protection from the Charter, they instead turn to more disreputable bodyguards: the wilders. A frenzied monster lairs in the area which the scholars want to research, and if the pack clears a path for them, the students will pay the wilders everything they can spare from their meager funds. Yet both the students and the monster have deeper secrets, which the wilders can unearth while on the trail.

SIGNS

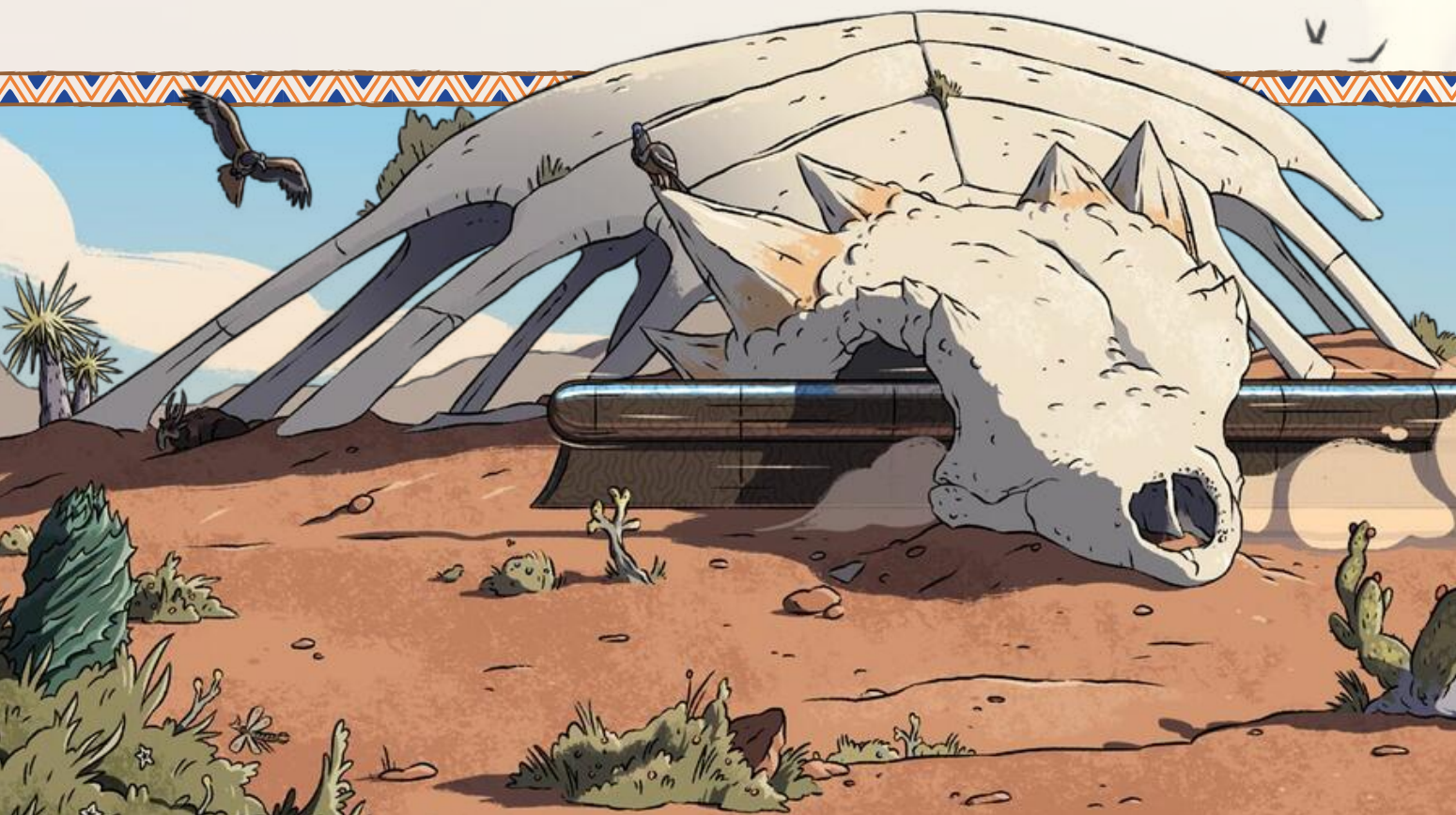
Morose academy students patronize the cheapest restaurants they can find in Stationtown Bhusag, buying pitiful portions to save money. A few still have burns across their hands or faces, and rumor has it they dug up more than just bones on their last expedition to the Mo Hang Fossil Beds. Bounty-packs might hear through their usual contacts that this group of students is willing to pay for wilder assistance, while lore-packs might have an interest in studying the fossil beds themselves. If the pack has interacted with NTC Academy during previous adventures, the same NPCs from those past encounters could make an appearance.

If the pack contacts these students, they agree to meet at a noodle bar in Bhusag's Boneside district. The students themselves are also rather noodly, except for the primary spokesperson of the group, **Chou Pochin** (he/him), a portly man with a wispy white beard, going on sixty years old. Despite his age and passion for natural history, he is technically still a junior academician. Pochin's husband and adopted son both died during the Bhusag Mutinies. Suspecting that Pochin might harbor anti-Charter sentiments, academy leadership has denied him both funding and advancement. Many other students in the group have similar stories, though they're hesitant to share them immediately.

The students were in the middle of an excavation when a frenzied monster attacked them, destroying their supplies and forcing them to retreat. If the pack agrees to escort them out to the dig site, they're ready to head out within the day.

THE TRAIL

At the start of the Journey, there are Old Tracks in Memorial View, leading to Fresh Tracks in Butcher's Valley, leading to the Monster in the Mo Hang Fossil Beds. The Monster, a frenzied **hagsechu** (p. 200), won't leave the Area of its own volition. There is no particular urgency to complete this Journey — while the students are nervous about the half-exposed fossils getting damaged by weather, especially if it's the wet season, or unscrupulous private excavators, this is only a serious problem if they leave the site abandoned for the months it would take the Charter to send them a giant for protection.



EVENTS

#1: Stationtown Bhusag

This Event occurs as the pack leaves Stationtown Bhusag.

- ◇ If the Event is **Peaceful**, the pack encounters a cluster of Chamsen villagers at the outskirts of the city, washing off Zhug, their old, wrinkled chamig. Zhug is relatively small, only about half the size of an adult her age, but she's still plenty large enough to carry the village's one vhan. Pochin can't help but coo over her, and it's obvious he's experienced and comfortable around chamig. If the pack sticks around to help with Zhug's grooming (a **TN 10 Challenge** with minimal consequences for failure), the villagers cook each wilder a shellwheat wrap in thanks, with a filling of their choice. This crispy, fried street food is comparable to jianbing, and it grants +1 in any Skill until the wilder's next meal.
- ◇ If the Event is **Dangerous**, constables corner some students who've lagged behind. They're trying to detain the students for spurious charges, because in actuality they've been paid by NTC Academy deans who don't want the students to complete their excavation. Getting past the constables is a **TN 10 Challenge**, and wilders take 1d8 Damage for each failure on a Test that involves pursuit or violence.

There are multiple routes to the Mo Hang Fossil Beds from Stationtown Bhusag. The students are hesitant about crossing through Butcher's Valley, where an apex monster dwells, and they recommend detouring around instead. However, they trust the wilders to know what they're doing and follow the pack's lead no matter which route the wilders choose.

#2: Memorial View

This Event occurs if the pack detours through Memorial View.

- ◇ If the Event is **Peaceful**, Pochin asks for a brief pause so he can leave an offering for his family. The shrine is dedicated not only to his husband and son but also to his namesake chamig, Chou, daughter of Chag. While Pochin and some other students pay their respects, the pack has a chance to converse with either them or each other. The pack gains 1 Harmony if they make a connection or develop a relationship this way.
- ◇ The Event plays out the same if it is **Dangerous**, except the fresh offerings have attracted a hungry tsian xie. Dealing with it is a **TN 10 Challenge**, but the pack should be careful with any approach that risks collateral damage. The fading portraits placed at these shrines are the last images many of the students have of their loved ones, and they'd be heartbroken if the tsian xie burned or destroyed these mementos.

#3: Butcher's Valley or Eggmound

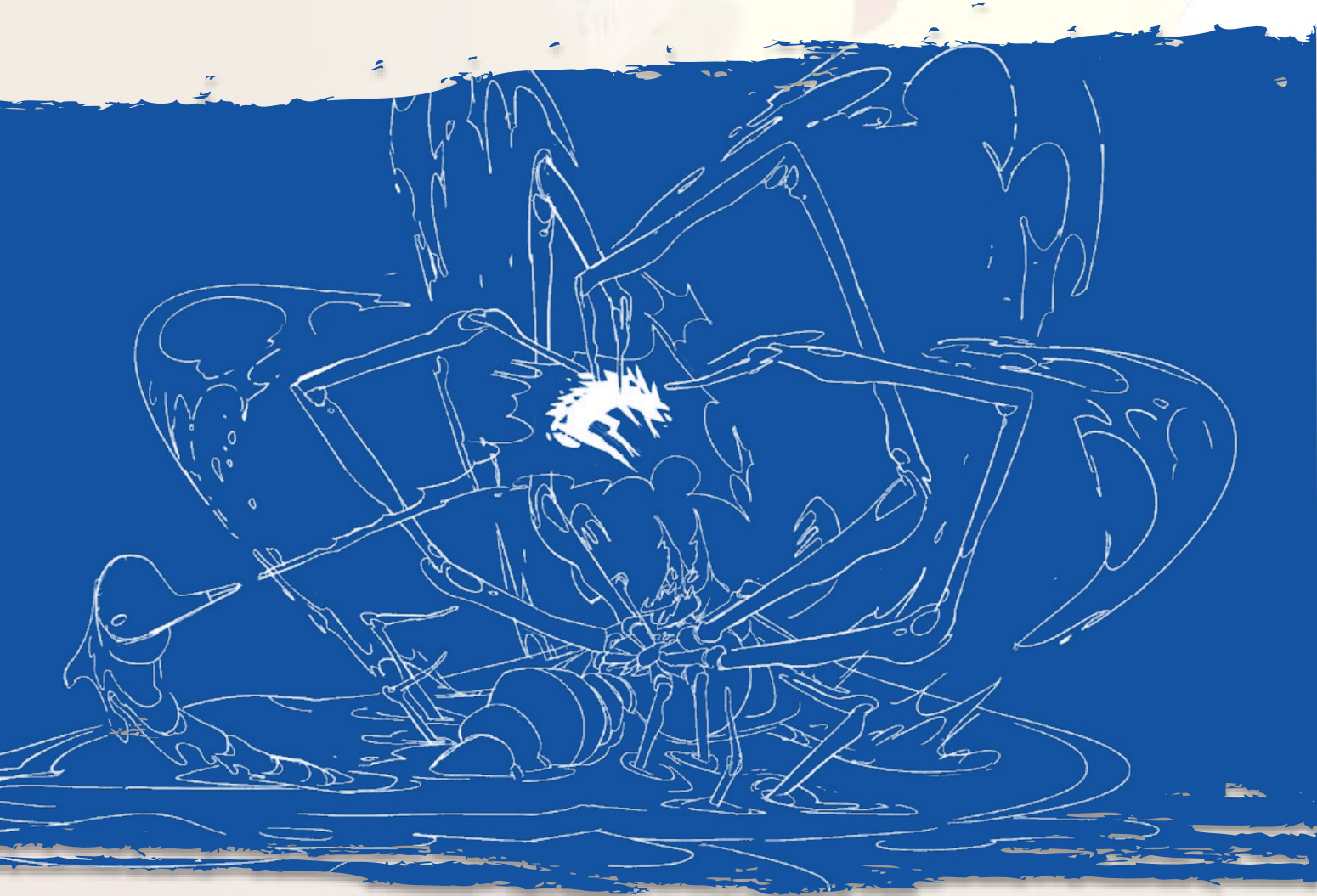
This Event occurs in the Area before the pack reaches the Mo Hang Fossil Beds, wherever that might be.

- ◇ If the Event is **Peaceful**, Pochin cries out in surprise, then suddenly all the students rush to retrieve what looks like an intact chamig egg half-buried in the sand. But it's just a fragment of eggshell, which by some fluke has survived all these years. Pochin's profound disappointment lowers his guard, and if the wilders inquire, he admits they're digging not just for fossils but for chamig eggs that escaped destruction.
- ◇ The Event plays out the same if it is **Dangerous**, except the ground collapses as the students run to examine the egg, plunging them and anyone nearby into a sinkhole from which it is hard to climb out. Use the rules for the "Difficult Terrain" Event (p. 56). Wilders who explore their surroundings discover charred bones and long, sweeping marks in the dirt — a hagsechu made this hole to ambush prey from below, and wilders can ask questions about the Monster as if they discovered Fresh Tracks. This does not, however, count toward granting them initiative during The Hunt, as the trap was made by a different member of the same species.

THE HUNT

The hagsechu lies in wait at the Mo Hang Fossil Beds. It starts combat Underground no matter what. If the wilders found no Tracks, it is also **Hidden** and has the initiative. However, if they did find Tracks earlier, they recognize signs of its presence near the dig site — it is not **Hidden**, and the pack has the initiative. The students stay clear of the action, and they're in no danger unless the entire pack falls and leaves them defenseless.

If the pack slays the hagsechu, they make the dig site safe for the students to resume their work. They find no chamig eggs, but there is something stranger buried just beneath where the hagsechu made its trap: an arksteel device, missing many components, containing a dead embryo preserved in green fluid. No one can figure out how to open the container to examine the embryo closer, but Pochin swears it is a chamig.



DOWNTIME

This piece of the Resurrection Machine is cumbersome and heavy. Moving it anywhere else is a Downtime project with a **TN 30 Challenge**; lower the TN by 10 if the pack has a way to transport large cargo, like a monstrous beast of burden. If they leave it where it is, the students promise to keep it safe to the best of their ability.

As for payment, the wilders can receive it in a couple different forms. Each wilder may choose to either add 1d8 to an ongoing Downtime project (working with the Guide to establish how an academic perspective helps), Resupply once without spending an Action, or gain Advantage on a future **HOARD**.

THE ROYAL LABORATORY

An earthquake ripples through underground ruins, releasing a monster held in stasis for centuries by ancient greenking technology. Dripping with test fluids, infected to the core with the frenzy, it now stalks the caverns beneath the Lakkarakku Mountains. None can travel through the underground passages until they are made safe again, and if the wilders hunt this monster down, they might follow it back to its lair — and all its buried wonders.

SIGNS

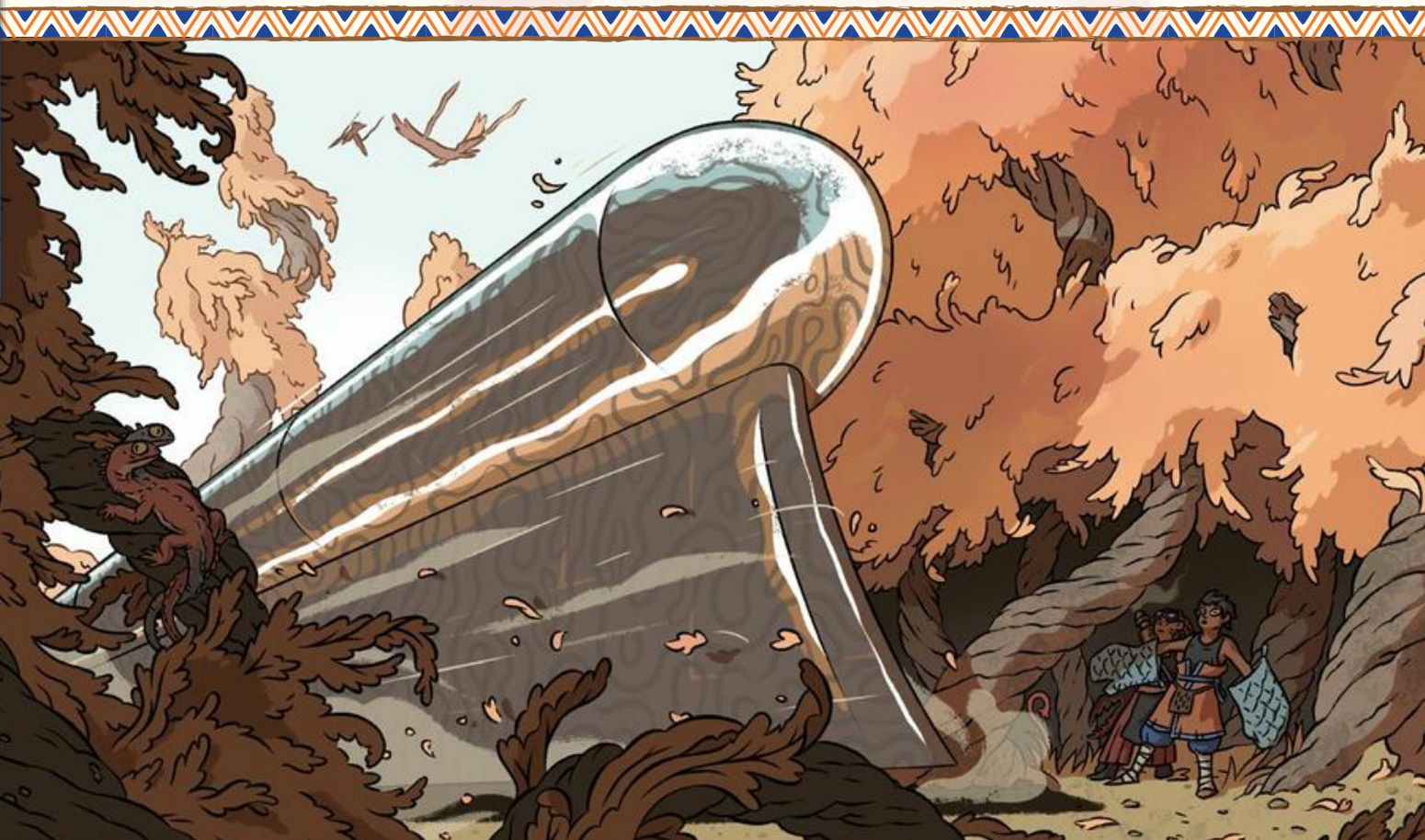
Travelers return from the tunnels beneath the Lakkarakku, whispering of a grotesque horror shambling through the darkness. If it's the dry season, fewer hagsechu than usual make it to Towon Seha for their annual migration. Oath-packs might receive a petition from locals, who worry about their families on the other side of the mountains, while lore-packs might take interest once they hear the Monster has unusual, permanent mutations. It might also just be a question of convenience. If the pack's Den is in Chamigsia and they're heading toward the Sen Coast (or vice versa), they must resolve these Signs before they can make the crossing.

If the wilders want to gather more information before heading out, they can consult wilders from the School of Tusks or the School of Falling Water. **Anthill** (she/her), a retired Falling Water wilder, is happy to share gossip from her subterranean teahouse, although it's hard to sift wild speculation from fact. The pack might even wrangle payment for services rendered from a Community like AEC North, but this is an uncertain proposition that requires a few Tests.

THE TRAIL

At the start of the Journey, there are Old Tracks in Yhayhe Falls, leading to Fresh Tracks in Leyline Section #1115, leading to the Monster in Amethaninamizzet. Set a 4-timer for the Monster, a frenzied **jama-jama** (p. 204), and tick it at the end of each travel round. If it completes, move the Monster to Mount Zayyat, then reset it. If it completes again, move the Monster to Back-of-House, where it attacks Lhog Village and causes the Community to lose 1 Health.

None of the suggested Events for this scenario have human NPCs, emphasizing the lonely and inhospitable nature of the Lakkarakku. If you need additional Events while playing this scenario, keep contact with human NPCs to a minimum.

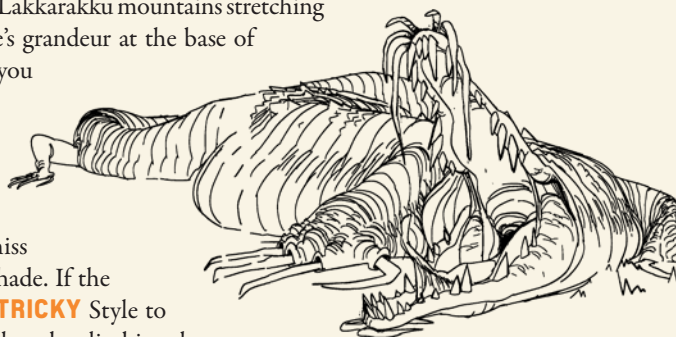


EVENTS

#1: Starting Area

This Event occurs wherever the pack starts the Journey. Packs based south of the Lakkarakku start by default in Lamentations Trail, but they could also take Yhayhe River if they all have **SWIMMING** or ride a ferry. Packs based in Chamigsia could instead start in Back-of-House or Hideaway Gulch, depending on how long you want the Journey to be. Some of these Areas are outside the Lakkarakku Region, but the rules for travel remain the same.

- ◊ If the Event is **Peaceful**, the pack turns a corner and sees the Lakkarakku mountains stretching above them. Summits make for beautiful vistas, but there's grandeur at the base of mountains too — the kind of awe you can only get when you have to crane your head back to take in the view. Use the rules for the "Look at That View" Event (p. 55).
- ◊ If the Event is **Dangerous**, the pack reaches a juncture where multiple **satra** have been driven to the surface by the rampages of the frenzied Monster, and they hiss irritably at each other as they fight for positions in the shade. If the pack chooses to sneak past them, they can only use the **TRICKY** Style to Travel during the next round; if the pack detours around them by climbing the crumbling slopes, they can only use the **SWIFT** Style.



#2: Yhayhe Falls

This Event occurs as the pack leaves Yhayhe Falls. The pack can circumvent Yhayhe Falls depending on the route they take, so if necessary, you can adapt this Event to wherever you consider the midpoint of the Journey.

- ◊ If the Event is **Peaceful**, the pack encounters an important monster from character creation. If none are plausible, they encounter a monster NPC from a previous Journey. Failing that, they meet a new NPC: an extraordinarily rotund and gentle **pondon**, recognizable by her relative youth and a pattern of white fur around her muzzle that looks like a milk mustache. This important monster has come to drink from the headwaters of the Yhayhe River, but it is suspicious and upset, as the river is streaked with viscous, green slime that has leaked from Amethaninamizzet.
- ◊ The Event plays out the same if it is **Dangerous**, except the wilders arrive too late to prevent the thirsty monster from drinking the polluted water. The sickened monster is now **Rehabilitating**, and Harmony decreases by 1 unless the pack finds a place to leave it safely to recover or takes it with them. **CALL** for Tests and adjust any consequences to fit both the type of monster and the pack's plan of action.

#3: Leyline Section #1115

This Event occurs as the pack leaves Leyline Section #1115.

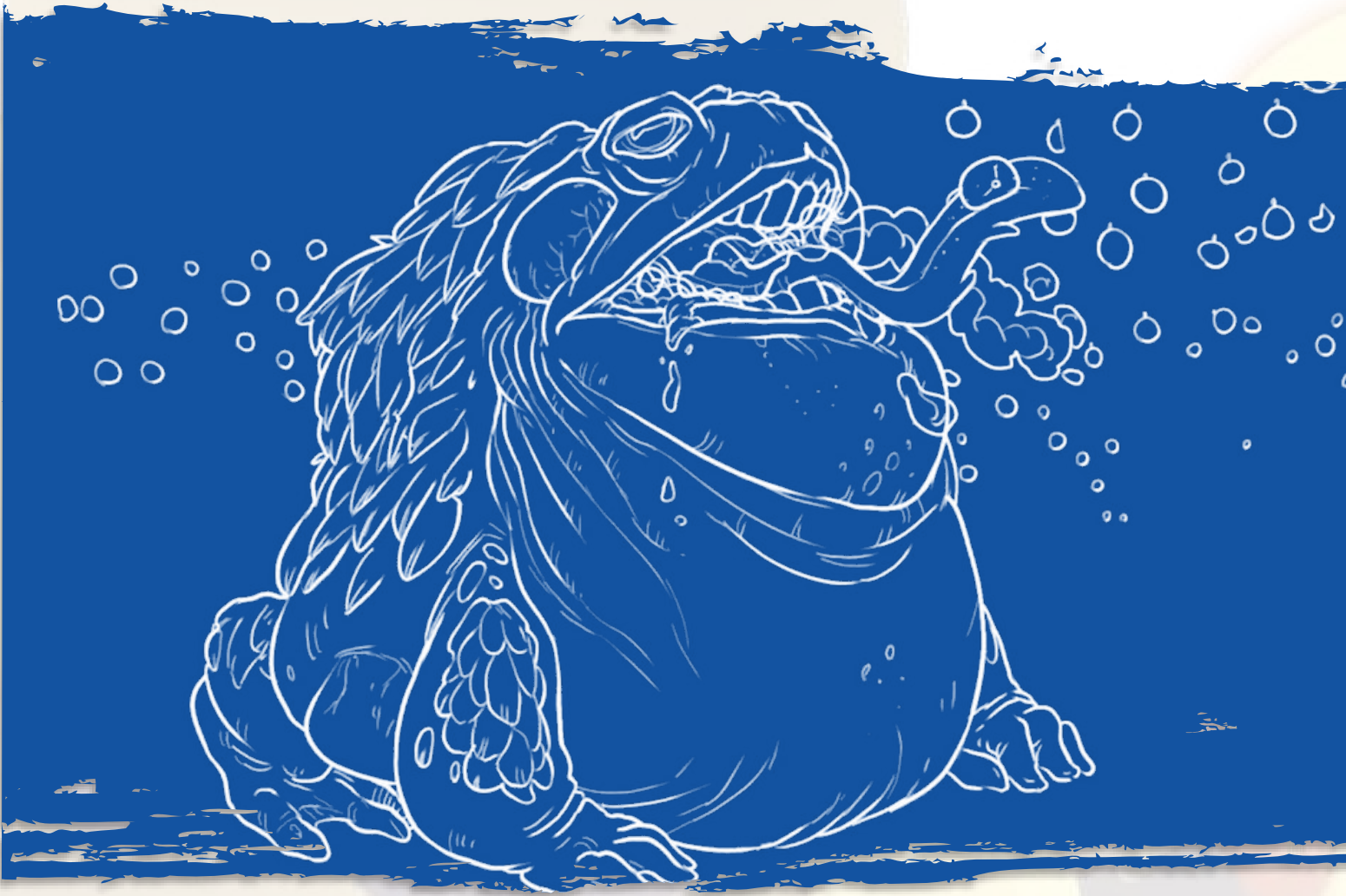
If the Event is **Peaceful**, the pack has a chance for conversation in the silent and featureless dark. Use the rules for the "Walking and Talking" Event (p. 55).

The Event plays out the same if it is **Dangerous**, except the conversation is interrupted as it nears its conclusion by the shriek of an approaching train. There are some (but not many) side passages in Leyline Section #1115 where a wilder might leap to safety, or a wilder might even attempt to lie flat and hope the levitating train passes over them. But whatever they do, they must act fast. Each wilder has enough time to make one Test or take 20 Damage. Adjust the consequences depending on each wilder's approach.

THE HUNT

The mutated jama-jama has been changed by more than just the frenzy. It has a thicker, wider build than other members of its species, larger forearms, and a tongue strong enough to shatter stone. In exchange, it has lost the careful control that typical jama-jama use to harvest fruit from trees. In gameplay terms, the Monster exchanges all the levels it has in **PRECISE** for levels in **MIGHTY** instead. If the pack encounters it outside its lair, then it retreats toward Amethaninamizzet the first time it's **Wounded**.

If the pack slays the jama-jama, they have an opportunity to examine the ancient laboratory before (or as) they prepare The Feast. Other monsters hang suspended in test fluid, but only some show signs of infection by the frenzy. If the pack has completed any of the other scenarios, they recognize that the devices in Amethaninamizzet are similar, but not identical, to the machine whose pieces they are slowly recovering.



DOWNTIME

The pack gains not a physical piece of the Resurrection Machine but knowledge. Reverse-engineering how to assemble and operate the Resurrection Machine by examining the laboratory is a Downtime project with a **TN 20 Challenge**, which the pack can only complete if the last Test they make is a successful **STUDY**. Any creature created by the Resurrection Machine before the pack understands the relic's inner mechanisms risks being born with the frenzy.

In addition, non-Charter Communities now have an easier time traveling between Chamigsia and the Sen Coast. You can demonstrate the impact of the pack's actions simply but effectively by having an NPC from the other side of the mountains visit them over the following Downtime. This NPC might even get a chance to say hello to the pack's latest **Rehabilitating** monster, whose stay is relatively short but unpleasant as it vomits constantly (or does the equivalent for its species).

THE GIANT'S BANE

A frenzied monster kills an influential magistrate in the forest of Towon Seha, and the Charter puts a bounty on its head. But the hunters who flock to the woods for this reward are both inexperienced and indiscriminate, and they are slaughtering innocent monsters in the dozens. To stop this, the wilders must hunt down the true culprit, drive out any hunters they find along the way, and discover what caused the frenzy to spread here in the first place.

SIGNS

A party of bedraggled porters stumbles back to Peikhu Village without their client, the magistrate **To Tai Kung** (he/him). In the short time before the constables take them in for questioning, they tell everyone about the frenzied, winged monster that ambushed them when To Kung called for a lunch break. (Following Yaksen naming conventions, most people refer to him as To Kung unless they're being particularly formal. Fellow members of Clan To might refer to him by his childhood nickname, Tai Tai.) Shortly after, ads appear in the Shoreline Gazette promising a year's amnesty from taxes for the hunter who slays this savage beast, who already has a tabloid nickname: Giant's Bane. Bounty-packs might take the job not only for payment but also to save their profession from disgrace by the ranks of amateurs who've also answered the call. Free-packs, meanwhile, might step up to protect their wild companions from these would-be hunters.

The general consensus is that a frenzied tatangwa attacked To Kung (false), who is now almost certainly dead (true). Further investigation is optional — the pack can undertake this Journey without even learning the magistrate's name. But if they poke around, they discover that To Kung worked closely with a giant named Mr. Fumes, a major producer of cleargas who fought personally in the Bhusag Mutinies. To Kung came to the Witnesswood not for a regular sport hunt, but to test a prototype weapon at Mr. Fumes's request. The weapon was lost along with To Kung's body. His porters describe it as an arksteel puzzle box, built around a glowing cylinder in the center, but they never saw it in action.

THE TRAIL

At the start of the Journey, there are Old Tracks in Teamire, leading to Fresh Tracks in Witnesswood, leading to the Monster in Sen To Orchards. Set a 6-timer for the Monster, a frenzied **pitangwa** (p. 224). If the timer completes, reset it, then move the Monster one Area further on its short loop, as it patrols from Sen To Orchards, to Yhayhe River, to Witnesswood, and back to Sen To Orchards.

Most of the suggested Events for this scenario have human NPCs, emphasizing how the wild forests of Towon Seha feel like they've become crowded with intruders. However, you don't have to include human NPCs if you need additional Events while playing this scenario, especially if the wilders are becoming fatigued from having conversations and keeping track of new names — a respite to just enjoy the wilderness might be welcome!



EVENTS

#1: Myusei

This Event occurs as the pack leaves the first Area. By default, they start in Myusei, which has become a staging ground for the other bounty hunters, but you can adjust this Event if the pack starts somewhere else.

- ◇ If the Event is **Peaceful**, the pack notices they're being followed. **Ghun Yu Pat** (she/her) is an awkward teenage inventor, fresh from her coming of age ceremony but still young enough that her mom cuts her hair (bowlcut style). She had the bright idea to follow the wilders, who by reputation are excellent trackers, and then sneak ahead once Giant's Bane was close to claim the bounty herself.
- ◇ If the Event is **Dangerous**, a more ruthless hunter overheard Ghun Pat's plan. Her clanmate **Ghun Sao Khin** (she/her) is a trapper with the scars to prove it. She regularly catches exotic monsters to sell back to Ark, and her successes have earned her a gang of followers. Ghun Khin makes one adjustment to the plan: instead of sneaking ahead, she'll wait for the wilders to do her work for her. Then she'll incapacitate the pack, killing them if necessary, so she can claim credit. Ghun Khin has brought Ghun Pat with her, promising to show her little cousin how real business is done.

It's up to the wilders if and how they want to confront those tailing them. Ghun Pat, alone, admits the truth but insists on coming along if she's discovered, as the only way she can afford higher education is by killing Giant's Bane with her knife and homemade net-launcher. Ghun Khin lies about her true plan and even offers to join forces with the pack, hoping to betray them at an opportune moment.

#2: Teamire

This Event occurs in the Area before the Witnesswood. For most packs, this is Teamire, but others might take Yhayhe River or approach from a different direction.

- ◇ If the Event is **Peaceful**, the pack encounters a drunken group of amateur hunters. They've mostly forgotten what they're doing out here and they're ruining their dinner as they fumble to cook it. If the wilders help them make a satisfying meal (a **TN 10 Challenge**), the amateurs collapse asleep soon after. Harmony increases by 1 as a measure of peace is restored to the Gnarled Wood.
- ◇ If the Event is **Dangerous**, the drunken amateurs have cornered an important monster from character creation (or another monster NPC the pack knows), prodding at it with spears as they try to figure out how to kill it and cook it for dinner. Resolving the situation is a **TN 10 Challenge**. Offering to make a meal for the amateurs is still a viable solution, as they're hungry and distractible. Violence could also be effective but risks more serious consequences on a failure, especially to the cornered monster NPC.



Event #3: Witnesswood

This Event occurs as the pack leaves the Witnesswood.

- ◇ If the Event is **Peaceful**, the pack encounters a pair of tatangwa chicks, orphaned by bounty hunters. They are timid, weak from hunger, and relatively easy to handle. In gameplay terms, they have only 10 maximum Stamina, and they are both **Rehabilitating 4**.
- ◇ If the Event is **Dangerous**, the bounty hunters killed the chicks, leaving the injured mother instead. She lashes out if anyone gets close to her, but she is **Rehabilitating 4** and needs help. Transporting her to a safe location or winning her trust is a **TN 30 Challenge**.

In either case, if the pack abandons the tatangwa, Harmony decreases by 1 and the tatangwa Community loses 1 Health.



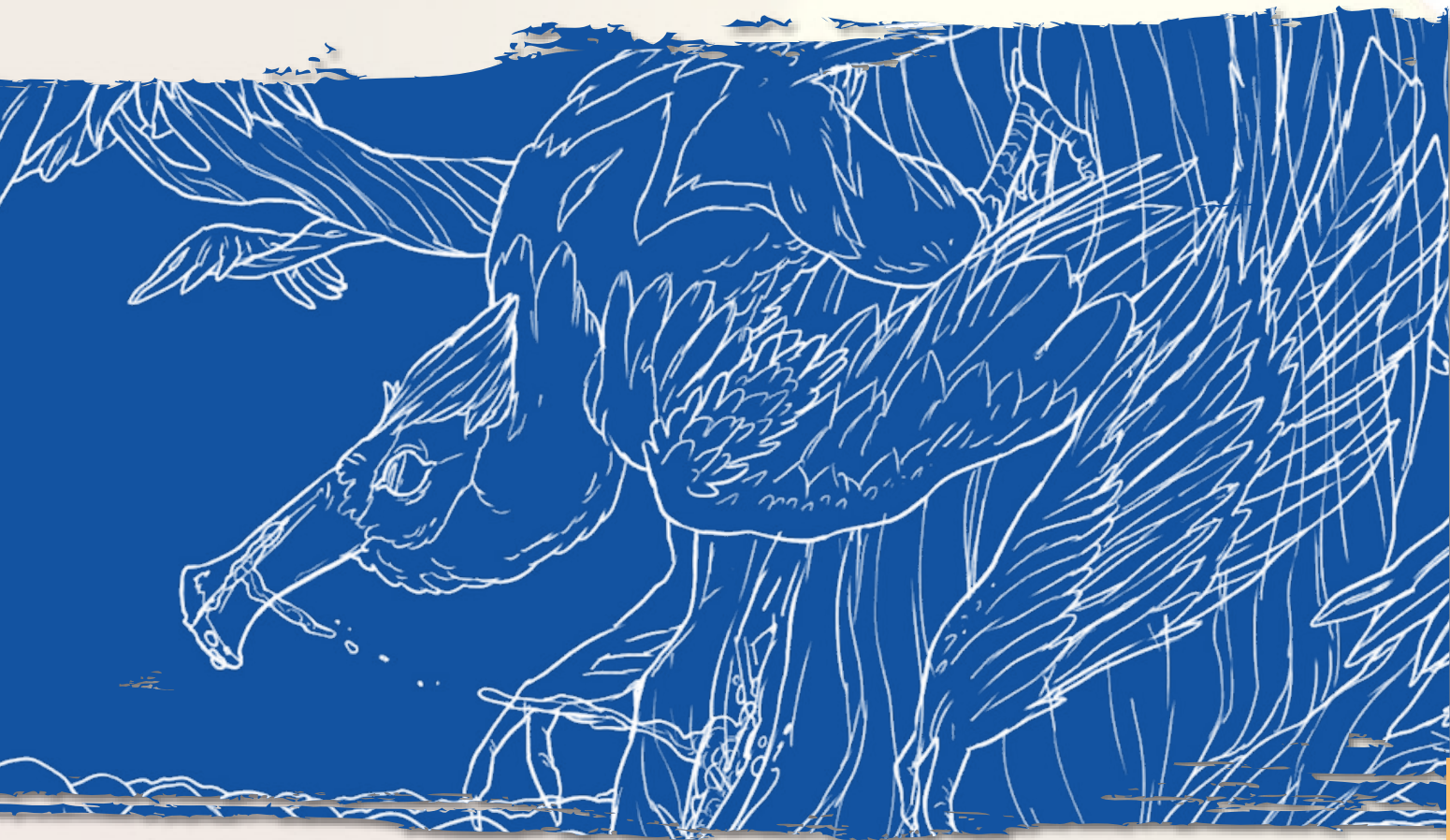
THE HUNT

The pack can hear the frenzied pitangwa's hammering on the trunks a great distance away, but it still has the initiative if they didn't find Tracks. After all, everyone thinks Giant's Bane is an entirely different species of monster.

If Ghun Pat is there, she waits for a wilder's signal before launching her net, which causes the pitangwa to fall to Land if it is climbing or flying. In addition, it cannot Move until it spends 1 Action to disentangle itself.

If Ghun Khin is there, she and her trappers deal 1d8 Damage to the pitangwa at the end of each round, but they hold back once the pitangwa is **Wounded 3**. They're being cautious on purpose. As soon as the wilders slay the pitangwa, the trappers betray the pack. The wilder who made the killing blow must make a Test to notice, avoid, or parry the initial backstab — taking 2d8 Damage on a failure and 1d8 Damage on a partial success — and then it is a **TN 30 Challenge** to make the trappers submit or flee.

Only then can the pack cook The Feast. While butchering the pitangwa, the wilders discover To Kung's bones in its digestive tract, along with the crushed fragments of the mysterious prototype.



DOWNTIME

The prototype weapon is too complicated to reassemble, even after its components regenerate, but its power source, the glowing cylinder, is a perfect fit for the Resurrection Machine. With To Kung avenged, the bounty hunters disperse, but the Charter refuses to compensate the pack in the slightest — after all, they wouldn't pay wild animals for killing each other either.

The tatangwa chicks are likely long-term residents of the Den, if the pack takes them in; the same goes for the injured tatangwa mother. As for the human NPCs, Ghun Pat might have a future at Nin Tai Chat Academy if the pack has completed *The Mutineer's Hope* and puts in a good word for her. If not, Ghun Pat might actually be the one to trigger that scenario, becoming one of the students working at the Mo Hang Fossil Beds. Or, she might still be with Ghun Khin, who could become an opportunistic, recurring villain if she survives. Perhaps in the darkest possible future, if the pack kills Ghun Khin, Ghun Pat becomes their bitter enemy, using all her genius to invent a device that might rid the world of wilders forever.

THE RESURRECTION MACHINE

According to legend, the greenkings could reincarnate a creature from a single hair or drop of blood. These legends gain credence when a piece of the fabled Resurrection Machine surfaces in the waters of Aso Bay — but there's one problem: The fragment has lodged in the jaw of a powerful aquatic monster, whose frenzy worsens day by day due to its proximity to the cursed relic. The pack of wilders who put this monster out of its misery might also discover if the myth of the Resurrection Machine has any truth to it.

SIGNS

Wrecked fishing boats wash up on the beaches surrounding Aso Bay. Divers hear a constant, tinny whining whenever they are underwater, and sailors report a half-machine monster roaming the coast, bursting out of the ocean to attack anything within reach before plunging back down to inflict equal violence beneath the waves. Free-packs might be the first to notice the changes in the ocean, if they live on the wild beaches, cliffs, or islands of rural Asoai. Oath-packs might take interest if they're sworn to protect or seal arksteel relics, and they might even know the legend of the Resurrection Machine — perhaps their mentors passed it down to them over generations.

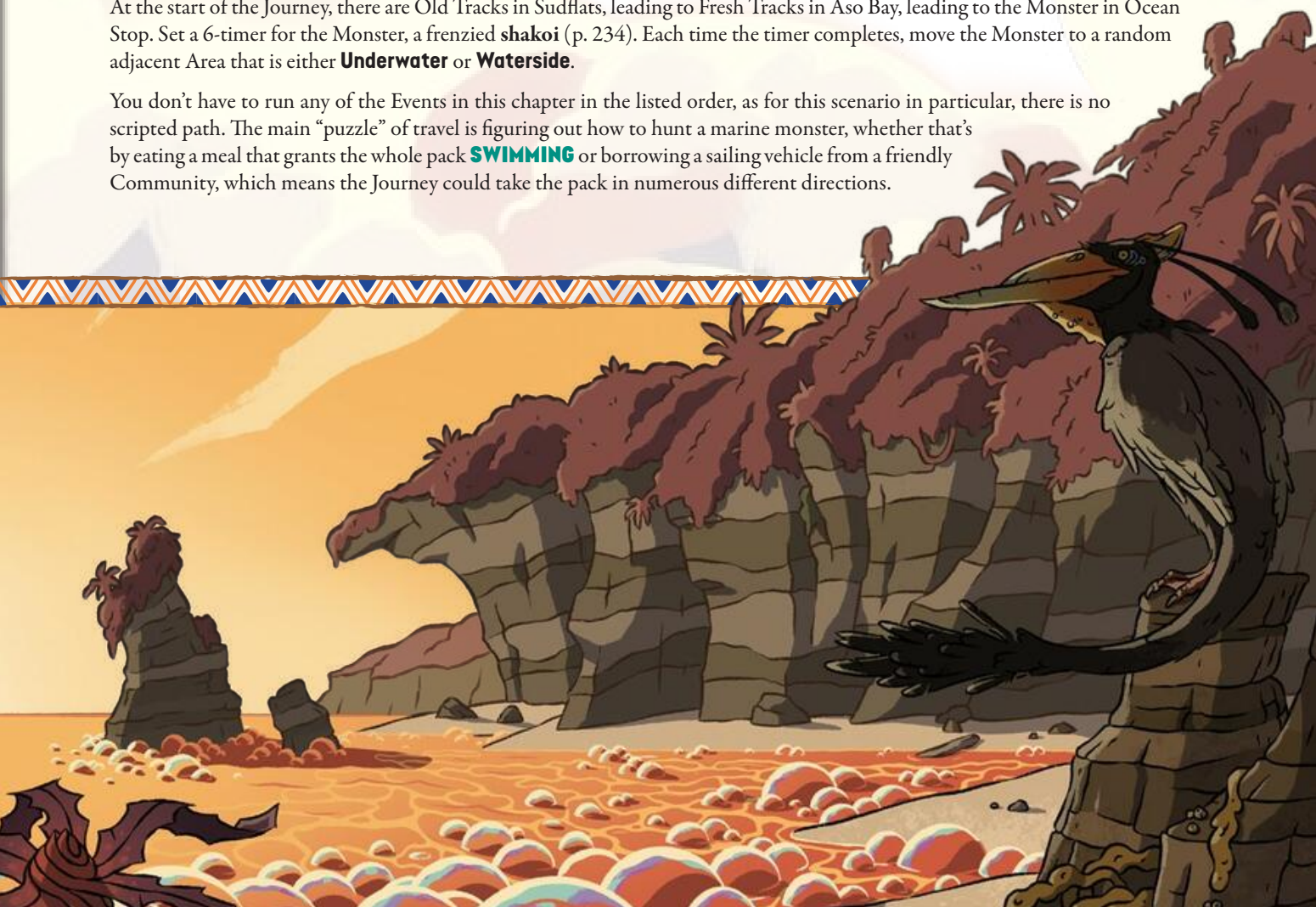
But how did a component of an arksteel machine end up in a monster's jaw in the first place? The answer lies in the fact that arksteel regenerates, often unpredictably. Years ago, while foraging on the seafloor, the Monster ate an arksteel shard which lodged in its gums. This shard just so happened to be the largest piece of a broken device. Gradually, it grew, fusing with the monster's jaw and exacerbating its pain as it became infected with the frenzy.

None of the early witnesses explicitly connect the frenzied monster to the myth of the Resurrection Machine. After all, no one knows what the Resurrection Machine looks like or if it even exists. But, if the pack has already played the other scenarios, they will at least suspect a connection.

THE TRAIL

At the start of the Journey, there are Old Tracks in Sudflats, leading to Fresh Tracks in Aso Bay, leading to the Monster in Ocean Stop. Set a 6-timer for the Monster, a frenzied **shakoi** (p. 234). Each time the timer completes, move the Monster to a random adjacent Area that is either **Underwater** or **Waterside**.

You don't have to run any of the Events in this chapter in the listed order, as for this scenario in particular, there is no scripted path. The main "puzzle" of travel is figuring out how to hunt a marine monster, whether that's by eating a meal that grants the whole pack **SWIMMING** or borrowing a sailing vehicle from a friendly Community, which means the Journey could take the pack in numerous different directions.



EVENTS

#1: Beach

This Event occurs on the beaches of Asoai, whether that be Crumbledowns, Sudflats, or White Hands Beach. By default, the wilders start in one of these Areas, investigating wrecks or corpses that have washed up on shore, but you should adjust this depending on how the wilders approached the Signs.

- ◇ If the Event is **Peaceful**, a delicious smell wafts from a nearby cottage. The middle-aged woman roasting fish there introduces herself as **Pekran the 68th** (she/her). She claims to be the latest incarnation of the Lady of the Seas herself, having spent the last two thousand or so years eating starfish-like monsters to asexually reproduce and her own remains to transfer her memories to her daughter-self. Besides this, she seems perfectly sane. She invites the wilders to share her meal, which grants them all 1 level in **SWIMMING** until their next meal if they partake — though it's understandable if they hesitate. She also identifies the relic lodged in the Monster's jaw as a component of the Resurrection Machine. If the pack doesn't know what the Resurrection Machine is, she explains the legend. (*"It would save me a lot of trouble if I could get my hands on the thing,"* she jokes.)
- ◇ The Event plays out the same if it is **Dangerous**, except a heavy storm sweeps over the coast during the interaction. Use the rules for the "Severe Weather" Event (p. 56). Pekran offers her cottage for shelter, but she rushes out to secure her fishing boat first, and if the wilders don't help her (a **TN 30 Challenge** as the wind howls and **zaili** become more active), then she is nowhere to be seen when the storm clears.

#2: Stationtown Seabounty

This Event occurs as the pack leaves Stationtown Seabounty.

- ◇ If the Event is **Peaceful**, the pack encounters **A Ni** (they/them), a hard-hitting food critic turned hard-hitting reporter for the Shoreline Gazette. They want to get the pack's opinion as wilders on current events — what kind of monster is out there, what should readers do? If the pack has completed any of the other scenarios, Ni knows who the wilders are and is especially interested in what they're doing. Ni agrees to bring the wilders back to Sounung Village, where they can take a sailing raft further out to sea, if the pack gives them a good interview or perhaps even promises to take them closer to the action.
- ◇ The Event plays out the same if it is **Dangerous**, except that attacks by the Monster have left Sounung Village with few rafts to spare. There's one with a broken engine plate, still mid-regeneration. The pack has to row manually to supplement its sputtering power, meaning they can only use the **MIGHTY** Style to Travel. Or there's another one with finicky controls, requiring the **PRECISE** Style to Travel. Venturing out to open waters without a vehicle at all means the pack can't Camp, unless they find land or think of a workaround.

#3: Aso Bay or Cradle Island

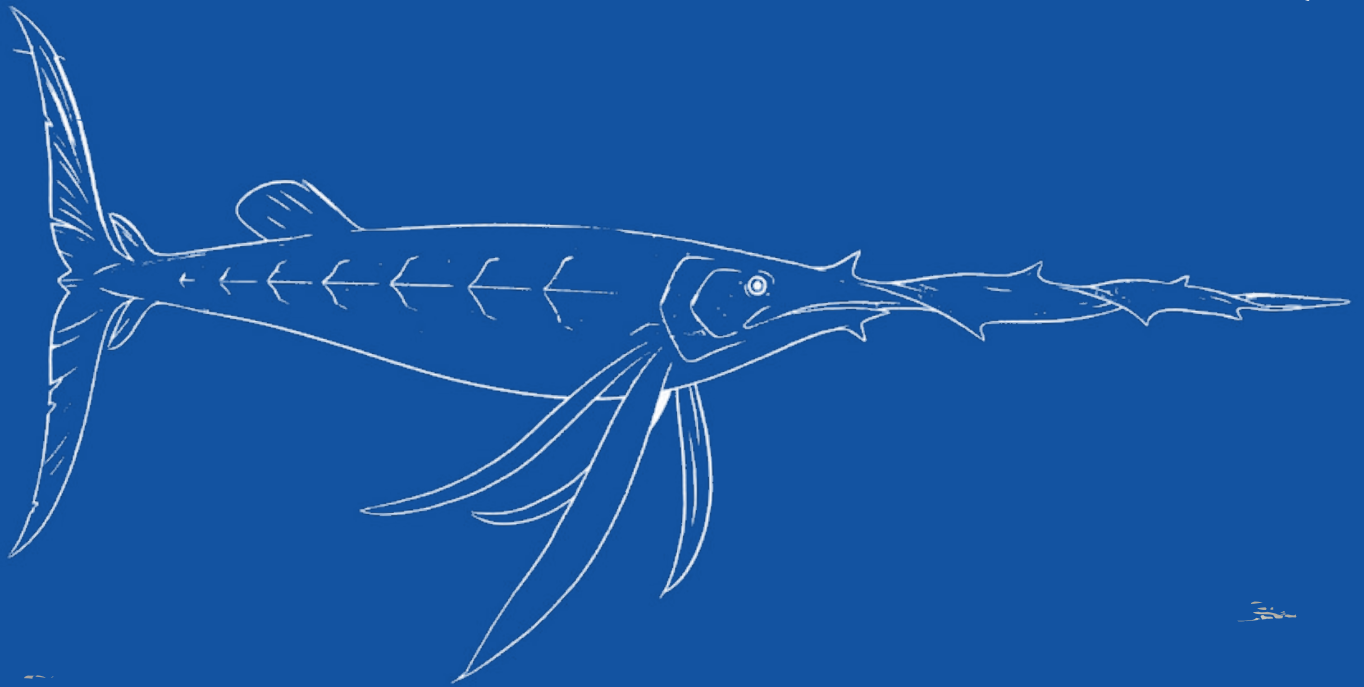
This Event occurs in an Area past the coast, such as Aso Bay or Cradle Island.

- ◇ If the Event is **Peaceful**, the pack encounters the other members of the Monster's shakoi pod. The Monster abandoned them as its frenzy worsened, and many bear wounds from when it lashed out against them. They're healing fine on their own, though, and they don't need human treatment or time in captivity. The wilders can learn information about the Monster by interacting with these shakoi, similar to how they gain information from finding Tracks.
- ◇ If the Event is **Dangerous**, the same shakoi have learned to associate humans with danger, and they are immediately hostile. Dealing with them is a **TN 10 Challenge**, but they are not frenzied themselves, so killing or seriously injuring them decreases Harmony by 1.

THE HUNT

Due to the arksteel embedded in its mouth, the frenzied shakoi has **REGENERATION**. It can only use this Trait on its **BILL**, though, and wilders can't gain it during The Feast. It fights the pack wherever they find it, but if they spend too much time on Land and out of reach, then it grows frustrated and retreats to a different Area, seeking more accessible aquatic targets. If A Ni is there, they do their best to stay out of the way, but they're still a viable target and they're especially at risk if there's nowhere to hide or run.

If the pack slays the shakoi, they can extract the arksteel component from its mouth.



DOWNTIME

This piece of the Resurrection Machine is small enough that an especially strong person, such as a wilder, can carry it alone, although it's still quite heavy and awkward to hold. It slots in perfectly to the larger component found in Chamigsia.

The pack's reputation grows if they spoke with A Ni, and strangers throughout the Sen Coast start to recognize them by name or description. Depending on how forthcoming the pack was while interacting with human NPCs throughout the adventure, knowledge regarding the Resurrection Machine might remain a secret known only to the pack and those involved in these scenarios, or it might become a topic of public interest and gossip.



Run this encounter after the wilders complete the fourth scenario, whichever one that may be. As the pack returns to their Den, before they have a chance to recover from being **Wounded** or gain their Downtime Ingredients, they find a **giant** waiting for them.

GIANT

STYLES

| | | | |
|---------------|----------|----------------|----------|
| MIGHTY | 3 | PRECISE | 3 |
| SWIFT | 3 | TRICKY | 3 |

SKILLS

| | | | | | | | |
|------------------|-----------|---------------|-----------|--------------|-----------|------------------|-----------|
| ASSURANCE | +1 | CALL | +3 | CRAFT | +2 | CURE | +1 |
| DISPLAY | +1 | GRAB | +2 | HOARD | +3 | SEARCH | +1 |
| SHOT | +1 | STRIKE | +2 | STUDY | +3 | TRAVERSAL | +1 |

TRAITS

HUNGER. (Cost: 1 Harmony) Reroll your Action Die.
REGENERATION 5. (Cost: 1 Success) Restore 5 Durability to any of your **PARTS**.

ADDITIONAL

INSIGHT

PARTS

GUNHAMMER. Range: 1 (**STRIKE**), 3 (**SHOT**). *Passive:* If you make a **STRIKE** with this **PART** and succeed, you also deal [A] Damage to each of the other creatures within 0 Strides of your target.

- ♦ **If Broken:** Range: 1 (**STRIKE**). This **PART** deals half Damage.

DURABILITY

20

BEHAVIOR

You are both human and monster — almost like a wilder. You break many of the conventional rules for combat.

- Your Action Die is always a d20.
- You don't declare your target at the start of the round, and you can change your target at any time.
- When you use **HUNGER**, you spend the pack's Harmony. You have two important limitations, though:
 - ◊ You can only use **HUNGER** once per round.
 - ◊ At the start of each round, a Community (or an NPC representing a Community) can interfere with you, preventing you from using **HUNGER** until the next round. Each Community can only do this once per Journey.
- If you become **Wounded 3**, you can choose to either stay down or push yourself.
- If the wilders cook and eat you during The Feast, the only attribute they can permanently gain is your **HUNGER**.

Your instinct is to make the smartest, most ruthless choice at every opportunity. You don't typically use **INSIGHT** during combat — as the Guide, you essentially have the power to use **INSIGHT** for free at any time — but you can if you want to raise the stakes in a way that'd otherwise feel unfair, such as by putting a beloved NPC in danger or declaring that you have ordered minions to do your dirty work while you keep the pack occupied. Finally, when you're **Wounded 3**, you almost always stay down and get out. To kill you, the wilders must first push you into a situation where you'd rather die than lose your resources or opportunities.

DIET

- Anything

HABITAT

- Tundra (*The Maw*)

EXTERMINATING BUSINESS

Mr. Fumes has hirelings throughout the Sen Coast. He received a report each time the wilders unearthed a piece of the Resurrection Machine, and now, in the eleventh hour, he has descended from Ark to ensure they do not complete it. He is a richer, older, stronger giant than he was at the end of the war — perhaps this time he will keep the Resurrection Machine for himself and make a new joint-stock venture out of it.

This initial fight is unfair by design. The wilders have not had a chance to recover from their last hunt, and they probably don't have many allies present who can help them disable the giant's **HUNGER**.

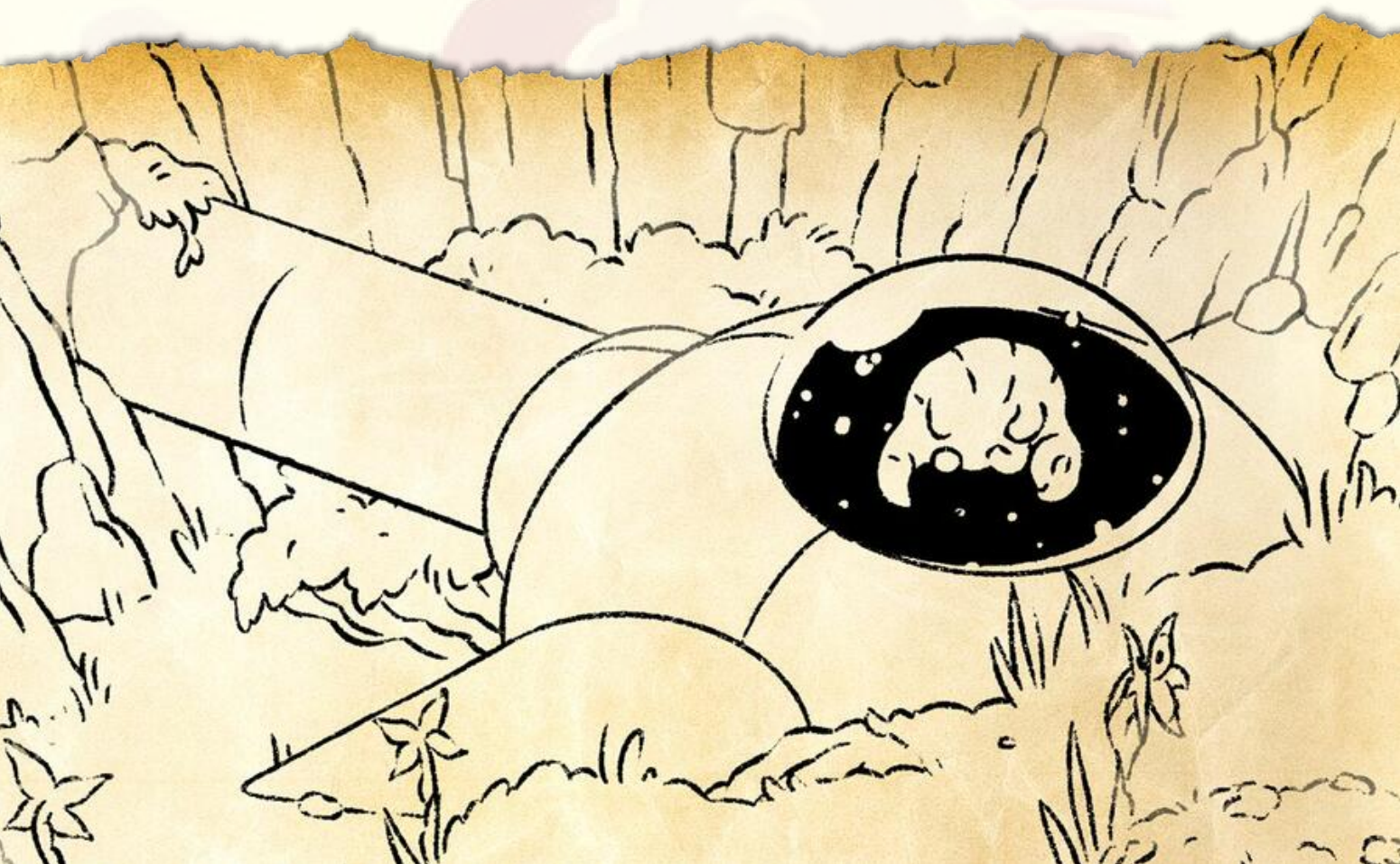
If Mr. Fumes wins, he takes whatever pieces of the Resurrection Machine he can and returns to the nearest stationtown, where he waits for the next train to take him back to Ark. The pack now has a villain they must overcome before they can save the chamig, and the more Communities they helped along the way (and can convince to help them in turn), the better their chances.

If the pack wins, either now or later, Mr. Fumes stays down. He begs for mercy, abandons the Resurrection Machine, offers his assets, or detonates the core of his gunhammer to make a distraction and escape — whatever it takes to save his own skin. If the pack is really intent on killing him, you can set up a subsequent Journey where the pack must get past his defenses through free play, or take away his option to stay down during the next hunt. But the Charter will not take the murder of a giant lightly, and the pack should be ready for consequences to follow.

COOKING CLONES

Mr. Fumes is the last obstacle preventing the reassembly of the Resurrection Machine. But if the pack puts all the components together, they discover the machine is not as easy to use as simply inserting a genetic sample and letting it run. To ensure the clones survive past gestation, the device requires multiple operators with attention to detail, physical precision, and the creative adaptability to adjust the process for a result that is slightly different each time — in other words, people with all the skills that make for a good chef. No matter how the pack sets it up, it's going to be an odd sort of kitchen: one where hopeful conservationists, with tears in their eyes, bring the bones of monsters who passed away long ago, giving them to a brigade that cooks the remains into life instead of into a meal.

The restoration of an endangered species via the Resurrection Machine is a Downtime project with a **TN 50 Challenge**. The pack doesn't have to do it alone, though, and every small measure of progress is welcomed by those who thought they were living with the last chamig.



APPENDICES

🍌 APPENDIX A: TRAITS

DEFAULT TRAITS

- **GRIT.** (Cost: 1 Success) Increase [A] by 1.
- **INSIGHT.** (Cost: 1 Success) Establish a detail about the situation.

MONSTER TRAITS

- **AMBUSH PREDATOR.** (Passive) If you Attack while **Hidden**, you deal double Damage.
- **APOSEMATIC.** (Cost: 2 Actions) Make a **DISPLAY**, using any **STYLE**. You become **Exposed**, and a creature of your choice becomes **Frightened [A]**.

APOSEMATIC creatures warn potential predators they're not worth eating, usually through bright colors. This **TRAIT** could also represent mimics and startle displays without changing its mechanics.

- **BIOLUMINESCENT.** (Cost: 1 **TRICKY** Success) A creature of your choice becomes **Confused**.
 - ◇ **BIOLUMINESCENT 2.** (Cost: 1 **TRICKY** Success) A creature of your choice becomes **Confused 2**.
 - ◇ **BIOLUMINESCENT 3.** (Cost: 1 **TRICKY** Success) A creature of your choice becomes **Confused 3**.
- **BLOOD SCENT.** (Passive) You gain Advantage on all Tests during the first round of The Hunt if the other side has a **Wounded** creature.
- **BLOODSUCKER.** (Cost: 3 Actions) Make a **PRECISE STRIKE** against a creature within 1 Stride. If you succeed, you gain a level in one of the creature's **STYLES**, **SKILLS**, or **TRAITS** until the end of the Journey. (The creature does NOT need to have more levels in it than you do.) If you use this **TRAIT** again, replace the previous level gained with the new one.
- **BLUBBER.** (Passive) Your maximum Stamina increases by 10 but only during The Trail.
 - ◇ **BLUBBER 2.** (Passive) Your maximum Stamina increases by 10.
- **BROOD PARASITE.** (Passive) When you Work on a Project, choose an NPC: The chosen NPC also makes one Test to contribute to your project. (Work with the Guide to determine the details, like the way the NPC helps and how you're making them do it.)
- **BURNING BODY.** (Passive) At the start of each round, every creature of your choice within 0 Strides of you takes 2 Damage. In addition, if you're **Caught** by a **PART**, that **PART** becomes **Burned**. Finally, your **PARTS** can't become **Burned**.
- **CAMOUFLAGE.** (Cost: 1 **TRICKY** Success) You become **Hidden**.
- **CHARGE.** (Cost: 1 Action) Choose a creature within 3 Strides. You Move within 0 Strides of the creature, then deal Damage to both it and yourself equal to the number of Strides you Moved. (This does not count as spending Stamina.)
- **CLIMBING.** (Passive) You can climb without Disadvantage.
 - ◇ **CLIMBING 2.** (Passive) You can climb without Disadvantage. In addition, if you Move while climbing, you can Move up to 2 Strides instead of 1.
 - ◇ **CLIMBING 3.** (Passive) You can climb without Disadvantage. In addition, if you Move while climbing, you can Move up to 2 Strides instead of 1. Finally, you gain Advantage on all **TRAVERSALS** while climbing.
- **CULTIVATOR.** (Passive) Double the effects gained from giving away your portion of The Feast.

- **DIGGING.** *(Passive)* You can dig.
 - ◊ **DIGGING 2.** *(Passive)* You can dig. In addition, if you Move while digging, you can Move up to 2 Strides instead of 1.
 - ◊ **DIGGING 3.** *(Passive)* You can dig. In addition, if you Move while digging, you can Move up to 2 Strides instead of 1. Finally, you gain Advantage on all **TRAVERSALS** while digging.
- **DISORIENTING.** *(Passive)* Creatures who Attack you *(whether they succeed or fail)* become **Confused**.
- **DIVE.** *(Cost: 1 Action)* Move within 0 Strides of a creature in a Terrain below you. *(Sky is above most Terrain, and Underground is below most Terrain. Otherwise, use your best judgment.)*
- **ECHOLLOCATION.** *(Cost: 1 Success on a CALL)* A creature of your choice becomes **Exposed**.
- **ELECTRIC SHOCK.** *(Cost: 2 Actions)* Make a **SWIFT CALL**. If you succeed, each creature within 1 Stride takes [A] Damage and becomes **Stunned**.
- **ELECTRORECEPTIVE.** *(Passive)* **Hidden** creatures don't gain Advantage if they Attack you.

ELECTRORECEPTIVE creatures can sense electric currents, particularly those generated by other animals. This **TRAIT** could represent other unconventional senses, like the ability to detect infrared radiation or leylines, without changing its mechanics.

- **ENDURANCE PREDATOR.** *(Cost: 1 MIGHTY or SWIFT Success)* A creature of your choice becomes **Fatigued**.
- **ENERGY FEEDER.** *(Passive)* If you are **Rehabilitating** and spend Downtime near a leyline, you restore 10 Stamina. If you are **Wounded** and spend Downtime near a leyline, you end 1 additional level of **Wounded**.
- **EXPAND.** *(Cost: 1 Action)* You become **Expanded**.
- **FERMENTER.** *(Passive)* When you eat a meal, instead of restoring Stamina, you may gain levels of **Invigorated** equal to half the Stamina you would have restored.

The **FERMENTER** Trait represents both foregut fermenters (also known as ruminants) and hindgut fermenters, both of whom specialize in extracting nutrients out of hard-to-digest plants.

- **FIRE BREATH.** *(Cost: 2 Actions)* Make a **MIGHTY SHOT** against a creature within 2 Strides. If you succeed, you deal [A] Part Damage, and the **PART** you targeted becomes **Burned**.
- **FLASH.** *(Cost: 2 Actions)* Make a **SWIFT DISPLAY**. If you succeed, a creature of your choice becomes **Stunned** and **Confused [A]**.
- **FLOATING.** *(Passive)* As long as you can fly, you may ignore the Area's Traits.
- **FLYING.** *(Passive)* You can fly.
 - ◊ **FLYING 2.** *(Passive)* You can fly. In addition, if you Move while flying, you can Move up to 2 Strides instead of 1.
 - ◊ **FLYING 3.** *(Passive)* You can fly. In addition, if you Move while flying, you can Move up to 2 Strides instead of 1. Finally, you gain Advantage on all **TRAVERSALS** while flying.
- **GARGANTUAN.** *(Passive)* Treat all creatures as if they are 3 Strides closer to you than they are.
- **GENERALIST DIET.** *(Passive)* When you eat a meal with an additional effect, you may ignore the effect and instead restore Stamina as if you cooked the meal with Seasoning. *(If the meal was already cooked with Seasoning, don't double the Stamina restored again.)*
- **HASTE.** *(Cost: 1 SWIFT Success)* You can Move without spending an Action.
- **HEADBUTT.** *(Cost: 1 Success)* After you Attack a creature, push it 1 Stride away from you. If the creature is climbing or flying, it falls to Land.
- **HERD DEFENDER.** *(Passive)* If you Gather Up with a creature, you both may Brace without spending any Actions.
- **HIBERNATOR.** *(Passive)* Each level of **Rested** increases your maximum Stamina by 2 instead of 1.

- **HUNGER.** (Cost: 1 **Harmony**) Reroll your Action Die.

HUNGER represents life's desire to feed and grow, amplified with eldritch strength. All life is hungry, but this mysterious **TRAIT** represents the primordial, otherworldly hunger of a being beyond life. When wilders rely on this extreme hunger, they create openings for the frenzy to spread, both inside and outside themselves.

- **INDEFATIGABLE.** (Cost: 1 **MIGHTY Success**) End <H> **Fatigued** and restore <H> Stamina.
- **INSTINCTUAL AIM.** (Cost: 1 **Success on a SHOT**) The creature hit by your **SHOT** becomes **Stunned**.
- **KEEN SENSES.** (Cost: 1 **PRECISE Success**) A creature of your choice becomes **Exposed**.

KEEN SENSES is identical to **ECHOLOLOCATION**, except for their differing costs. This is intentional – **ECHOLOLOCATION** is, after all, simply a form of **KEEN SENSES**. Work with your Guide to customize this **TRAIT** if you want it to represent a specific kind of sense, and change the cost from 1 **PRECISE Success** to 1 **Success** of a specific **SKILL** if appropriate.

Example: A spider-like ability to sense vibrations through a web might change the cost to 1 **Success on a CRAFT**.

- **METAMORPHOSIS.** (Passive) During The Feast, you may permanently lose this **TRAIT**. If you do, choose two **STYLES**, **SKILLS**, or **TRAITS** in which to gain a level instead of one.
- **MIGRATOR.** (Passive) You gain Advantage on all **TRAVERSALS** through Areas you've entered before.
- **NATURAL ARMOR.** (Passive) You halve the Damage you take from **MIGHTY STRIKES** and **MIGHTY SHOTS**.
- **NATURAL REFLEXES.** (Passive) You halve the Damage you take from **SWIFT STRIKES** and **SWIFT SHOTS**.
- **NEST BUILDER.** (Passive) When the pack Camps, you and your packmates may keep all levels of one **Condition** of your choice.
- **PATIENCE.** (Passive) You can Prepare up to 3 times per turn.
- **PARENTAL SACRIFICE.** (Passive) At the start of Downtime, instead of ending 1 **Wounded**, you may Work on a Project without spending any Actions.
- **PHOTOSYNTHESIS.** (Cost: 3 **Actions**) If you have access to Sky, restore your Stamina to its maximum.
- **PLAYFUL.** (Cost: 1 **Success**) Harmony increases by 1. You may increase Harmony beyond its maximum, but you can only use this **TRAIT** during Downtime.
- **POLLINATOR.** (Cost: 1 **Success on a SEARCH**) Harmony increases by 1.
- **PURSUIT PREDATOR.** (Passive) If you Move toward a creature, you gain Advantage when you Attack it until the end of your turn.
- **REGENERATION.** (Cost: 1 **Success**) Restore 1 Durability to any of your **PARTS**.
 - ◊ **REGENERATION 2 TO 5.** (Cost: 1 **Success**) Restore 1 Durability to any of your **PARTS** for each level of this **TRAIT** you have.
- **SCAVENGER.** (Passive) You can't become **Poisoned** from food. If you Forage (*whether you succeed or fail*), you also gain <H> servings of the following Ingredient: **Detritus**. Gain (1) **Poisoned**.
- **SEDATIVE.** (Cost: 1 **Action**) Until the start of your next turn, all creatures must spend 1 extra Action to Attack.
- **SELECTIVE DIET.** (Passive) When you gain this **TRAIT**, name an Ingredient. You gain <H> servings of this Ingredient at the start of each Downtime and when you Resupply.
- **SHOCK RESISTANT.** (Passive) You can't become **Stunned**.
- **SLIPPERY.** (Passive) You can't become **Caught**.
- **SLOW DIGESTION.** (Passive) Meals with effects that last until your next meal instead last until the end of the Journey.
- **SOCIAL GROOMING.** (Passive) If you help a packmate with an **ASSURANCE**, **CALL**, or **DISPLAY** and they succeed, Harmony increases by 1.
- **SOCIAL PREDATOR.** (Passive) If you Gather Up with a creature, that creature gains Advantage the next time it Attacks.

- **SONIC BLAST.** *(Passive)* When you Attack, you may make a **CALL** instead of a **SHOT** or **STRIKE**.
- **STASIS.** *(Passive)* If you're about to die, you enter stasis. Your pack must Work on a Project during Downtime to revive you, completing a TN 10 Challenge. The TN increases by 10 each subsequent time you use this **TRAIT**.
- **STURDY.** *(Passive)* Nothing can push or pull you unless you allow it or unless you're **Caught**.
- **SWAGGER.** *(Cost: 2 Actions)* Make a **MIGHTY DISPLAY**. If you succeed, you and all creatures of your choice restore [A] Stamina.
- **SWALLOW WHOLE.** *(Cost: 1 Action)* Eat any number of Ingredients to restore an equal amount of Stamina. You don't gain any bonus effects.
- **SWARMING.** *(Passive)* If you help a creature who also has this **TRAIT**, you both restore <H> Stamina.
- **SWIMMING.** *(Passive)* You can swim without Disadvantage.
 - ◊ **SWIMMING 2.** *(Passive)* You can swim without Disadvantage. In addition, if you Move while swimming, you can Move up to 2 Strides instead of 1.
 - ◊ **SWIMMING 3.** *(Passive)* You can swim without Disadvantage. In addition, if you Move while swimming, you can Move up to 2 Strides instead of 1. Finally, you gain Advantage on all **TRAVERSALS** while swimming.
- **TEACHER.** *(Cost: 1 **PRECISE** Success)* Until the end of the round, your packmates gain Advantage if they make a Test using the same **SKILL** that you did when you used this **TRAIT**.
- **TERRITORIAL.** *(Passive)* You gain Advantage on all Tests against intruders within your Den.
- **THANATOSIS.** *(Passive)* If you're **Wounded 3** and staying down, at the end of each round, you may instead push yourself. If you're **Wounded 3** and pushing yourself, at the start of your turn, you may instead stay down.
- **THIEF.** *(Cost: 1 **TRICKY** Success)* Take an Ingredient, Snack, or **Caught** creature from a creature within 1 Stride. *(You choose if the **Caught** creature is now **Caught** by you or is freed.)*
- **THREATEN.** *(Cost: 1 **MIGHTY** Success)* A creature of your choice becomes **Frightened**.
 - ◊ **THREATEN 2.** *(Cost: 1 **MIGHTY** Success)* All creatures of your choice become **Frightened**.
- **TOUCH-ME-NOT.** *(Passive)* If a creature makes a **GRAB** or **STRIKE** against you, deal 1 Damage to it.
 - ◊ **TOUCH-ME-NOT 2 TO 5.** *(Passive)* If a creature makes a **GRAB** or **STRIKE** against you, deal 1 Damage to it for each level of this **TRAIT** you have.
- **UNFLAPPABLE.** *(Passive)* You can't become **Confused**.
- **VENOM.** *(Cost: 1 Success on a **SHOT** or **STRIKE**)* The creature hit by your **SHOT** or **STRIKE** becomes **Poisoned**.
 - ◊ **VENOM 2.** *(Cost: 1 Success on a **SHOT** or **STRIKE**)* The creature hit by your **SHOT** or **STRIKE** becomes **Poisoned 2**.
 - ◊ **VENOM 3.** *(Cost: 1 Success on a **SHOT** or **STRIKE**)* The creature hit by your **SHOT** or **STRIKE** becomes **Poisoned 3**.
- **VOCAL MIMICRY.** *(Cost: 2 Actions)* Make a **TRICKY CALL** with Disadvantage. If you succeed, choose one of the following effects: a creature of your choice becomes **Confused [A]**, a creature of your choice becomes **Frightened [A]**, or all creatures within 1 Stride take [A] Damage and become **Stunned**.
- **WALLOW.** *(Passive)* When you Camp, you may restore a **PART** to its maximum Durability.
- **WEBSPINNER.** *(Cost: 2 Actions)* Make a **TRICKY CRAFT**. If you succeed, the next time a hostile creature Moves toward you, it instead takes [A] Part Damage and can't Move until the start of its next turn.

WEBSPINNER is mechanically identical to the Twine Technique **SNARE**, but since it's not a Technique, you can use **WEBSPINNER** to go wild.

- **WITHDRAW.** *(Cost: 1 **MIGHTY** or **PRECISE** Success)* You may Brace without spending any Actions, but you cannot Move until the start of your next turn.

REGION & AREA TRAITS

- **Apex Territory.** Remove 1 Success from every Test a wilder makes here.
- **Arid.** If the pack skips gathering supplies here, each wilder must make a **HOARD** to carry water, using any **STYLE**, or become **Fatigued 1d6**. Before they move on, the pack can distribute levels of **Fatigued** gained this way amongst themselves.
- **Breeding Grounds.** Wilders have Disadvantage on **ASSURANCES** toward monsters here. If the pack encounters hostile monsters during an Event, double the TN of any Challenge associated with the Event.
- **City Markets.** When a wilder Forages here, they must make a **HOARD** instead of a **SEARCH**.
- **Cliffs.** This Area has an additional Terrain, Cliffs, where creatures can either climb or fly. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.
- **Clouded Waters.** Swimming creatures gain Disadvantage on all Tests here unless they have a **TRAIT** which represents a sense other than sight (like **ECHOLOCAION** or **ELECTRORECEPTIVE**).
- **Coastal Weather.** Each time the pack enters this Area, roll a d6. If the result is 5+ (S) or 6 (W), rain or fog obscures the landmarks. Until the pack leaves the Area, they temporarily lose access to one **STYLE** they previously learned while navigating here.
- **Confusing Terrain.** Wilders must spend 5 Stamina to make **PRECISE TRAVERSALS** here.
- **Coverless Terrain.** Wilders must spend 5 Stamina to make **TRICKY TRAVERSALS** here.
- **Exhausting Terrain.** Wilders must spend 5 Stamina to make **MIGHTY TRAVERSALS** here.
- **Extreme Conditions.** Any wilder who Travels here and fails becomes **Exposed**.
- **Forested.** This Area has an additional Terrain, Canopy, where creatures can only climb. When a wilder Travels here, they can make a **GRAB** instead of a **TRAVERSAL**.
- **Landslides.** Each time the pack enters this Area, roll a d6. If the result is 5+, collapsing slopes have blocked an old path. The pack loses a **STYLE** to Travel here until they learn it again.
- **Precarious Terrain.** Wilders must spend 5 Stamina to make **SWIFT TRAVERSALS** here.
- **Refuge.** The pack can only seek human Communities while navigating here if Harmony is at its maximum.
- **Restricted.** Wilders have Disadvantage on **ASSURANCES** toward humans here (*including each other*). If the pack encounters hostile humans during an Event, double the TN of any Challenge associated with the Event.
- **Ruins.** When a wilder Forages here, they can make a **STUDY** instead of a **SEARCH**. If they succeed, they add [A] × 2 to the total [A] of a Downtime project. (*Work together to establish how the knowledge or resources acquired from the ruins benefits their project.*)
- **Sacred Land.** Double any increase or decrease to Harmony while the pack is here.
- **Small.** Halve the TN of the Challenge to move on.
- **Subterranean.** Creatures here can't fly, and don't have access to Sky.
- **Summit.** If the pack navigates here, they may learn **STYLES** for Traveling in other Areas in this Region.
- **Territorial Wildlife.** Any wilder who Forages here and fails gains Disadvantage the next time they Travel.
- **Underwater.** This Area has an additional Terrain, Underwater, where creatures can only swim. Creatures don't have access to Land. Wilders can only enter this Area if they have **FLYING** or **SWIMMING**.
- **Vast.** Double the TN of the Challenge to move on.
- **Waterside.** This Area has an additional Terrain, Underwater, where creatures can only swim.
- **Wildfire.** At the start of each Journey in this Region, choose an Area. If the pack enters that Area, they all become **Exposed**, and they can't gather supplies until they leave. In addition, if the pack starts The Hunt in that Area, all their **TOOLS** become **Burned**.



APPENDIX B: TECHNIQUES

CLEAVER TECHNIQUES

You can only use these Techniques while wielding a Cleaver.

BEGINNER

- **CLEAN CUT.** (Cost: 4 Actions) Make a **MIGHTY STRIKE** or **PRECISE STRIKE** against a creature within 1 Stride. If you succeed, deal [A] × 2 Part Damage. If you fail, you become **Exposed**.
- **BIG F***ING SWORD.** (Cost: 3 Stamina) A human of your choice becomes **Frightened**.
- **MEDICAL TRAINING.** (Passive) Once per Downtime, choose a packmate. They end 1 level of **Wounded**.
- **WASTE NOT.** (Passive) After you finish The Feast, you gain 1 serving of this Ingredient: The Best Bit. Gain (+1) in any **STYLE**.

INTERMEDIATE

- **STUDENT OF BONES.** (Passive) You gain Advantage when you Attack any monster your pack killed during a previous Journey. (Discuss with the Guide if you gain this bonus against monsters you killed in your backstory.)
- **SURGEON'S MARK.** (Cost: 5 Stamina) Choose a creature's **PART**. That **PART** loses twice as much Durability when it takes Part Damage. This Technique's effect ends when the **PART** breaks or when you use this Technique again.
- **WITHOUT FEAR OF DEATH.** (Passive) You can spend Stamina while **Wounded 2**.

ADVANCED

- **BLOODSOAKED BEAST.** (Passive) You can become **Wounded 4**. When you're **Wounded 2** or more, you suffer the effects of the previous level. (For example, if you're **Wounded 3**, you act as if you're **Wounded 2**.)
- **THE INEVITABLE BLADE.** (Cost: 10 Stamina) If you make a **STRIKE**, you gain 1 Success. You can't use this Technique if you go wild.

MITTS TECHNIQUES

You can only use these Techniques while wielding Mitts.

BEGINNER

- **CLOSE AND PERSONAL.** (Passive) You gain Advantage on **STRIKES** against creatures within 0 Strides of you.
- **ARMORED REACH.** (Passive) You take no Damage from Passive **TRAITS** (like **BURNING BODY** or **TOUCH-ME-NOT**).
- **I'VE GOT YOU.** (Cost: 2 Stamina) Choose a **Rehabilitating** or **Wounded** creature within 0 Strides. You carry it. As long as you carry this creature, you can't Attack, and if it takes Damage, you take the Damage instead. You can put the creature down at any point. If the creature is a monster, this Technique costs 3 additional Stamina.
- **STRONG GRIP, WIDE HANDS.** (Cost: 2 Stamina) Until the start of your next turn, you gain 1 level in one of the following Traits: **CLIMBING**, **DIGGING**, or **SWIMMING**.

INTERMEDIATE

- **EXHILARATING CHARGE.** (Passive) For each Stride you Move toward the Monster, you become **Invigorated**.
- **HANG ON TIGHT.** (Passive) If you're within 0 Strides of a monster, it can't increase its distance from you. If it Moves, it pulls you with it unless you choose to let go.
- **THE OLD ONE-TWO.** (Passive) If you hit a creature with both a **SWIFT STRIKE** and a **MIGHTY STRIKE** in the same turn, that creature becomes **Stunned**.

ADVANCED

- **500 BLOWS TOPPLE THE HEAVENS.** (Cost: 1 Success on a **SWIFT STRIKE**) You gain -1 **SWIFT** until the end of your turn. Then you may immediately Attack using the **SWIFT** Style again without spending any Actions.
- **LEND YOUR STRENGTH TO MY FIST.** (Cost: 5 Stamina) If you make a **MIGHTY STRIKE**, increase [A] by <H>. Your packmates may each also spend 5 Stamina. If they all do, then increase [A] by <H> again.

PAN TECHNIQUES

You can only use these Techniques while wielding a Pan.

BEGINNER

- **STEEL SHIELD.** *(Passive)* Your Pan's maximum Durability increases by 30.
- **BOUNCING THROW.** *(Passive)* Your Pan gains "Range: 2 (**SHOT**). If you deal 10 or more Damage with a **SHOT**, your target becomes **Stunned**."
- **CENTERING STANCE.** *(Passive)* When you restore Stamina, you may also end a level of any **Condition** except **Wounded** or **Discordant**.
- **MIRROR SURFACE.** *(Passive)* You can Taunt from any distance.

INTERMEDIATE

- **COME AT ME!** *(Cost: 2 Stamina)* If you Attack a creature and succeed, you can Taunt it without spending an Action.
- **GENEROUS PORTIONS.** *(Passive)* When your pack Camps, cooks a meal, and serves it fresh, you also make a Snack that restores an equal amount of Stamina but has no additional effect.
- **GET A HOLD OF YOURSELF!** *(Cost: 2 Actions)* Deal 1 Damage to a packmate within 0 Strides. They end all levels of **Confused**, **Fatigued**, **Frightened**, and **Stunned**.

ADVANCED

- **PARABLE OF THE ONE-ARMED SAGE.** *(Passive)* If any packmate restores Stamina, you restore an equal amount of Stamina.
- **THE GREATER PAIN IS TO SEE YOU SUFFER.** *(Passive)* If you Taunt, you can Brace without spending any Actions.

SPIT TECHNIQUES

You can only use these Techniques while wielding a Spit.

BEGINNER

- **FLURRY OF MOTION.** *(Cost: 5 Stamina)* You gain an extra Action if you're on The Hunt.
- **DINING ETIQUETTE.** *(Cost: 3 Stamina)* Choose a human Community. The Guide tells you one action which will make them approve of you and one action which will make them disapprove of you.
- **NEEDLE AND THREAD.** *(Passive)* Your Spit gains: "Range: 2 (**SHOT**). If you make a **SHOT** with this **TOOL** and succeed, you may pull yourself 1 Stride closer to your target."
- **UNENCUMBERED.** *(Cost: 3 Stamina)* You may reroll a **TRAVERSAL**.

INTERMEDIATE

- **MIXED SKEWER.** *(Passive)* When your pack Camps and cooks a meal, the meal can have an additional effect.
- **POLE VAULT.** *(Cost: 1 Stamina)* Until the start of your next turn, you gain 1 level in **FLYING**.
- **PRESSURE POINT.** *(Cost: 5 Stamina)* If you deal Damage to a **PART**, the **PART** becomes temporarily broken until the end of the Monster's next turn.

ADVANCED

- **NO-SHADOW SPEAR.** *(Passive)* During the first round of The Hunt, you get a turn even if the Monster has the initiative, and you gain 3 Actions instead of 1.
- **TELL ME WHO BUILT THE ROAD.** *(Cost: 4 Stamina)* Before an Event starts, the Guide generates an additional Event of the same type. Choose one Event out of those options as the path the pack follows, and ignore the rest. *(The Guide previews your options through narration.)*

TORCH TECHNIQUES

You can only use these Techniques while wielding a Torch.

BEGINNER

- **LINE OF FIRE.** *(Passive)* Your Torch gains: “Range: 3 (**SHOT**).”
- **GUIDING LIGHT.** *(Passive)* If you make a **TRAVERSAL** and succeed, the next packmate to make a **TRAVERSAL** gains Advantage.
- **PREHEAT.** *(Cost: 3 Stamina)* Choose a packmate within 0 Strides. Until the end of the round, if the chosen packmate deals Part Damage, that **PART** also becomes **Burned**.
- **QUICK IGNITION.** *(Passive)* When your pack Camps and cooks a meal, you may cook an additional meal.

INTERMEDIATE

- **COMPARABLE MECHANISM.** *(Passive)* You gain Advantage on Tests to study or operate arksteel artifacts. In addition, once per Downtime, choose a packmate. The chosen packmate can Train without spending an Action. *(They can still only Train once per Downtime.)*
- **FLAMBÉ.** *(Cost: 3 Actions)* Choose a creature within 3 Strides. The next time you deal Part Damage to that creature, each of its **PARTS** loses [A] Durability and becomes **Burned**.
- **OVERWATCH.** *(Cost: 2 Stamina)* Until the start of your next turn, the first time a creature Moves toward you, you may make a **TRICKY SHOT** against it, dealing [A] Part Damage if you succeed. You can't use this Technique if you're **Exposed**.

ADVANCED

- **FROM ASHES, GROWING SEEDS.** *(Passive)* If any Community's Health reaches 0, the Guide starts a TN 20 Challenge only you can complete by Working on a Project during Downtime. If you complete the Challenge, you restore the Community to 1 Health. *(Work with the Guide to establish what methods you have to restore vanished, extinct, or lost Communities.)*
- **THERMONUCLEAR ARKFIRE BLAST.** *(Cost: 3 Actions)* Once per Journey, choose a creature. At the start of your next turn, that creature and each creature within 1 Stride of it takes 20 Damage, and each of their **PARTS** becomes **Burned**.

TWINE TECHNIQUES

You can only use these Techniques while wielding a Twine.

BEGINNER

- **LAZZO AND LEASH.** *(Cost: 3 Stamina)* Either pull yourself 1 Stride closer to a creature or pull a packmate 1 Stride closer to you.
- **FIELD REPAIRS.** *(Cost: 2 Actions)* Choose a packmate within 0 Strides and make a **SWIFT CRAFT**. If you succeed, restore [A] Durability to the chosen packmate's **TOOL**.
- **SNARE.** *(Cost: 2 Actions)* Make a **TRICKY CRAFT**. If you succeed, the next time a hostile creature Moves toward you, it instead takes [A] Part Damage and can't Move until the start of its next turn.
- **WHIPLASH.** *(Passive)* Your Twine gains: “Range: 2 (**STRIKE**).”

INTERMEDIATE

- **BOUNTIFUL BASKET.** *(Cost: 1 Stamina)* If you Forage and succeed, you may choose a different **STYLE** than the one you used. If you do, you harvest Ingredients corresponding to that **STYLE**.
- **ENTANGLING STRING.** *(Cost: 3 Stamina)* If you Attack a creature and succeed, the creature gains Disadvantage the next time it Attacks.
- **SAFETY HARNESS.** *(Passive)* If you take Damage during The Trail, your Stamina can't go below 1.

ADVANCED

- **PRINCIPLE OF INCONSTANT FORM.** *(Variable)* Learn a Technique from any other **TOOL**.
- **SILVER CHAINS BIND THE WORLD.** *(Cost: 5 Stamina)* If you Attack a creature and succeed, it becomes **Caught** by your **TWINE**. As long as the creature is **Caught**, you can't Attack. Additionally, at the start of each round, you must either spend 5 Stamina or end the **Condition**.

SHARED TECHNIQUES

Some Techniques are available to multiple different **TOOLS**, based on the primary **STYLES** those **TOOLS** use. These shared Techniques are all Intermediate Techniques.

MIGHTY TECHNIQUES

You can only use these Techniques while wielding a **CLEAVER**, **MITTS**, or a **PAN**.

- **I CAN TAKE IT.** *(Passive)* If you become the Monster's target, restore <H> Stamina.
- **REINFORCED TOOL.** *(Passive)* Your **TOOL**'s maximum Durability increases by 10.
- **SOLID FOOTING.** *(Cost: 1 Action)* Your turn ends. You gain Advantage on your next Test. If you Move before making a Test, you lose your Advantage.

PRECISE TECHNIQUES

You can only use these Techniques while wielding a **CLEAVER**, a **SPIT**, or a **TORCH**.

- **EXACT PORTIONS.** *(Passive)* When the pack Camps and cooks a meal, choose a packmate who gained enough Stamina to reach their maximum from that meal, then make a Snack. This Snack restores Stamina equal to the excess Stamina that packmate gained from the meal beyond what was required to reach their maximum, and has no additional effect.
- **FAINTEST TRACES.** *(Passive)* At the start of each travel round, you may ask the Guide one question about the Monster, as if you found Fresh Tracks in the Area. *(You may ask the Guide an additional question if you actually find Fresh Tracks later.)*
- **WEAK POINT.** *(Cost: 2 Stamina)* The next time you deal Part Damage to a broken **PART**, your target becomes **Exposed**.

SWIFT TECHNIQUES

You can only use these Techniques while wielding **MITTS**, a **SPIT**, or **TWINE**.

- **HURTLE THROUGH.** *(Variable)* Before you Attack, you may Move as many Strides as you like towards your target. After you Attack, Move an equal number of Strides away from your target. Spend 1 Stamina for each Stride you Move using this Technique.
- **LET'S GET THIS DONE.** *(Passive)* Once per Downtime, you can Work on a Project without spending an Action.
- **RAPID COMBINATION.** *(Passive)* You can Attack using the **SWIFT** Style multiple times during the same turn.

TRICKY TECHNIQUES

You can only use these Techniques while wielding a **PAN**, a **TORCH**, or **TWINE**.

- **DECOY MANEUVER.** *(Cost: 2 Actions)* Your **TOOL** loses 1d6 Durability and you become **Hidden**. You can't use this Technique if your **TOOL** is broken.
- **DISGUISED MUTATIONS.** *(Cost: 3 Stamina)* Until the next time you go wild or use a **TRAIT** besides **GRIT** or **INSIGHT**, you pass as a non-wilder human.
- **SPOOK.** *(Cost: 3 Stamina)* The next time you Attack using the **TRICKY** Style, instead of dealing Part Damage, you may instead make your target **Frightened [A]**.



APPENDIX C: CONDITIONS

Burned

This Condition affects **PARTS**. You gain Disadvantage when you Attack with this **PART**. **END:** If you restore any amount of Durability to this **PART** or if you are Underwater or Underground. *(Your **PARTS** cannot become **Burned** if you are already Underwater or Underground.)*

Caught

A creature's **PART** seizes you. You are pulled within 0 Strides of the creature. You can't Move, and if the creature that **Caught** you Moves, then you are pulled with it. In addition, you gain Disadvantage on all Tests. **END:** If the Part that **Caught** you takes Part Damage, or if you're pulled or pushed away from the creature that **Caught** you.

Confused X

Each time you use a **TRAIT** that's not Passive and that's not **GRIT** or **INSIGHT**, you take X Damage. **END:** 1 level if you complete a short turn without using a qualifying **TRAIT**, and all levels if you complete a full turn without using a qualifying **TRAIT**. *(All wilder turns are full turns. Techniques are Traits. You cannot end this Condition on the same turn you receive it.)*

Discordant

Your thoughts and your instincts are in conflict. You gain Disadvantage on all Tests. **END:** If Harmony increases above 0.

Expanded

You temporarily increase in size. Treat all creatures as if they are 1 Stride closer to you than they are. **END:** By spending 1 Action during your turn.

Exposed

You take double Damage. **END:** If, during The Hunt, you Brace or take Damage from a **STRIKE** or **SHOT**. If you become **Hidden** while you're **Exposed**, end both Conditions.

Fatigued X

Your maximum Stamina decreases by X. **END:** If you become **Rested** while you're **Fatigued**, end levels of both Conditions on a one-to-one basis.

Frightened X

After rolling any Test, lower [A] by X. **END:** During your turn, you or a packmate can spend 3 Stamina to make an **ASSURANCE**, using any **STYLE**, ending up to [A] levels on a success. *(You or your packmate can repeat this Test as long as there is Stamina to spend.)* You also end all levels after you retreat.

Invigorated X

At the start of each round, restore X Stamina. **END:** 1 level at the start of each round. *(Example: You are **Invigorated 3**. At the start of the round, you restore 3 Stamina, then become **Invigorated 2**.)*

Hidden

You Attack with Advantage, and creatures Attack you with Disadvantage. You can't become the Monster's target. *(If you are already its target, you remain its target until it chooses a new one.)* If the Monster is **Hidden**, the Guide doesn't tell you its target. **END:** After you make any Test. If you become **Exposed** while you're **Hidden**, end both Conditions.

❖ HIDDEN MEANING ❖

Hidden is straightforward during The Hunt. But during free play, **Hidden** can mean a few different things: others might be totally unaware of your presence, others might know you're around but not know exactly where you are, or others might know your rough location but their ability to sense you is impeded. **Hidden** can also be relative, with some aware of you and some not, although the default assumption is that you're **Hidden** from all observers. Thus, during free play, the Guide decides the effects of **Hidden** on a case-by-case basis, usually by giving you Advantage or other creatures Disadvantage on relevant Tests.

Poisoned X

At the start of each round, you take X Damage. **END:** During your turn, you or a packmate within 0 Strides can spend 1 Action to make a **CURE**, using any **STYLE**, ending up to [A] levels on a success. *(You or your packmate can repeat this Test as long as you have Actions to spend.)*

Rehabilitating 1 to 6

This Condition only affects monsters.

This creature is recovering from trauma. It ignores all other **Conditions** and it can't restore Stamina naturally. **END:** 1 level if you restore its Stamina to its maximum through food. If it is still **Rehabilitating**, its Stamina returns to 0, then it restores any excess Stamina beyond what was required to reach its maximum.

Rested X

Your maximum Stamina increases by X. **END:** All levels if you become **Wounded**. If you become **Fatigued** while you're **Rested**, end levels of both Conditions on a one-to-one basis.

Stunned X

You gain X fewer Actions at the start of your turn. **END:** 1 level if you're starting a short turn, and all levels if you're starting a full turn. *(All wilder turns are full turns. **Example:** You're a wilder and you're **Stunned 2**. You gain 2 fewer Actions at the start of your turn, then you end all levels of this Condition.)*

Wounded 1 to 3

Each level of **Wounded** is unique.

- **Wounded 1.** You show signs of weakness. **Wounded 1** has no effect on its own, but it interacts with other mechanics and changes the behavior of monsters.
- **Wounded 2.** You can't spend Stamina. (You still pay the remaining cost if spending Stamina made you **Wounded 2**.)
- **Wounded 3.** You've hit your limit. Your Stamina stays at 0, and you can neither spend nor restore Stamina. If you **stay down**, then you're out of the action. You might be able to crawl or speak hoarsely, but you can't spend Actions or make Tests until you're no longer **Wounded 3**. If you **push yourself**, then you can act as normal. You may spend Actions and make Tests, but the next time you take Damage while **Wounded 3**, you die.

APPENDIX D: QUICK REFERENCE

THE TRAIL

Each travel round has the following phases:

- **Navigate (Optional)**
 - ◇ **Choose a Community in the Area.** By interacting with the Community, you can find possible ways to Forage, safe ways to Travel, and Tracks.
- **Gather Supplies (Optional)**
 - ◇ **Step 1: Forage.** Every wilder makes a **SEARCH**. If you succeed, gain [A] servings of an Ingredient corresponding to your **STYLE**.
 - ◇ **Step 2: Camp.** End every Condition except **Discordant** and **Wounded**. Restore <H> Durability. The pack cooks one meal.
- **Move On**
 - ◇ **Step 1: Start the Challenge.** The pack must complete a **TN 5 × # of wilders Challenge** to cross the Area.
 - ◇ **Step 2: Travel.** Every wilder makes a **TRAVERSAL**. If you succeed, add your [A] to the pack's total.
 - ◇ **Step 3: Check the Result.** If you complete the Challenge, start a Peaceful Event. If you fail the Challenge, start a Dangerous Event. In addition, if you used a **STYLE** to Travel the pack has NOT learned, take Damage equal to the remaining TN.

THE HUNT

You have 3 Actions per turn, which you can spend on the following options:

- **Attack.** (*Cost: Variable*) Make a **STRIKE** or **SHOT** against a creature within Range. Each **STYLE** has different costs and effects. If you Attack multiple times in one turn, you must use a different **STYLE** each time.
 - ◇ **MIGHTY.** (*Cost: 2 Actions*) [A] × 2 Damage. If you fail, you become **Exposed**.
 - ◇ **PRECISE.** (*Cost: 2 Actions*) [A] Part Damage.
 - ◇ **SWIFT.** (*Cost: 1 Action*) [A] Damage.
 - ◇ **TRICKY.** (*Cost: 1 Action*) [A] Part Damage. If you fail, you become **Exposed**.
- **Brace.** (*Cost: 2 Actions*) Halve any Damage you take until the start of your next turn.
- **Eat.** (*Cost: 1 Action*) Eat a Snack.
- **Improvise.** (*Cost: 1 Action*) State your goal, set your approach, and make a Test.
- **Move.** (*Cost: 1 Action*) Move +/−1 Stride, Gather Up with a packmate, or Change Terrain.
- **Prepare.** (*Cost: 1 Action*) Gain +1 Action next turn. You can only Prepare once per turn.
- **Repair.** (*Cost: 2 Actions*) Restore 1 Durability to your **TOOL**. The Monster can't Repair.
- **Taunt.** (*Cost: 1 Action*) If you're within 1 Stride, become the Monster's target.
- **Use a TRAIT.** (*Cost: Variable*) Each **TRAIT** tells you when to use it and what it costs.

THE FEAST

During a wilderfeast, you may...

ANSWER THESE QUESTIONS...

- How are you cooking the Monster?
- What are you doing to prepare the meal?
- What else are you serving at the wilderfeast?
- How is this meal connected to your past?
- The next time you eat this meal, what will you remember?

TO ASK THESE QUESTIONS...

- How many levels does the Monster have in a certain **STYLE**?
- How many levels does the Monster have in a certain **SKILL**?
- What is one of the Monster's **TRAITS**?

DOWNTIME

First, do all the following:

- Restore all Stamina.
- Restore all Durability.
- End 1 **Wounded** and end all levels of every other Condition except **Discordant**.
- Gain <H> *Hometown Staples* and 1 *Hometown Spice*.

Then, you gain 2 Actions to spend on the following options:

- **Cook.** (*Cost: 0 Actions*) Cook as many meals as you want.
- **Recover.** (*Cost: 1 Action*) End 1 **Wounded**.
- **Rehabilitate.** (*Cost: 0 Actions*) Feed a meal to a **Rehabilitating** creature.
- **Resupply.** (*Cost: 1 Action*) Gain <H> *Hometown Staples* and 1 *Hometown Spice*.
- **Train.** (*Cost: 1 Action*) Complete a training session to learn a Technique. You can only Train once per Downtime.
- **Work on a Project.** (*Cost: 1 Action*) Make a Test to complete a custom Challenge.

WILDERFEAST

NAME

PRONOUNS

SPECIALTY

STYLES

MIGHTY

PRECISE

SWIFT

TRICKY



SKILLS

ASSURANCE



DISPLAY



SHOT



CALL



GRAB



STRIKE



CRAFT



HOARD



STUDY



CURE



SEARCH



TRAVERSAL



TOOLS & TECHNIQUES

TOOL:

DURABILITY

RANGE:

CURRENT:

MAX:

TRAITS

GRIT. (Cost: 1 Success.) Increase [A] by 1.

INSIGHT. (Cost: 1 Success.) Establish a detail about the situation.

STAMINA ♥

CURRENT:

MAX:

CONDITIONS

WILDERFEAST

NAME

PRONOUNS

SPECIALTY

YOU ARE

BUT YOU STRUGGLE TO BE

MONSTROUS ACQUAINTANCE

STAPLE

SPICE

3 COURSE BACKGROUND

UPBRINGING

WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

INITIATION

WHAT IS THE MEAL THAT MADE YOU A WILDER?

AMBITION

WHAT IS THE MEAL YOU WANT TO EAT MOST?

CONNECTION

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WORKS CITED

Wilderfeast is a work about our connection with the land. As such, it is vitally important to acknowledge where it was largely written: the territory of Huichin, the ancestral and unceded land of the Chochenyo Ohlone-speaking People, the successors of the sovereign Verona Band of Alameda County. This land was and continues to be of great importance to the Muwekma Ohlone Tribe and other familial descendants of the Verona Band. We acknowledge the land and labor of the Ohlone People, whose connection to this land we remember, and whose presence — past, present, and future — we respect.

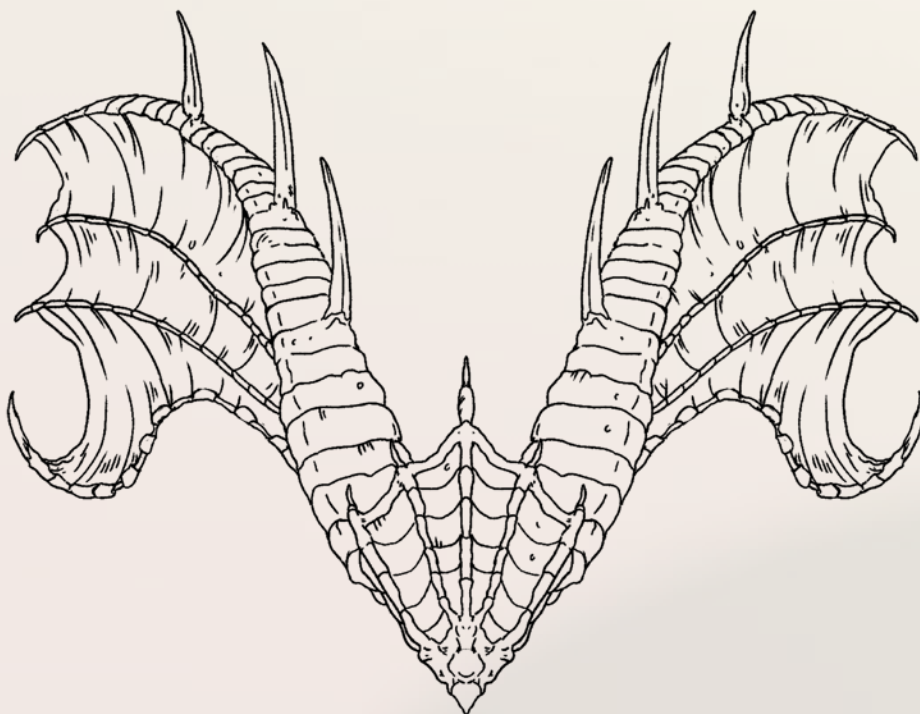
I've borrowed something from every RPG I've ever read, even if it's just a turn of phrase. But major influences include:

- **SOULBOUND** by Cubicle 7.
- **LANCER** by Massif Press.
- **BLADES IN THE DARK** by Evil Hat Productions.
- **WANDERHOME** by Possum Creek Games.

Other influences include the **MONSTER HUNTER** series by Capcom and **DUNGEON MESHI** by Ryōko Kui.

For research, I endeavored to read widely. The non-fiction books I found most helpful include:

- **BELOVED BEASTS** by Michelle Nijhuis
- **BRAIDING SWEETGRASS** by Robin Wall Kimmerer
- **CUISINE AND EMPIRE** by Rachel Laudan
- **NOT SO DIFFERENT** by Nathan H. Lents
- **THE OMNIVORE'S DILEMMA** by Michael Pollan
- **SALT, FAT, ACID, HEAT** by Samin Nosrat
- **WILD ONES** by Jon Mooallem



WELCOME TO THE ONE LAND

A post-post-apocalyptic supercontinent where food is magic. A vast, wild, and old world, populated by monsters: giant, kaiju-esque creatures inspired by paleontology and cryptozoology. Play as a wilder, an outcast ranger who wields a gargantuan kitchen implement and gains powerful mutations from each monster they eat. Part monster hunters, part chefs, wilders work in packs and have taken on the duty of stopping the frenzy, an eldritch virus which makes monsters violent and self-destructive. Using their powers, wilders seek harmony between humanity and the wild. For all creatures, be they humans or monsters, obey the One Law of the One Land...

YOU ARE WHAT YOU EAT.

The *Wilderfeast*™ Core Book contains:

- 316 pages, with full-color art throughout, featuring all the rules needed to play.
- 6 Tools, 4 Styles, 12 Skills, 66 Techniques, and 70+ Traits to make your wilder unique.
- 40 monsters, each with their own Styles, Skills, Traits, and behavior.
- 40 Areas to explore and forage for resources.
- *A Natural History of Monsters*: an in-game travel guide exploring the fascinating world of the One Land.
- Essential guidance for running the game and options to adapt the game to your group's requirements.
- *The Last Chamig*, an exciting adventure in four chapters that can be played as a single campaign or as four different stand-alone scenarios.



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