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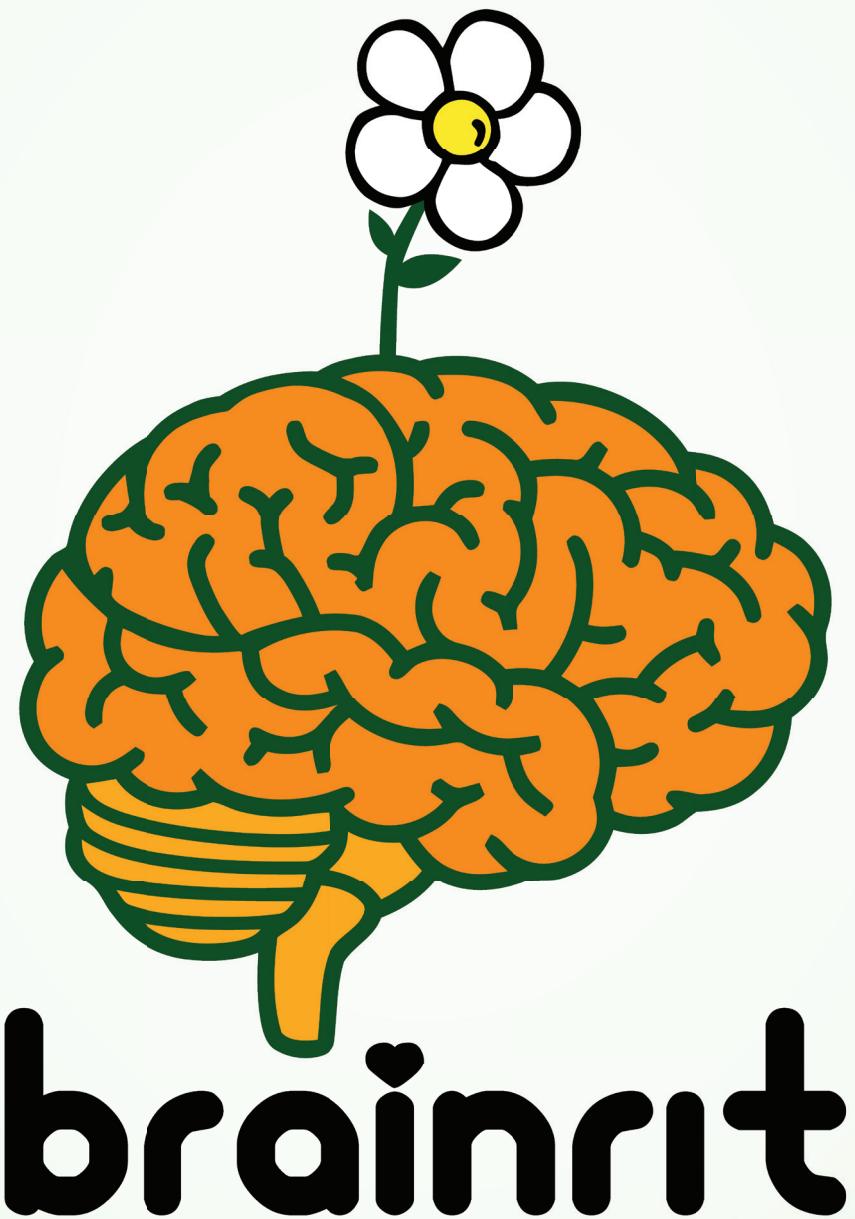


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CHAPTER 1:

WORLD OF THE LIVING LANDS

World of the Living Lands

The Living Lands is a place full of vibrant wonders, abundant magic, life, and untamed nature. Following an explosion of a magical force known as 'Ren' the world changed forever to sport a host of different supernatural environments which forced life to rapidly adapt in order to survive. Living Lands is about survival and exploration in a strange new world, and its characters will be just as strange and malleable as the land. In the Living Lands, you play as Biomancers; these explorers manipulate the 'Ren' of the Living Lands to perform feats of magic known as Evocations, bond with symbiotic organisms known as Symbiotes, and undergo mutations and other bodily augmentations in order to meet the challenges they will face.

The Renewal

Before the Living Lands were what they are now the world was largely free of the rampant Ren which runs through it. The land was not alive as it is now, and the creatures living in it were not forced to adapt to environments as grueling. In the planet's core lived a great Primordial Titan which regulated the balance of the elements and the land. In its time the titan was heralded as a benevolent god of Ren, but after a group of ambitious kin sought to harness the titan's power for themselves the titan was destroyed, creating a massive eruption of Ren which spread the Primordial's power wildly across the world. This explosion would be known as the Renewal and would mark the advent of Ren and the Living Lands. Since the Primordial's death, there has been nothing to stop the spread and corruption of untamed Ren throughout the world. Without anything to control it, another disaster is inevitable.

Silverleaf

Silverleaves are the leaves of ancient trees from before the Renewal. When the Renewal happened, these wide leaves were bathed in Ren, giving them their silver glow. The Ren inside makes the leaves very brittle, and breaking them releases large amounts of the trapped Ren, causing full Silverleaves to be sought after. Very few full Silverleaves are able to be found in the current times. They have all broken and shattered into separate lobes of the full leaf. Broken Silverleaves don't hold any Ren, but they harden when broken, as if instantly fossilized. The broken pieces of these leaves are used as currency among most residents of the Living Lands, called slivers.

Ren

The magical force that runs through the world of the Living Lands. Ren is an abundant naturally occurring element of the world that is responsible for nearly all the mystic and magical oddities of the land and the creatures that inhabit it. The land itself holds great quantities of Ren which grants it a limited sentience, however, other notable elements of the landscape such as waterfalls, mountains, and volcanoes may exhibit some level of higher intelligence. Ren itself is not a physical element, but rather an unseen force that can be channeled by beings with an affinity for it. People in the Living Lands can use Ren to cast Evocations, powerful magical ef-

fects derived from the lands. Channeling Ren takes a great deal of physical and mental control, however, and if someone attempts to wield too much Ren at once they might succumb to ill effects. The most dangerous effect of Ren on the people of the Living Lands is Hypermotosis, a bodily metamorphosis caused by untamed Ren raging through a person. The kin of the Living Lands have adapted to this and as a result, have a practice of bonding with symbiotic organisms which help regulate the flow of Ren throughout a person's body. This does not completely alleviate the negative effects of Ren, but it greatly raises a person's ability to control it.

Primeval Titans

When the Primordial Titan exploded, it also split into the Primeval Titans. These titans are living embodiments of the Biomes of the Living Lands which are overflowing with Ren. Many have lain dormant for centuries, however over time they have begun to reawaken due to the increasingly wild nature of Ren since the death of the Primordial. Awakened titans are often chaotic and destructive, reducing all in their path to rubble. As such, whenever a titan is awakened, it is treated as a potential world-ending threat. To avoid cataclysm at the hands of the Titans, they must be appeased, destroyed, or sealed away. These are only temporary measures however as the only way to stop the Titans for good is to bring them all together to combine them back into the Primordial.

The Ocean

Outside of the biomes that cover the land, the continent is surrounded by the harsh and deep waters of The Ocean. The Ocean is the body of water that surrounds the mainland, and is also the subject of many scary stories and legends among the children on the Living Lands. The water is undrinkable, and the crashing waves will sink any vessels that are put on it. Those who tried and lived tell tales of massive beasts under the waves, bigger than mountains, threatening to swallow their ship whole.

Symbiotes

Symbiotes are organisms that use kin as parasitic hosts which help kin to survive in the Living Lands. Safely channeling and discarding excess Ren can be difficult or impossible for kin on their own. Because of this, the kin of the Living Lands have come to rely on the use of Symbiotes to regulate the circulation of Ren through their bodies, among other benefits. Symbiotes feed off excess Ren in the bodies of their hosts and can be used to better channel Ren into Evocations and physical Augmentations. There are also special Symbiote actions and abilities that you can gain from your Symbiote which are covered on page 15

Symbiotes themselves exist in many different forms. The most common types of symbiotes are small invertebrates, plants, or fungi. Symbiotes are typically ingested or inserted into the body around early adolescence when a child first starts experiencing symptoms of poor Ren circulation. Without a symbiote, kin are almost guaranteed to die or become irreversibly mutated Byox.



The main body of a symbiote, its core, is confined within the body of the host, however, there can be other physical manifestations of the symbiote on the exterior of the body. For example, a Mykom faction member's fungal symbiote causes mushrooms to protrude from their skin and various orifices across their body. It should be noted that it should be entirely up to you how your symbiote alters your physical form if they do at all.

Triage

The symbiote also provides its host with the ability to heal any injuries they may suffer. This healing ability, known as Triage, can keep the kin going through burns, slashing, or even broken bones, as the symbiote will cause the host to rapidly heal the injury. The symbiote's Triage can be overwhelmed with repeated blows, as there is only so much energy that a symbiote can store.

BIOMES

Beyond your Biomancers, there are a host of oddities to discover in the Living Lands. Each corner of the world is speckled with a variety of wild and unnatural landscapes called Biomes. Biomes are categorized into 8 different types depending on the way Ren has manifested in them. These types are Tundra, Aquatic, Mountain, Desert, Sky, Forest, Volcanic, and Wasteland. Biomes vary wildly in size and location across the world; you could walk a mile through a Tundra Biome and end up in a Volcanic one. The placement of Biomes in the world is seemingly unpredictable, and while their borders shift at times once a Biome forms it rarely changes type, but ultimately you should never linger too long in one place while in the Living Lands. The wildlife of the Biomes tends to be just as wild, taking on many different forms and aspects of the land, and are often larger than any of their real-world equivalents. A bird living in a Volcanic Biome may display supernatural heat resistance as it dives into a flow of lava to catch a fish swimming in it with obsidian-like scales. Similarly, the people living in the Living Lands, the kin, have adapted to some varying degrees in order to survive the harsh environments. This is why nearly all kin in the Living Lands display some naturally born physical adaptation or take on organic augmentations via their Symbiotes to account for any deficiencies.

Aquatic

While the Ocean surrounding the Living Lands are filled to the brim with enormous creatures that will consume you whole without a second thought or care, the waters that can appear within the Living Lands are a different story. These Aquatic Biomes give a soothing effect against some of Ren's more harsh effects to those who venture into the inline lakes and rivers. The Biomes can vary from section to section in exact looks, with some having nothing but the murky waters that fill the gap between the lands, while others have crystal clear waters that light can shine through to reveal strange coral formations deceptively just below the surface. However, one should still be wary when entering the waters of these Biomes, as the denizens within do not always share the same calm and soothing demeanor as the waters they inhabit.

Desert

In the desert, your eyes cannot be trusted. The self-similar, repeating landscapes, the shifting, obscuring sands, the illusory mirages, and your own heatstroke-addled mind combine to make it almost

impossible to navigate the deserts alone. Of course, getting lost is far from the only worry. The desert can seem desperate for moisture, draining water from every unprotected orifice of unprepared travelers. The desert even shifts around towns and settlements under the cover of sandstorms, all seemingly to disorient and mislead those foolish enough to believe they can find their way. Of course, the unmappable nature of the desert has led to a myriad of legends; stories of lost treasures, ancient civilizations, retired heroes who can slay Titans, all have been said to be somewhere in the swirling sands, maybe lost for all eternity, or maybe just across another dune.

Forest

One of the more diverse Biomes in the Living Lands, the Forest Biomes are teeming with life. The Ren that pools in these places has a calm and welcoming feeling that an experienced traveler will recognize; a place to rest your legs but never close your eyes, for the forests will trap as much as it will entice you. As such the creatures that make the Forest Biome their homes follow a similar pattern of entrapping and surprising their prey. Forest Biomes have the largest range of types, with jungles, woodlands, and more exotic types such as enormous mushroom groups falling under these Biomes.

Mountain

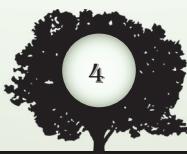
Imposing and unmoving, the Mountain Biomes are one of the few Biomes that can stand up against the ever-changing nature of Ren in the world. Evokers that have adapted to the Mountain Biome are prime examples of this, with much of the Evocations they cast having long-term effects on the environment around them, with the particularly powerful ones able to create permanent mountain formations at will.

Sky

A land of fractured floating islands and debris, Sky Biomes are some of the more Ren-influenced lands in the world. Large sudden storms are common occurrences on these islands, with many kin learning how to live with the sudden changes the environment inflicts on them. Other creatures and kins of these Sky Biomes have even learned to harness the power of these storms to aid them in travel and conflicts with others. While Sky Biomes vary greatly in their exact contents, they remain identifiable with their floating landmasses and howling winds filled with electrical charge giving the sense that a storm is always about to appear.

Tundra

While the Forests of the Living Lands try to entice and trap those who enter, the Tundras do not bother with subtlety as it tries to trap and freeze all who enter. Marked by sudden drops in temperature and the bitter coldness they bring, Tundra Biomes are one of the more inhospitable climates found in the Living Lands. Water freezes within minutes of being exposed to the icy air, and anyone not adapted to the temperature should take care to wear proper clothing, lest they freeze. Tundra Biomes include ice sheets, glacial valleys, frozen grasslands, and many other cold areas. Tundra is often covered in feet of snow, making travel arduous for the unprepared. Those that venture into the Tundra are in for a bitterly difficult time but may come out stronger and more resilient as a result.



Volcanic

The most aggressive and hottest biome in the Living Lands, Volcanic Biomes make their presence known long before any Kin come near. Volcanic Biomes get hotter as you go towards their center, the land itself more enraged the further inward you go. Near the center of larger Volcanic Biomes, wood, paper, and oil will burn due to the ambient temperature, as will many creatures. Most creatures and kin that live in Volcanic Biomes tend to live around edges as a result, but there are some that live further in, including some that regularly bathe and swim in lava. These creatures share the Lands temperament, aggressively searching for food and defending their territories from any who dare come too close.

Wasteland

Due to their corrupted Ren and twisted landscapes Wastelands are theorized to be the sites most impacted by the Renewal. Many Wasteland Evocations drain the Ren from surrounding creatures and have disturbing psychological effects on their targets. These psionics are a defining feature of the Wasteland alongside the twisted and crumbling shale rock spires that scatter the land; growths of the slumbering Wasteland Titan. Beyond this, the Wasteland is made up of scores of gray diseased land, bogs, and many insect and crustacean-like creatures.

Byox

Byox are people who have been overtaken by untamed Ren and transformed through a process called Hypermotusis into unrecognizable abominations. The person the Byox was before they transformed is lost and cannot be recovered.

Byox come in a number of different forms but are always the result of the symbiote's removal or rejection of their hosts. If someone overworks their symbiote to the point where they cannot keep up with the Ren their host attempts to channel their symbiote may reject them and exit the body leaving the host to transform. This is the most common way Hypermotusis can occur, but there are instances where symbiotes might be forcefully removed by another Biomancer, or there may be other Ren incidents in the world that cause the symbiote to reject the host or become unable to regulate the flow of Ren such as the disturbances caused by a Titan.

Some Byox can still speak despite being transformed. The actions of the Byox align with the will of the land or the titan that transformed them, meaning that some are capable of being reasoned with, although they are often esoteric and aloof at best, and menacing and vengeful at worst. The Land and Titans may grant their Byox with different Evocations and abilities.

Renewal Spots

Renewal Spots are small areas that are uncorrupted by Ren. Renewal Spots are pristine, secluded spots of natural beauty. The lack of untamed Ren is immediately noticeable to any creature that enters a Renewal Spot, and most kin experience a strong sense of peace when in a Renewal Spot. Renewal Spots allow symbiotes to cleanse themselves and re-regulate the flow of Ren throughout their host's body. Resting in a Renewal Spot for at least 1 hour is enough to allow a Symbiote to fully replenish their host's Ren and restore them to full health.

Many settlements are started around and close to Renewal Spots, and communities will clean and protect their local ones. Through the cleaning and maintenance of these settlements, the Renewal Spots are able to stay and do not lose their calming Ren. Casting Evocations or channeling Ren in these areas is generally considered to be a crime, since this can damage the Renewal Spot. Renewal Spots can be corrupted by untamed Ren leeching in from the surrounding area, but this process normally takes years, and countermeasures can be taken to reverse this process. Byox infiltrating the spot can accelerate this process dramatically, and Titans can permanently destroy a Renewal Spot in a matter of seconds.

Types of Kin

The Living Lands is home to a great variety of people. These people who populate the world are collectively referred to as "kin". Kin have a wide range of appearances, but are generally made up of a humanoid base and possess other features like that of animals or the land itself. The extent to which these special features manifest in your Biomancer's appearance may vary depending on your preferences. Your appearance and the type of kin you are is determined by you when creating your Biomancer. Each Faction listed on page 12 has a short list of common types of kin which can be found within that group. This is to act as a guideline for you when creating your Biomancer, but you are more than welcome to venture outside these examples. Players are encouraged to be creative in deciding their Biomancer's appearance and to think about why they might have adapted in this way.

The following are examples of types of kin that exist in the Living Lands. This is not an exhaustive list, and if you choose you may mix and match attributes, or come up with your own types of kin to include in your games. Players choose a type of kin during character creation.

Avian - birds; not capable of flight without augmentation

Caniformia - dogs, raccoons, bears and other four legged animals

Crustacean - crabs, lobsters, shrimp, and other shellfish

Crystalline - those with bodies largely covered in and/or made up of rock

Fungal - sentient mushrooms and other various fungi

Grendel - resemble goblins, gnomes, and other small folk creatures

Hominid - includes humans and other ape-like creatures

Insectoid - insects and arachnids

Muto-Hominid - hominids dramatically altered by mutation

Pinniped - carnivorous aquatic mammals such as seals and walruses

Reptilian - lizards, geckos, and other cold blooded creatures

Rodent - rats, mice, guinea pigs, hamsters

Tardigrade - large humanoid versions of microbial water bears



THE FACTIONS

Many different towns and civilizations call the Living Lands home. These different peoples are known as factions, and there are many spread across the land. Below are listed six of the largest factions, although there are many lesser known factions that you might encounter in your journey.

Scholars of Sibilex

Preferred Biomes: Wasteland, Aquatic

Skills: Craft, Inspect, Stealth, Trickery

Common Kin: Crustaceans, Insectoids, Hominids

The Sibilex are an isolationist society of wasteland dwellers surrounding the psionic spires that make up the body of the Wasteland Titan. Sibilex have heightened resistance to and aptitude for Evocations which affect the mind and perception as a result of this proximity to the spires. Over time the Sibilex have had to adapt to the psionic forces of the Ren present in the wastes in order to survive and avoid its slowly maddening and psyche-altering effects. The homes of the Sibilex fall around these spires and the shale cliffs that encompass them. Food for the Sibilex consists primarily of the large mutated insects and grubs from the surrounding bogs. Additionally, some medicines can be foraged from the native fauna. Symbiotes for Sibilex are typically tadpoles and smaller invertebrates that breed in the murky pools of Ren-infused water found in the waste bogs.

Sibilex tend to isolate themselves and their communities for fear of outsiders on multiple fronts. For one, their folklore warns them from trusting unfamiliar faces, but more importantly, Sibilex have had poor experiences with outsiders that have attempted to meddle with their affairs and monuments to disastrous consequences. There have been multiple incidents where upstart Biomancers have attempted to harness power from, or to prematurely awaken, the wasteland titan through the spires. This has more often than not resulted in the Biomancer's death or possession. Possessed Biomancers are similar to Byox in that they have been altered by untamed Ren, but are different in that the Ren affects their mind in a way that makes it prone to extreme violence. These Ren possessed pose a serious threat to the communities they appear in and incidents like these create an even worse image of the Sibilex in other factions, sometimes leading to persecution or retaliation if the threat is not contained. While Sibilex can become possessed like this, their adaptations to the wastelands generally prevent it.

Commonly throughout the Living Lands, the spires are referred to as simply "The Spires", but some Sibilex folklore refers to them as the "Fingers" or the "Fingers of Lesh". Lesh, in Sibilex legend, refers to a Byox shapeshifter who lived among the different factions of the Living Lands and would steal people away to add to their collection of faces. Their true form was said to have the shape of an upright alligator, jagged rot black teeth, a bulging bare pink stomach, small peeking black feathers speckled across their body, and fingers as long as tree branches. The taken kin had their minds trapped inside Lesh's belly in the form of pure Ren as they were each devoured by the Byox and were forced to churn there in anguish for years. It is said that after devouring over a thousand minds Lesh offered their victims to the spires of the wastes and was rewarded by being turned into what is now the largest of the



spires. The minds they devoured now reside with Lesh in the spires where they create the psionic waves and roils that the Sibilex contend with every day. Despite the stories, some believe that Lesh still walks the Living Lands gathering more offerings for the spires and is often used as a cautionary tale to warn children from straying into the bogs at night and speaking to outsiders. Some have taken it a step further though and attempted to replicate Lesh's rituals in an attempt to gain power.

Modern Sibilex are primarily bog fishers and scavengers who toil daily to find food for themselves and their families. When two Sibilex mate their symbiotes become psionically linked by the spires through a ritual called the joining. It is typically seen as taboo among Sibilex if a couple does not undergo the joining, especially if they have children. When symbiotes become linked through the joining the partners develop a telepathic connection that allows them to communicate words and emotions with each other without the need for speech. These links are viewed as beneficial by supposedly eliminating conflict and increasing the faction's overall

productivity and efficiency. Some more extremist Sibilex advocate for the joining to be expanded beyond romantic partners and parental units to encompass their children, coworkers, and even entire generations. This is different from Mykom symbiote joining, however, as each host retains their individuality after the ritual is completed.

The joining is among one of the many rituals that have been developed by the occultists of the Sibilex. Occultism is a well-known but fairly uncommon practice among Sibilex where the curious minds of the faction experiment and attempt to expand their knowledge and understanding of Ren and Lesh's Fingers through the lens of their people's connection to psionics and the Fingers. These occultists over time have attempted to communicate with the minds trapped in the spires and the titan they reside in, to mixed success. So far the biggest innovations of these occultists have been the creation of the joining ritual, the ability to briefly speak to the dead, and better methods of treating and understanding mental disorders. Occultism is not without its dangers however, as many inexperienced and arrogant practitioners have accidentally absorbed some of the minds of the spires resulting in either some erasure of the practitioner's own personality, damage to their symbiote, or even madness. Otherwise, though, occultists act as the Sibilex's communal caretakers and doctors, administering treatment for overexposure to Ren and psionics through their rituals, Evocations, and other medicines. The responsibility for a Sibilex community's well being often falls on its most senior occultist. Poor practice and negligence can often cause a community to break down under the pressure exerted on them by the psionics of the spires. Communities are known to have erupted into violence overnight or otherwise disappear from this.



Kroka Vox

Preferred Biome: Tundra & Aquatic

Skills: Athletics, Persuade, Spotlight, Wilds

Common Kin: Hominid, Pinniped, Caniformia

The friendliest sight you can see in the tundra, the Kroka Vox are known as "Snowy Saviors" who rescue and support travelers who are lost in the expanse of the tundra. Many a weary traveler has curled up in the snow, ready to sink into a numb and calm death, only to wake up to the smell of fish stew on a warm bed in a Voxen city. The Kroka Vox care for all kin as if they were their own, which leads to Voxen settlements being fairly diverse.

Kroka Voxen settlements always form around lakes, rivers, or other bodies of water that freeze most of the year round. Their settlements always mirror the body of water they are built on, radiating out from lakes or following the curves of rivers. A Kroka Voxen depends on the water for food, trade and transport, entertainment, and many other aspects of life.

Dearest Travelers,

If one is unfortunate enough to find oneself lost in some stretch of Tundra with cold that chills the soul and make one yearn for the blazing heat of the caldera, it's of the utmost importance to recall the age-old saying: "Home is at the headwaters." If one is to take this advice at face value and follow any river or stream to its source in the tundra, one is almost assured to find a friendly settlement of the Kroka Vox, a kin so full of warmth that one may forget their frozen digits. When I first set foot into a Kroka Voxem settlement, I believe 'Horaka' was the name, I was welcomed with open arms and given a bowl of some strongly-spiced fish stew and a free bed in the local inn for the duration of my stay. In a more standard situation, I would attribute the niceties of a welcoming committee to be a symptom of my fame, but these kin seemed to have never heard my name before! It seems as though Kroka Voxen are simply this pleasant to any travelers who pass through their lands. It is a grave, one-time mistake to let their friendly exteriors fool you into thinking that they are passive pushovers, however. I was challenged to a sporting duel by a strapping young lad with large, walrus-like tusks and a shock of bright green hair. Although I fought valiantly, as I am wont to do, I was thoroughly chastened, as even the most fantastic flourishes of my sword left barely a scratch on his thick hide, while his powerful strikes stunned me quickly and expedited my defeat. True Voxen can be identified by their naturally brightly colored hair and robust forms, and their unbelievable tolerance for the cold. Many of them have symbiotes that manifest as thick coats of Lichen or Moss that keep in warmth and wick away moisture. As if the arctic expanse wasn't bone-shatteringly cold enough, Kroka Voxen seems to be particularly adapted for plunging into the ice-speckled waters that border their abodes. If one is fortunate enough to find themselves in a Voxen city around the warmest times, they will be treated to an exhibition of "Iceboarding" in which many of the finest surfers across Kroka Vox will surf on the icy waters of their local lake, attempting to accumulate ice on their face to form the longest beard of ice. While I can't in good conscience recommend anyone but the stoutest of travelers make the trek into such an inhospitable place, those brave (or perhaps, foolish) and lucky enough to make it to any Kroka Vox settlement will be treated to entertainment that I have not found replicated anywhere else in all my Travels.

-- The Travels of Gilbert Gobshield, Vol 5: "Mapless and Wistful"

Mykom

Preferred Biomes: Forest, Wasteland

Skills: Biology, Stealth, Trickery, Wilds

Common Kin: Hominid, Crystalline, Fungal

The Mykom are a tight-knit and secretive faction that inhabit the many forests and wastelands of the Living Lands. Surviving off of what prey they can capture and secure for the community that they hale from, the kin of the Mykom will normally assume anything not a member of the community is either food or a threat and will be treated as such. Outsiders are rarely allowed entry into the faction and those who do join never leave or are given the option to. The Mykom are able to maintain this control through strict doctrines and their ability to communicate telepathically with one another, creating a pseudo-hive mind in each community. This allows information to pass very quickly between members and creates a greater sense of closeness between kin. However, it also means that members cannot hide things from others, causing many to be labeled as 'other' within the community and being purged from it for having these stray thoughts revealed. This communication is done through the symbiote that the Mykom use to protect themselves from the dangers of Ren around them. This fact has led to the Mykom faction having the largest number of kin undergo Hypermutation as they desperately try and find a way to remove themselves from the oppressive observation of others and find an escape, committing the greatest taboo of killing their own symbiote. For there is no greater pain for a Mykom than receiving the never-ending barge of mental pain from the community once the label of 'other' is applied to them.

As for the appearance of the kin of Mykom, they have many shapes and forms though the majority have the forms of hominids, crystalline, as well as fungal. This does not mean that there are no insectoid, crustacean, or other forms that can be found within the faction. They do not judge any based on external presentation or form, but only on the inner thoughts and mind of the kin before them. This is what they try to control more than anything else.



The Holers

Preferred Biome: Mountains, Volcanic

Skills: Athletics, Inspect, Stealth, Wilds

Common Kin: Grendel, Rodent, Caniformia(Raccoon)

The Holers, or as they call themselves, "The Ascendants of Light," are a cult that dig massive holes to unearth the shiniest, most lustrous rocks and gemstones. They crush these stones into powder and swirl the glittery powder around in their mouths to make their maws shinier and more reflective. Eventually, it is believed, if a Holer's mouth becomes reflective enough, they will be able to reflect the full light of the moon in a concentrated beam, imbued with the power to awaken a being called "Shagora." According to their lore, Shagora is a bird of colossal size, frozen in ice under the red star Quy-kep, and will take the Holers to the moon as thanks for being freed in an event they call "Lumos."

Most groups of the Holers are nomadic, moving synchronously with the moon. They walk through the mountains and volcanic hills at night, starting their journeys as the moon begins to wane, marking a new excavation site when there is no moon in the sky. From there, they begin their work, digging a new hole until the night the moon is full. On that night, the Holers will attempt to awaken Shagora, reflecting the light of the moon into the stars, hoping that tonight, they shall finally awaken Shagora.

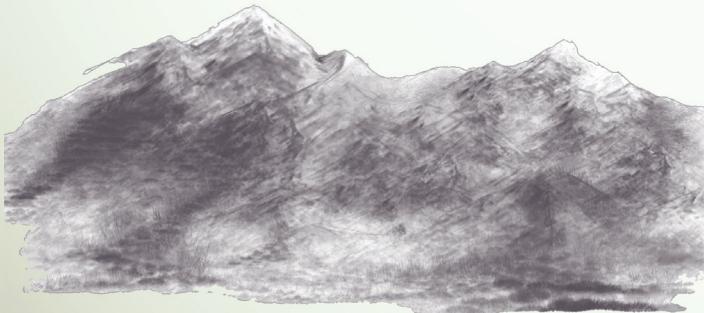
Typical Holers are small kin with sharp, pickaxe-like claws for digging and massive mouths and teeth for crushing and eating rocks. Some Holers use tools to dig or crush rocks, but most believe that the use of tools in digging removes power from excavated Gemstones, so excavation is generally done by hand exclusively. Occasionally, on their travels, they will indoctrinate a traveler or take care of a young child, so it is not uncommon that kin unadapted to digging, or unable to eat rocks are found in their ranks.

The Holers leaders are powerful and secretive. They control a massive network of messengers which they use to coordinate the movements of The Holers. This network also serves as the primary mail system for most of the Living Lands, so the leaders have a surprising influence on the policies of other factions. It is said that the Holer elites have a crystal so resplendent and shiny that any Holer who consumes it will be able to awaken Shagora, but so far no one has been able to damage, let alone eat the crystal. Many Holers even doubt its existence, but publicly denouncing the leaders can lead to banishment, or worse, the forcible darkening of the mouth.

Dearest Travelers,

Over the better part of a month I have been observing a strange occurrence, a congregation of moon-eyed folk which my guide has called the ‘‘Holers.’’ I cannot tell from whence they came, as every time I go outside, I seem to find a new one. The small campsite that I set up on the southern slope of the Grethorpe Mountains was previously overlooking a small, rather unremarkable valley. Since that time, hundreds of strange, small and shiny kin have congregated and begun furiously digging downwards in a perfect circle, roughly 10 longwurms across, and probably 4 longwurms deep at this point. Every now and then, a few of them will come rushing up out of the hole with a large, brilliantly shiny rock or gemstone. Most of these are common-or-garden stones, like quartz or malachite, but I have seen those creatures pull riches out of the ground that I could only dream of. Upsettingly, they seem to have no regard for the value of these stones, as after polishing their find to a mirror finish, they always crush them into a fine powder with their massive teeth and eat them. It seems as though these kin often work in tandem with their symbiotes. Almost all of my observations of the Holers were while they were feverishly excavating their hole. The Holers were breaking apart large gubbins of rock and putting them them in baskets attached to their beetle-like symbiotes, which slowly climbed or flew them out of the ditch and deposited them in one of many increasingly large piles of scraps. These kin seem extremely intelligent, despite their insane behavior, and make quite interesting talking companions. One scampered into my tent as I was sitting down for an afternoon scrub, and asked if they could take my hand mirror. I, as a scholarly folk, agreed, as long as they would sit down and have a chinwag with me. The small purplish-red creature identified itself as ‘‘Elbo.’’ We spoke on the nature of Kin, and the weather, and then the conversation turned to ‘‘Lumos.’’ Elbo spoke for an age or two on this subject, and I must admit, I rather dozed midway through, but as I remember, it seems as though The Holers desire to be as Shiny and reflective as possible, with the end goal of ascending past their mortal form into an immortal being of light. By the time I awoke, it was dark, and I went out to see if my friend was still around, to apologize for being a poor listener. It seems though, that my friend had absconded, along with all of her other traveling partners, leaving the hole behind as the only proof that my traveling companions were not hallucinating the whole affair.

-- The Travels of Gilbert Gobshield, Vol 7: “Memoirs of a Gadabout”



Revel Imperium

Preferred Biomes: Volcanic, Sky

Skills: Athletics, Persuade, Spotlight, Trickery

Common Kin: Avians, Hominids, Tardigrades

Upon scorch black rock and ember sparkled skies lies the home of the most infamous group of kin in the Living Lands. Rather than abandoning their former homes amidst the volcanic ash and unbearable heat that consumed their lands the ancients who founded the Revel chose to stay behind to rebuild. A visit to the Ashlands will reveal structures made of volcanic tuff, limestone, and concrete dappled by and atop the black peaks of volcanic crags and sky islands, floating mounds of black earth raised into the sky. The Ren which suspends these sky islands has likewise seeped into the Revel’s kin, many of which exhibit features of birds such as feathers and wings. Despite this, it is rare for kin of the Revel to be able to take flight- and the few who can are held in high esteem. Over time the landscape shifted to where the fully avian-appearing kin with the ability became culturally distinct from the humans and tardigrades who primarily remained on the surface. The avians and those with flight separated from the flightless and settled on the sky islands and on mountains neighboring the peaks of volcanoes. This separation has led to some contention as to which group is the “true” Revel. Beyond the avian, sudo-avian, and fully human-appearing individuals, there is another common type of kin unique to the Ashlands. Evolving from water bear micro-animals, the tardigrades that inhabit the Ashlands are some of the only kin in the Living Lands capable of surviving in the lava regularly spewed out and flowing in the region. This allows them to thrive alongside the surface dwellers of the Revel as well as in their own small communities inside the caldera of the Ashland’s volcanoes.

A common type of Revel Symbiote that can be found are shards of sentient gemstone that can manifest outside the body as pure elemental fire of a variety of colors depending on the stone. Unlike many other symbiotes which are fully embedded in the host’s body, these sentient gemstone symbiotes can often be seen on the body’s exterior such as the forehead, back of the hand, or chest. Outside the Revel, these gemstones are highly coveted by vagabond Holers and symbiote poachers.

The communities of the Revel are largely distinct from one another. Ruled by a despot, the sky-dwelling avians are a feared imperialistic group that has expanded into other factions’ territory on numerous occasions in efforts to conquer and subjugate the masses. Imperials are raised strictly with few freedoms and are subject to rigorous training. The highest level of piety is expected from Revel children, and those who underperform or who talk back are cast down to live with the flightless. Imperial Revel culture heavily encourages worship of the Volcanic Primeval Titan through the great volcano, Rau’atog. A group of viziers called the Kangee serve the Revel emperor and direct Rau’atog’s faithful. A goal for many young Revel is to become one of Rau’atog’s chosen. Since the Kangee are able to commune with the sleeping Volcanic Titan through the volcano Rau’atog, some have developed rituals through which the Titan’s power can be bestowed upon the Imperial Revel’s champions. This in turn becomes the life’s goal of many loyal Revel, to be recognized and chosen for this ritual through feats of war.

While the flightless living under the Imperials share the name



"Revel", many do not think of themselves as such. The surface dwellers are divided into roughly three groups. One is loyal to the Imperial Revel and the name, another that is spiteful of the Revel, and another that is more reclusive with a greater focus on their ancestral ties to the land. Both the human and avian surface kin are included in these groups, although the caldera-dwelling tardigrades are largely separated from this conflict. Rebel Revel are known to work against the Imperials in various fashions, performing highly targeted covert operations to weaken the empire at its foundation, but these operations are rarely successful and the rebels have been largely forced into hiding. The surface Revel have the most contact with other factions outside the Ashlands, trading materials and goods unique to the Ashlands for that which cannot be found within, such as plants and water. The goods traded consist of the stone fish caught by local lava fishers, the lifeblood of the Revel, as well as the abundant diamonds, gold, lead, and other minerals found in the Ashlands. Stonefish are obsidian-scaled marine life that has adapted to survive in the volcanic Biomes of the land, if one can crack their shell they will be rewarded with some of the most succulent meat that can be found in the Living Lands.

The dwellers of the Ashland calderas are a peaceful people but one that is respected by the Imperials. While some have viewed the relaxed nature of the primarily tardigrade communities as lazy or weak-willed, this group has earned their position through incredible physical resilience and defensible position. The tardigrades ability to survive in the conditions of the volcano as well as to forage from it leaves invaders with no hope of siege or victory in battle. As such the Calderans live in relative harmony with the rest of the Revel, offering trade and access to the volcano to Kangee viziers in exchange for a quiet existence and independence from the Imperials.



Nomads of Arleste

Preferred Biomes: Desert, Tundra

Skills: Biology, Inspect, Stealth, Wilds

Common Kin: Hominids, Muto-hominids, Caniformia (Fennecs), Reptilian

The Arleste are a nomadic people that traverse the Wynd & Weft, a massive desert which transforms overnight from the Wynd, a blistering abandon, to the Weft, an impossibly wintry tundra. Shunned by most other factions, the Nomads of Arleste tend to keep to themselves. A few generations of maladaptation and unwise symbiote selection have had an effect on a small percentage of the Arleste people creating a type of kin somewhere in between man and Byox. These kin are known as muto-hominids. Muto-hominids are like hominids in almost every way, with a few exceptions. These kin have Hyperextended limbs, increased strength, and large eyes with a membrane like a frog's. These mutations come with a cost, however, as many muto-hominids struggle to assimilate to societies and factions beyond the Arleste, due to their Byox-like appearance. While some vehemently detest the mutations present in these kin, the Arleste accept them as they are and recognize them for their ability to better traverse the Desert. Due to the membrane over their eyes, muto-hominids excel at navigating herds of Arleste through sandstorms, as well as a knack for detecting the illusions caused by the Ren of the region, though this may be more so due to a greater sensitivity to Ren itself.

The Arleste themselves are made up of a variety of people all working together to make it from one day to the next. Many are not born into the Arleste and instead come from other factions or were previously unaffiliated. Children who are born into the Arleste are raised by the community alongside their birth parents. Everyone has at least some hand in raising a new member of the Arleste, from education, to nurture, and in all manner of general skills or trades. The Arleste have two rituals that adolescents and new members must undertake to become fully inducted into the Arleste. First is the Bath of Becoming, followed shortly by the Journey of a Million Steps.

The Bath of Becoming is a ritual in which the subject is submerged in ice water in the early morning before the snows of the Weft turn back into the desert of the Wynd. Once they are fully submerged the water is completely frozen. The subject is left asleep in the frozen block of ice until they are thawed out by the sun, at which point the Arleste herd will have moved on, leaving the subject behind. The Journey of a Million Steps comes now as the subject must find their way back to the herd within taking 1 million steps, leaving them with roughly 5 days and 5 hours to find their way home, after which they will be acknowledged as a true Arleste. During this time, it is encouraged that the adolescent or fledgling Arleste take on their new symbiote if possible.

Symbiotes are hard to come by in the desert without proper guidance, but one type, in particular, has a habit of making itself known to the Arleste. A pool of murky water found in the desert; what might first seem like an illusion of the Biome is in fact a symbiote waiting for a host to join with. If a traveler drinks from this pool then the symbiote will bond with them. The Symbiote embeds itself inside the heart of its host as a shard of never-melting ice. This

ice is alive and will try to prevent its host from becoming dehydrated or succumbing to either heatstroke or frostbite by regulating their body temperature from inside. While manifested the symbiote appears as a formless construct made of water in different states of matter; gas, liquid, or solid generally. These types of symbiotic relationships do have an unnerving quality to them however, as in the event the host is brought to near death the symbiote will automatically assume control of the host's body. The symbiote will emerge from inside and surround the host in a veil of water which becomes crystalized and begins puppeting the body. If there is a way to save the host the symbiote will attempt to do so, but if not then the symbiote will use the body as a vessel until such time as they can find a new host.

A noteworthy subsect of the Arleste is a small group of masked individuals known as the Prophets. The Prophets are nomads said to be able to control the desert and its illusions all with the purpose of keeping something in the heart of the Wynd & Weft concealed. It is believed that this may be the body of the Desert Titan that the Prophets protect, however, there are some theories that some other greater power lies dormant in this place. Sightings of the Prophets are rare, but for those who venture too deep into the Wynd & Weft, seeing them means one of two things: turn back or die.

Collective of Biomancers

Spanning multiple factions and backgrounds, the Collective of Biomancers represents the best of the best of what the Living Lands has to offer. Originally joining together with the express goal of reunifying the Primeval Titans, the Collective fights for the future of their home. The Collective is primarily made up of changemakers from all the major factions of the Living Lands, but has formed its own culture in which a handful of young are raised to continue the fight for generations to come. Despite this, the differing backgrounds and world views of those who make up the Collective can sometimes result in its members butting heads over their approach to their mission. Some believe that instead of rejoining the Titans into the Primordial, they should simply watch over and appease the sleeping Titans so as to not anger them, while others argue that the Titans should be destroyed. While the Collective has not become wholly divided over these issues as of yet, it may only be a matter of time.



As it stands, the Collective employs its members and a few select outsiders to halt the efforts of fanatics and overambitious individuals with the intention of awakening and/or siphoning the power of the Titans. In an attempt to maintain order throughout the Living Lands, the Collective takes on requests posted by other factions and individuals whom they work more closely with. These extraneous jobs usually consist of stopping various rogue Biomancers. Although the Collective attempts to take a neutral stance in terms of the politics of the factions they do sometimes clash with the Revel Imperium over their viziers' manipulation of the Volcanic Primeval Titan.

Ultimately the Collective will be forced to complete its mission or the Living Lands risk complete annihilation. High-ranking Biomancers in the Collective have theorized for some time that since the division of the titans Ren has grown more and more unstable. If Ren continues to run wild then it will reach a point of no return that will change the land and its people in a way that even the strongest measures cannot protect against and the world will die. It is the belief of the Collective that it is up to them to prevent this from coming to pass.

Crystalline Cabal

Antithesis to the Collective of Biomancers, the Crystalline Cabal is a group of fanatics who desire to ascend and become one with the Titans they revere. This group is descended from the ancient organization that was responsible for the destruction of the Primordial and the Renewal. While some might understand their practice as worship of the Titans, in fact they revile the Titans and look up to their power alone, desiring to usurp their place as masters of the land. The most devoted of their members change their bodies to resemble earth and gemstones to reflect the Titans they are committed to usurping.



CHAPTER 2:

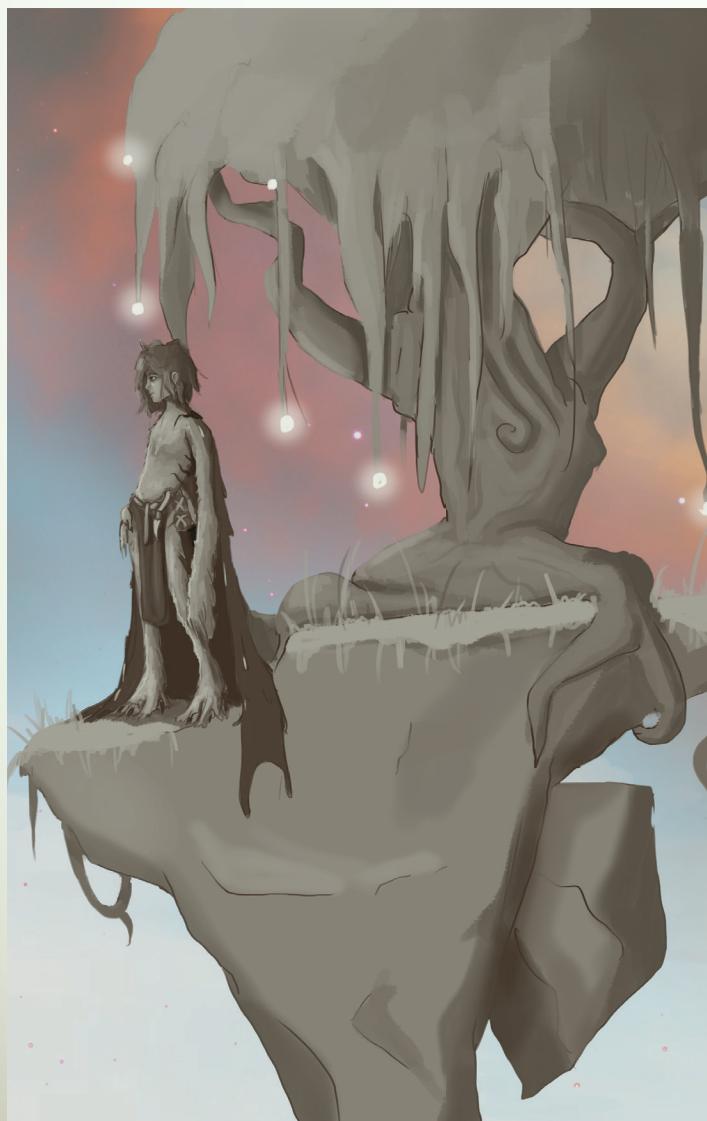
CREATING YOUR BIOMANCER

Create a Concept

There are a plethora of choices to make when building your Biomancer. To have an easier time making these decisions it's recommended that you first develop a concept of what type of character you want to play. Do you want to be a rough-and-tumble explorer with a strong build? A reclusive half-man/half-spider with a penchant for the mystical? Answering this question now will help you move forward as you choose stats, skills, and other abilities for your Biomancer.

Mechanics

Living Lands uses a d12 dice pool system, in which you roll a number of 12 sided dice, and count any 10's, 11's or 12's as successes. The size of your dice pool is determined by adding the number of points invested in the relevant Stats, Skills, Combat Skills, and Biomes for a given roll. Living Lands will require you to have at least 1 of these dice, but having more is recommended. Each player should have about 10 dice to facilitate a good pace of play.



Choose an Origin

There are two options when selecting an origin for your Biomancer. You can either choose a faction, each with its own unique flavor and lore, or you can choose to be unaffiliated. Your faction rewards you with a selection of skills and Biomes. Your Biomancer will gain 1 skill point in one of their Faction's listed skills, and 2 Biome points, 1 of which must be from its listed Biomes. Unaffiliated is similar, but only grants 1 additional Biome point in exchange for an additional 3 Adaptation points to use for character creation. Factions

Gain an additional 1 skill and 2 Biome points available to your faction.

Table 2-1: Faction Biomes & Skill

FACTION	BIOMES	SKILLS
Kroka Vox	Aquatic Tundra	Athletics, Persuade, Spotlight, Wilds
Sibilex	Aquatic Wasteland	Craft, Inspect, Stealth, Trickery
Mykom	Forest Wasteland	Biology, Stealth, Trickery, Wilds
The Holers	Mountain Volcanic	Athletics, Inspect, Stealth, Wilds
The Revel	Sky Volcanic	Athletics, Persuade, Spotlight, Trickery
Arleste	Desert Tundra	Biology, Inspect, Stealth, Wilds

Unaffiliated

Gain an additional 1 skill and 1 Biome point in any category of your choice. You start with 3 additional Adaptation points. Being unaffiliated does not necessarily mean that you are a hermit or live alone, it simply means that you were not associated with any of the major factions.

Kin

In the Living Lands you play as humanoid creatures known as kin. These beings primarily resemble humans however many have been altered by or forced to adapt to the landscapes. Beyond just humans though kin may resemble any number of animals. For example, your Biomancer could be an anthropomorphic snake or crab person if you so choose. This has no mechanical application besides being a way to potentially flavor any of your other character creation choices such as Biome points or faction.

Goals

Each Biomancer has a set of two types of goals that will be used when determining their progression throughout a campaign. Come up with a short term goal and a long term goal with your Host. A short term goal should be something that your character can complete within 1 to 2 sessions of play, while a long term goal might take roughly 4 to 6 sessions long. Goals should reflect your

Biomancer's personal motivations to encourage roleplay at the table. Completing a short term goal rewards you with 2 mutations at the end of a session and completing a long term goal rewards you with 2 evolutions at the end of a session. For more on mutations and evolutions see Progression on page 16. The Host has the final say as to whether a goal has been completed or not. Once you complete a goal, either short or long-term, write a new goal of that same length to replace the completed one.

Stats

Stats represent the innate physical and mental characteristics of your Biomancer. There are 6 primary stats in Living Lands that go into building your Biomancer; Tough, Agility, Affinity, Control, Senses, and Kinship. Each point of a stat you have adds 1 die to its dice pool.

Increasing Stats

You start by having a value of 1 in each stat and begin with 10 points to distribute amongst them, up to a maximum of 5. It costs 1 point to raise a stat's value from 1 to 2 or from 2 to 3. However, it costs 2 points to raise a stat's value to 4, and 3 points to raise one to 5.

Tough

Tough affects your overall physical build and strength. Characters with more tough are harder to take down in combat and pack a bigger punch in hand-to-hand fights. Certain rolls such as melee attack rolls and skill or resist rolls involving feats of strength take from your Tough dice pool. Additionally, you have 7 base health and get 3 extra for each point of Tough you have.

Agility

Reaction time and light footedness are the primary benefits of Agility. Characters with a high Agility stat are more nimble and dexterous, making them able to deliver precise blows and avoid otherwise fatal physical attacks. Agility affects rolls for certain physical and ranged attacks as well as skill and resist rolls involving precise movement or evasion. Your Dodge reaction used to reduce incoming damage also has a dice pool equal to your Agility.

Affinity

Affinity defines your ability to connect with the land and to channel the Ren within it. A character with more affinity will have a deeper spiritual connection to and understanding of the forces that govern the land and be able to command it better than someone without. Biomancers with high Affinity will also excel at casting multiple Evocations in succession. Affinity determines the amount of Ren you add back to your Ren Pool at the start of each scene, and is used for evoke rolls and certain skill and resist rolls involving Ren and the land.

Control

Control is a measure of your ability to hold greater quantities of Ren through use of your symbiote. As the symbiote helps a Biomancer to hold and channel Ren, a Biomancer more attuned to their symbiote will have a higher maximum Ren pool and stronger overall symbiote abilities. Control increases dice pools for symbiote powers and raises your total Ren pool by 5 for each point of it you have.

Senses

Senses is a Biomancer's animal instincts as well as their ability to detect and resist Ren. Senses are used for traversal and exploration, as well as for dodging opponent's Evocations. Your Resist reaction used to add additional dice to your rolls to avoid status conditions also has a dice pool equal to your Senses.

Kinship

In contrast to the animalistic instincts and awareness of Senses, Kinship denotes your ability to interact with kin and the different factions of the Living Lands. Kinship is used in skill rolls during social encounters when attempting to persuade, deceive, or otherwise influence someone. Kinship also translates to your Biomancer's commune with the sentience of the land itself, awarding additional Favor per point of Kinship.

Skills

Skills are your specializations beyond your raw physical abilities. There are 9 skills: Athletics, Biology, Craft, Inspect, Persuade, Spotlight, Stealth, Trickery, and Wilds. These are used for skill rolls which determine the outcomes of some of your actions. Skill rolls are made by combining two of your dice pools; one from your stats and the other from skills. There are no definite combinations of stats and skills that should be used for a given roll, but some combinations may be more common such as Tough + Athletics, Senses + Inspect, and Kinship + Persuade. Hypothetically, however, any two stats and skills could be combined during a skill roll with the right approach. See page 18 for more information on Skill rolls.

Your Biomancer starts with 12 points they can distribute among their skills during character creation. You can have a maximum of 5 points in each skill. Each point of a skill you have adds 1 die to its dice pool.

Athletics

Strength and physical precision. Athletics defines your ability to perform feats of strength and exhibit good overall physical technique. A skill roll using Athletics could be used to determine how well you can swing across the vines of a Forest Biome or to try to climb or jump a large distance.

Example Masteries: Climb, Swim, Grapple

Biology

Your knowledge of and ability to manipulate organics. Biology is used to recall information about the organisms of the Living Lands, how to heal them, and how to survive them. A skill roll using Biology could be used to determine the cause of someone's illness, help an injured symbiote, identify a creature and its weaknesses, or revert a malfunctioning Augmentation.

Example Masteries: Medicine, Knowledge, Identify a Weakness

Craft

The ability to cook food, create medicines, and craft certain items such as potions or explosives. Crafting often takes time and resources, but can produce powerful items and one-time use effects. A skill roll using Craft may be used to craft these types of items or recall information about them, such as what you might need to craft an item and where to find the ingredients.

Example Masteries: Brewing, Cooking, Identify Ingredients



Inspect

The Inspect skill is used for both quick immediate acts of perception as well as more thorough examination of an area, person, or object. Skill rolls using Inspect will often be paired with Senses and might involve quickly noticing the insignia on a ring worn by someone, searching for clues at a crime scene, or spotting a hiding creature.

Example Masteries: Quickspot, Search, Stakeout

Persuade

Social influence and overall presence. Persuade affects your ability to weave words to encourage, convince, manipulate, or otherwise affect someone's actions through conversation. A skill roll made with Persuade will often be paired with Kinship, but could also be paired with Tough during a shakedown or intimidation. An example of a skill roll using Persuade might be convincing a member of a faction unaligned with yours to help you or convince someone to keep quiet about something they witnessed.

Example Masteries: Convince, Intimidate, Bribe

Spotlight

Spotlight affects your ability to maintain composure under pressure, and to direct a person or group's attention whether it be onto yourself, someone, or something else. Skill rolls made with Spotlight could be made to prevent others from discerning your intentions or to make a compelling speech or other sort of performance.

Example Masteries: Distract, Public Speaking, Sing



A Sibilex Crustacean harvesting bog plants.

Stealth

The primary functions of the Stealth skill are sneaking and otherwise avoiding detection. Skill rolls using Stealth will most commonly be paired with Agility, and will involve evading the eyes of others and attempting to fool the senses of wildlife in the Living Lands. Stealth can also be used with Kinship to avoid standing out in a crowd, Affinity to cast an Evocation without being noticed, or Tough to subtly push someone off of a balcony.

Example Masteries: Hide, Stash, Camouflage

Trickery

Trickery is your ability to deceive and mislead. Trickery is used by liars, cheats, and those with a penchant for sleight of hand. Skill rolls using Trickery can be attempts at stealing, pickpocketing, getting away with a lie, and misdirection. Rolls with this skill often pair with Agility or Kinship, but can also be used with other stats when the goal is to pretend to perform an action that would use that stat, such as feigning casting an Evocation or pretending to perform a feat of strength.

Example Masteries: Disguise, Pickpocket, Sleight of Hand

Wilds

The ability to interact with, identify features of, and traverse the wilderness is classified under the Wilds skill. Wilds can be used to recall information about Biomes and the land, or an environment you are familiar with. Exploration also depends on your Wilds skill as you attempt to navigate and avoid the dangers of the land. Skill rolls using Wilds might be required to locate a hidden grove, find a path through a Biome without any Byox or aggressive wildlife, or identify any dangers of a given environment.

Example Masteries: Animal Handling, Tracking, Danger-Sense

Combat Skills

Every Biomancer starts with 3 combat skill points that you can each assign to either Melee or Ranged. The Melee combat skill is used for making Attack rolls with close range combat weapons such as clubs, staves, and axes. Likewise, the Ranged combat skill is used for making Attack rolls with weapons that hit from a distance such as throwing weapons and bows.



Some Biomancers prefer hand-to-hand combat to some of the "barbaric" modern weapons

Mastery

Mastery represents your expertise and practice at specific areas of a skill. When you make a skill roll that involves your Mastery, add an extra die to your pool. All Masteries are subject to the Host's approval but can be just about anything that a character might do outside of combat. For example, a traveling bard may have a flute or singing Mastery, a chef may have a cooking Mastery, or a hunter may have a tracking or butchery Mastery. As a player, it's important to think about what your character would be good at. Masteries are an opportunity for you to explore the nuances of your character. When adding Masteries to your character be sure to specify which skill they fall under.

Combat Mastery

You also gain a Combat Mastery during character creation, which represents your proclivity towards using certain weapons over others. For example, you may have a Combat Mastery in bows, clubs, staves, or some other weapon you might wield. You might also have a Mastery in a certain Biome's Evocations in which case you would list your Combat Mastery as that Biome.

Weapon Masteries: Bows, Clubs, Blades, Daggers, etc.

Evocation Masteries: Aquatic, Forest, Volcanic, etc.

Biome Points

Each Biomancer will have at least one Biome point that you choose when selecting your Origin. Biomancers with a Faction will have 2 Biome points to assign while Unaffiliated characters have 1. You choose how these points are distributed, but they must be from a type based on your faction's preferred Biomes. This restriction does not apply to Unaffiliated characters, who can choose from any Biome when assigning their 1 point.

Biome points represent your preference for a certain type of terrain and your ability to adapt to and utilize it in combat scenarios. You use the dice pool for a Biome when making rolls while within a region of that Biome type. Additionally, when casting Evocations of a certain Biome type you add your dice pool for that Biome to the roll.

Evocations

Evocations represent your connection to the Biomes you adapted to and how you can channel Ren to shape the world and land. You automatically learn Evocations whenever you gain a point in a Biome. If you have points in Biome, you have access to the Biomes Evocations of that Rank. For example, if you have 1 point in Tundra and 2 points in Volcanic, you have access to all Rank 1 Tundra Evocations and all Rank 1 and 2 Volcanic Evocations. For a full list of Evocations go to page 27.

Ren Pool

Since Ren is abundantly available in this world, the main limiting factor of its use is how quickly the symbiote can absorb and synthesize Ren. You have a Ren pool equal to 5 plus another 5 for each point of Control (CTRL) you have. You regain Ren equal to your Affinity (AFF) at the start of each scene. You will use Ren to channel certain magical effects called "Evocations". Each Evocation has a Ren cost that you must spend from your Ren Pool to cast.

Your Ren Pool maximum can be increased by wielding items with the Channeling property; see page 38 for more on Equipment.

Favor of the Land

You get a number of Favor points equal to your Kinship stat. Favor is primarily spent to improve the result of rolls. There are places where Ren gathers to create Renewal spots where characters can spend time resting and attuning with the land to recover Favor.

You can spend a point of Favor to do the following:

- Once per roll, spend a point of Favor after rolling to reroll all failed dice.
- Spend a point of Favor after rolling to count any 8s and 9s rolled as successes.
- You may spend Favor to regain 5 health for each point spent.
- Spend a point of Favor to take an additional Reaction during the enemy's turn when you spend the Favor.

Symbiotes

Every Biomancer in the Living Lands will have some form of symbiote to aid them in their journey. Each symbiote has a core that is ingested or otherwise embedded in the body of its host. Symbiotes have a strong physical tie to their host and their core cannot be removed without causing the host extreme pain; if a symbiote's core is removed from its host the host will undergo Hypermutosis and transform into a Byox. Hypermutosis is equivalent to player death, and the resulting Byox is controlled by the Host, not the player. You choose what your symbiote looks like and how it manifests outside of your body. However, some types of common symbiotes are invertebrates, plant life such as seaweed or fungi, and pure elemental Ren tied to a gemstone or piece of the land.

During your turn, you can spend a symbiote action to command your symbiote in combat. At base all symbiotes can be manifested to act outside its host's body, heal their host, and grant a temporary bonus by channeling additional Ren from the land into them. These abilities can be improved as well as supplemented with additional features by spending Adaptation points to purchase Symbiote Powers. The full list of Symbiote actions and powers can be found under Symbiote Powers on page 35.

Choose 1 of the Following Symbiote Types:

Parasite

The core of this Symbiote is a living creature, typically a small invertebrate or insect, that embeds itself in the brain of its host. While manifested this Symbiote remains attached to its host's body and typically appears as a sort of exoskeleton, as a coating of sludge, or as exaggerated physical features of the host.

Elemental

Choose a Biome type when you take this Symbiote. The core of this symbiote is a piece of earth such as a gemstone or plant that is relevant to the chosen Biome it is meant to embody. While manifested this Symbiote appears as an amorphous body of element such as fire or water that generally takes a humanoid or animal shape.

Ren Beast

The core of this Symbiote is typically a part of an animal such as a bone, scale, or claw that holds some residual Ren from when the creature was still alive. When manifested this Symbiote appears as the animal its core originated from.



Adaptation Points

You start out with 8 Adaptation points you can use to further customize your Biomancer before their adventure begins. If your Biomancer is Unaffiliated with a faction, you gain 3 additional Adaptation points to spend. Adaptation points can be spent to purchase Augmentations and Symbiote Powers. The cost for each Augmentation and Symbiote power is listed by a number of dots next to the name of the ability. As you play your Biomancer will gain experience in the form of Evolutions which can be used to gain additional Adaptation points.

During character creation you can spend Adaptation points to gain additional Biome points, unlocking additional Evocations. Raising a Biome's score this way costs 3 Adaptation to bring a Biome's value to 1, and costs an additional 1 point for each value above that.

Defenses

Your Biomancer's ability to take hits is largely determined by their stats which grant bonuses to the following.

Health

Health is your Biomancer's vitality and equates to the number of damage they can take before going down in a fight. Each Biomancer has a base health of 7 with an additional 3 per point of Tough.

Dodge Score

Your Dodge Score is equal to your Agility stat. As a reaction you can attempt to Dodge an attack, rolling your Dodge Score. On 1 success you take half the attack's damage rounded down. On 2+ successes you take no damage and avoid any other of the attack's effects.

Resist Score

Your Resist Score is equal to your Senses stat. As a reaction, you can add a number of dice equal to your Resist Score to a Resist Roll.

Movement

You have a base movement speed of 1 Zone. During combat when you use your movement you can travel to an adjacent Zone for each point of movement you have.



PROGRESSION

Mutations

The smallest unit of progression in the Living Lands. Mutations are accrued over time by your Biomancer as you overcome the challenges presented to you. Biomancers evolve and adapt rapidly in the living lands and this is showcased through mutations. Dramatic failure and hard earned successes are the primary sources of this.

Every 4 Mutations you earn becomes 1 Evolution (EV) that can be used to upgrade your Biomancer. Any excess mutations you earn remain on your character sheet until they can be converted to evolutions.

Evolutions

Evolutions are markers of your Biomancer's experience which can be used to upgrade them. You may spend evolution points (EV) between sessions to purchase additional abilities and points for your dice pools.

Gaining Mutations & Evolutions

Players gain Mutations and Evolutions at the end of a session for each of the following they have completed that session. Players gain 1 Mutation at the end of a session regardless of any other goals or plot objectives they have completed.

Table 2-2: Session Rewards

<i>Completed the Session</i>	1 Mutation
<i>Completed a Short Term Goal</i>	2 Mutations
<i>Completed a Long Term Goal</i>	2 EV
<i>Took a Cascading Failure</i>	1 Mutation
<i>Plot Progression (Host's Discretion)</i>	1-3 Mutation(s)

Spending Evolutions

You can spend evolutions (EV) in between sessions to purchase the following upgrades. Stat and Biome points cost additional EV to increase the higher the value.

For example, it costs 2 EV to raise a Stat from 2 to 3 points, but it costs 3 EV to raise it to 4 points.

Table 2-3: Spending Evolutions

<i>STAT Point</i>	2 EV (2-3) 3 EV (4) 4 EV (5)
<i>SKILL Point</i>	1 EV
<i>COMBAT SKILL Point</i>	2 EV
<i>BIOME Point</i>	2 EV (1) 3 EV (2) 4 EV (3)
<i>ADAPTATION Point</i>	1 EV
<i>New Mastery</i>	1 EV

QUICKSTART GUIDE

CHOOSE A FACTION

Faction: Increase a Biome by 2 points, or 2 Biomes by 1 point based on the selected Faction
then add a point in any of the skills of that selected faction.
Factions can be found on page 12

Unaffiliated: Increase a Biome by 1 point in any Biome, and a point in any skill.
Also, gain 3 bonus Adaptation points for use later on.

CHOOSE STAT POINTS

Spend your 10 Stat Points to increase any of your Stats to a maximum of 5.
The table below shows how much it costs to increase a stat to each value.

You must purchase points in numerical order.

i.e.) You cannot go from 2 to 5 points in a stat, you must go from 1 to 2, from 2 to 3, and so on.

Table 2-4: Stat Point Costs

STAT Point	Raise to 2 or 3 -> Costs 1 each	Raise to 4 -> Costs 2	Raise to 5 -> Costs 3
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CHOOSE SKILL POINTS

Spend your 12 Skill points in any Skills you choose, to a maximum of 5.
Skills start with no dots. It costs 1 point for every dot placed into a Skill.

Gain an additional skill point depending on the chosen Faction.

Spend 3 Points in Melee and/or Ranged Skills.

CHOOSE MASTERIES

Pick 2 Skill Masteries and 1 Combat Mastery
Example Masteries start on page 13

SELECT YOUR SYMBIOTE TYPE.

Choose between Parasite, Elemental, or Ren Beast.

SPEND ADAPTATION POINTS

Spend your 8 (or 11, if unaffiliated) Adaptation Points to gain
Augmentations, Symbiote Powers, and/or additional Biome Points

Augmentations start on page 24

Symbiote Powers start on page 35

WRITE GOALS

Select 2 starting Goals for your character. One short term goal and one long term goal.

GAIN STARTING EQUIPMENT

Choose your starting equipment using one of the following methods:

- Start with 50 slivers to spend on items from the Equipment section on page 38
 - Select one of each of the following in addition to 5 Days Rations, a Bedroll, a Wax Lantern with 2 hours of fuel, and 50 feet of Rope.
 - (a) Club, (b) Staff, (c) Spear, (d) Dagger, (e) Bow
 - (a) Vitality Potion, (b) Renewal Potion, (c) Hunter's Poison
- Any Tool Kit



CHAPTER 3:

RULES AND MECHANICS

Making Rolls

Some actions and Evocations require you to make a roll to determine whether that action succeeds or not. Rolls will call for the use of a stat plus a stat, a stat plus a skill, a stat plus a Biome, and potentially even a stat plus a skill plus a Biome. When making a roll add the number of points you have in each of these features together and then roll an equal number of d12s. Each die that rolls a 10 and above counts as a success and is added to your total number of successes for this roll. The base threshold to succeed when making a roll is 1 success, however, some rolls may require additional successes. Add your dice pool for the Biome you are currently in to all rolls you make except for Skill and Dodge rolls.

Dice Pool

The number of dice used when making a roll. Add the number of Dice in each respective column together to calculate your Dice Pool for that roll.

Table 3-1: Quick Reference for Rolls

<i>Attack Roll</i>	TGH or AGI	Combat Skill	Biome Bonus
<i>Evoke Roll</i>	AFF	Casting Biome	Biome Bonus
<i>Skill Roll</i>	STAT	SKILL	
<i>Resist Roll</i>	STAT	STAT	Biome Bonus
<i>Dodge Roll</i>	AGI		

Attack Rolls

When using a weapon against a creature the attacker makes an Attack roll. Attack rolls can be either Melee or Ranged and use either TGH or AGI for both as the stat added to the roll's dice pool depending on the weapon. A typical Attack roll uses the stat and combat skill of the weapon being used for its dice pool. Attack rolls hit on a single success, dealing the weapon's base damage, and dealing 1 additional damage for each success made. You add your current Biome bonus to your dice pool for Attack rolls.

Evoke Rolls

Evoke rolls are made for most Evocations when determining whether they hit a target or successfully apply some other effect besides damage. Evoke rolls add your AFF dice pool and the dice pool for the type of Biome the Evocation you are casting is. Damaging Evoke rolls, similarly to Attack rolls, hit on a single success, dealing the Evocation's base damage, and dealing 1 point of additional damage for every success made. Some Evocations also call for Evoke rolls to be made in a contested roll against a target's Resist roll when attempting to apply certain status conditions or other effects. You add your current Biome bonus to your dice pool for Evoke roll.

Skill Rolls

Skill rolls are tests to judge the success of a wide variety of player actions. The dice pool used for a skill roll consists of a stat plus a skill that is determined by the Host. Typically the threshold for success for this type of roll will be at least 1, however, more difficult rolls might require a higher number of successes. Additional successes in excess of the success threshold for a Skill roll might result in some additional bonus or reward as determined by the Host. You DO NOT add your current Biome bonus to your dice pool for Skill rolls.

Resist Rolls

Some Evocations or effects will require you to make a Resist roll to avoid some or all of the negative consequences of the ability. Resist rolls are contested rolls made against another creature. With some exceptions, these rolls will consist of the target's Resist roll versus the caster's Evoke roll. You need at least 1 success to succeed on a Resist roll. If you win the contested roll then you have made a successful resist roll. The effects of success or failure should be explained under the ability that called for the roll. The dice pools used for Resist rolls often consist of a first primary stat and either a skill or secondary stat. You add your current Biome bonus to your dice pool for Resist rolls.

Dodge Rolls

When a creature takes the Dodge reaction they roll a number of dice equal to their Dodge Score. On 1 success half all damage taken from the dodged attack, rounded down. On 2+ successes the creature takes no damage and is unaffected by any secondary effects or conditions that would be applied by the attack.

Adding Biome to Rolls

While within a Biome you have points invested into, you add that many additional dice to your rolls when making rolls. For example, if you have 2 points in Mountain while making an Attack roll in a Mountain Biome you would gain a +2 dice bonus to that roll.

Dice Modifiers

When a condition or an Evocation inflicts a "dice penalty" on a roll, players make that roll using that many fewer dice than in their dice pool for that roll. The Host may also determine that the situation is putting you at a disadvantage, and impose their own "dice penalty". For example, if you are trying to climb a cliff, but it is currently raining, the Host may give you a -1 penalty to your TGH + Athletics roll due to the slippery rock.

Conversely you may be asked to roll with a "dice bonus" in which case you would roll that many additional dice during the roll.

Exploding Dice

When an ability states that a number on a die "explodes" while making a roll, it means that when you get that number on any of your dice, it counts as a success, and then you may roll that die again to attempt to get an additional success.



Cascading Failures

After you fail a roll the Host may give you an opportunity to take a Cascading Failure. If you accept then your failure becomes exaggerated, resulting in narrative, mechanical, or otherwise explosive consequences. As a trade off, you gain a Mutation point. The Host should only award Cascading Failures for meaningful rolls.

For example: You are making a Spotlight Skill roll to distract the guards at a party, so the others can sneak inside. You roll KIN + Spotlight and roll 0 successes. The Host asks you if you would like to take a Cascading Failure. If you choose to make this failure a Cascading Failure you gain 1 Mutation point, and the Host decides what happens. In this example, the Host decides that you draw the guards' attention to yourself enough that they notice you trying to help people sneak in, getting yourself arrested.

Contested Rolls

When an ability or some effect requires that two creatures make a "contested roll" each makes a roll then counts the number of successes they got. A creature wins a contested roll if they roll more successes than the other creature. If neither creature rolls a success or the number of successes is tied, then the creature that initiated the roll wins. The initiator is the creature that cast the Evocation, used an ability, or is otherwise engaged in a challenge of skills that calls for the contested roll.

Having 0 or fewer dice in a pool

If a total dice pool is ever reduced to 0 or lower, the pool instead becomes a single d12.

Resting

You can recover health, Ren, and Favor by resting for 24 hours in a safe location. When you do you regain all lost health, regain any spent points from your Ren Pool, and recover 1 point of Favor. Resting consists of sleep and light activity without the presence of active threats.

Quick Rest

When you go through a scene without combat, you can choose to Quick Rest. If you do, you can regain half your expended Health, one expended Symbiote Manifest, and recover Ren equal to 3 times your Affinity of Ren instead of normal Ren regeneration in changing scenes. This is to simulate having time to let your Symbiote rest and take a breath. You must complete a full rest before taking a Quick Rest again.

Renewal Spot

You can rest at a Renewal Spot for 1 hour to heal and rest your symbiote. Some towns and villages are built near and around Renewal Spots. When resting at a Renewal Spot, you regain all spent Favor and Ren, and go to full Health.

Climbing

All characters can attempt to climb any surface, but some may be more difficult than others. Climbing takes 1 movement for every 2 height values moved. A climbing player

Swimming

You can swim in water and other similar fluids if you have Aquatic. Swimming is the same speed as base movement. If you cannot swim, you start to drown after entering a body of water that you cannot stand in. Even if you can swim, but cannot breathe the liquid you are swimming in, you will start to drown after spending a number of minutes equal to your control underwater. While drowning, at the start of your turn, you make a TGH + Athletics roll. If you succeed, you can move a number of tiles equal to your movement, and on a failure, you do not move. If you are still in a body of water, you take 1 damage and your turn ends. Once you are out of the water, you stop drowning.

Fall Damage

When a creature or object falls from a great height, they will take damage. While falling, creatures descend 50 feet (5 height values, see: highground page 21) per turn. When a falling creature or object lands on a hard surface, they take 1 damage for every 10 feet or every 1 height value it falls, up to a maximum of 20 damage. Creatures that land on soft surfaces or are otherwise cushioned take $\frac{1}{2}$ damage. Creatures that land in water deeper than 5 feet, or on an incredibly soft surface or object take no fall damage at all. If applicable, the creature / object landed on will take the same amount of damage as the falling object.



Certain objects can become animated when exposed to enough concentrated Ren

COMBAT

Combat Rolls

There are multiple types of attacking rolls you can make in combat, the foremost being attack rolls and evoke rolls. Attack rolls are used when attacking with a Melee or Ranged weapon, while Evoke rolls are made when casting damaging Evocations. Each of these types of rolls have a dice pool which is determined by adding together the number of points you have in a stat plus the number of points you have in the relevant combat skill (ie. the Melee, Ranged, Evocation skills). Evoke rolls add Affinity (AFF) as their stat. When making an Attack or Evoke roll from inside a zone with a Biome type in which you have Biome points, you add that number of dice to your dice pool for that roll.

Both Melee and Ranged Attack rolls can use either TGH or AGI as the stat added to their dice pool depending on the type of weapon you're using (see Weapons Table). You may be wielding a huge bludgeoning weapon such as a club and using the Tough (TGH) stat as a result since you're trying to hit your target as hard as possible, while if you have a dagger you might be making more precise attacks targeting vital points using your Agility (AGI) stat. Likewise, for Ranged attack rolls you might be either throwing a weapon as hard as you can with Tough (TGH) or trying to make precise impacts with a bow and arrow using Agility (AGI). Melee Attacks are restricted to only targeting creatures that are in the same Zone as you are. Ranged Attacks allow you to target creatures that occupy other Zones out to a range determined by the equipment you are using for the attack, however if you attack a creature in the same Zone as you with a ranged attack, you will suffer a -2 dice penalty to your dice pool.

Table 3-2: Damage Levels

1-2 damage	Grazing attack; at least one success made on a roll, equating to an attack that barely connects or an attack that was maybe made less effective due to some form of damage reduction
3-4 damage	Strong attack; a solid hit, often 1-2 successes, a target will go down after a number of these
5-7 damage	Powerful attack; a significant blow to any foe, sometimes enough to knock out weaker characters in a single hit.
8+ damage	Grievous attack; often requires a roll with numerous successes being made, might equate to being slammed by a Titan, hit by a well placed high ranked Evocation, or a dagger placed perfectly for a death blow.

Damaging Rolls

When rolling your dice pool for any damaging roll, a single success counts as a hit. If all of your dice fail when rolling then you miss and deal no damage. Each weapon and damaging Evocation has a base damage score. On a hit, this base damage is dealt plus a number of additional damage equal to the number of successes made on the attacking roll. Damage dealt is subtracted from the health of the roll's target.

Dispatching Enemies

If an enemy creature reaches 0 Health, they are removed from combat. Creatures are assumed to be dead when this happens, but players can announce their intent to knock out the target instead. If this happens, the creature is unconscious for the next 24 hours, or until they are brought to a renewal spot.

Reaching 0 Health

If a player reaches 0 Health, at the start of their next turn, they may choose to either be wounded and removed from combat or to take a Last Stand. When a player takes a Last Stand, they continue taking their turn as normal and go to 1 Health. If their health reaches 0 while in Last Stand, they die. If a player in Last Stand is healed, they are still in Last Stand but do regain Health. After combat is finished, players exit Last Stand. Players with 0 health outside of combat are wounded, and cannot take actions in combat. A player recovers from their wounded condition after spending 10 minutes resting at a renewal spot.

Equipping Weapons

On a creature's turn in combat, they may swap weapons or pick up and prepare to use a weapon. Weapons cannot be used to attack the same turn they are equipped or unequipped.

Multi-Wielding

Players and creatures can hold weapons in each hand they have. When making an Attack roll while holding multiple weapons, your attacking dice pool is reduced by the number of weapons you are wielding. Split this modified dice pool for that attack roll into two separate pools, clearly defining which weapon corresponds to which dice pool. You can distribute dice among each pool in any way. Roll each dice pool separately as though it were its own Attack roll and apply the weapons base damage plus any successes as usual. For creatures with more than 2 hands wielding more than 2 weapons, do the same but split the dice pool into that many separate pools. Each dice pool rolled while multi-wielding is considered as being its own unique Attack roll.

Called Shots & Limb Targeting

Players may attempt to target certain body parts or specific locations when making attacks. When they do so they take a -2 dice penalty to the roll and gain a minor benefit on a hit decided by the GM such as a stack of Bleeding if a limb is removed or the Blinded condition if the eyes were targeted.

Zones

Combat in the Living Lands takes place in Zones. Zones are regions of terrain, buildings, or other areas that are distinct from one another. Each Zone has a Biome type and height value depending on the qualities of the environment and is determined by the Host. For example, combat is taking place in a Mountain Biome with various heights to the terrain. Zones would be formed around the different heights, with one Zone being marked with a height value of 2 while an adjacent Zone has a height value of 1, distinguishing the two Zones from one another. In addition, there is a Zone that has a height value of 2, but is a Forest Biome, making it a different Zone than the Mountain Zone. Even Zones that share the same Biome type and height value can still be considered different Zones from one another as determined by the Host for map balancing.



Moving Between Zones

While in combat, it costs 1 movement to move from one Zone to another adjacent to it. An adjacent zone is defined as any zone that shares a side with another or has an explicit path drawn from one to the other. A typical battlefield will consist of ~10-20 zones of varying Biome types, though typically no more than 3 or 4. Traveling from a location in a Zone to any other location in the same Zone is trivial and does not take a significant amount of time for any creature.

Ranges

Range is defined as the number of zones between you and the target. Range(0) attacks and Evocations can target creatures in the same Zone as you, Range(1) can target any creature in the same Zone as you or in adjacent Zones, and Range(2) can target any creature that is 2 or fewer zones away, and so on.

Melee attacks can hit any other creature in the Zone the attacker is currently in. Evocations that target a Zone will typically affect a single creature, each creature, or each enemy creature in that Zone depending on the Evocation.

Targeting

A creature or object can be targeted as long as they are within range and are not inaccessible. You can attempt to target a creature, object, or zone that you cannot sense, but if you do, you have -5 dice on that roll. Creatures, unless otherwise specified, sense through sight, and do not have other senses refined enough to quickly and accurately locate anything.

Common Interzone Effects:

Highground

A zone will be given a height value (Typically -5 to 5). A difference of 1 height value corresponds to roughly 5-10 feet in height. Creatures get -1 die to any rolls made against creatures in higher zones. Creatures in higher zones get +1 die against when targeting creatures in lower zones. Trying to move to a zone at least 2 height values higher than the zone you currently are in is considered a difficult crossing, described below.

Difficult Crossing

Adjacent Zones with height values with a difference of at least 2, or some other obstruction, such as a river or chasm, marked by a squiggly line counts as a Difficult Crossing. In order to move between the two zones you must succeed on an AGI + Athletics roll or stop moving. Some Crossings may require rolls using other skills, as determined by the Host.

Obstructed

There is an obstruction such as a wall or ceiling between the two zones. Creatures cannot target a zone or creatures in it if there is an obstruction on the shortest path from them to the zone. An "X" between zones denotes this. Additionally, If there is a zone between you and a target that has a larger height value than the ones you and your target are in, that zone counts as an obstruction and you cannot target them. Some obstructions may have a height value, which means it only blocks targeting from zones with a lower height value.

Destructible

An obstruction between two zones can be destroyed after taking an amount of damage determined by the Host.

One Way

Arrows between 2 zones denote that players may only move in one direction from one zone to another.

Combat Rounds

A Round is broken down into two phases: The player turn, followed by the opponent's turn. Players determine the order in which their characters act and take actions and movement. Players can take turns individually or take actions simultaneously with each other. Opposing creatures' turns and actions are controlled by the Host.

Combat Time

A round is assumed to take roughly 12 seconds, so there are approximately 5 rounds every minute.



Even the largest creatures can move unseen in the Forest.

PLAYER ACTIONS

Players may take 1 action and their symbiote can take 1 symbiote action on their turn. They may also move 1 zone per turn. If manifested, the symbiote may also move 1 zone per turn. Additionally, characters can take any number of free actions per turn. Free actions are things that are trivial and do not require a roll, such as speaking, picking things up, etc. Sometimes, the Host will determine that a free action would require some roll, and it would become an improvised action, described below.

The most common actions are outlined below, but players and their symbiotes can attempt to do many other things on their turn. A general rule of thumb is that if it requires a roll, it takes an action.

Attack

You make an Attack roll with a weapon you are holding against a creature in range.

Hide

You make an AGI + Stealth roll with -2 dice for each opposing creature in the same zone as you. If you succeed, you become Hidden. While Hidden, you have a +2 dice bonus on Attack rolls against creatures that cannot see you, and creatures cannot target you for attacks and abilities (they can still target the Zone they suspect you are in but not you specifically). Once you take an action that requires a roll, you are no longer Hidden.

Taunt

You attempt to distract an enemy in some way. Tell the Host how you are attempting to distract the enemy, then roll the appropriate skill roll. If you succeed, they become Taunted (see Status Conditions on the next page).

Prepare

You prepare yourself to react to what the enemy is doing. You gain an additional reaction until the start of your next turn.

Search

Choose a zone. You make a contested SNS + Inspect roll against the AGI + Stealth of any hidden creature in that zone. You get -2 dice for each zone from you to the targeted zone, and +1 die if there is at least one ally in the targeted zone.

Grapple

You make a TGH + Athletics contested roll vs. a target creature in the same zone as you. If you win, the target is Grappled (Rooted and Taunted). At the start of your turn, and every time you spend movement, make another TGH + Athletics contested roll. If you lose, the target is no longer grappled. If you grapple with another target, the previous target is no longer grappled. While Grappling a target, you are also Taunted by the target.

Change Biome

Spend 2 Ren: Change the Biome type of the Zone you are in or an adjacent Zone to a Biome type that you have Biome Points in until the end of the scene.

Sprint

Double your movement this turn.

Evoke

Cast an Evocation (See Evocations, page 27)

Ready

You prepare to use a specified action once a specified condition has been met. The first time during a turn other than your own that the specified condition has been met, you may spend your reaction to use the specified action. Common conditions include, but are not limited to:

- When Someone comes in the door...
- When Someone comes within 5 feet of...
- After X creature has performed a specific action...

(You cannot ready the ready action)

Improvise

The Improvise action includes any other act a combatant may want to do something that is not outlined in the actions above. Improvised actions include, but are not limited to:

- Throwing sand in someone's eyes
- Attempting to persuade an enemy to leave combat
- Imitating the voice of a commanding officer to get an enemy to perform an action
- Stealing an item from the opponent

When you attempt to take an improvised action, you must explain what you are attempting to do to the Host. They may decide that your attempt would take longer than a single turn, or is impossible. They may also decide that it takes more or less than an action, and may also use your movement, symbiote action, or even your reaction. Typically, improvised actions will require a role of some sort, but do not always. The Host will decide what role you make, if it is contested, how many successes you need to get if a role is needed, and what consequences happen if you fail.

Reactions

You have 1 Reaction each round that you may spend during a turn other than your own.

Dodge

You attempt to Dodge an attack, rolling your Dodge Score. On 1 success you take half the attack's damage rounded down. On 2+ successes, you take no damage and avoid any other effects of the attack.

Resist

Add your SNS dice pool to a resist roll.

Status Conditions

Status conditions are effects that can be applied to your Biomancer and other creatures. When they are applied most of these conditions will last either for a round of combat or until the end of a scene. Some Evocations, Augmentations, and Symbiote Powers have the potential to inflict the following conditions if it is listed as part of their effect. Monsters you encounter in the Living Lands may also have abilities that inflict statuses. Status conditions are commonly applied either when a certain attack or Evocation hits a target, when a caster rolls a Major Success on their Evocation, or when a target fails a Resist roll.

Each condition typically lasts 1 turn, for the rest of a scene, while in an area, for the duration of an effect or Evocation, or as long as is otherwise specified.



Table 3-3: Status Conditions

Slowed (X)	A slowed creature's movements are made a little more sluggish, and their reaction speed is reduced. You have a dice penalty to Dodge rolls of X. Multiple sources of this condition can stack to increase the dice penalty
Befuddled (X)	A befuddled creature is confused, and more likely to make mistakes. You have a dice penalty to Resist rolls of X. Multiple sources of this condition can stack to increase the dice penalty.
Rooted	A rooted creature is tied in place and unable to move their legs. You cannot use movement and cannot take the Dodge reaction. Flying creatures are grounded and can be hit by Melee weapons.
Taunted	A taunted creature is provoked by an enemy, and finds themselves less willing to attack other targets. The creature that inflicted this condition becomes the "Taunter". If you make an Attack or Evoke roll targeting someone other than the Taunter, receive a -3 dice penalty on the attack. This effect is removed if the Taunter is removed from battle or if another creature applied the Taunted condition to you.
Grappled	A grappled creature is being held and restrained by an enemy. You are Rooted and Taunted by the grappler.
Fractured	A fractured creature has the telepathic communication between themselves and their symbiote blocked. You can take either a Symbiote Action or Player Action, not both.
Chilled	A chilled creature is being frozen by the cold, and is weakened as a result. You have a -1 die penalty to attack and evoke rolls.
Burning	A burning creature is on fire or is otherwise actively taking damage from an effect. When you become Burning add a stack. You take 1 damage at the start of each of your turns for each stack of Burning applied, and then lose 1 stack of Burning to a minimum of 1. You or an ally can spend an action on their turn to attempt to put out the flames by making a AGI + Wilds roll and subtracting the successes from the number of stacks of Burning currently applied. The condition can also be ended by fully submerging the Burning creature in water.
Blinded	A blinded creature has something in their eyes, preventing them from seeing clearly. You cannot see anything in a Zone you are not in. You have -3 dice on Attack and Evoke rolls that do not target Zones.
Poisoned	A poisoned creature has been affected with some sort of toxin or has consumed too much of a hazardous substance. Rolls you make have a dice penalty of -1.
Bleeding	A bleeding creature is losing a lot of blood from an open wound. When you become Bleeding add a stack. You take 1 damage at the start of each of your turns for each stack of Bleeding applied. Every time you are healed, you lose 1 stack of Bleeding

Table 3-4: Biome Effects

Each Biome contains a rich reservoir of Ren from which kin can draw from. While the amount of Ren each individual can channel differs, there are a set of basic effects that all kin have the ability to embody when calling upon the land. As an action, you may attune to the land to use one of the following effects depending on the Biome type of the Zone you are in.

Aquatic	Minor Warp	You and up to one other willing target can teleport from this Zone to another Zone with an Aquatic Biome type on the battlefield or that you can see.
Desert	Shifting Sands	For each enemy in this zone, create an inanimate sand copy of yourself that Taunts it until the end of your next turn. These copies have 1 health and are destroyed when reduced to 0 health or gain a status condition.
Forest	Camouflage	Take the Hide action, rerolling failed dice.
Mountain	Stoneskin	Choose either Melee or Ranged. Reduce any incoming damage from attacks of that type by 2 until the start of your next turn.
Sky	Cloudrun	Gain an additional +2 movement this turn. You do not touch the ground during this turn and can ignore any movement restrictions between Zones.
Tundra	Snowy Veil	A flurry of snow whips up around you granting a +2 dice bonus when taking the Dodge reaction before your next turn.
Volcanic	Firey Rage	Make a melee attack roll with a +2 dice bonus and +2 base damage. You take 2 damage regardless of if the attack succeeds or fails.
Wasteland	Siphon Ren	Until the end of your next turn whenever you or your Symbiote damages a target, you gain 2 Ren.



CHAPTER 4:

AUGMENTATIONS

Augmentations are biological and sometimes light mechanical alterations, mutations, devices, and other such physical modifications people take on to aid in combat, grant some form of utility, or otherwise benefit characters in surviving the trials of the living lands.

Augmentations are granted by your Symbiote. Using the Symbiote's advanced command of Ren and connection to your body they can alter it as necessary to meet any challenges you should face. Doing so requires time and experience, however. Each Augmentation has a cost marked by a number of (*)'s which show how many Evolution points (EV) must be spent to unlock it.

You may purchase any number of Augmentations that you have the requisite EV for between sessions of play. Additionally, with the approval of the Host, you may choose to remove an Augmentation between sessions. If you do, you regain a number of EV equal to the amount spent on it which can be used to purchase other Augmentations.

Prerequisites

Some Augmentations have prerequisites which you must have met in order to take the Augmentation. These prerequisites will require you to have a number of points in a given Stat, Skill, or Biome. Additionally some Augmentations have prerequisites that will require you to have taken other Augmentations before you can take it.



Arachnid (***)

You take on the features of a spider or other arachnid, this mutation may manifest in spider-like appendages such as spider legs or as a scorpion's tail; these extra appendages can count as 1 additional hand for multi-wielding. The Arachnid mutation grants the ability to climb walls and ceilings and other vertical surfaces at will, deliver a poisonous bite attack, as well as create webbing and webbed surfaces. Height values do not restrict your movement between zones.

You gain the following special actions:

Venomous Sting

Make an AGI Melee attack roll with a base damage of 2, adding your Wilds dice pool. On a success, the target becomes Poisoned until the end of a scene. You may use this feature once per scene.

Web

Use as an action or symbiote action once per turn. You attempt to Root a target within your zone or in an adjacent zone. The target makes a Resist roll of TGH + AGI contested against your AGI + Wilds roll, if you win the contest the target is Rooted until they spend an action to repeat the contested roll or an ally uses an action to end the condition.

Carapace of Stones (**)

You form an earthen exoskeleton to shield yourself from harm. You gain the following additional reaction:

Fortify: As a reaction, when you are attacked, you may roll 2 times your TGH. Reduce incoming damage by the number of successes rolled.

Carapace of Spikes (**)

(Prerequisites: Carapace of Stones)

When you take the Fortify reaction, deal damage equal to the number of successes rolled to the attacker.

Chameleon Skin (*)

(Prerequisites: Stealth 1)

Your skin reacts to the environment acting as natural camouflage. When rolling with Stealth to avoid detection or when taking the Hide action, 12s explode.

Claws (* to *****)

You take on the predatory features of a creature of the land. The claws count as either a TGH or AGI (choose when you take this Augmentation) Melee weapon with base damage equal to the number of points invested.

Endurance (***)

Your physique improves, allowing you to take more hits and for your symbiote's healing factor to push your body's limiters. You may purchase this Augmentation multiple times. Your maximum health increases by 5 points.



Exaggerated Symbiosis (*)**

You develop a closer bond with your Symbiote preventing others from interrupting your connection with them. Your Biomancer cannot be Fractured.

Ever-Vigilant (***)**

(Prerequisites: *Senses 3*)

After using a reaction, make a SNS roll. If the number of successes you roll is at least equal to the number of reactions you have used since your last turn, gain an additional reaction.

Extra Arm ()**

You grow an additional appendage which can be used to multi-wield weapons. The appendage can also be used to perform any functions another of your arms could with comparable strength. You have a +1 dice bonus to contested Grapple rolls. You can take this Augmentation multiple times.

Eyes of the Xerocole ()**

(Prerequisites: *Desert 1*)

You grow a nictitating membrane over your eyes to protect them. You are immune to the blinded condition.

Face Stealer ()**

(Prerequisites: *Trickery 1*)

Your body becomes freely alterable allowing you to disguise yourself as anyone that you have seen at least once. This can only be used to mimic the forms of kin.

Feinting Predator ()**

(Prerequisites: *Trickery 1*)

You gain an instinct for the movements of your targets as if they were prey. If you fail on an attack roll against a creature you can see, you can instantly make another melee attack roll against them with bonus dice equal to your Trickery dice pool. You may use this feature once per combat.

Frozen Aspect (*)

(Prerequisites: *Tundra 1*)

You develop some form of cold resistance be it through a thick pelt, blubber, or frosted blue skin. You are immune to the Chilled condition.

Gills (*)

(Prerequisites: *Aquatic 1*)

You sprout gills capable of filtering the oxygen from water allowing them to breathe underwater.

Improved Optics (*)

Your eyes have been modified through mutation. When rolling with Senses to attempt to perceive something obscured or hidden, 12's explode.

Lavaborn (*)**

(Prerequisites: *Volcanic 1*)

Your body becomes extremely flame and heat-resistant, sprouting shards of rock and obsidian. You are immune to the Burning condition and can be submerged in lava without taking damage.

Lithophage (*)

You gain the ability to eat earth, rocks, stones, and metal. Instead of eating food, you may instead consume an equal mass of earth, rocks, stone or metal. This ability can allow you to chew through thin barriers within a minute, but anything thicker than a few inches takes many days to get through.

Martial Expert 1 ()**

Your training combined with the adaptations granted by your Symbiote have granted you additional combat ability. Your Melee and Ranged Attack rolls explode on 12's.

Martial Expert 2 (*)**

(Prerequisites: *Martial Expert 1*)

Your training combined with the adaptations granted by your Symbiote have granted you even greater combat ability. Your Melee and Ranged Attack rolls now explode on 11's and higher.

Martial Expert 3 (**)**

(Prerequisites: *Martial Expert 2*)

Your training combined with the adaptations granted by your Symbiote have granted you expert combat ability. Your Melee and Ranged Attack rolls now explode on 10's and higher.

Mountaineer ()**

(Prerequisites: *Mountain 1*)

You gain some form of climbing appendages or features that allows you to traverse steep terrain, such as small climbing spikes or extendable appendages. Your movement through zones is not restricted by height values and you are immune to fall damage.

Projectiles (* to ***)**

You gain some form of deadly projectile you can shoot from your body. Firing the projectile counts as a TGH or AGI ranged attack roll with base damage equal to the number of evolution points invested and a Range of 1. There is no limit to the number of projectiles you can fire with this Augmentation.

Prolific ()**

(Prerequisites: 3 points invested in a single Biome)

Choose a Biome when you take this augmentation. You can take this augmentation multiple times, choosing a different Biome. You excel in your command of the land in a particular Biome. Whenever you make an Evoke roll using that Biome's dice pool, 12's explode. Additionally, Evocations of that Biome's type cost 1 less Ren to cast.

Pummeling Fists ()**

When you hit a creature with a melee attack, you may choose to move them to an adjacent zone as they are knocked back by the force of your blows.

Rabbit's Foot (* to ***)**

Your Biomancer is granted the ability to leap incredible heights allowing them to ignore movement restriction from height values. Additionally, you become slightly luckier. Whenever you spend Favor to reroll failed dice you may roll with a dice bonus equal to the EV invested in this Augmentation.





Ren Blocking (***)**

(Prerequisites: *Agility* 3)

You can visualize the flow of Ren through a person's body and cut off their ability to channel it. When you hit a creature with a melee or ranged weapon attack you may force them to succeed on a resist roll of TGH + SNS against your attack's success count or be unable to cast Evocations or use Monster abilities that use Biome until the end of your next turn. You may use this feature a number of times per scene equal to your Agility stat.

Rootsworn (*)

(Prerequisites: *Forest* 1)

Your body is covered in part by roots and brambles which can help plant you to the ground. You cannot be forced to move between zones by the effects of hostile creatures.

Sleetstride ()**

(Prerequisites: *Tundra* 1)

Snow and ice move to guide your path forward letting you glide across it effortlessly. You gain +1 movement until the end of your turn when starting your turn in a Tundra Biome.

Soothing Tide (*)**

(Prerequisites: *Aquatic* 1)

Commanding the waves you summon has a healing effect on your body. Whenever you force a target to move from one Zone to another as the effect of an Aquatic Evocation you recover 1 health for each Zone they were moved.

Speed (**)**

Your body adapts to allow you to move quickly across the landscape. Your movement increases by 1.

Sky Sovereign (*)**

(Prerequisites: *Sky* 3)

You become more alert to the wind and its movements. Your movement increases by 1, your ranged attacks have a dice bonus of 1, and you deal an additional 3 damage against flying targets.

Ventriloquism (*)

(Prerequisites: *Trickery* 1)

Your vocal cords become uncoiled and lose many of their usual restrictions. You can throw your voice. Additionally, you can mimic the voice and sounds made by other creatures you've heard at least once.

Voice of the Land (*)

(Prerequisites: *Kinship* 2)

You may spend a point of Favor at any time to begin communicating with the sentience of the land, this commune lasts for up to a minute or until the Biomancer is damaged. While communing with the land, the Biomancer can receive one of the following:

- Directions to the nearest shelter or settlement or a location that the Biomancer is aware of that resides in the Biome.
- Knowledge of any dangers in the area.
- The location of the nearest Renewal Spot.
- Information about a creature that recently passed through the area or something meaningful that took place here at the Host's discretion.

Wings (***)**

You have acquired wings that allow you to fly. While in flight, you cannot be hit by melee attacks from creatures that cannot fly or don't have the titanic property, and height values do not restrict your movement between zones. However, Ranged Attacks will no longer suffer from the -2 dice penalty for attacking you while in the same Zone as you.



CHAPTER 5: EVOCATIONS

You can harness the land to cast Evocations, allowing them to perform supernatural deeds by harnessing the Ren within it. This is separate from augments or symbote powers as these are not permanent modifications to the Biomancer or the Symbiote.

Evocations are cast using Ren from your Ren Pool. Each Evocation has a specified Ren cost that must be met in order to cast it. To cast an Evocation you must expend Ren equal to the Ren cost of an Evocation.

The Player gains access to Evocations based on their Biome points. Each Evocation has a Rank. For each point in a Biome a player has, they unlock each Evocation under that Biome with equal or lesser Rank than the number of points in that Biome they have. For example, if a player has 2 Biome points in Desert and a single Biome point in Aquatic. The player will have the ability to cast Rank 1 and Rank 2 Desert Evocations, as well as Rank 1 Aquatic Evocations.

Most Evocations require you to make an Evoke roll. To make an Evoke roll a number of dice equal to your Affinity plus the Biome points associated with that Evocation. You can add additional dice to this roll if you have Biome points in the Biome type of the zone you are in while casting the Evocation. For example, to cast a Desert Evocation, roll AFF + Desert Biome + (current Biome bonus).

Major Success

Some powerful Evocations will have additional effects that can occur. These additional effects do not occur on a normal success and instead require the caster to have at least 3 successes on their Evoke roll to gain the additional effect.



AQUATIC EVOCATIONS

RANK 1

At Rank 1, you have the ability to control the flow of water. You can slow down water or speed it up and subtly adjust the direction and force of currents.

Riptide - Rank 1 Utility

Cost: 3 Ren

Range: 0 Zone

Duration: Instant

Effect: Summons the pressure of the deep ocean to move a creature or object. Make an Evoke roll against the target. You may move the target up to 1 zone for each success.

Shape Water - Rank 1 Utility

Cost: 2 Ren

Range: 0 Zone

Duration: 1 minute

Effect: Forms water you can touch into any shape that can fit in a 3ft cube. Additionally, you may change the state of matter of the water, changing it to ice or water vapor and vice versa.

Sinkhole - Rank 1 Utility

Cost: 3 Ren

Range: 2 Zones

Duration: Until end of scene

Effect: Reduce the height of target Zone by 1.

RANK 2

At Rank 2, you can move water to your will. You can summon groundwater to the surface, or pull water uphill to drain a small lake momentarily.

Hastened Tide - Rank 2 Utility

Cost: 5 Ren

Range: 1 Zone

Duration: Until the end of your next turn

Effect: Summon the currents of the ocean to hasten yourself and your allies, while slowing down opponents. All allies within range gain +1 movement for the duration. All enemies within range have -1 movement for the duration.

Repelling Wave - Rank 2 Attack

Cost: 6 Ren

Range: 0 Zone

Duration: Instant

Damage Base: 1

Effect: Summon a large wave, damaging any opponents in the zone you are in, as well as moving them to an adjacent Zone of your choice.



Upwelling - Rank 2 Attack

Cost: 5 Ren

Range: 3 Zone

Duration: Until the end of your next turn

Damage Base: 3

Effect: Target one opponent in range. At the end of the next turn after you cast this, if the opponent is in the same zone that they were in when you cast this evocation, summon a deluge of water that damages the target and inflicts Slow (3).

RANK 3

At Rank 3, you gain wide-scale control of water and can sense fluids around you passively. You can move water much quicker to your will, and cause lasting changes to the water you control. Your commands of water can last up to 12 hours before they break down.

Waterwarp - Rank 3 Utility

Cost: 10 Ren

Range: 1 Zone

Duration: Instant

Effect: You utilize the flow of Ren throughout the land and shape it to transport you and your allies in the blink of an eye. You and up to 5 willing allies are teleported anywhere on the Battlefield you can see or have seen at least once. You may teleport each target to a different location if you choose. Out of combat, this Evocation can be used to travel great distances. When you cast this Evocation while within a body of water you gain the ability to return to that location by casting it again, teleporting yourself and all willing targets within range.

Whirlpool - Rank 3 Attack

Cost: 10 Ren

Range: 2 Zones

Duration: Until the end of your next turn

Damage Base: 4

Effect: Summon a whirlpool in a Zone that traps opponents. On a hit a target becomes Slowed(2) for the duration.

Additional Effect: On a MAJOR SUCCESS all opponents in the targeted zone are Rooted for the duration instead.

DESERT EVOCATIONS

RANK 1

At Rank 1, you gain passive control of the sun's heat. You never overheat and don't get sunburnt. You also are able to survive longer with little water.

Sandtrap - Rank 1 Utility

Cost: 4 Ren

Range: 0 Zone

Duration: Until the end of your next turn

Effect: If an enemy starts its turn or enters the Zone you are in they must succeed on a Resist roll of AGI + SNS or gain a stack of Bleeding and become Taunted for the duration.

Additional Effect: On a MAJOR SUCCESS when contesting a creature's Resist roll they gain a stack of Bleeding regardless of if they succeed on the contest.

Simple Illusion - Rank 1 Utility

Cost: 4 Ren

Range: 1 Zone

Duration: Until end of scene

Effect: Create an illusory image in a space up to a Zone away. The illusion is silent and its size cannot exceed 10 feet in any direction. You control the illusion and can cause it to move up to 1 Zone as an action. The illusion may take on any appearance, and is only detected as an illusion by any character with 4 SNS or higher, or after a successful SNS + Inspect roll. The illusion has 1 health and is destroyed when reduced to 0 health or if it gains a status condition.

Snuff-Out - Rank 1 Utility

Cost: 3 Ren

Range: 2 Zone

Duration: Instant

Effect: Clear up to 3 Biome changes from Zones within range.

RANK 2

At Rank 2, you can calm and still the air around you. You can calm the weather to turn any weather into a cloudless sunny sky, although this takes time. Clearing the weather takes 10 minutes of concentration.

Heatwave - Rank 2 Attack

Cost: 6 Ren

Range: 1 Zone

Duration: Until the end of your next turn

Damage Base: 2

Effect: Summons a wave of heated sand that cuts any who are in the chosen zone.

Additional Effect: On a MAJOR SUCCESS apply the Blinded Condition to anyone in the Zone.

Shifting Sands - Rank 2 Utility

Cost: 5 Ren

Range: 0 Zone

Duration: Until the end of scene

Effect: For each enemy in this zone, create an inanimate sand copy of yourself that taunts it for the duration. These copies have 1 health and are destroyed when reduced to 0 health or upon gaining a status condition. If you are in a Desert Biome, this spell costs 2 less to cast.

Thousand Lacerations - Rank 2 Attack

Cost: 5 Ren

Range: 1 Zone

Duration: Until the end of scene

Effect: Target a Zone and make a Desert Evocation Roll. On a success, apply 1 stack of Bleeding to each enemy in the Zone for the duration.

Additional Effect: On a MAJOR SUCCESS apply 3 stacks of bleeding instead.



RANK 3

At Rank 3, you can channel the sun's rays more directly. You can shine the sun on yourself, heating up anything you touch, even enough to start fires if you choose. Clearing the weather now only takes a minute of active concentration.

Illusion - Rank 3 Utility

Cost: 10 Ren

Range: Battlefield/Sight

Duration: Until end of scene

Effect: Create an illusory image in a space you can see. The illusion is convincing, moves hyper realistically, can make sounds, and can stretch across up to 10 zones. You control the illusion and can cause it to move up to 1 Zone as an action. The illusion may take on any appearance, and is only detected as an illusion after a successful Resist roll of SNS + Inspect. The illusion feels real but deals no damage. As an action on your turn while the Illusion is active, you can command the Illusion to assault the senses of your opponents. Make an Evoke roll, each opposing creature that sees the illusion must succeed on a Resist roll of CTRL + SNS or take damage equal to the successes rolled on your Evoke roll and become Fractured until the start of your next turn as the illusion appears to cause severe damage to the targets. Any creatures that know the image to be an illusion automatically succeed.

Sandstorm - Rank 3 Attack

Cost: 13 Ren

Range: 2 Zones

Duration: Until end of scene

Damage Base: 3

Effect: Create an all-consuming sandstorm on the selected Zone, damaging all creatures in it when it appears. The affected Zone's Biome type changes to Desert for the duration. A creature that enters this Zone or starts its turn there must succeed on a Resist roll of TGH + SNS contested against the caster's Evoke roll or become Blinded until the end of their turn and gain 1 stack of Bleeding.



FOREST EVOCATIONS

RANK 1

At Rank 1, you are in touch with the land's landmarks and finding your way in busy environments. You don't get lost in the forest, and always know which direction you came from when traversing one.

Create Light - Rank 1 Utility

Cost: 2 Ren

Range: Self

Duration: Until end of scene

Effect: You expel absorbed sunlight from your body, casting a bright light throughout the Zone you inhabit. Dark caverns become illuminated and monsters sensitive to light have a -3 dice penalty to attack you as well as allies in the same Zone as you.

Rooting Grasp - Rank 1 Utility

Cost: 2 Ren

Range: 1 Zone

Duration: Until the end of your next turn

Effect: The target makes an AGI + Athletics Resist roll. If they fail, they are Rooted for the duration.

Soothing Blossoms - Rank 1 Utility

Cost: 3 Ren

Range: 1 Zone

Duration: Instant

Effect: Remove a status condition from a single target.

RANK 2

At Rank 2, you gain control over plant life. You can cause plants to grow and move, allowing you to clear paths or accelerate their growth.

Heal - Rank 2 Utility

Cost: 5 Ren

Range: 1 Zone

Duration: Instant

Effect: Heal another ally for an amount equal to 2 plus the number of successes made on an Evoke roll.

Soothing Aroma - Rank 2 Utility

Cost: 5 Ren

Range: 0 Zone (See Effect)

Duration: Instant

Effect: Remove all conditions from all allies in the zone you are in and adjacent zones.

Powerspot - Rank 2 Utility

Cost: 7 Ren

Range: 0 Zone

Duration: Until end of Combat

Effect: Create an area teeming with life and Ren. While inside this Zone, all creatures have a current Biome bonus of 4 regardless of how many points they have in the Biome type of the affected Zone.

RANK 3

At Rank 3, you are the master of plants. You are immune to poisons and the poisoned condition, and can instantly identify plants, herbs, and poisons. Your control of plants also is much better, allowing your changes to last indefinitely.

Infectious Spores - Rank 3 Attack

Cost: 12 Ren

Range: 1 Zone

Duration: Until end of scene

Base Damage: 6

Effect: You bombard an enemy with toxic pollen and spores. Target creature must succeed on a Resist roll of TGH + CTRL or take damage equal to this Evocation's base damage plus the number of successes you rolled and is Poisoned for the duration. On a successful Resist roll, the target takes half damage and is not Poisoned. A creature reduced to 0 health this way is killed, is no longer Poisoned, and becomes your thrall for the duration. While the creature is your thrall you may command it to move and/or make an Attack roll against a target using its dice pools as a Symbiote action on your turn for the duration.

Nature's Bounty - Rank 3 Utility

Cost: 13 Ren

Range: 0 Zone (See Effect)

Duration: Instant

Effect: Heal all allies in the zone you are in and adjacent zones for a number of health equal to 5 plus the number of successes made on an Evoke roll multiplied by 2.

MOUNTAIN EVOCATIONS

RANK 1

At Rank 1, you are in touch with the rocky crust of the earth. You can identify stones and rocks, and can easily climb rocky cliffs without needing to roll given time while outside of combat.

Anchoring Stone - Rank 1 Utility

Cost: 2 Ren

Range: 0 Zone

Duration: Until the start of your next turn

Effect: Anchor yourself and any allies within the same zone, preventing affected creatures from being forcibly moved.

Climb - Rank 1 Utility

Cost: 2 Ren

Duration: Until end of turn

Effect: You ignore height values while moving between Zones for the duration. When you cast this Evocation your movement increases by 1 until the end of your turn.

Opposing the Mountain - Rank 1 Utility

Cost: 3 Ren

Range: 0 Zone

Duration: Until the start of your next turn

Effect: Add a significant slope to the landscape, making it more difficult to enter the zone you are in. Creatures must spend an additional point of movement to enter the zone. If they do not have enough movement, they cannot enter.

RANK 2

At Rank 2, you can exert some control over the stone. You can call on the Land to move the ground slightly, allowing you to push heavy boulders or widen tunnels.

Barrier - Rank 2 Utility

Cost: 5 Ren

Range: 2 Zones

Duration: Permanent

Effect: Creates up to 3 obstructions on the borders of a Zone that block movement between the Zones. This obstruction has a height value 3 greater than the highest zone it borders. Each obstruction has 5 Health and can be targeted by attacks as though it were in either Zone it borders.

Burrow - Rank 2 Utility

Cost: 8 Ren

Range: 3 Zones

Duration: Until the end of scene

Effect: Create a path from the zone you are currently in to another zone within Range that is part of the same landmass. Any character in either zone can use the path to travel from one zone to the other by spending 1 movement. At the end of the duration, or on your turn by spending an action, you can close the Burrow. Casting this spell again closes the first burrow.

Earthquake - Rank 2 Attack

Cost: 5 Ren

Range: 1 Zone

Duration: Until the start of your next turn

Damage Base: 3

Effect: The land violently cracks open and shifts, damaging all creatures in the target Zone in contact with the ground.

Additional Effect: On a MAJOR SUCCESS affected creatures are Slowed(1) for the duration.

RANK 3

At Rank 3, your control of rocks and stones is complete. You can adjust the density and hardness of stones you touch, making them as hard as a diamond or soft and putty. Your control over moving stones is also stronger, allowing you to sculpt the shapes of stones you can touch, like sharpening a rock into a dagger or smoothing an aging sculpture.

Stone Legacy - Rank 3 Utility

Cost: 6 Ren

Duration: Until end of scene

Effect: You form an exoskeleton of enchanted earth and stone. Any damage dealt to you for the duration does not cause you to lose health. Instead, whenever you take damage, reduce your current Ren Pool by a number of points equal to the damage taken. When your Ren Pool is reduced to 0, you lose health equal to any excess damage taken, and this Evocation ends.



Summon Mountain - Rank 3 Attack

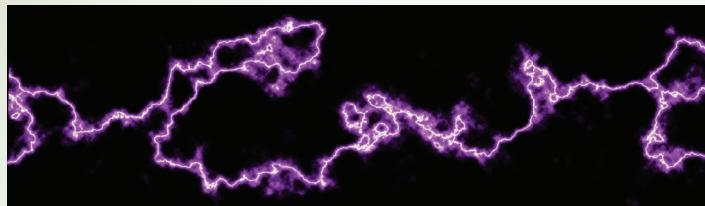
Cost: 11 Ren

Range: 2 Zones

Duration: Permanent

Damage Base: 4

Effect: Upend the earth, forcibly summons a mountain in a chosen zone, damaging all creatures in that Zone, moving them to an adjacent Zone, and changing the targeted Zone's Biome type to Mountain permanently.



SKY EVOCATIONS

RANK 1

At Rank 1, you can control the wind around you. You can accelerate the speed of the wind or slow it down. You can blow gasses or other airborne particles away from you and your allies.

Gust - Rank 1 Utility

Cost: 2 Ren

Range: 1 Zone

Duration: Instant

Effect: Shoot out a blast of air that pushes a creature or object. The target must succeed on a Resist roll of TGH + AGI or be moved to an adjacent zone.

Slowfall - Rank 1 Utility

Cost: 3 Ren

Range: 0 Zones

Duration: Instant

Effect: As a reaction you cushion the fall of up to 5 allies you choose in the same Zone as you causing them to take no fall damage.

Fling - Rank 1 Attack

Cost: 3 Ren

Range: 2 Zones

Duration: Until the end of your next turn.

Damage Base: 1

Effect: Fling a small chunk of land at an opponent within range.

Additional Effect: On a MAJOR SUCCESS apply an effect based on the Biome you are standing in.

Aquatic: Slow(2) the target for the duration.

Desert: -1 Damage. Blind the target for the duration.

Forest: -1 Damage. Root the target for the duration.

Mountain: +1 Damage

Sky: Move the target to an adjacent zone.

Tundra: Chill the target for the duration.

Volcanic: The target gains 1 stack of burning.

Wasteland: Befuddle(3) the target for the duration.

RANK 2

At Rank 2, you can control the wind to a larger degree, allowing for wider areas of effect. You also can slowly adjust the weather, causing the sky to get cloudier and windier. Adjusting the weather in this way takes 10 minutes.

Cloudbolt - Rank 2 Attack

Cost: 6 Ren

Range: 3 Zone

Duration: Instant

Damage Base: 2

Effect: Call down a bolt of lightning on a single opponent

Levitate - Rank 2 Utility

Cost: 5 Ren

Range: 0 Zone

Duration: Until the start of your next turn.

Effect: Touch a target. That target makes a TGH + SNS resist roll.

On a failure, they rise 3 height units into the air until the start of your next turn, at which point they fall. For the duration, the creature can move and take actions as normal, but cannot make melee attacks against or be targeted by melee attacks from creatures except those that are titanic or flying.

Thunderclap and Flash - Rank 2 Attack

Cost: 4 Ren

Range: 0 Zone

Duration: Instant

Damage Base: 1

Effect: A burst of thunder erupts from your body, damaging all opponents in range.

Additional Effect: On a MAJOR SUCCESS, move each target to an adjacent zone away from you.

RANK 3

At Rank 3, you can adjust the weather more extremely, causing not only the area to get more cloudy, but can summon rain and storm clouds as well. You also can control the wind to cause you to fall slower, meaning you don't take fall damage.

Eye of the Storm - Rank 3 Attack

Cost: 12 Ren

Range: 0 Zone (See Effect)

Duration: Instant

Damage Base: 4

Effect: Summon a massive tornado and lightning storm around the zone you are in. This Evocation does not affect the zone you are in, but all other zones are affected out to Range(2).

Additional Effect: On a MAJOR SUCCESS the targets receive a -2 dice penalty on all rolls until the start of your next turn.

Lightning Wall - Rank 3 Utility

Cost: 10 Ren

Range: 3 Zones

Duration: Until End of Combat

Effect: Choose up to 4 borders along any number of Zones within range. For the duration, anytime an enemy moves or is moved across that border, they take 5 damage.

TUNDRA EVOCATIONS

RANK 1

At Rank 1, you are used to and proficient in colder environments. You aren't affected by the cold and don't get frostbite.

Cascading Chill - Rank 1 Attack

Cost: 4 Ren

Range: 1 Zone

Duration: Instant

Effect: Target a Chilled creature within Range. The target must succeed on a Resist roll of TGH + CTRL or take damage equal to 3 plus the number of successes you rolled, taking half damage on a successful roll.

Windchill - Rank 1 Attack

Cost: 3 Ren

Range: 1 Zone

Duration: Instant

Damage Base: 1

Effect: Shoot out a blast of freezing air at a target.

Additional Effect: On a MAJOR SUCCESS the target becomes Chilled until the end of your next turn.

Frost Walk - Rank 1 Utility

Cost: 3 Ren

Duration: For up to 5 minutes

Effect: Any body of water you step on instantly freezes outward in a 15-foot radius, creating a thin layer of ice which can support other creatures. This radius moves with you as you travel across the body of water.

RANK 2

At Rank 2, you gain the ability to drop the temperature of the area around you. You can freeze water you touch into ice.

Blizzard - Rank 2 Attack

Cost: 6 Ren

Duration: Until the end of your next turn

Range: 2 Zone

Damage Base: 2

Effect: Summon a blizzard, damaging everyone in a zone within range

Additional Effect: On a MAJOR SUCCESS apply the Chilled Condition to anyone inside the target Zone for the duration.

Freezing Touch - Rank 2 Attack

Cost: 5 Ren

Range: 0 Zone

Duration: Instant

Damage Base: 2

Effect: Reach out with a freezing Touch, attempting to make contact with an opponent. Make an Agility Melee Attack roll against the target instead of an Evoke roll. On a hit the target is Chilled until the end of your next turn.

Additional Effect: On a MAJOR SUCCESS on the melee attack, the target loses their action on their next turn.

Sliding Strike - Rank 2 Attack

Cost: 5 Ren

Range: 0 Zone (See Effect)

Duration: End of Combat

Damage Base: (See Effect)

Effect: Move any number of zones, as long as each zone you move into has a lower height value than the previous one. Any zones you move into are treated as Tundra until the end of combat. At the end of this movement, you may make a weapon Attack roll against any creature in the zone, dealing additional damage equal to the number of zones moved this way.

RANK 3

At Rank 3, you can freeze things all around you. You can freeze water you can see, and can freeze the water droplets in the air into ice crystals, effectively summoning ice out of the air. You can adjust the shape of the ice as well.

Frostbite - Rank 3 Attack

Cost: 10 Ren

Range: 1 Zone

Duration: Instant

Effect: An extreme and unnatural cold seeps into your opponent. Target creature in Range must succeed on a Resist roll of TGH + CTRL or take damage equal to 5 plus the number of successes you rolled, taking half damage on a successful roll. The target takes an additional 5 damage if they are Chilled; this additional damage cannot be reduced in any way.

Ice Age - Rank 3 Attack

Cost: 11 Ren

Range: 0 Zone (See Effect)

Duration: Until the end of your next turn

Damage Base: 4

Effect: Create a sudden drop in temperature and heavy snowfall in an area originating from the Zone you are in, affecting all adjacent Zones and the one you are currently in, damaging all other creatures.

Additional Effect: On a MAJOR SUCCESS the Chilled Condition is applied for the duration.



VOLCANIC EVOCATIONS

RANK 1

At Rank 1, you are always hot to the touch. You can control flames around you, extinguishing them or causing them to expand faster.

Erupting Channel - Rank 1 Utility

Cost: 4 Ren

Range: 1 Zone

Duration: Until end of scene

Effect: You erupt in a fury of volcanic fire. You take damage equal to the successes rolled on this Evocation, gain 1 stack of Burning, and change the Biome type of up to 3 Zones within Range for the duration.

Additional Effect: On a MAJOR SUCCESS apply 1 stack of Burning to any number of target creatures within the affected Zones.

Flaming Strike - Rank 1 Attack

Cost: 4 Ren

Range: Self

Duration: Instant

Effect: Make a weapon attack against a target. If you hit, the target gains 2 stacks of Burning.

Lava Lob - Rank 1 Attack

Cost: 4 Ren

Range: 2 Zone

Duration: Instant

Damage Base: 2

Effect: Hurls a ball of molten earth or a spray of fire at a target.

RANK 2

At Rank 2, you gain resistance to fire and heat, allowing you to go through flames without taking damage. You also have strong lungs and are more resistant to smoke and smog.

Molten Ray - Rank 2 Attack

Cost: 7 Ren

Range: 1 Zone

Duration: Instant

Damage Base: 2

Effect: Shoots a targeted spray of fire or molten rock at a target. Apply 1 stack of Burning to the target for each success rolled on the attack.



Spewing Flames - Rank 2 Attack

Cost: 6 Ren

Range: 1 Zone

Duration: Until the end of combat

Damage Base: 2

Effect: Summon an erupting lava pool on a zone, damaging all creatures and changing the target Zone's type to Volcanic. A target takes an additional 1 damage if they are Burning.

Sulfurous Cloud - Rank 2 Attack

Cost: 5 Ren

Range: 2 Zone

Duration: Until the end of your next turn

Damage Base: 1

Effect: Split the ground in a zone open, causing sulfurous gas to flood the area. For the duration, the first time an Evocation is cast in or targets the affected zone, the gas explodes dealing 3 damage to all creatures in the zone.

Additional Effect: On a MAJOR SUCCESS apply the Poisoned Condition to anyone inside the selected Zone for the duration.

RANK 3

At Rank 3, you emanate heat from yourself. You can cause things around you to erupt in flames and can cause things you touch to melt after some time.

Eruption - Rank 3 Attack

Cost: 12 Ren

Range: 3 Zones

Duration: Instant

Damage Base: 5

Effect: Make an eruption of lava and superheated rock fly across the battlefield, damaging each creature in the selected zone and any zone adjacent to it.

Additional Effect: On a MAJOR SUCCESS each affected Zone's Biome type changes to Volcanic.

Volcanic Transformation - Rank 3 Utility

Cost: 15 Ren

Range: 0 Zone (See Effect)

Duration: Until End of Combat

Effect: Encase yourself in a cocoon of Lava that fully reconstructs your form into one designed for combat. This cocoon has 6 health and is unaffected by any status conditions. If the cocoon is destroyed before the start of your next turn, take half of your current health in damage. If the cocoon is not destroyed, you gain the following effects for the duration.

+ 1 Movement Speed

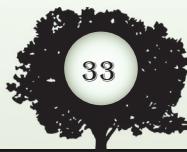
Ignore height when moving between zones

+ 2 AFF & AGI (Max 7)

You can use the following melee attack:

Base Damage: 0 / Dice Pool: AGI + Melee / Range 0: On hit, the target gains 3 stacks of burning.

At the end of your turn, gain 1 health for every burning enemy within 2 zones of you.



WASTELAND EVOCATIONS

RANK 1

At Rank 1, you gain some passive awareness of the Ren around you. You are able to tell when something has been altered artificially with Ren and can notice when Evocations are cast nearby.

Psionic Blast - Rank 1 Attack

Cost: 3 Ren

Range: 1 Zone

Duration: Until the start of your next turn

Damage Base: 1

Effect: The Biomancer unleashes a blast of pure Ren into the mind of a target.

Additional Effect: On a MAJOR SUCCESS apply the Befuddled(3) Condition to the target for the duration.

Subtle Manipulation - Rank 1 Utility

Cost: 2 Ren

Range: 0 Zones

Duration: Until end of scene

Effect: You attempt to alter the mind of your target, making them more friendly towards you. The target must succeed on a Resist roll of SNS + KIN, otherwise you gain a +5 dice bonus to Persuade and Trickery rolls to manipulate the target for the duration. If the target succeeds on their Resist roll they are aware you attempted to alter their mind.

Telepathy - Rank 1 Utility

Cost: 2 Ren

Range: 0 Zones

Duration: Until end of scene

Effect: You create a telepathic link with up to 5 willing allies in Range. Each creature in the link can communicate with each other creature in the link without speaking for the duration.

RANK 2

At Rank 2, you can feel the places that coalesce Ren. You always know where the closest Renewal Spot is to you.

Chaos Spike - Rank 2 Attack

Cost: 6 Ren

Range: 2 Zone

Duration: Instant

Damage Base: 0

Effect: The Biomancer draws power from the fractured landscape, attacking the flow of ren in the target. This spell has +1 Damage for each different Biome that is adjacent to the zone you are in.

Corrupted Landscape - Rank 2 Utility

Cost: 5 Ren

Range: 2 Zones

Duration: Until the start of your next turn

Effect: The Biomancer causes the selected zone to split apart, inflicting the Rooted and Befuddled(4) conditions on all creatures in that zone unless they succeed on an AGI + SNS Resist roll. That Zone becomes a Biome of your choice. (This can include Biomes you don't have points in)

Psionics - Rank 2 Utility

Cost: 6 Ren

Duration: Until the end of the scene

Effect: Choose one of the following...

- You create a telepathic link with another creature you can see or are familiar with. Both you and the target can communicate without speaking for the duration regardless of the physical distance between you.
- Make a Skill roll of AFF + Athletics, for each success you can move an object weighing less than a ton up to 2 Zones.
- End a telepathic link between any number of creatures within 1 Zone of you.
- You assault the concentration of a target within 1 Zone of you, they must succeed on a Resist roll of AFF + CTRL contested against your Evoke roll or end the effects of an Evocation they cast.

RANK 3

At Rank 3, you are in tune with the Ren in yourself and in the land around you. You can speak telepathically in the minds of willing kin within 1 Zone and they can respond to you.

Dread Wraiths - Rank 3 Utility

Cost 12 Ren

Range: 4 Zone

Duration: Until the end of your next turn

Effect: All enemy creatures within range must make a KIN + SNS resist roll. If they fail, create a psionic presence trailing them. For the duration, whenever you or your Symbiote deals damage or applies a status condition to an affected creature, all other affected creatures take the damage and gain the status condition as well. If damage dealt by an Evocation with multiple targets would activate this effect it only applies the damage to affected creatures once.

Mind Break - Rank 3 Utility

Cost: 10 Ren

Range: 1 Zone

Duration: Until end of scene

Effect: You attempt to dominate the mind of your target, forcing them to obey your commands. The target must succeed on a Resist roll of SNS + KIN or be placed under your control for the duration. While under your control you can give the target basic commands as a Symbiote action and they will attempt to carry them out to the best of their ability. Titans and Byox are unaffected by this Evocation.



CHAPTER 6:

SYMBIOTE POWERS

The Symbiote is a companion that all Biomancers need to survive in the Living Lands. The Symbiote moderates Ren flow throughout your body, preventing you from undergoing Hypermotosis from the Ren in your body. Each turn in combat, you have a symbiote action you can spend to use one of the following base abilities.

Symbiote Powers improve your Symbiote, giving them additional powers and effects. Some powers require your Symbiote to be manifested in order to be used, while others require that the Symbiote not be manifested. Whether or not a Symbiote Power can be used while manifested or not is explained in its description. Additionally powers that require the Symbiote to be manifested are labeled with an “[M]”, and powers that require the Symbiote to not be manifested, or “Dormant” are labeled with a “[D]”. If a power can be used whether or not the Symbiote is manifested it is labeled with both.

Manifest

Your Symbiote takes some of its energy and manifests itself as a physical form in the world. The Symbiote follows your command, and lasts until you retract it as a Symbiote action or it dies. If your Symbiote dies while manifested its body disappears and any features of it retract back to the Symbiote's core. You can Manifest your Symbiote a number of times equal to your Control (CTRL). You regain all uses of the Manifest action when you rest for 24 hours or rest at a Renewal Spot.

Manifested Symbiote Stats:

Health = Your CTRL

Movement = 1

Resist Rolls

When making Resist rolls for your Manifested Symbiote, it rolls a dice pool equal to your CTRL + SNS regardless of the pool called for by the initiating effect.

Skill Rolls

When making Skill or dodge rolls for your Manifested Symbiote, it rolls a dice pool of 2 for the check, unless otherwise stated.

The Symbiote also gains the following actions while Manifested.

- **Attack** - Range(0), Base: 1, Dice Pool = CTRL
- Your Symbiote can use Dodge and Resist using your reaction while Manifested, using your CTRL as the dice pool for each.
- Your Symbiote gains your Biome Bonuses while it is in a biome you have points in.

Heal [M] [D]

Your Symbiote uses your connection to the land to heal you. You can spend 1 Favor as a Symbiote action to recover 5 health for you or your Symbiote.

Channel Biome [M] [D]

Your Symbiote uses your attunement to the Land to change the landscape. As a Symbiote action, spend 3 Ren to change the Biome type of the Zone you or your Symbiote is in to a Biome you have points in.

Parasite

The core of this Symbiote is a living creature, typically a small invertebrate or insect, that embeds itself in the brain of its host. While manifested this Symbiote remains attached to its host's body and typically appears as a sort of exoskeleton, as a coating of sludge, or as exaggerated physical features of the host.

- Your Symbiote is joined closely with you and cannot detach from your body while Manifested. Your Symbiote cannot move between Zones unless you move to another Zone in which case the Symbiote moves with you. Additionally, your Symbiote is immune to the Rooted and Grappled conditions.
- While bonded to this Symbiote, your maximum Health increases by 5.
- This symbiote's base attack damage increases by 1.

You gain the following reaction:

- **Shield [M] [D]** - When you are attacked, your Symbiote protects you from any damage or secondary effects from this attack. You can only use this reaction once per scene.

Elemental

The core of this symbiote is a piece of earth such as a gemstone or plant that is relevant to the chosen Biome it is meant to embody. While manifested this Symbiote appears as an amorphous body of element such as fire or water that generally takes a humanoid or animal shape.

- Choose a Biome type when you take this Symbiote.
- While bonded to this Symbiote your Ren Pool maximum increases by 5 points.

You gain the following Symbiote Action:

- **Sym-Cast [M]** - Your Symbiote channels Ren in order to perform feats of magic as its host would. While Manifested your Symbiote casts an Evocation that you know of rank 1 Casting an Evocation this way expends Ren from your Ren Pool and uses an Evoke roll identical to your own for that Evocation.



The Kangee of the Revel imbibe their Symbiotes through the Phoenix Chalice

Ren Beast

The core of this Symbiote is typically a part of an animal such as a bone, fang, or claw that holds some residual Ren from when the creature was still alive. When manifested this Symbiote appears as the animal its core originated from.

- Your Symbiote has an additional 5 Health when it is Manifested.
- The Range of your Manifest action increases by 1.
- You can take 2 symbiote actions on your first turn of combat.
- When your symbiote makes a Skill roll involving Athletics or Stealth, it gets +3 dice to its pool.

You gain the following Symbiote Action:

- **Help [M]** - Your Symbiote aids an ally in a task. Choose an ally in the same Zone as your Manifested Symbiote. The chosen ally gains a +1 dice bonus to their next roll. This bonus cannot be applied to a target more than once, and the bonus is lost if it is not used before the start of your next turn



A Biomancer with their Manifested Symbiote

SYMBIOTE POWERS

Advanced Attack (* to *****):

Your Symbiote's Attack rolls receive a +1 dice bonus per point in this power.

Advanced Manifest (*):

Once per turn, when you take the Manifest Symbiote action, you can take an additional Symbiote action that turn.

Aid (**): [M]

While Manifested, your Symbiote can treat most minor afflictions on your allies. As a Symbiote action you can remove a condition from another creature in the same Zone as your Symbiote.

Binding Manifest (***): [D]

Your Symbiote attaches itself to your weapon, and will attempt to wrap around and tie down the enemy. When you make a weapon attack this turn and hit an enemy, the enemy must make a Resist roll of TGH + AGI contested against the number of successes on your Attack roll. If you succeed, they are rooted until the end of your next turn and your Symbiote becomes Manifested without consuming a Symbiote action.

Burst (**): [M]

While Manifested, the Symbiote gains the following attack.

Burst: Make an attack roll against all creatures in the same zone (CTRL + 3) with 2 base damage. The manifested symbiote is destroyed.

Camouflage (**): [M] [D]

Your symbiote grants your skin the ability to change pigments and patterns, allowing you to better blend in with your environment. You can take the Hide action as a Symbiote action with a +1 dice bonus.

Echolocation (**): [M] [D]

As a Symbiote action your Symbiote expands its senses to your surroundings. You know the location of each creature in the same Zone as you, as well as the location of hidden doors and passageways. Found creatures are no longer hidden to you.

Enhanced Physical (***): [D]

While not Manifested, as a Symbiote action your Symbiote imbues you with might. Until the start of your next turn Attack rolls you make with weapons using TGH deal 2 more base damage.

Extend Senses (*): [M]

While Manifested, you can see through your Symbiote as if looking through their eyes, as well as speak through it. If your Symbiote does not have eyes or a mouth, you can still see and speak as though they did.

Grappling Limbs (**): [M] [D]

As a Symbiote action, your Symbiote attempts to grapple an opponent. Your Symbiote uses a dice pool equal to your CTRL + 2 for the contested roll to grapple.

Greater Channel(**): [M] [D]**

When using the Channel Biome Symbiote action you may spend an additional 5 Ren to change the Biome type of another Zone adjacent to the first Zone changed. You can do this any number of times, spending 5 Ren each time, to change the Biome type of a Zone adjacent to one of the Zones changed by this effect.

Heel (*): [M]

While Manifested, your Symbiote can return to the Zone you are in by spending 1 movement.

Hitchhiker (*): [M]

Whenever your Biomancer makes a Ranged Attack roll while your Symbiote is Manifested and is in the same zone as them, you can attach the symbiote to the projectile. The Symbiote is moved to the targeted zone.

Invoke the Land ():**

Whenever you Manifest your Symbiote, you may also use Channel Biome without spending a Symbiote Action.

Lashing Tendrils (): [M] [D]**

As a Symbiote action, your Symbiote reaches out with a tendril of energy that grabs an opponent. Make an Attack roll as your Symbiote against a creature in range, base damage 0, Range(1). On a success, move the target up to 1 Zone towards you.

Limit Breaker (***): [D]**

While not Manifested, as a symbiote action, your symbiote temporarily shuts down your body's limiters, allowing your Biomancer to make an additional Melee or Ranged attack this turn.

Little Athlete (*): [M]

Your Manifested symbiote gains +3 dice to athletics Skill rolls.

Little Helper (): [M]**

While the Symbiote is Manifested and in the same Zone as you, you can add 1 die to all skill rolls you make.

Little Performer(*): [M]

Your Manifested symbiote gains +3 dice to Spotlight Skill rolls.

Little Stalker(*): [M]

Your Manifested symbiote gains +3 dice to stealth Skill rolls.

Powerful Wings (): [M]**

While Manifested, your Symbiote sprouts wings. Its movement increases by 1, and it can carry 1 willing creature. While carrying a creature that creature moves wherever your Symbiote moves.

Protective Shield (): [M]**

You gain the following reaction:

Safeguard: When an allied creature in the same Zone as your manifested Symbiote is targeted by an attack or Evocation that does not also target your Symbiote, you can redirect the attack to your symbiote, having it take any damage and all secondary effects from the attack instead of the original target.

Reactive Armor (): [D]**

While not Manifested, you gain the following reaction:

Resilient Coating: As a reaction you reduce the damage of all incoming attacks by 2 to a minimum of 1 until the start of your next turn.

Repel Foes (): [M] [D]**

Your symbiote creates a blast of Ren to knock back enemies. You gain the following reaction:

Reversal Coating: When you are hit by an enemy's attack, the enemy that hit you is moved up to one Zone away.

Restore Ally (*): [M]**

While Manifested, your Symbiote expends the energy used in its manifestation to heal an ally. As a Symbiote action you reduce your Symbiote's health to 0 and an allied creature in the same Zone as it regains health equal to the remaining health of your Symbiote.

Retaliation Shield (*): [D]**

While not Manifested, as a Symbiote action you can spend 3 Ren to surround yourself with a shield made of Ren. Until the start of your next turn, whenever you take damage from a creature in the same zone as you, roll TGH + CTRL. For each success rolled the damage you take is reduced by 1 and the creature takes 1 damage (minimum 1). Damage reduced this way cannot be reduced to less than 1.

Shared Power (*): [D]**

When you make a Melee weapon attack you can expend your Symbiote action to add the base damage from your Symbiote's Attack to your own base damage for the attack.

Siphoning Strike (): [D]**

While the Symbiote is not manifested, or if your Symbiote is a Parasite, you gain the following Symbiote action:

Siphon: Your Symbiote uses its Attack action. For each success on the attack you recover 1 point of Ren. This attack deals no damage.

Symbiosis (**): [M] [D]**

Your Symbiote gains the ability to channel the land's favor into your allies. As a reaction during combat, whenever an ally makes a roll but before the outcome is determined, you may grant a dice bonus to that roll equal to your CTRL.

Symbiote Hacking (): [M]**

Hitting a creature with your Symbiote's Attack action inflicts the Fractured condition until the start of your next turn.

Teleport (): [M] [D]**

You can call upon your symbiote to transport you to another zone up to 2 zones away without spending movement once per scene. This movement can go to zones you wouldn't normally be able to reach.

Tougher Symbiote (): [M]**

Your Symbiote is Manifested with additional Health equal to your CTRL.



CHAPTER 7:

EQUIPMENT

Biomancers use a variety of tools to aid them in their exploration of the Living Lands. These tools consist of weapons and general equipment which can be traded for or bought with currency.

Currency

Silverleaf slivers are the primary currency of kin in the Living Lands. Oftentimes, people are happy to barter for goods when necessary, but slivers are accepted in all factions and organizations. Slivers are lobes of Silverleaf which hardened when the brittle Silverleaf broke, making them portable and sturdy.

Weapons

Weapons are tools wielded by kin for combat and self defense. Each weapon has different properties that determine how it is used. Some weapons require Tough (TGH) to use effectively, others require Agility (AGI), and some can use either. You must use one of the stats listed in a weapon's description when attacking with it as well as the associated combat skill.

Weapon Effects

Channeling (X)

Add X to your Ren Pool Max score. If you are wielding multiple weapons with Channeling, only the highest applies.

Concealed

The weapon cannot be seen on a creature unless a successful Inspect skill roll is made on the wielder.

Metalwork

The wielder loses any dice bonuses gained from the Biome type of a zone they are in while wielding this weapon..

Poisoner

On a hit from this weapon, the target must make a Resist roll of TGH + CTRL or take 1 additional damage and become poisoned until the end of your next turn. This effect may be replaced with that of another poison you crafted or obtained.

Sneak Attack

The wielder gains a +3 bonus to base damage when attacking while Hidden.

Throwable

Can be used to make a Ranged attack once, after which you must move to the zone it was thrown to and recover the weapon before it can be wielded again. Throwable weapons have an attack Range(1) when thrown. When throwing this weapon use the Ranged Combat Skill instead of Melee.

Trapping

On a hit from this weapon the target is Rooted until the end of your next turn.

Two-Handed

Requires two hands to wield.



Table 7-1: Weapons

Name	Price	Base Damage	Stat	Combat Skill	Effects
Club	4 Slivers	2	TGH	Melee	Channeling 2
Attuned Club	8 Slivers	1	TGH	Melee	Channeling 5
Staff	6 Slivers	1	TGH	Melee	Channeling 8, Two-Handed
Attuned Staff	12 Slivers	0	TGH	Melee	Channeling 10, Two-Handed
Spear	5 Slivers	2	TGH	Melee	Throwable
Blade	50 Slivers	3	TGH	Melee	Metalwork
Short Blade	20 Slivers	2	TGH/AGI	Melee	Metalwork, Sneak Attack
Dagger	5 Slivers	1	TGH/AGI	Melee	Concealed, Throw- able, Sneak Attack
Poisoned Dagger	10 Slivers	0	TGH/AGI	Melee	Concealed, Poisoner, Sneak Attack, Throwable
Metalworks Dagger	25 Slivers	2	TGH/AGI	Melee	Concealed, Metal- work, Sneak Attack, Throwable
Bow	15 Slivers	2	AGI	Ranged (1)	Two-Handed
Hunting Bow	10 Slivers	1	AGI	Ranged (1)	Sneak Attack, Two-Handed
Attuned Bow	15 Slivers	1	AGI	Ranged (1)	Channeling 5, Two-Handed
Metalworks Bow	75 Slivers	3	AGI	Ranged (2)	Metalwork, Two-Handed
Blowgun	4 Slivers	1	AGI	Ranged (1)	Concealed, Poisoner
Net	4 Slivers	0	TGH/AGI	Ranged (0)	Trapping, Throw- able

General Equipment

A brief list of items a traveling Biomancer might carry on their adventures. Items are separated into General Use items, Consumables, Tool Kits, and Poisons. General use items are simple equipment which are useful for long expeditions or other niche uses. Consumables can be used to heal and recover resources, but generally have limited uses. Tool kits can be used to aid you in relevant tasks. Poisons are concoctions which can be applied to poisoner weapons.

Table 7-2: General Items

Name	Price	Effects
Bedroll	5 Slivers	Allows a creature to rest comfortably
Bell	1 Sliver	Makes a loud noise when rung
Canvas	3 Slivers	Blank Linens used for art
Day's Rations	2 Slivers	Feeds 1 person fully for 1 day
Wax	1 Sliver	Can fuel Wax Lantern for 1 hour
Wax Lantern	3 Slivers	Produces light for 1 zone/30 ft. Requires Wax to light.
Ren-moss Lamp	20 Slivers	Produces light for 1 zone/30 ft. Does not need to consume wax.
Beartrap	30 Slivers	Can be placed in a zone, and if unseen, a creature walking through that zone must make a AGI + SNS resist roll or fall into the trap. They take 5 damage and are rooted until the end of their next turn.
Fire-starter	2 Slivers	Can be expended to create a small fire
Rope	2 Slivers	50 feet of rope (5 height values)
Lock & Key	8 Slivers	Can be used to secure a door or container that can be locked. Without the key it requires a Skill roll of AGI + Trickery with a threshold of 5 successes to open.



Table 7-3: Consumables

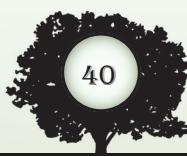
Name	Price	Effects
Healing Kit	25 Slivers	Has 5 charges. You can expend a charge as an action to heal a creature in the same zone as you for 2 Health, or to take a player out of Last Stand (but don't regain Health). Also gives +1 to Biology rolls to diagnose maladies
Vitality Potion	12 Slivers	Spend an action to regain 5 Health (single use)
Renewal Potion	15 Slivers	Spend an action regain 7 Ren (single use)
Smokepowder	50 Slivers	Throw a pouch of lit smokepowder up to 1 Zone away. Each creature in the Zone it lands in must succeed on a Resist roll of TGH + AGI against a threshold of 4 or take 4 damage, taking 2 on a success. Using Smokepowder this way consumes it.
Ren Infused Smokepowder	500 Slivers	Throw a pouch of lit smokepowder up to 1 Zone away. Each creature in the Zone it lands in must succeed on a Resist roll of TGH + AGI against a threshold of 5 or take 10 damage, taking 5 on a success. Using Ren Infused Smokepowder this way consumes it.
Burning Ice Bottle	17 Slivers	A bottle of Burning Ice. Can be thrown using AGI as a Range(1) Base(1) weapon. On hit, it inflicts Burning on the target equal to the damage it would have dealt.
Invigor Potion	20 Slivers	Drinking this potion floods the user's muscles with Ren. They gain +1 to AGI and TGH until the end of the scene (which can bring their stats above 5). This does not increase Health. After this scene, their stats revert and they are Poisoned until they rest.
Infocus Potion	20 Slivers	Drinking this potion floods the user's Core with Ren. They gain +1 to AFF and CTRL until the end of the scene (which can bring their stats above 5). This does not increase their Ren Pool. After this scene, their stats revert and they are Poisoned until they rest.

Table 7-4: Tool Kits

Name	Price	Effects
Climbing Kit	8 Slivers	+2 dice bonus to Athletics rolls made when climbing.
Disguise Kit	15 Slivers	+2 dice bonus to Trickery rolls made to disguise yourself and others.
Forgery Kit	12 Slivers	+2 dice bonus to Trickery rolls made to forge documents.
Gaming Kit	7 Slivers	+1 dice bonus to Kinship rolls made to gather information from and befriend kin while using the kit together. Includes dice and card games.
Rogue's Kit	20 Slivers	+1 dice bonus to Trickery rolls made to lockpick.
Painting Kit	10 Slivers	+1 dice bonus to Spotlight and Stealth rolls made to avoid detection.
Performance Kit	4 Slivers	+1 dice bonus to Spotlight rolls made to draw attention to yourself.
Navigation Kit	5 Slivers	+1 dice bonus to Wilds rolls made to navigate terrain.
Alchemy Kit	15 Slivers	+1 dice bonus to Craft rolls to make potions or poisons

Table 7-5: Poisons

Name	Price	Effects
Hunter's Poison	10 Slivers	Can be applied to an attack with a "poisoner" weapon. This poison makes them Rooted until the end of their next turn, and Poisoned until the end of the scene. (single use)
Moonlight Droplets (poison)	10 Slivers	Can be applied to an attack with a "poisoner" weapon. This poison deals an additional 1 damage and they have Slowed(1) and Befuddled(1) until the end of the scene. If the target is already Slowed or Befuddled, their Slowed or Buffuddled Condition increases by 1. (single use)
Essence of Byox	50 Slivers	Can be applied to an attack with a "poisoner" weapon. This poison deals an additional 3 damage and Fractures them until the end of the scene (single use).
Political Honey	35 Slivers	A sickly sweet liquid that muddles the mind. When ingested all creatures have a +3 dice bonus on Persuade rolls to influence whoever consumed the drought if they are kin.



Craftable Items

Crafting uses the Craft skill, and if the player has all the required ingredients, they can attempt craft rolls to craft their item. Some ingredients can be purchased from shops in various communities, but others must be found or harvested in the wild. A craft roll is AGI + Craft, and each craft roll can be done once each day, with every success added together until the total success meets or exceeds the item's target number.

Table 7-6: Craftable Items

Name	Ingredients	Cost	Successes Needed
Vitality Potion	Sweetroot	6 Slivers	5
Renewal Potion	Renewal Essence	8 Slivers	5
Hunter's Poison	Paralyzing Venom	5 Slivers	5
Moonlight Droplets	Corpse Flower Secretions	5 Slivers	7
Essence of Byox	Byox Marrow	N/A	10
Smokepowder	Holer Dust	25 Slivers	7
Ren Infused Smokepowder	Titan Shard, Smokepowder	N/A	10
Political Honey	Trisk Venom, Honey	15 Slivers	7
Burning Ice Bottle	Deep Frost, Volcanic River Rocks	10 Slivers	9
Invigor Potion	Gyrok Meat, Lavafire Berries	10 Slivers	6
Infocus Potion	Cactus Water, Ice Newt Brains	10 Slivers	6



CHAPTER 8:

HOST RULES

This section is intended to inform the Host, the person running the game, on how to successfully prepare for and constitute play. Players are encouraged not to read any further as there may be secrets and pieces of information that the Host will use for your game that would otherwise spoil the experience.

Running the Game

As the Host of a campaign of Living Lands you have the ability to shape the world and the events that take place within it. It is your role to establish a narrative conflict, create challenges and obstacles for your players, and reward them for their efforts. This book is filled with a number of guidelines for what types of conflicts, monsters, factions, and so forth your players might encounter, but it is also within your ability to devise your own pieces of the world for the players to experience. Living Lands at its core is a cooperative storytelling game with a large focus on combat and powerful player characters.

Assigning Skills

As your players move and act in the world, you will be needing to quantify what they want to do into the Stats and Skills. For some actions, the required Stat and Skill combination will be obvious. The Skills section on page 13 can give insight into common uses of each skill. However, not all player's actions will be obvious. The Living Lands skills allow for different skills to be assigned to the same actions, and there are no wrong answers for how you interpret each action.

When assigning skills for rolls, take into account how the player is trying to do this action. Pickpocketing a passerby through being unnoticed might use stealth, while pickpocketing through bumping into a passerby and obscuring the theft might use trickery. When unsure on a skill roll, ask your player for more clarification, or what skill they would like to attempt this action with. It is good to allow players some agency in what skill they would like to attempt for an action, as long as it seems reasonable.

Cascading Failures

Cascading Failures are an optional rule which you may include in your games. Most rolls where a player gets 0 successes should not be given the opportunity Cascading Failures. Additionally, since taking Cascading Failures is tied closely to player progression through mutations it is important not to repeatedly give them to only one of your players and to spread opportunities to take them. Cascading Failures should be meaningful to play and act as both a reward and setback. A Cascading Failure should never result in the death of a player's character. Likewise, it is usually beneficial to be open with your players and describe to them what might happen if they take a Cascading Failure. Typically this will consist of both a positive and negative outcome. Some of the most memorable moments while playing Living Lands will come from the chaos that accompany Cascading Failures.

EXPLORATION & SKILL CHALLENGES

Group Skill Rolls

When the Host calls for Group Skill Rolls, the Host will set a number of successes that must be met by the party in order to pass the challenge created by the Host. This is different from combat, as these challenges will take the form of overcoming hazards, convincing a group of people to take action, trying to find clues and tracks of a creature that the party is pursuing, and other ideas that the Host may come up with appropriate to the campaign. Players will take turns suggesting a Skill Roll that they wish to make to help overcome the challenge that is currently facing them. If the Host determines that their solution is reasonable, they can attempt the roll. If the Host determines the chosen Skill is not, the Player will need to choose another Skill to make the attempt. An example of this would be a Player trying to argue that their Spotlight Skill will aid them in climbing a dangerous cliff face.

A player can only attempt a Group Skill Roll once. Once all players have made a Skill Roll for the challenge, if they have matched or surpassed the number of successes set by the Host, the party is considered to have passed the Group Skill Roll. If the party has surpassed the number of required successes before every player has had a chance to roll, you do not need to have the remaining players continue to roll.

For setting the number of successes, the Host should consider the size of the party and how difficult the challenge is to overcome. For a relatively simple challenge, require roughly 1 success per player at the session, 2 per player for a moderate challenge, or 3 per player for a severe challenge. See the table below for a general guideline.

	Easy	Moderate	Severe
2-3 Players	3	5	7
4-5 Players	5	8	11
6+ Players	7	11	15

Passing or Failing

When the number of successes required for the Group Skill Roll is met or surpassed, the challenge has been completed and the desired result achieved for the Players. However, if the Players do not get the required number of successes, then they have failed the challenge and a negative result will occur that is up to the Host to determine. Examples of these possible negative outcomes are Players taking damage while traversing a hazardous area, being slowed down and arriving late to their destination, being run out of town by an angry crowd they could not calm down, or getting lost and arriving at the wrong location. Players may attempt to retry the Group Skill Roll at the Host's discretion, after suffering the effects of their first failed attempt.



Environmental Hazards

Environmental Hazards are representations of a Biomes more dangerous aspects that will severely hinder or even harm Kin that try and traverse them. These Hazards can be naturally occurring due to the rampant Ren energy of the Biome, or artificially made by the denizens of the Biome trying to keep Kin and other creatures out. Examples of some Environmental Hazards are a Forest Biomes vines and roots that slow and trap creatures, a Tundra Biome's harsh cold winds, or an especially potent electrical storm in a Sky Biome. When running an environmental hazard skill challenge, explain the hazard to your players and allow them to attempt different things to traverse past the challenge. Below are some examples of potential Environmental Hazards.

Table 8-1: Environmental Hazards

Biome	Description	Difficulty
Aquatic	A hundred foot wide river bisects the path before the party. The river appears still on the surface, but has a rapid undercurrent that will pull anyone who is caught in it downstream.	Easy
Desert	The wind suddenly shifts, and a desert sandstorm grows from behind the party. It is moving towards the group, threatening to overtake them.	Easy
Forest	The path forward appears clear at first glance, but is filled with a sweet, acidic smell informing the party of Pitcher-Traps ahead. Pitcher-Traps are kin sized pitcher plants that grow under the ground so when animals step on their lids, they will fall in and be eaten by the plant. The lids are disguised as patches of leaves on the ground.	Moderate
Mountain	The path travels through a tunnel dug through an imposing mountain before the party. The tunnel is rather narrow, and is being blocked by a small Rocmole. Rocmoles are Ren infused mole creatures that can speak, but aren't super intelligent. This Rocmole is named Kiriki and is greedy and vain, claiming this tunnel is his, and requiring everyone who passes to pay 50 Slivers to cross.	Easy
Sky	The ground ahead of the party breaks away into discrete floating chunks of rock, as the ground ahead is barely visible across the open air. Looking down you see a deep ravine deep into the earth.	Severe
Tundra	The party's path leads into a large frozen lake. The ice appears stable to walk on, but just underneath the ice are large Icicle-sharks that hunt by breaking through ice sheets and pulling prey into the freezing water. If the party is noticed by these sharks, they will attack.	Severe
Volcanic	This area of volcanic rock is littered with small pockets of upturned stones, which can be identified as Lava-geyser. Sporadically, these geysers will spit flaming lava out, hitting anyone who is unlucky enough to be nearby.	Moderate
Wasteland	In the wasteland, the party comes up against a murky bog. The water is gross, but safe. When the party enters the water, the bog is filled with Wastenats, tiny flying bugs that are attracted to animals and will bite the party. These nats are tiny, but if left alone can swarm and eat the skin of living creatures.	Moderate

Lava

Coming into contact with lava deals different amounts of damage depending on how deep and how much comes into contact with you. In combat damage from lava applies when a creature first comes into contact with it and at the start of that player or creature's turn. A creature is considered as having been Splashed if a small amount of lava touches them from something such as a rock falling into a flow of lava and causing it to spray outwards. A creature is partially submerged when at least one limb or appendage is submerged in lava. A creature is half submerged if more than one limb or half their body is submerged, and they are considered fully submerged if the majority of their body or its entirety is beneath the surface of the lava.

Table 8-2: Lava Damage

Splashed	2 Damage
Partially Submerged	5 Damage
Half Submerged	10 Damage
Fully Submerged	15 Damage



PRIMEVAL TITANS

Titans

Ren by its nature is a chaotic force that rarely exists in one form for long. Before the Renewal the Primordial Titan was able to effectively filter Ren in a way which pacified its chaotic tendencies, allowing nature and kin to coexist with Ren without their forms being forcefully changed by it. After the Primordial was accidentally destroyed by the Crystalline Cabal its parts scattered across the Living Lands. There was nothing to stop Ren from returning to its chaotic and destructive nature, turning the landscape and its people into what they are today. However, due to this intrinsic feature of Ren it has continued to become more and more unstable over time. This destabilization has been slow at first but now has begun to ramp up in intensity. As a result the land itself will shift and become more unnatural, and the effects present in its biomes more exaggerated. For example, volcanic biomes and their volcanoes may become more active, mountains might rise and fall as if the earth was breathing, and even the gravity of different areas in sky biomes could change. Additionally, biomes could begin to merge to create a vast number of effects. Unstable Ren affects more than the land however. The kin of the living lands will become more susceptible to transform into Byox, and the Primeval Titans will sense this increased distortion of Ren and may start to awaken as a result.

The Titans are sensitive to Ren and due to the nature of the Primordial, they will be instinctively drawn to it. Titans vary in motives, actions, and personality, but fall into a few categories. Some awakened Titans have become mad and enraged by the distorted Ren in the Living Lands and will spread mass destruction unless stopped. Others connive in their resting places, offering boons of power to willing subjects, amassing power with the intent to ultimately consume the Living Lands and shape it in their image. While others may be rendered inert despite being awakened, and may request aid from kin. Another archetype to consider is a similarly inert but wise mentor sort of Titan who urges the players to reunite the Titans so they may stop the continued destabilization of Ren throughout the land.

Typically a titan cannot be killed and will simply reform its body and return to a state of sleep if it is destroyed, however in the event that a titan is killed by special means, a new embodiment of the biome it represents will form in 100 years. It is normally impossible to definitely kill a Titan, unless using the Crystalline Blade that was used against the Primordial Titan. Alternatively, other titans can kill other titans. Upon the titan's death, until such time as the new embodiment forms, the land of the biome which that titan represented becomes weakened. People living in those biomes may be forced to move elsewhere to land that can better support them. Additionally, the destabilization of Ren will accelerate; meaning that the death of a titan can be potentially world ending depending on the story you want to tell.

There are 8 Primeval Titans which split off from the Primordial. Each representing one of the 8 major Biomes of the Living Lands. Below are some examples of how you may choose to run each of the awakened Titans for your game:

Aquatic

The Aquatic Titan lurks beneath the rivers and lakes across the living lands. The only sign of it on the surface is its lure which looks like a small, glowing light. Those that are curious enough to touch it will rapidly lose all of their Ren and find themselves unable to regain any. The Titan itself looks like a massive gulper eel, and it uses its cavernous mouth to swallow large chunks of land, leaving behind a new lake.

Desert

The Desert Titan takes the form of a hydra that burrows under the sand. Each individual head is small, and could easily be mistaken for a normal snake sticking out of a burrow, but leads to a mile of neck and large central body. This Titan does not tend to fight directly, preferring instead to keep watch and create ambushes for anyone entering its territory. When angered, it ties its necks together to form large bludgeoning weapons and shoots venomous projectiles.

Forest

The Forest Titan is unlike other titans in its love of trickery and misdirection. This titan is a fickle being which derives pleasure from playing games on travelers and inhabitants of the forest. However, they quickly become fond of those who can entertain them. This titan appears in many different forms, such as forest animals and kin, but their true body is that of pure light in a towering humanoid form which hides within the chlorophyll of various plantlife.

Mountain

Carrying themselves with an air of absolute authority, the Mountain Titan behaves more in line with a ruler rather than a creature. Those that live nearby the Mountain Titan all know the Titan, as it views everything in its territory as being owned by it. It requires those that live in its land to pay tithes to it, in the form of kin, who are brought to one of its many cave mouths. The Mountain Titan overloads their Symbiotes and turns these sacrifices into more Byox under its control.

Sky

This titan is a peaceful cloud dragon which lives in hiding above the clouds. It is very picky about when they reveal themselves, often refraining from interacting with kin altogether, however they may be called upon by a powerful song written and weaved with Evocation. Despite this titan's positive nature, it can become violent when threatened or stressed, transforming into and embodying a fierce lightning storm.

Tundra

An enormous humanoid skeletal creature made of the same blue ice that makes up the hearts of ancient icebergs and surrounded by a constant snowstorm. Few kin have ever gotten a good look against this titan as it wanders the tundras it spans and survived to speak on what they saw. Of all the titans, the Tundra Titan interacts with kin the least, to the point where some kin believe that the Tundra Titan is still slumbering, merely sleep walking across the Living Lands and freezing everything that gets too close to it.



Volcanic

As fire consumes, so too does the Volcanic Titan. Beneath Rau'atog volcano lies the patron of the Revel Imperium, a force of insatiable hunger and malice. The Volcanic Titan offers power to those who serve it, and has the ultimate goal of consuming the Living Lands in the flames of war.

Wasteland

Wastelands are some of the foremost sites which showcase how the distortion of Ren can affect a region. The Wasteland Titan likewise is one of the largest and most twisted of the titans. This titan is composed of multiple earthen bodies all trapped in a dreamlike state. Each of these bodies is represented by the spires of the Wasteland.

Threat of the Titans

As the world's Ren is increasing, the Primeval Titans will continue to wake up and become more active, and as the campaign progresses it should reflect that. Players should start encountering Titans more, and fighting against Byox on the regular. As the campaign progresses, the threat of the increasing Ren is becoming unavoidable, and needs to be solved.

The players can look into any solution to the Titans, but doing different things to the Titans will have differing repercussions.

Killing the Titans

You can kill a Titan with the Crystalline Blade found in a hidden section of the Holers Ancient Ruins. If a titan is fought and killed without the Crystalline Blade, then they are instead drawn back into the earth and forced into hibernation. A hibernating Titan will reawaken in 100 years. If a Titan is killed with the Crystalline Blade, then that Titan is permanently destroyed. That Titan's biome is weakened. If all the Titans are killed, then Ren will slowly fade from the world. Since the Titans are the source of Ren without them all Ren will slowly vanish. Byox will lose some mutations and calm down, turning to look more like wild animals than the monstrous mutated forms they had.

In the event that a Titan is killed with the Crystalline Blade all biomes of that Titan begin to lose Ren and become weakened. A creature in a weakened biome cannot receive a biome bonus for being in a zone with a biome of that type.

Unifying the Titans

The Titans can be brought back together to recreate the Primordial Titan again. Titans have to be convinced to do this, either through appeasement, deception, or by first forcing them into hibernation. Titans cannot be easily convinced and some will require boons in the form of gifts and/or favors in order to be appeased. Deceiving a Titan is likewise tricky as these are sometimes ancient and wise or fickle and selfish creatures. In order to unify the Titans, they all have to be brought together at the World Nexus.

Slumbering Titans

The Titans can also be forced into slumber without killing them. This can be accomplished through the players satisfying the Titan's wants, leading them to calm temporarily, or through destroying the Titans without the Crystalline Blade. If a Titan is slain without

the Crystalline Blade, they will be forced into hibernation and will have to reform many decades later.

If an individual Titan is put into slumber, there will be no change in the wilder world, but through slumbering all 8 Titans will stop the growing Ren in the world. This solution is a temporary fix, however, as decades later when the Titans reform, the world's Ren will begin its expansion again.

Reawakening a Hibernating Titan

A hibernating Titan normally is forced to sleep for 100 years before reawakening, however this process can be hastened or altered by a special Reawakening Ritual. If enough Ren is gathered and offered to the land then a Titan can be reawakened. A group of people actively working together must collectively spend Ren in order to bring back a Titan; the amount required is equivalent to roughly 100 people. Alternatively, you could gather the requisite Ren for the ritual by stealing Symbiotes to wield additional Ren, or by siphoning off Ren from other Titans. The ritual must take place either in the biome of the Titan you want to reawaken or where its body lies. A Titan killed with the Crystalline Blade cannot be reawakened.

When reawakened this way a Titan can either be brought back in its previous form or in a new form; this is decided by the person leading this ritual. A titan's new form is determined in part by the ritual leader but the Host has final say on their appearance and abilities. If the ritual leader chooses to create a new form for the Titan then they have the choice to transform a willing participant of the ritual or themselves into the Titan. If a kin is transformed into a Titan the Titan retains a fragment of their personality and is favorable towards those the person was before their transformation. If a player character is transformed this way they become a non-player character under the Hosts' control.

Recombining the Titans

Within the Wynd & Weft, the morphing desert/tundra of the Ar-leste, there lies a group known as the Prophets who guard an artifact capable of recombining the Titans into the Primordial called the Tectonic Scepter. The Prophets are descendants of an ancient people from before the Renewal that worshiped the Primordial Titan as a god. Using the illusory nature of the deserts of the Wynd the Prophets concealed a temple to the Primordial which houses and protects the Tectonic Scepter. The temple is guarded with illusion, ancient puzzles, and by The Divide, an incarnation of the borders between Biomes.

The Tectonic Scepter is an arm's length rod with a pattern that resembles the layers of the planet's crust. The pommel of the scepter is an azure blue-green, the shaft is a gradient of browns to oranges and reds, and the head of the scepter is a sphere of bright gold that symbolizes the planet's core. After touching a willing or hibernating Titan or combination of Titans with the scepter a line of pure Ren energy is drawn from it to the scepter. If another Titan is touched with the scepter during the same scene then those two Titans will combine and become docile. Recombined Titans naturally gravitate towards the World Nexus and will attempt to remain there until all parts of the Primordial are assembled.



World Nexus

The World Nexus is at the center of the continent, and it is the initial place that the Primordial Titan was split.

If the Titans are unified, the world will shake as the Primordial Titan steps out of the Nexus. When the Primordial Titan reforms, Ren will stabilize in the world. The differences between the biomes will smooth out, and the Byox will become less aggressive. The Byox of the world will flock to the World Nexus, now all under the control of the Primordial Titan.

The Primordial Titan cares little about the individual factions and people on the continent, but cares greatly about the balance of Ren. The Primordial Titan will stay at the Nexus and work to fix the concentration of wild Ren that grew in its absence.

Titan Rivalries

The Primeval Titans also are feeling the ramping Ren in the world, and will begin to react accordingly. As the Ren grows, the Titans will become more irritable and wish to expand their territories.

The Titans are causing the Ren in the world to grow because they are trying to grow their influence in the world. The Titan of each biome each wants more of their respective biome in the world, and the wild Ren is caused by those expanding biomes crashing against each other.

In this goal, the Titans are prone to fighting. If left alone, the Titans will start fighting each other, looking to kill the other Titans and expand their territory. These fights are devastating for everyone who lives in the area, as the border between their biomes will be flooded with Byox fighting against each other. These battles can take a long time, and should be used to grow the stakes and spur your players into action if the players are trying to ignore the Titans.

Collective of Biomancers

The Collective of Biomancers is the worldwide group that is working to combat the growing Titan presence in the world. Most campaigns will incorporate this group, and starting the player characters into the Collective is a good way to jumpstart a campaign and get the players right into the action.

While the Collective of Biomancers presents as a unified organization to the outside, the leaders of the Collective are not unified on what is the best way to quell the destabilizing Ren. The largest group is hunting for a method or weapon that can kill the Primeval Titans, hoping that by removing the Titans from the equation, the world's Ren will rest and become stable once again. There is another faction of the Collective that believes that there is no way to kill a Titan, and is instead hoping to appease them and calm them back into a slumber. The scholars offer a third solution. In ancient texts, it is said that there used to be a singular Titan, the Primordial Titan, that split apart to create the 8 Primeval Titans. The scholars believe that if one could unify the Titans back into the Primordial Titan, the unified Titan can calm the Ren and stabilize it as well, however they are often dismissed as chasing rumors in mis-translated texts.

RUNNING HYPERMUTOSIS

Byox & Hypermutosis

Byox are intelligent creatures who roam the most Ren dense areas and will flock to areas of high Ren. Each Byox retains some elements of the previous person's personality and their memories, but should be treated as a new character with new goals and desires. Byox are under the influence of the nearby Titans, and will behave similarly to their respective Titan.

Hypermutosis is when the Ren in a kin's body overloads their Symbiote, causing the Ren to rapidly and forcibly mutate them into a Byox. If a kin's Symbiote is ever removed, Hypermutosis will follow. In your players' adventure, they may encounter Byox enemies or NPCs that undergo Hypermutosis. When running games with Hypermutosis, you can think of it similar to character death.

If a player character does brush against Hypermutosis, make it clear the consequences of turning into a Byox, and give clear warnings before the player turns. If a player character does become a Byox, that player should make a new character, just like with a player death, and you would control the resulting Byox. A player character might become at risk for Hypermutosis under the following circumstances:

Their Symbiote's core is forcefully removed. After this the player character must either retrieve or find a new Symbiote within a set span of time, generally no more than a day. Removing a Symbiote is not readily available knowledge, and requires precise Ren control and technique. Removing a Symbiote takes time and focus, as you must pull the Symbiote through their skin, like pulling slime through a strainer.

Take a Cascading failure while attempting to control Ren through Evocations or other means. In this case do not immediately have the player undergo Hypermutosis, but instead show that their Symbiote has become strained in some way such as preventing them from using Symbiote actions or casting Evocations until they rest. Any attempts to use Evocations or Symbiote actions while their Symbiote is strained like this might require them to roll against Hypermutosis.

In the event that Hypermutosis would set in for a player character, have them make a Resist roll of CTRL + SNS. They cannot use the Resist reaction to attempt to increase this roll. The threshold for success on this roll should be a 3, but may increase or decrease depending on the circumstances. Succeeding this roll will delay the onset of Hypermutosis by 1 day and allow the player time to rest if their Symbiote is strained or find a solution if they have no Symbiote. Failing this roll means that the onset of Hypermutosis has begun. It is important to give the player character who is transforming the ability to give some last words or perform some final act to help the other players. Character death via Hypermutosis is a painful and ugly experience which can be heartbreaking. This should be reflected by your handling of Hypermutosis as the Host. It is imperative to respect your players and the time and energy they have invested into their characters, so make sure to not abuse this mechanic and to give any character succumbing to it a meaningful end.



Finding a new Symbiote

A player without a Symbiote is very weakened, and soon to undergo Hypermotosis. Their character still has all the Ren inside their body, but they have no control over it without their Symbiote, meaning they lose access to their character abilities (Evocations & Symbiote Powers).

To get a Symbiote back for a player character that lost theirs, that player must either find their original Symbiote, or appeal to the Land to find another in the wild. If that player finds their original Symbiote, they can reconnect with it if they can touch it, as their Symbiote will still be bonded the most to them.

If they cannot find their original Symbiote, they can attempt to find another one in the wild. In a Renewal Spot, they can mediate and connect with the land to attempt to summon a Symbiote. This summoning should be a pivotal moment for role-play and advancing a character's story, as the Land will only respond to earnest emotions. This is a moment for the player's character to announce what they want, and commune with the land for the chance to get it. Once a player finishes their commune with the land a Symbiote will come to them. This symbiote's form is also up to the player to decide, but it should be a different form than the Symbiote they lost, to show their character's change. Give that player a chance to move around their Adaptation Points and change their abilities as well.

BEFORE THE RENEWAL

Compared to the world as it is now, life before the Renewal might seem utopian. With the Primordial Titan able to govern and maintain balance over the natural order the world was free to shape itself rather than be shaped by the unstable Ren of the modern day. Societies built cities and monuments dedicated to the Primordial. These beautiful and ancient structures now lay buried beneath the land. While most have been destroyed there are some which have been preserved beneath the mountains of the Holers and tundras of the Kroka Vox.

The Ren that exploded from the Renewal did not exist back then. Instead, the Titan controlled the land and seasons and made sure the world kept in harmony. The Titan protected the kin from starvation by providing arable land, and protected from the elements by keeping the biomes in check. The kin worshiped the Titan in turn.

However, not all kin were happy with the world as it was, bending the knee to the Titan, and sought the power over the land that the Titan possessed. These kin took the materials of the land, the wood from the trees, the metal from the caves, the gemstones in the earth, and the lightning in the sky. They combined these materials that all contained traces of the Titans power, and made a weapon strike against the Titan. Their hope with this gem-encrusted spear was to harvest some of the Titan's ichor, and with the ichor they could make their own changes to the land, and truly rule over it.

The kin took their Crystalline Blade to the Titan and struck it into its leg. The ichor that they were hoping for burst like a raging river out of the Primordial Titan. Out from the Wound came the Pre-moval Titans, each a subsection of the power the Primordial Titan

wielded. The ichor of the Titan soaked into the land and became Ren, the force of the wound causing the devastation of the Renewal.

The common person in the Living Lands won't be aware of the most of the times before the Renewal. The Renewal destroyed most of the buildings, records, and people from that era. The common person knows of the Renewal as some sort of devastation that birthed the Titans and Ren, but not much beyond that. Only those who have recovered records from that era, like the scholars at the Collective, would know more about the history.

Gorox

Beneath the mountains of the Holers is an ancient city filled with artifacts and treasures of incredible value. The ruins are also home to a number of ancient Byox, the first of their kind. These ancient Byox are hyper intelligent and have the ability to adapt instantly to any biome. Their bodies are densely packed with earth and rock, but despite this and their transformations many of their strongest still resemble kin. Collectively these ancient Byox are referred to as the Gorox.

The Terror of Vox

Preserved in the frozen tundras of the Vox lies a unique ancient Symbiote trapped in the ice known as The Terror of Vox. This Symbiote is as old as the first people following the Renewal and for many years it and those like it were used to prevent the onset of Hypermotosis in thousands of kin. However, these early Symbiotes were not enough to protect the people from the rapid environmental changes caused by the Renewal and many died as a result. The Symbiotes these people inhabited did not die though. Instead, the ancient Symbiotes usurped control of these people's bodies and used them to spread their offspring. Having learned how to puppet kin as corpses this Symbiote found it was most efficient to kill their hosts after inhabiting them. Thus in time this Symbiote spread, raising a small army of corpses. The ancient Kroka Vox sealed the Symbiote in the deepest glaciers of Tundra Titan's domain, never to defrost. They watch and protect the glaciers, making sure the Terror of Vox stays in the past.



Condor Voe, vanquisher of the Terror of Vox

PLOT HOOKS & ADVENTURES

If you're not sure how to start your campaign or are just looking for some inspiration below are some ideas for adventures you can run in the Living Lands.

Ancient Excavation

An expedition of Holers has uncovered a piece of ancient civilization beneath their mountains. Your players have been asked to help explore the expanse of the uncovered ruins.

Corrupt Leader

A dangerous individual is rising through the ranks of a group or faction and it will spell trouble for the rest of the lands if they continue to accrue power.

Blurring Borders

There has been growing unrest due to destabilizing Ren in a region. This destabilization has started to cause two groups or two factions' territories to slowly start merging biomes. Because of this, their borders are becoming unclear and hostile elements from each biome have started to encroach upon each other. The two opposing groups must either learn to coexist or find a way to reverse the destabilization.

Rising Titans

One of the dormant Primeval Titans has awakened and started causing chaos throughout the lands. Your players are forced to unite as the Titan's rampage has caused some minor Byox or aggravated wildlife to take advantage of the confusion and attack their settlement.

Call to Action

Your players are all members of the Collective of Biomancers and have been tasked with traveling out into the world to locate a weapon capable of destroying a Titan.

Diplomatic Mission

The Revel Imperium has become more brazen with its actions each passing day. It's only a matter of time before war breaks out between the Factions. Your players have been chosen to join a group of ambassadors venturing into the Ashlands for a last ditch peace negotiation.

Stolen Symbiotes

An individual orbiting a settlement of Mykom has been taking advantage of its people who wish to flee from their Faction and its hivemind. This person has been extracting the symbiotes from those they promised to help, leaving them to undergo Hypermutosis. This person is attempting to implant multiple experienced Symbiotes into themselves with the intention of gaining control over enough Ren in order to be able to command one of the Primeval Titans. Your players might become involved in this plot as a settlement they pass through has reported a significant increase in Byox activity.

Aggravated Titan

The Sky Titan, normally a peaceful cloud dragon, has become enraged; destroying settlements in massive lightning storms. Players must find the source of its anger and quell it. Their rage may be due to a Biomancer attempting to destroy or otherwise harm the Titan. Additionally, the Sky Titan can be calmed by a magic song whose lyrics must be recovered.

Roaming Byox

The surrounding area has been getting more dangerous as Byox in the biome are encroaching closer to civilization. The Byox need to be removed, or the Titan has to be convinced to move their Byox away.

INTRODUCTION SESSION

It is recommended for the Host to run an introductory session (session 0, or test session, or whatever one wishes to call the introductory session) to help everyone get used to playing the game as well as get an idea of how everyone wants to play their characters. It is also common to have the players make their characters during this session to help keep everyone on the same page as to what people want to play and what kind of adventure everyone wants to play out. This also lets you, the Host, to better understand what your players are going to bring to the table so you can better plan for the adventure.

As part of this introduction session, we highly recommend having an open dialogue with everyone at the table to help establish regular meeting times for when people will be able to sit down and play the game, establish expectations as to what everyone should expect from the game sessions, as well as establish what is referred to as 'Lines and Veils'. These are topics that you as the Host and your players may not want to come up with while running the game, signified by 'Lines'. 'Veils' on the other hand are things that, while can come up in game, are things that people do not want to be the focus of things or that may be sensitive topics for some people. Do not judge anyone for what they declare as a Line or Veil, as we all have things we do not always wish to think about or deal with while playing a game for fun. If any of the lore in the Living Lands crosses these boundaries established by your group, feel free to remove them from the setting for your game.

This is not necessary in every case, but we strongly recommend doing these things to help strengthen initial character concepts, team dynamics, and to make sure everyone at your table is having a good time, especially in the case that you are a first time Host.

Starting the Campaign

Starting a new campaign can be a daunting task, especially for a first time Host. As such here are some suggestions to aid a Host in starting a new campaign in the Living Lands. Having the party start already as members of an organization such as the Collective of Biomancers will help give an immediate reason for why your band of players are taking on the task you have planned together, as the group leaders have assigned them all to the task and helps bind the players together with a common trait. Another suggestion is having the players already assigned or on route to the location for the adventure to help move past the common meandering that even experienced players experience during the start of a new campaign.

Scenes

A session of the Living Lands is broken up into discrete scenes. Certain effects will last until the end of scenes, and players regain Ren each scene. A scene is differentiated through the specific challenge the party is facing at that moment. After each challenge, the scene will change. Any combat encounter, investigating a witch's hut, or even shopping in town can be examples of different scenes. What matters for changing scenes is whether or not the player's immediate challenge has changed.



Crafting

Some players may want to play characters that craft items. Some common crafts players can do are potions, elixirs, and weapons. Players can attempt to craft anything so long as the Host approves.

Crafting uses the Craft skill, and if the player has all the required ingredients, they can attempt craft rolls to craft their item. A craft roll is AGI + Craft, and each craft roll can be done once each day, with every success added together until the total success meets or exceeds the item's target number. Once that happens, the item has been crafted. As the player rolls these attempts, try to contextualize each day's work to the creation of the object, explaining how it is slowly coming together into its final shape. This works to give the players a sense of how much more they need to work on the item, and a sense of progress towards their end goal.

If multiple party members are working together on a craft, have the main player roll their craft roll, but they can add each helping player's craft skill to their roll. You as the Host can also determine that it is unreasonable for multiple people to be all crafting together, depending on the item.

Creating new Items

Players may want to craft items that aren't listed here. If reasonable, you should let them, but you'll need to design the abilities, target number, and materials needed yourself. In general, if the materials are able to be purchased, the price of materials should be about half the selling price of the item, compensating the time and effort of crafting.

When designing materials for your craftables, they should be about 2-3 materials and require going to at least 2 different biomes. They could just be findable in their biomes, like a plant or mineral, or they could require hunting an animal or Byox.

When designing the target number, you can base it off similarly powered items in the common crafts table. In general, consumable items, items that are gone when used, should have half to a third the target number as an equivalent powered permanent item.

Harvesting Ingredients

Ingredients are harvested by making a successful Skill roll of AGI + Wilds while in the possession of something which can have ingredients harvested from. The following is a list of ingredients and what they are harvested from. When a player attempts to harvest an ingredient, set a difficulty threshold. A player may harvest additional ingredients at your discretion if they roll above your set threshold. Some thresholds are listed for reference purposes but can be altered at the Hosts discretion.

Table 8-3: Harvesting Ingredients

Ingredient	Difficulty Threshold	Source
Sweetroot	2	A rare extract collected from the roots of trees growing in Forest Biomes.
Renewal Essence	3	Extracted from a renewal spot while attuning to the land.
Paralyzing Venom	2	Extracted from venomous creatures such as some snakes and giant spiders found primarily in Forest and Desert Biomes.
Corpse Flower Secretions	2	Extracted from a flower that grows primarily in Forest and Wasteland Biomes.
Holer Dust	2	Volatile substance mined by the Holers that is refined by grinding it into powder by either mortar and pestle or by chewing. Found primarily in Mountain and Volcanic Biomes.
Titan Shard	4	Granted by an appeased Titan, stolen from a slumbering Titan, or harvested from the corpse of a killed Titan. You can only harvest 1 of these shards from a Titan that is slumbering or that has been killed.
Trisk Venom	3	Taken from the stingers of the Trisk wasps, a very aggressive type of wasp found in Forest biomes. They send swarms of Trisks to sting their prey, and the venom makes the prey walk to their hive then stand still, allowing themselves to be eaten by the hive.
Deep Frost	2	Found in the deep glaciers of the Arctic biomes. Deep Frost is the dark blue ice that is found inside the glaciers. It is ice that is so compressed and cold, that it is able to keep itself cool to not melt outside the frost.
Volcanic River Rocks	3	Red hot obsidian stones found on the edges of lava rivers flowing down volcanoes in the Volcanic biome.
Gyrok Meat	6	The meat of the small birds that live in nests dug into the rocky cliffs of Mountain biomes. They are small enough to fit in your hand, but their beaks are rock solid, and are able to dig into hard stone.
Lavafire Berries	3	Black berries that grow on the edges of lava pools in Volcanic biomes.
Cactus Water	1	The drinkable liquid kept inside cacti in the Desert Biome.
Ice Newt Brains	5	The brains of stark white colored lizards found on the ice plains in Arctic Biomes.



Rewarding Players

Rewarding Players is an important part of running the game for everyone at the table. Rewards are different from giving the Players quest items, such as a weapon that is needed to kill a Titan. Rewards are things that are given to Players for important character moments or when a Player has a strong role playing moment with their character during a scene. These rewards typically take the form of granting a Player a Mutation, or even a full Evolution Point if it is a character-defining moment as determined by you as the Host.

When to Reward

As stated earlier, a general guideline for when to reward a player is for particularly good roleplaying moments. However, this is something that is done to encourage Players to play their character faithfully. You as the Host need to also be mindful of how many rewards you are giving out and to make sure that everyone has a chance to get a reward, as if you only give a reward to a select number of players in the group then it will create a power gap between them and possibly cause resentment within the group. For example, if there is a more experienced Player at the table who is able to fully get into character compared to other Players who are new to role playing games, do not compare the experienced Player to the others for giving out rewards. Instead do it based on what they have previously done in past sessions.

In addition, you do not need to give out rewards every session or at all. Rewards are meant to be rare and are fully up to the Host to decide when to give them out. Players cannot ask for rewards or decide for themselves that they deserve a reward for a scene of action.

Types of Rewards

Rewards can take several forms. The most common is granting a Player a Mutation, however rewards can be granted in the form of items, currency, or even information that is important to the characters. The type of reward should also be appropriate to the situation. A good roleplay moment might be rewarded with Mutations or information, while an external quest will usually offer Slivers or items. A recommended Sliver reward for a simple quest is around 10 Slivers per player.

Non-Player Characters

NPCs (Non-player characters) are the people, enemies, and monsters that inhabit the world your players will encounter.

Roleplaying NPCs

You as the Host will be roleplaying these characters and their interactions with your players. When roleplaying these characters, consider their goals and fears and quirks when deciding how they react to what the players are doing. Most of the time, you can easily decide how the NPC will respond to the players, but sometimes it won't be immediately clear. In those situations, it is appropriate to call for a KIN + Persuasion roll and have the NPC respond to the player accordingly.

Making NPCs Quickly

When making new NPCs on the fly, it is important to only focus on what actually is important. There's no need to bog yourself down in deciding their favorite color, all 5 hobbies, and their entire family tree. Focus on what they want, what they are trying to avoid, and maybe add a quirk or two to make it interesting. Not every NPC the players encounter on their journey needs multiple pages of backstory. Sometimes you just need a baker named Ben who likes to bake bread.

Wants:

Everyone wants something, even your most lowly villager. Most people's wants are quite simple, but it's important to understand what any given NPC wants during an interaction. You can make two different town guards in the same village, but if one guard is tired and wants to go home and the other is looking for some action after a boring day, they will interact with your players differently.

Here is a quick list of common wants for NPCs to spark other ideas.

Table 8-4: NPC Wants

1	Looking get home to their family after a long day
2	Enjoys their job / Takes pride in their work
3	Longs for adventure
4	To make money at all costs
5	To best their rival
6	To party and ignore their problems

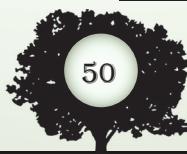
Fears:

Just as everyone wants something, everyone also doesn't want something. When making a NPC's fears, it is not always referring to a phobia, although it could be. A NPC's fear is anything that the character does not want. It is also not just the opposite of the want. If someone wants money, they don't fear not having money. That facet of their character was already determined by their wants. A character's wants and fears will often lead into each other, for example the character that wants money might fear feeling inferior to others, leading into his want of money. Otherwise, the fear might explore an entirely different aspect of the character. The same greedy character might instead fear overheating and live in arctic regions, leading to two different feeling characters with the same wants.

Here is a quick list of common fears for NPCs to spark other ideas.

Table 8-5: NPC Fears

1	Not living up to lofty expectations
2	Losing their good reputation
3	Someone finding out their secret
4	Nearby Byox and Titan
5	Losing a family member or friend in their dangerous job
6	A nearby enemy



Quirks:

Finally, everyone also has weird quirks that just add texture to a social encounter. You can give a character as many quirks as feels appropriate. These quirks might not impact the decision making of the character, although they could, they are still important for making a NPC interaction feel memorable and unique.

Here is a quick list of potential quirks for NPCs to spark other ideas.

Table 8-6: NPC Quirks

1	Wears lots of adornments (jewelry, rings, etc)
2	Always taps their fingers in a rhythmic fashion
3	Has no teeth whatsoever
4	Deaf
5	Extremely clumsy
6	Missing a limb
7	An article of clothing (hat, scarf, sleeve) is actually their symbiote
8	The ground around this NPC is constantly damp
9	Always speaks in honorifics, like sir, ma'am, lord, etc.
10	Impatient
11	Animal Lover
12	Extremely clean and tidy
13	Laughs at their own jokes
14	Constantly flexing or showing off
15	Avoids vulgar or offensive language
16	Likes to exaggerate the game
17	Is decked out in head to toe in weapons or tools
18	Speaks very quietly
19	Loves giving nicknames
20	Constantly adjusting clothes, posture, hair, etc.

Stats:

Each NPC your players interact with will have their own skills and attributes, but you won't need defined stats for each character you make. Pre-defined stats are important for enemies you are expecting your players to fight, but sometimes you will need an NPC to make a roll that doesn't have pre-defined stats. For those rolls, you can quickly come up with a dice pool based on how good that NPC is likely to be at that task.

Table 8-7: NPC Dice Pools

Bad	1-3 dice	Good	5-7 dice
Mediocre	4-5 dice	Great	8-10+ dice

COMBAT ENCOUNTERS

Running Combat

The first thing that needs to be done before combat can even begin is deciding who the Players are going to be fighting against. There are several creatures and entities that the Players may confront in the Living Lands. As such, it can be hard to decide how difficult an encounter needs to be for the Players to feel challenged, or to make clear when they have bitten off more than they can chew. A general rule of thumb for deciding this is that a Byox is a mid level encounter, with only 1 or 2 Byox facing off against a group of new Players at a time. A Titan is meant to be a late game enemy and is stated as much. A group of Players should only face them in combat when they truly intend to fight and survive to tell the tale. Enemies that do not have these additional descriptors are more common and therefore more easily dealt with. You can have several of them face off against a group of new Players.

Enemies in the Living Lands can vary in many ways, from their objectives and motives to their abilities and powers they can utilize. When it comes to running combat for this wide range of possible enemies, it is important to keep in mind what the goal of the enemies are. This will help give you as the Host an idea of how they will act in combat, as well as how much risk they are willing to put themselves in when facing your Players. If the enemy is guarding an object or entrance, they likely won't want to travel too far away from their current location, or if they are actively seeking something they will likely not want to stay in a single spot too long. That is not to say that every enemy needs a serious motive. You can have a monster or Byox run into the players with nothing more going through its mind than a want to destroy.

As part of this, it will also be up to you as the Host to decide when for the Enemies the risk outweighs the goal, as it is possible that the animal or group your Players are facing decide that they would rather live to fight another day rather than risk dying. The same needs to be made clear for the Players as well, that they do not need to die trying to complete a task. Part of survival is learning when to fight and when to run.

Combat ends when either all the enemies have been defeated or fled the combat, or the same is true for the Players. Once that has occurred the combat scene is over and all powers that last for that scene/combat end as well.

Making Battlemaps:

Terrain maps are built of many zones, a good sized map should take up about 11-15 zones. Depending on where the battle is taking place, the map might be made up of 1, 2, or even 3 different biomes clashing together. Zones can be any shape, but jagged shapes will look more unnatural and make movement more unintuitive, as distances between zones could be distorted.

Each zone on the map will have a biome type and a height value associated with it. When making heights, remember that creatures can only move across 1 height value difference normally unless they climb. Adding hazards to your maps can also help make your combats more interesting and dynamic. Hazards can range from effects on certain zones, like deserts blinding creatures or aquatic rooting them, or can be in the form of obstructions or difficult crossings, like a volcanic river flowing between two zones.



Table 8-8: Hazards

1	A river of molten rock flows between the zones, splitting the battlefield in half. This river is a difficult crossing. If they fail their crossing roll, they can choose to either stop moving, or make it across and take 10 damage and get the burning 1 condition until the end of the scene.
2	All Desert zones blind every creature inside the Desert zone.
3	The Wasteland biome is spreading, each turn changing all adjacent zones into Wasteland zones.
4	The map is split by a tall mountain biome that is too tall to walk across. It is difficult crossing to climb up to the higher zones.
5	The Forest zones are home to large carnivorous plants that are hiding. They will attack any creatures that end their turns in the forest, making a 7 die pool attack (Base: 2). On a hit, grapple the target. Each grappled target will take 2 more damage at the end of each of their turns.
6	Creatures that end their turns in the Aquatic zones that didn't move on their turn start sinking and become Rooted. If they continue to sink for 2 more turns, they will be fully underwater and start drowning. A drowning creature will die after 3 turns.
7	Lightning is crashing to the ground on marked zones at the end of each turn. Each turn, the storm makes a 10 die pool (Base: 2) attack on all creatures in the zone. Each turn, the storm marks new zones with the most creatures in them
8	The Tundra zones are especially freezing. Each creature without Arctic biome points takes 1 damage at the end of each of their turns.



CHAPTER 9:

MONSTERS

AQUATIC TITAN

Denizens of the watery depths know not to approach the glowing bulb that bops just below the surface. But for those who live in ignorance or mistake this glowing ball as a beacon of hope in the dark depths will only find a gargantuan void surrounded by seemingly endless rows of teeth.

The Aquatic Titan is an ambush predator. Taking the form of an enormous eel with a large angular fish like lure extending from its head, it uses the lure to attract the desperate and curious in equal measure to the gaping maw that perpetually hungers for more victims. While its maw is its main weapon of choice, the lure is not simply a passive trap. Due to the Aquatic Titan's control of Ren, it is able to not only magically attract those who get too close, but also drain them of their Ren, with the effect growing stronger the closer they get to the lure.

Health 50 Move 3

TGH	AGI	AFF	CTRL	SNS	KIN
7	2	5	4	4	0

Condition Immunities: Grappled, Rooted

Combat Skills: Melee 5

Skills: Athletics 2, Trickery 1, Spotlight 5

Biomes: Aquatic 3

The Titan can take 2 Actions during its turn, or 1 Action and 1 Titan Action.

PASSIVES

Draining Lure: The Aquatic Titan has a dangling bulb that protrudes from a stalk in its head similarly to an angler fish. Whenever a creature touches the lure they must succeed on a Resist roll of AFF + CTRL contested by the Titan's Evoke roll or lose 10 Ren from their Ren Pool.

Titanic: Melee Attack rolls made by the Titan can hit flying targets. Height value differences between Zones of less than 5 don't affect the Titan's movement. Structures damaged by the Titan take double damage.

ATTACKS

Obscene Maw: Melee TGH Attack roll [12]

Base damage 5, Range 0

EVOCATIONS

(3/scene): Whirlpool

TITAN ACTIONS

Create Lake: The Titan devours a large chunk of land, producing a pristine lake in its place. The Titan's Zone and each adjacent Zone has its Biome type changed to Aquatic until the end of the scene. Each hostile creature inside a Zone affected by this Titan Action must succeed on a Resist roll of TGH + AGI contested against the Titan's Evoke roll or be moved into the Titan's Zone.

Enthralling Lure: Each creature hostile to the Titan within 1 Zone of it must succeed on a Resist roll of SNS + KIN contested by the Titan's Evoke roll or become Slowed(1) and Taunted until the end of the scene.

Thrumming Lure: Each creature hostile to the Titan in the same Zone as it must succeed on a Resist roll of AFF + CTRL contested by the Titan's Evoke roll or lose 3 Ren from their Ren Pool for each success rolled by the Titan.

BYOX BRUISER

The bulking form of a bruiser is easy to spot against the open desert landscape. Its cry echoes across the dead grass plain, letting everything else know its strength. It leaves its opponent's form for the scavengers, a mutilated mass of blood and bone. It will find a proper meal elsewhere.

The Byox Bruiser are fearsome masses of mutated muscles that prowl the most extreme temperature environments. Their speed can outpace almost anything they hunt, and their hunting grounds can be up to 5 miles wide. They often live and hunt alone when not under a Titan's control, but will become more subservient when confronted with something stronger than themselves. When a Byox Bruiser meets another Byox or kin, they will fight to establish dominance. These fights often leave the other party a brutalized corpse, as once Bruisers get agitated they will not stop slamming.

Health 30 Move 1

TGH	AGI	AFF	CTRL	SNS	KIN
6	3	1	2	3	0

Condition Immunities: Chilled

Combat Skills: Melee 3

Skills: Athletics 4, Inspect 1

Biomes: Desert 2, Tundra 2

The Byox can take 2 Actions during its turn, or 1 Action and 1 Byox Action.

PASSIVES

Improved Dash: Taking the Sprint action grants the Byox an additional 1 movement during their turn.

ATTACKS

Slam: Melee TGH Attack roll [9], Base damage 5, Range 0

BYOX ACTIONS

Taunt: All hostile creatures in the same Zone as the Byox must succeed on a Resist roll of CTRL + SNS with a success threshold of 3 or be Taunted by the Byox until the end of the scene.

Block: Choose an adjacent Zone. Creatures cannot enter the targeted Zone from within the same Zone as the Byox until the start of the Byox's next turn or unless they are moved.



DESERT TITAN

The sands shift in the still hot air, as a multitude of small, innocuous snakes make their way across the desert. The snakes are unseen by the small traveling kin, as their scales match the light brown sand around it. The kin are weary by the desert's heat and watched intently by their unseen attacker. They don't know they are already as good as dead.

The Desert Titan's true body is never seen. The highly perceptive can notice a large amount of small snakes that signal the Titan is near. It is rare for anyone to come into contact with the Titan, as it much rather prefers to watch and learn. It is not one to make a move without being certain of its own success. When it decides to attack, it has venom glands that can send projectiles far distances.

Health 40 Move 1

TGH	AGI	AFF	CTRL	SNS	KIN
5	3	7	3	5	0

Condition Immunities: Blinded

Combat Skills: Melee 3, Ranged 5

Skills: Inspect 4, Stealth 4, Trickery 1

Biomes: Desert 3

The Titan can take 2 Actions during its turn, or 1 Action and 1 Titan Action.

PASSIVES

Titanic: Melee Attack rolls made by the Titan can hit flying targets.

Height value differences between Zones of less than 5 don't affect the Titan's movement. Structures damaged by the Titan take double damage.

ATTACKS

Snakehead Flail: Melee TGH Attack roll [8]

Base damage 5, Range 1

Venom Spit: Ranged AGI Attack roll [8], Base damage 3, Range 3,

On a hit the target must succeed on a Resist roll of TGH + CTRL contested against the number of successes on the Attack roll or be Poisoned until the end of the scene.

EVOCATIONS

(At Will): Snuff-Out

(3/scene): Heatwave

(2/scene): Sandstorm

TITAN ACTIONS

Burrowing Heads: The Titan buries up to 2 of its snake heads into the earth and has it reappear in another Zone on the battlefield. The head has 1 health and can make a Venom Spit attack without consuming an action at the start of each of the Titan's turns. The head cannot move and automatically fails all Resist rolls. The Titan has 10 heads and when a head is reduced to 0 health it can no longer be used in this way until the end of the scene.

Hydra Flower (1/scene): While in a Desert Biome the Titan buries its body in the sand making it no longer targetable by attacks, any Burrowing Heads retract, and all 10 of the Titan's heads emerge from the sand within at least 1 Zone from the Zone they are in. Each head has 1 health, cannot move, and automatically fails all Resist rolls. When all 10 heads are reduced to 0 health the Titan resurfaces and can be targeted again. While in this mode the Titan recovers 5 health at the start of each of its turns.

FIREBUG

Against the dark night sky, the slight red glow of tens of firebugs flicker against the black obsidian of the mountain side. The lava river has all but gone cold, but the volcanic rock has just enough heat to sustain the collection of firebugs still here. It's a pretty sight for those who get to see it.

Looking like large glowing red ladybugs, firebugs can be found on volcanic mountains. They flock in large numbers to areas of great heat. Anytime there is active lava flow, firebugs will follow the heat. They are able to metabolize great heat to live, so once they find patches of fire or lava, they will stay on the edges motionless. These bugs are harmless if undisturbed, but they will become aggressive to anything that removes them from their heatsource. Most animals and kin that live in volcanic biomes know to give these bugs their space.

Health 6 Move 1

TGH	AGI	AFF	CTRL	SNS	KIN
3	3	4	0	2	0

Condition Immunities: Burning

Combat Skills: Melee 2

Skills: Athletics 1, Wilds 2

Biomes: Volcanic 2

ATTACKS

Bite: Melee TGH, Attack roll [5], Base damage 2, Range 0

EVOCATIONS

Spraying Flame (Volcanic): Evoke roll [6]

Base Damage 3, Range 1

Lava Burst (Volcanic): When the Firebug is reduced to 0 health it bursts in a splash of lava. Creatures in the same Zone as it when it dies make a Resist roll of AGI + SNS. On a failure each creature gains 3 stacks of Burning.

FLAILHIDE BYOX

Those knowledgeable about mountainous areas make sure to keep careful track of Flailhide territories. If you accidentally climb too close to one's territory, you'll be met with the bonechilling scream of an enraged Flailhide Byox. That scream is the last thing many inexperienced mountaineers hear.

The Flailhide Byox is a vaguely humanoid shape fully encased in stone. Its hypermutosis led to the very stone of the mountains molding into its form. Its body is made of sharp and jagged rocks. Instead of hands, its arms split into chains of rocks which it can swing around at insane speeds. These Byox are very territorial, and will patrol their perceived territory tirelessly, attacking anyone who comes too close.

Health 25 Move 2

TGH	AGI	AFF	CTRL	SNS	KIN
4	3	1	0	3	0

Combat Skills: Melee 3

Skills: Athletics 4, Inspect 2

Biomes: Mountain 3

The Byox can take 2 Actions during its turn, or 1 Action and 1 Byox Action.



ATTACKS

Bash: Melee TGH Attack roll [7], Base damage 4, Range 0

Boulder Throw: Ranged TGH Attack roll [7], Base damage 3, Range 2. Its Flailing Tendrils Byox action can target 1 less creature.

BYOX ACTIONS

Flailing Tendrils: (2/scene): Choose up to 4 creatures in the same zone as the Byox. Make a Melee TGH Attack roll [7] with Base Damage 3 against each target.

Adapt: Reduce all damage from incoming attacks by 1 until the start of the Byox's next turn. Deal 1 damage to any creature that attacks the Byox with a melee attack until the Byox's next turn.

FOREST TITAN

The guards race through the forest to rescue a lost young girl. The frantic woman was clear, and it's not long before they make it to the clearing. There is no child to be found, only 3 Byox that engage the kin guards in battle. A small bird lands on a branch, giggling to itself watching the carnage. This is thrilling.

The Forest Titan is a trickster at heart. This Titan travels the forests, taking many different shapes and forms, interacting with kin for entertainment. It is very temperamental, quickly becoming fond of those who can entertain it, or quickly striking at those who annoy it. Being someone the Forest Titan is fond of is an exhausting life, and your only hope is that the Titan's attention moves on to someone else. It can take any form it wishes, but its true body is that of pure light in a towering humanoid form.

Health 40 Move 2 FAVOR 3

TGH	AGI	AFF	CTRL	SNS	KIN
2	2	7	5	5	3

Condition Immunities: Poisoned

Combat Skills: Melee 1, Ranged 3

Skills: Craft 2, Spotlight 2, Stealth 2, Trickery 5

Biomes: Forest 3

The Titan can take 2 Actions during its turn, or 1 Action and 1 Titan Action.

ATTACKS

Scratch: Melee TGH Attack roll [3], Base Damage 2, Range 0

Leafstorm: Ranged AGI Attack roll [5], Base Damage 4, Range 1

EVOCATIONS

Ray of Light (Forest) (3/scene): The Titan expels a massive amount of stored solar energy in the form of a blast of light. Evoke roll [10], Base Damage 7, Range 1

TITAN ACTIONS

Blinding Light: Each creature within 2 Zones of the Titan that can see it must succeed on a Resist roll of TGH + SNS contested against the Titan's Evoke roll or become Blinded until the end of their next turn.

Shapechange: The Titan takes on the form of another creature it is familiar with the appearance of. The Titan's stats and abilities are replaced with that of the creature it changed into but it keeps its

health, Favor, Evocations and Titan Actions and can change back into a Titan at the start of its turn without consuming an action. It can also take the Hide action as a part of this Titan action.

Synthesis: The Titan recovers 10 health if it is in a Forest Biome at the start of its next turn.

MAMMORB

Whenever rumbling is heard in the snow covered mountains, it's always trouble. More likely than not, a force of nature is surging down the mountain, destroying everything in its path, unstoppable until it reaches the bottom. If you're lucky, it will just be an avalanche instead.

This highly territorial creature positions itself at the tops of Mountains, attacking anything that looks like it might be a threat by rolling all the way down in seconds and smashing into its foes with enough force to flatten them. They tend to struggle once caught out in the open. Mammorbs are occasionally hunted for their meat and their fur, and a common strategy is to set out a dummy at the edge of their territory and attack as it climbs back up after the initial attack.

Health 35 Move 2

TGH	AGI	AFF	CTRL	SNS	KIN
4	2	1	4	2	1

Combat Skills: Melee 3

Skills: Athletics 2, Inspect 1

Biomes: Tundra 3, Mountain 2

ATTACKS

Tusk Smash: Melee TGH Attack roll [7], Base damage 3, Range 0

Charge: Melee TGH Attack roll [7], Base damage 1, Range 0. On hit, move the target to an adjacent zone.

EVOCATIONS

Snow Roll (Tundra):

Base Damage (See Effect), Range 0 (See Effect)

Move any number of zones, as long as each zone you move into has a lower height value than the previous one. Any zones moved into are treated as Tundra until the end of combat. At the end of this movement, use Tusk Smash against all creatures in the zone, dealing additional damage equal to the number of zones moved this way.

The symbiote is optional for the Mammorb. Use the symbiote to make it more evasive.

SYMBIOTE POWERS (Elemental):

Health 4, Move 2, Manifests 4

SYMBIOTE ACTIONS:

Water Jet (1/scene): Move a target creature 3 zones in any direction. Creatures moved in this way do not take fall damage.

Exchange Places: Switch the location of the Manifested Symbiote with the Mammorb. The symbiote cannot spend movement the turn this is used.



MOUNTAIN TITAN

Every kin in the Mountain Biome knows and fears the wrath of their King. To incur his wrath is the same as being sentenced to death. Yet even for those who do not upset their King may find themselves lost still, as the King is constantly demanding a tithe of kin to grow his armies as the King prepares to conquer all the lands.

The Mountain Titan is an imposing figure, maintaining and demanding complete control over both kin and Ren alike. Enormous even by Titan standards, the Mountain Titan resides in the heart of the largest mountain in the Living Lands, a labyrinth of cave networks connecting the many entrances to the central chamber where the Mountain Titan sits on the throne. In addition to being an incredibly powerful combatant, the Mountain Titan is an absolute leader on the battlefield, and is never without subjects. The Mountain Titan controls a small personal guard of Byax that obey their leaders every decree, fighting even more ferociously than before under these orders.

Health 70 Move 2 FAVOR 5

TGH	AGI	AFF	CTRL	SNS	KIN
7	0	1	5	2	5

Condition Immunities: Bleeding, Poisoned

Combat Skills: Melee 5

Skills: Athletics 3, Persuade 3

Biomes: Mountain 3

The Titan can take 2 Actions during its turn, or 1 Action and 1 Titan Action.

PASSIVES

Organic Authority: The Mountain Titan uses CTRL instead of AFF for its Evoke rolls.

Titanic: Melee Attack rolls made by the Titan can hit flying targets.

Height value differences between Zones of less than 5 don't affect the Titan's movement. Structures damaged by the Titan take double damage.

ATTACKS

Crowning Blow: Melee TGH Attack roll [12]

Base damage 6, Range 0

Throw Boulder: Ranged TGH Attack roll [7], Base damage 5, Range 2, Regardless of whether this attack hits or misses the Zone the targeted creature was in has its Biome type changed to Mountain until the end of the scene.

TITAN ACTIONS

Execution Order: All other creatures have a +X dice bonus to hit a creature of the Titan's choice and deal an additional +X damage where X is the number of successes on the Titan's Evoke roll (minimum 1) until the end of the round.

Mountain's Decree: Choose a creature within 1 Zone of the Titan.

The target must succeed on a Resist roll of CTRL + SNS contested against the Titan's Evoke roll or become Fractured until the end of the scene.

Silence Dissent: Ends the effects of a single Evocation within 1 Zone of the Titan unless the caster succeeds on a Resist roll of AFF + CTRL contested against the Titan's Evoke roll.



ROOTSWORN

Walking through the forest floor, one can observe a Rootsworn meandering through, picking up a seemingly random assortment of oddities scattered and hidden throughout. It extended the vines that make up its body into the varying nooks between the roots of the forest to find the buried treasure hidden within.

Creatures of curiosity, Rootsworn are collectors of baubles and oddities that they can find littered through the Forest Biomes they inhabit. Rootsworn are made of vines and decaying logs animated by the abundant Ren that permeates the lands. Not inherently hostile to others, Rootsworn will become aggressive however if something tries to take away one of its many baubles it carries with it., utilizing its vines to entrap and crush those it identifies as a threat.

Health 12 Move 1

TGH	AGI	AFF	CTRL	SNS	KIN
4	2	4	1	4	0

Combat Skills: Melee 2

Skills: Inspect 1, Craft 3

Biomes: Forest 3

ATTACKS

Crush: Melee TGH Attack roll [6], Base damage 2, Range 0

EVOCATIONS

Rupturing Lash (Forest): Evoke roll [7], Base Damage 0, Range 2
On a hit the target is Fractured until the end of their next turn.

Pull into Earth (Forest): Make an Evoke roll [7] against up to 4 hostile creatures in the same Zone as the Rootsworn with base damage 1, on a hit a target is Rooted until the end of their next turn.



SKITTERSPINE BYOX

Craven little buggers, they are. Such cowardice, to hide behind their larger allies! True bravery is to rush the foe, trusting in your might to protect you, and knowing that they cannot possibly take all of us down.

-General Tabbot "Pincushion" Splockins, moments before earning his nickname

These small Byox are some of the most commonly seen around the Living Lands. This is both because they are very prevalent, and because Skitterspine attacks are rarely fatal. These Byox are fairly cowardly, generally preferring to run away from foes if there isn't an ally they can hide behind. Despite this, they have also been seen dashing through houses snatching seemingly random possessions and items. It is unknown what they do with these items, as Byox aren't known to use tools or weapons.

Health 15 Move 3

TGH	AGI	AFF	CTRL	SNS	KIN
2	5	6	0	2	0

Condition Immunities: Poisoned

Combat Skills: Melee 1, Ranged 2

Skills: Athletics 1, Inspect 3, Stealth 1

Biomes: Wasteland 2

The Byox can take 2 Actions during its turn, or 1 Action and 1 Byox Action.

PASSIVES

Duck and Cover: While in a zone with an allied monster without this ability, the Byox cannot be targeted by Ranged attacks.

ACTIONS

Stinger: Melee AGI Attack roll [6], Base Damage 2, Range 0

EVOCATIONS

Acid Spit (Wasteland): Evoke roll [8], Base Damage 2, Range 1

On a MAJOR SUCCESS the target is Poisoned until the end of their next turn.

BYOX ACTIONS

Needles: The Byox makes 3 Ranged Attack rolls [7] each with base damage 1.



SKYTITAN

Tales are told of an aloof lord of the clouds, a being summoned only by those with mastery of Ren and song that will grant any wish the summoner may request. Many kin have tried to summon this lord to have their wild wishes fulfilled, only to be struck down when a thundering storm arrives instead.

The Sky Titan is a fickle creature. At one moment calm and tranquil like a clear blue sky, the next a raging typhoon destroying entire villages. The Sky Titan takes the form of a small dragon, blending into the cloud cover as they dart to and fro. The Sky Titan will normally avoid direct contact with kin, preferring to observe and maintain its personal solitude, however if the Sky Titan detects a particularly powerful and well weaved song of Ren, this will draw the Titan out of hiding, at least temporarily.

Health 40 Move 4 FAVOR 2

TGH	AGI	AFF	CTRL	SNS	KIN
1	4	7	1	4	2

Skills: Inspect 2, Stealth 4

Biomes: Sky 3

The Titan can take 2 Actions during its turn, or 1 Action and 1 Titan Action.

PASSIVES

Cloudborn: Increase the base damage of Sky Evocations cast by the Titan by 2.

Flying: The Titan cannot be hit by melee attacks from creatures that cannot fly or that don't have the titanic property. Height values do not restrict the Titan's movement between zones.

EVOCATIONS

(At Will): Cloudbolt, Thunderclap and Flash

(3/scene): Eye of the Storm

TITAN ACTIONS

Retreat into the Clouds: If the Titan is within a Sky Biome and remains there until the start of their next turn they escape from combat, fleeing rapidly into the stratosphere.

Song of Serenity: A pleasant melody reverberates throughout the battlefield, all hostile creatures must succeed on a Resist roll of CTRL + SNS contested against the Titan's Evoke roll or cannot target with an attack or Evocation until the end of their next turn.

Stormbreaker: Storms erupt upon the Titan's foes causing the land to crack and storms to brew. The Biome type of each Zone a hostile creature is within is changed to Sky until the end of the scene.

TITAN DEVOTEE

Power attracts followers, and there is nothing more powerful than the Titans in this world. Hundreds flock to them in vain attempts of appeasing these great beings in hopes of gaining a modicum of their power. Most die in vain, but some do gain more power, whether it is through luck or the actual grace of the Titans they serve.

A Titan Devotee is a kin that is obsessed with gaining more power. A loyal servant to the will of the Titan they serve, or trying to gain the favor of the Titan they wish to serve, they care little for the consequences of their actions as long as it helps further their own personal gain. While some devotees do take more passive roles, all are marked with a want for more power and status.

Health 20 Move 1 FAVOR 3

TGH	AGI	AFF	CTRL	SNS	KIN
3	2	5	4	3	3

Condition Immunities: Burning

Combat Skills: Ranged 3

Skills: Athletics 2, Inspect 1, Persuade 2, Trickery 3, Wilds 2

Biomes: Volcanic 3, Wasteland 1

ATTACKS

Obsidian Shards: Ranged TGH attack roll [6]

Base damage 2, Range 2

EVOCATIONS

(At Will): Lava Lob

(3/scene): Chaos Spike, Spewing Flames, Sulfurous Cloud

(1/scene): Eruption

SYMBIOTE POWERS (Elemental):

Health 4, Move 2, Manifests 4

Fiery Manifest: When the Devotee's Symbiote is manifested the Biome type of the Zone it was manifested in becomes Volcanic until the end of the scene.

Heel: While Manifested, the Devotee's Symbiote can return to the Zone they are in at no cost.

SYMBIOTE ACTIONS:

Erupting Manifest (1/scene): The Devotee manifests their Symbiote and immediately causes it to detonate. Each target within the Zone the Symbiote was summoned must succeed on a Resist Roll of AGI + SNS contested against the Devotee's Evoke roll or gain stacks of Burning equal to the successes rolled by the Devotee.

Teleport (1/scene): The Devotee moves up to 2 zones away without spending movement.

TUNDRA TITAN

In the harsh lands of ice and snow, there exist and being only talked about in hushed whispers between kin huddled around together for warmth and comfort. Stories heard from the mouths of half crazed and half frozen survivors of particularly bad storms speak of seeing a skeletal creature striding forward in the heart of the storm, towering and uncaring of what is in its path.

The Tundra Titan is a being of immense size and power that wanders the Tundra Biomes of the Living Lands, spreading its icy embrace everywhere it goes. A humanoid skeletal creature made of the same ice found in the heart of icebergs, its ability to control temperature through the power of Ren not only allows it to inflict incredible snap freezes by absorbing in all of the surrounding heat, but to also release all of that stored heat to cause a sudden heat wave as well.

Health 55 Move 2

TGH	AGI	AFF	CTRL	SNS	KIN
5	3	4	4	1	0

Condition Immunities: Bleeding, Chilled, Poisoned

Combat Skills: Melee 5, Ranged 3

Skills: Athletics 2, Inspect 2, Trickery 1

Biomes: Tundra 3

The Titan can take 2 Actions during its turn, or 1 Action and 1 Titan Action.

PASSIVES

Heatsense: The Titan has a +2 dice bonus on attacks against creatures that are either Burning or Chilled.

Thawing: While the Titan is Burning it deals additional damage equal to the number of stacks of Burning it has and has an additional 1 movement. It also takes double damage from Burning.

Titanic: Melee Attack rolls made by the Titan can hit flying targets.

Height value differences between Zones of less than 5 don't affect the Titan's movement. Structures damaged by the Titan take double damage.

ATTACKS

Glacial Slam: Melee TGH Attack roll [10], Base damage 5, Range 0
On a hit the target becomes Chilled until the end of the scene.

Bone Shot: Ranged TGH, Attack roll [8], Base damage 4, Range 1

TITAN ACTIONS

Burning Screech: All hostile creatures within 5 Zones of the Titan must succeed on a Resist roll of AGI + AFF contested against the Titan's Evoke roll or gain 3 stacks of Burning until the end of the scene.

Chilling Screech: All hostile creatures within 5 Zones of the Titan must succeed on a Resist roll of TGH + SNS contested against the Titan's Evoke roll or become Chilled until the end of the scene. If they were already chilled they take 5 damage.



WASTELAND TITAN

Littered around the bleak Wasteland landscape, single stark white obelisks stand tall. Unknown to the surrounding kin, the Titan sleeps under their feet. Those whose compassion spark the Titan's respect can find their travel through the deadly Wasteland to be safe and calm, as the unknown protector slumbers softly.

The Wasteland Titan is the Ren infused into the very land of the Wastes. The Wasteland Titan is split between 5 'bodies', each body a chunk of earth that is sentient and can float above the ground. These chunks of land can be identified through the large white obelisks that are built into the ground, acting as the true brain of the Titan. The Wasteland Titan is very old and wise, able to speak into the minds of animals and kin. It is also the most tired, and prefers to be asleep whenever possible.

Health 30 Move 1 FAVOR 2

TGH	AGI	AFF	CTRL	SNS	KIN
0	0	6	5	5	2

Condition Immunities: Befuddled, Slowed, Taunted

Skills: Persuade 3, Stealth 5, Trickery 3, Wilds 3

Biomes: Aquatic 1, Desert 1, Forest 1, Mountain 1, Sky 1, Tundra 1, Volcanic 1, Wasteland 3

The Titan can take 2 Actions during its turn, or 1 Action and 1 Titan Action.

PASSIVES

Floating: The Titan cannot be hit by melee attacks from creatures that cannot fly or that don't have the titanic property. Height values do not restrict the Titan's movement between zones.

Many Bodies: The Titan is made up of a total of 5 bodies which each must be destroyed to permanently kill the Titan or cause it to enter hibernation. The Titan has a core body and 4 smaller bodies which each have 10 health and the same stats and abilities as the Titan except they can only take 1 action on their turn.

EVOCATIONS

(At Will): Psionic Blast

(2/scene each): Chaos Spike, Corrupted Landscape

(1/scene): Mind Break

TITAN ACTIONS

Corrupt: Change the Biome type of a Zone within 1 Zone of the Titan to a type of the Titan's choice.

Siphon Ren: Whenever a hostile creature casts an Evocation in the same Zone as this body of the Titan until the start of its next turn it must succeed on a Resist roll of AFF + CTRL contested against the Titan's Evoke roll or lose a number of Ren from their Ren Pool equal to the difference of successes between rolls.

Summon Body: Sends a psionic message alerting the nearest piece of the Titan's body which teleports and appears on the battlefield in a Zone of the Titan's choice. If there are no other bodies not on the battlefield instead teleport another body to a Zone of the Titan's choice.



Making new Enemies

Monsters and NPCs don't always follow the same rules that player characters do for total health, evocations, and Ren Pools. In fact monsters typically do not have Ren Pools to save the Host from having to track multiple pools during a large combat encounter. Additionally, some monsters may have stats that are higher than that of what a player could have. Your enemies can be kin or monsters, but generally only kin will have Symbiotes. All the options in this book for player characters are also options for NPCs. Enemies without Symbiotes won't have access to Symbiote powers or Symbiote actions since only creatures with Symbiotes have those abilities. Enemies without Symbiotes, like the Byox, should be given special abilities, actions, and extra health instead. There are five different categories of monster to consider when designing one of your own.

Packling

Packlings are small to medium sized animals that are typically found in groups that might fend for themselves, serve a Biomancer, or follow and protect a larger creature such as a Byox or Beast. Packlings have less health than other creatures making them squishier in combat, but they often make up for this by fighting in groups.

Beast

Beasts are animals that have closely adapted to their environment making them more deadly than packlings in the right situation. Some beasts can find and bond with Symbiotes to enhance their abilities and give them additional actions on a turn. Beasts are generally tougher and hit harder than packlings but can still sometimes be found domesticated by Biomancers or Byox. Some beasts can rise beyond this station however. By consuming a Renewal Spot or by consuming enough Ren a beast can grow into a threat on par with a Byox or even a Titan, although this is a rare occurrence.

Byox

Byox are kin who have had their physical forms warped drastically by the process of Hypermutosis. These abominations have large health pools and can take multiple actions during their turn. Byox don't have Symbiotes since the absence of a working Symbiote is what caused them to transform.

Biomancer

Most NPCs a party encounters, especially hostile ones, are typically Biomancers. Biomancers are kin like the players who utilize Augmentations, Evocations, and Symbiotes to fight and survive. When designing a Biomancer enemy for your players to fight it can be helpful to use character creation as a baseline for what sorts of abilities they have. Enemy Biomancers can vary in strength but should be notably stronger than a given player's unless it's fighting in a larger group.

Table 9-1: Custom Monster Stats

MONSTER	Health	Move	Favor	Avg DPR	Evocation Rank	Symbiote
Packling	3-6	1-2	0	3-4	1	NO
Beast	8-15	2	0	5-7	1-2	NO/YES
Byox	15-30	2-3	0	7-10	1-3	NO
Biomancer	15-30	2-3	1-3	7-10	1-3	YES
Titan	40-60	2-4	2-4	10-12	2-3	NO

Titan

Titans are the most powerful entities in the Living Lands. Titans have massive health pools and have the potential to down a player with lower health in a single turn. Fighting a Titan should be the result of an intentional effort made by the players and not a chance encounter. Remember that Titans can be a vital part of a campaign and its narrative. It's important before introducing a Titan to your game to either build up the threat it poses or have a narrative reason for the players to seek the Titan out or vice versa. For more information on the Titans see Primeval Titans on page 44.

Assigning Monster Traits

Below is a list of suggestions for what to give your monsters when building them. These aren't hard and fast rules, but instead give guidelines for what to give certain types of monsters as we've categorized them. You are more than able to break the molds we've given here and create a Beast with the health and damage of a Titan. If you ever are not sure what to give your monsters you can look at our premade monsters for inspiration. And be sure to test your monsters before running them in a game if you have the time.

Giving Evocations to Monsters

When granting a monster Evocations from the book list instead of using Ren Pool to track their usage, list them each under either "(At will)", "(#/scene)", or "(#/scene each)". Evocations listed as "at will" can be used an unlimited number of times during a scene. Ones marked as "#/scene" can cumulatively only be cast a number of times equal to some number. And Evocations marked "#/scene each" can be cast a set number of times each.

You may also create your own actions that are counted as Evocations. These abilities are each tied to a Biome and use its dice pool and the monster's AFF stat to determine its roll. You should also decide how many times a monster can use that ability during a given scene.

Giving Symbiote Powers to Monsters

When giving a Symbiote to a monster it can be helpful to just use the same rules as the players for determining what your monster's Symbiote can do. You should take inspiration from the list of Symbiote Powers on page 35, but can easily diverge from this. If you want to give your monster a stronger Symbiote ability but are worried it might be too strong it could be beneficial to add a restricted number of uses per scene to that ability the same way you would for a monster's Evocations. As the Host you have the power to adjust and adapt on the fly if your monster turns out to be too weak or too strong.



REFERENCE TABLES

Table 2-1: Faction Biomes & Skill

FACTION	BIOMES	SKILLS
Kroka Vox	Aquatic Tundra	Athletics, Persuade, Spotlight, Wilds
Sibilex	Aquatic Wasteland	Craft, Inspect, Stealth, Trickery
Mykom	Forest Wasteland	Biology, Stealth, Trickery, Wilds
The Holers	Mountain Volcanic	Athletics, Inspect, Stealth, Wilds
The Revel	Sky Volcanic	Athletics, Persuade, Spotlight, Trickery
Arleste	Desert Tundra	Biology, Inspect, Stealth, Wilds

Table 3-2: Damage Levels

1-2 damage	Grazing attack; at least one success made on a roll, equating to an attack that barely connects or an attack that was maybe made less effective due to some form of damage reduction
3-4 damage	Strong attack; a solid hit, often 1-2 successes, a target will go down after a number of these
5-7 damage	Powerful attack; a significant blow to any foe, sometimes enough to knock out weaker characters in a single hit.
8+ damage	Grievous attack; often requires a roll with numerous successes being made, might equate to being slammed by a Titan, hit by a well placed high ranked Evocation, or a dagger placed perfectly for a death blow.

Table 2-2: Session Rewards

Completed the Session	1 Mutation
Completed a Short Term Goal	2 Mutations
Completed a Long Term Goal	2 EV
Took a Cascading Failure	1 Mutation
Plot Progression (Host's Discretion)	1-3 Mutation(s)

Table 2-3: Spending Evolutions

STAT Point	2 EV (2-3) 3 EV (4) 4 EV (5)
SKILL Point	1 EV
COMBAT SKILL Point	2 EV
BIOME Point	2 EV (1) 3 EV (2) 4 EV (3)
ADAPTATION Point	1 EV
New Mastery	1 EV

Table 3-1: Quick Reference for Rolls

Attack Roll	TGH or AGI	Combat Skill	Biome Bonus
Evoke Roll	AFF	Casting Biome	Biome Bonus
Skill Roll	STAT	SKILL	
Resist Roll	STAT	STAT	Biome Bonus
Dodge Roll	AGI		



Table 3-3: Status Conditions

Slowed (X)	A slowed creature's movements are made a little more sluggish, and their reaction speed is reduced. You have a dice penalty to Dodge rolls of X. Multiple sources of this condition can stack to increase the dice penalty
Befuddled (X)	A befuddled creature is confused, and more likely to make mistakes. You have a dice penalty to Resist rolls of X. Multiple sources of this condition can stack to increase the dice penalty.
Rooted	A rooted creature is tied in place and unable to move their legs. You cannot use movement and cannot take the Dodge reaction. Flying creatures are grounded and can be hit by Melee weapons.
Taunted	A taunted creature is provoked by an enemy, and finds themselves less willing to attack other targets. The creature that inflicted this condition becomes the "Taunter". If you make an Attack or Evoke roll targeting someone other than the Taunter, receive a -3 dice penalty on the attack. This effect is removed if the Taunter is removed from battle or if another creature applied the Taunted condition to you.
Grappled	A grappled creature is being held and restrained by an enemy. You are Rooted and Taunted by the grappler.
Fractured	A fractured creature has the telepathic communication between themselves and their symbiote blocked. You can take either a Symbiote Action or Player Action, not both.
Chilled	A chilled creature is being frozen by the cold, and is weakened as a result. You have a -1 die penalty to attack and evoke rolls.
Burning	A burning creature is on fire or is otherwise actively taking damage from an effect. When you become Burning add a stack. You take 1 damage at the start of each of your turns for each stack of Burning applied, and then lose 1 stack of Burning to a minimum of 1. You or an ally can spend an action on their turn to attempt to put out the flames by making a AGI + Wilds roll and subtracting the successes from the number of stacks of Burning currently applied. The condition can also be ended by fully submerging the Burning creature in water.
Blinded	A blinded creature has something in their eyes, preventing them from seeing clearly. You cannot see anything in a Zone you are not in. You have -3 dice on Attack and Evoke rolls that do not target Zones.
Poisoned	A poisoned creature has been affected with some sort of toxin or has consumed too much of a hazardous substance. Rolls you make have a dice penalty of -1.
Bleeding	A bleeding creature is losing a lot of blood from an open wound. When you become Bleeding add a stack. You take 1 damage at the start of each of your turns for each stack of Bleeding applied. Every time you are healed, you lose 1 stack of Bleeding

Table 3-4: Biome Effects

Aquatic	Minor Warp	You and up to one other willing target can teleport from this Zone to another Zone with an Aquatic Biome type on the battlefield or that you can see.
Desert	Shifting Sands	For each enemy in this zone, create an inanimate sand copy of yourself that Taunts it until the end of your next turn. These copies have 1 health and are destroyed when reduced to 0 health or gain a status condition.
Forest	Camouflage	Take the Hide action, rerolling failed dice.
Mountain	Stoneskin	Choose either Melee or Ranged. Reduce any incoming damage from attacks of that type by 2 until the start of your next turn.
Sky	Cloudrun	Gain an additional +2 movement this turn. You do not touch the ground during this turn and can ignore any movement restrictions between Zones.
Tundra	Snowy Veil	A flurry of snow whips up around you granting a +2 dice bonus when taking the Dodge reaction before your next turn.
Volcanic	Firey Rage	Make a melee attack roll with a +2 dice bonus and +2 base damage. You take 2 damage regardless of if the attack succeeds or fails.
Wasteland	Siphon Ren	Until the end of your next turn whenever you or your Symbiote damages a target, you gain 2 Ren.



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Character Name: _____

LIVING LANDS

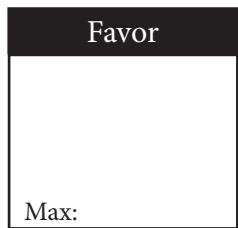
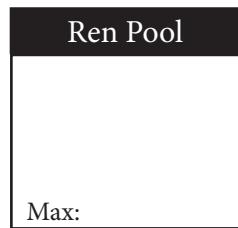
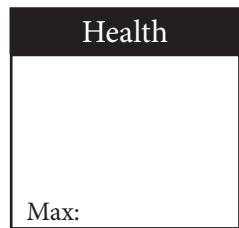
Player Name:

Faction:

Kin:

EV:

Mutations:



Skills	
Athletics:	○ ○ ○ ○ ○
Biology:	○ ○ ○ ○ ○
Craft:	○ ○ ○ ○ ○
Inspect:	○ ○ ○ ○ ○
Persuade:	○ ○ ○ ○ ○
Spotlight:	○ ○ ○ ○ ○
Stealth:	○ ○ ○ ○ ○
Trickery:	○ ○ ○ ○ ○
Wilds:	○ ○ ○ ○ ○

Masteries	
:	_____
:	_____
:	_____
:	_____
:	_____
:	_____
:	_____
:	_____

Combat Skills	
Melee:	○ ○ ○ ○ ○
Ranged:	○ ○ ○ ○ ○

Attack Rolls			
Weapon	Range	Dmg	Dicepool

Biomes	
Aquatic:	○ ○ ○
Desert:	○ ○ ○
Forest:	○ ○ ○
Mountain:	○ ○ ○
Sky:	○ ○ ○
Tundra:	○ ○ ○
Volcanic:	○ ○ ○
Wasteland:	○ ○ ○

Evoke Rolls	
Biome	Dicepool

Favor of the Land

- Once per roll, spend a point of Favor after rolling to reroll all failed dice.
- Spend a point of Favor to count any 8s and 9s rolled as successes.
- Out of combat, you may spend Favor to regain 5 health for each point spent.
- In combat, take an additional Dodge or Resist Reaction during the enemy turn.

Goals

Short Term: _____

Long Term: _____

Equipment

AUGMENTATIONS

SYMBIOTE POWERS

LIVING LANDS

Character Name: _____

Symbiote Name:

Symbiote Type:

Symbiote Core:

Symbiote Health

Manifestations

Max:

Max:

Movement: ____ Skill Rolls: ____ Resist: ____

Symbiote Attacks

Attack Name _____ Range _____ Dmg _____ Dicepool _____

Symbiote Actions

Action Name _____

Effect Description _____

Heal

Spend 1 Favor: You or your Symbiote gains 5 Health

Channel Biome

Spend 3 Ren: Change the Biome type you or your symbiote is in

Augmentations

Symbiote Powers

Notes