

# THE WILD CONTINENT OF CA NIN

For centuries, the animal folks of Ca Nin have lived in a stable truce, after a war let blood reddened the soils. But now, things seem to start moving again: the High Priestess of the Wolves has begun ancient rites of the Light Path in underground temples, the Jaguarfolk have intensified their watches at the Northern Ridges, the Sealfolk in the south are strengthening their walls and the Marsh Deer are even more suspicious of strangers crossing their territories. What is happening on Ca Nin?

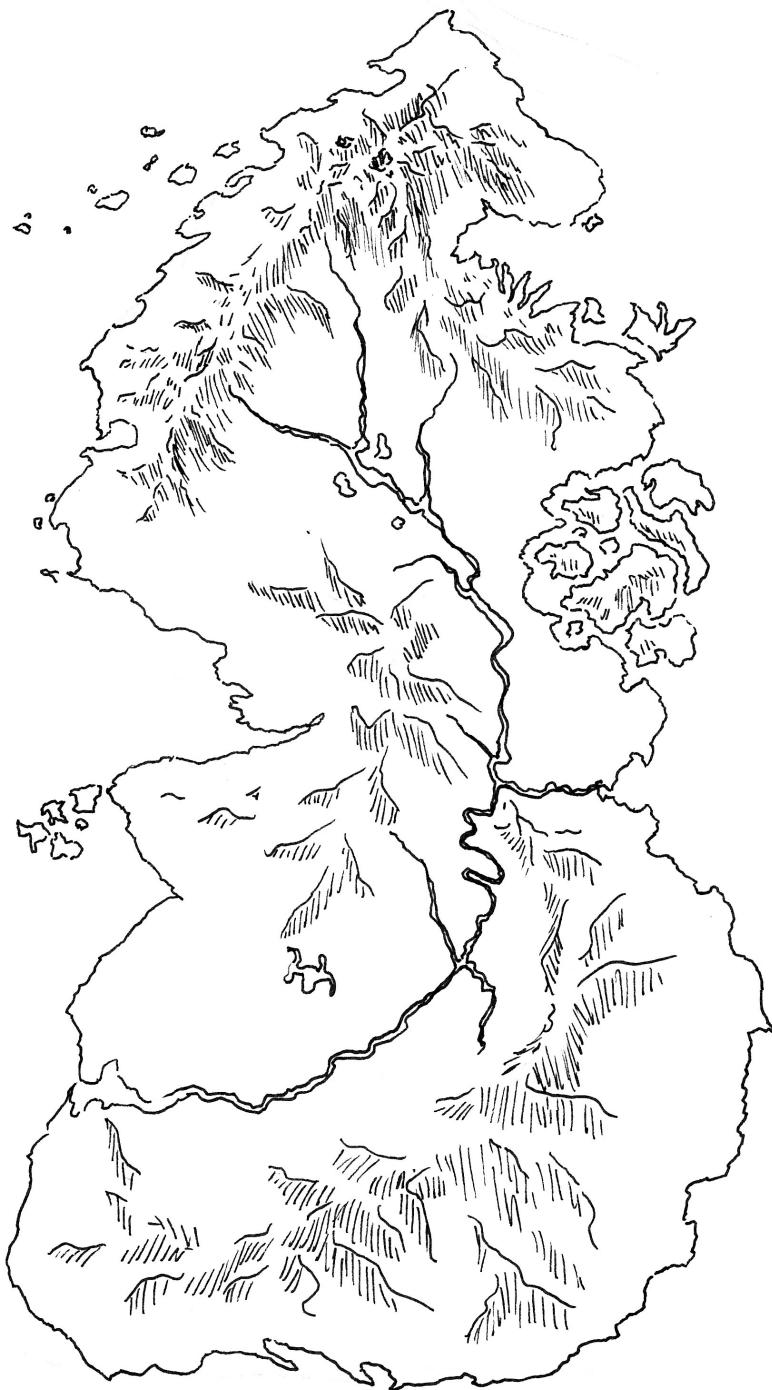


## Sources of inspiration:

- Frank Frazetta's artwork;
- Robert E. Howard's works on Conan and Hyboria;
- Whatever other pulp work around you.

# The game

This is a world-building game for at least two players. In this game, all players collaborate to produce a world and to determine what happens within such world. To do so, they create characters and decide what happens at different levels in the continent of Ca Nin.



The continent of Ca Nin is unlike anything you've ever seen. It is inhabited by a multitude of sentient animal species, who have developed unique civilizations quite similar to pre-colombian cultures and those of the southern American continent.

Each player must bring a deck of blank index cards or post-its and 16d6 of two different colors (8 yellow and 8 blue). Then, each player starts creating his/her character, who shall belong to one of the six people of Ca Nin:

- The Jaguarfolk of the North;
- The sealfolk of the South;
- The primitive Deer Marshes who live with the Jaguarfolk;
- The arboreal Gliders who live with the Jaguarfolk;
- The civilized and competitive Wolves;
- The rural Bushdogs.

Then, choose a name for the character and fill on an index card (one for each character) each of the following sentences:

- My character is a...
- My character has power because...
- My character has power due to...

Now, each player must write on an index card what threatens his/her people. Some suggestions:

- What lies beyond the Northern mountains;
- The powers behind the Light Path of Wolf magic;
- The greed of the Sealfolk.

You are all ready to start playing.



Put all your yellow dice in a bowl and your blue dice in a second bowl. The youngest player starts, and the others follow according to their age (in ascending order).

The game is structured in rounds. In each round, players must write and fill sentences in index cards. Each player must first fill sentences on issues at regional scale, then answer questions on issues at local scale and at last on a personal scale, according to the following list:

1. Regional scale:

- It is said that...
- This will surely scare...

2. Local scale:

- Who is jealous of my power?
- Who is scared by my power?
- Who would benefit from my power?

3. Personal scale:

- What good can I do with my power?
- How can I defend those I love with my power?

After this step, the player must ask a question regarding the threat and how his/her character is involved. All other players must pick a die (a yellow one if they think it plays against the player, a blue one if they think it plays in favour of the player) and place it on one of these 7 new index cards.

Then, all dice must be rolled at all scales (first at Regional scale, then at Local scale, then at Personal scale) and all reporting at least 4 are to be counted as successes. At each scale: if the number of blue successes is higher than the number of yellow successes, the character will overcome the problems and face the issue; if the number of the yellow successes is higher than the number of blue successes, the character will be overturned by the issues and the threat will be stronger; if both die roll a success, the higher score wins; in case of a tie, re-roll dice.

If all dice at any scale are of the same color, count all failures as successes obtained by yellow dice.

After each round, re-read the index cards and change them, if things have changed over time, before passing the turn to the next player.

As the game goes on, things are going to change. When all players have had their turn, take a look at the index cards you've written on and try to figure out what happened in the world: do you like what you created? Is it interesting? Intriguing? Would you like to go further? If you do, take another round of questioning and rolling. You can change characters or keep the ones you've created.



# Example of gameplay

- My character is a... high priest of the Wolves.
- My character has power because... he knows about Light and Dark Paths of magic.
- My character has power due to... an appointment by the High Priestess herself.

Revolutionary forces are gathering among the people to overthrow the High Priestess, scared by her supposed mingling with the Light Path of magic.

1. Regional scale:

- It is said that... a notable Army general is gathering forces to seize the power.
- This will surely scare... the Emperor and his Court.

2. Local scale:

- Who is jealous of my power? All members of the Court who would like to have control over magic.
- Who is scared by my power? The average folk.
- Who would benefit from my power? Everybody: we priests can use magic to ensure everyone's life is safe.

3. Personal scale:

- What good can I do with my power? I can help farmers by making crops grow better.
- How can I defend those I love with my power? I can ensure my own family has guards and the necessary wealth.

Question: will the revolutionaries go after my family?

Assigning and rolling dice:

• Regional scale:

- It is said that... a notable Army general is gathering forces to seize the power.  
Yellow die: the General is seeking to seize my position.
- This will surely scare... the Emperor and his Court.

Blue die: the Emperor would do whatever he can to preserve the status quo.

- Rolling: 4 Yellow, 5 Blue. The Blue die wins: the Emperor puts my family under strict control and avoids an attempt to kill me.

• Local scale:

- Who is jealous of my power? All members of the Court who would like to have control over magic.  
Yellow die: someone might try to ally with the General to overthrow me and/or the High Priestess.
- Who is scared by my power? The average folk.

Yellow die: they can be incited by instigators against us.

- Who would benefit from my power? Everybody: we priests can use magic to ensure everyone's life is safe.

Blue die: someone knows we can help the regular folk.

- Rolling: 4 and 3 Yellow, 3 Blue. The Yellow die wins: a revolt starts in the large city of Atha and the Temple is destroyed. Us Priests are cast away from the city and the Army takes control. My family is safe, though.

• Personal scale:

- What good can I do with my power? I can help farmers by making crops grow better.  
Blue die: I can still count on those I helped.

- How can I defend those I love with my power? I can ensure my own family has guards and the necessary wealth.

Blue die: I can still count on the guards.

- Rolling: both dice roll above 4. We are safe: guards and farmers know us and can help us survive. We'll find a way.

