

# Wind, Ledger, and Meadow: The Ykrul Commonwealth

## A Fate's Edge Module for Open-Plain Warfare, Logistics, and Diplomacy

Version 0.3

*On terms:* some Ecktorian broadsheets and street cant use “orc” as a slur for Ykrul communities. In play, treat it as prejudice with consequences. The peoples name themselves **Ykrul**, with many local kin-names besides.

## DESIGN GOALS

- **Reputation and reality:** Ykrul bank on a fierce reputation on the open plain—and then win by routes, supply, and parleys that make blades unnecessary.
- **Plural lives:** herders, pilots, weavers, judges, scouts, factors, captains; warfare is one tool among many.
- **Kon’reh in the marrow:** the board’s geometry informs roads, exits, concessions, and seasonal rights.
- **Core-first:** Position/DV/Effect, clocks, and Strings do the work; no new math.

## QUICKSTART (2 MINUTES)

1. Choose your lens: **Road-Clan PCs** • **Mixed Company** • **Outsiders Among Ykrul**
2. Pick a home ground: **Meadow Commons** • **Mountain Holds** • **Salt Coasts** • **Eastern Steppes**
3. Mark **Repute [6]**, **Standing [6]**, **Debts [4]** (opt. **Marks [6]** for toil/weather)
4. Choose **2 Kin Gifts** and **1 Bond** (trade, craft, law, or defense)
5. Start with **1 String** (e.g., windbreak right) and **1 Obligation** (e.g., ford dues)
6. Map 4–6 **nodes** and light local clocks: **Market Moot [4]**, **Winter Drive [6]**, **Border Ride [6]** (swap in **Blood-Feud [4]** only if fiction calls for it)
7. Open with a situation: **Passage Negotiation** • **Winter Drive** • **Harbor Dues** • **Kon’reh Arbitration**

## YKRUL THE PEOPLE OF THE VIOLET STEPPE

Kon'reh as sacred geometry, memory of the Wake, and a world seen in lines, weights, and exits

“Through the Wake, Across the Meadow, Into the Stone.”

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### I. The Great Migration (Wake-Law)

Ykrul memory begins with flight: homesteads abandoned under a wrong sky, flotillas stitched from last ropes, and an ocean learned by star and sound. They call that crossing the **Great Wake**. Every clan keeps a coil of salt-stiff rope—the **Salt Line**—uncoiled before serious speech to place all present “under Wake-law”: plain words, straight debts, no riddles.

- **First Meadow.** Landfall was a long, violet grassland. Its color—ironweed, crocus, mallow—named their world: the *Violet Steppe*.
- **Wake Names.** Many wear a second name granted by the sea (*Wave-Left, Stern-Watcher*), which can be invoked for one unlooked-for courtesy “as kin on the crossing.”
- **Rites that stuck.** A handful of salt in a new road’s rut; a black river stone atop an elder’s cairn; a song that lists exits before listing enemies.

*How they think:* the Wake taught them that survival comes from reading **flow** (what moves), **weight** (what holds), and **exit** (what opens). Kon'reh will codify this—but the Wake is the first proof.

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### II. Lands After Landfall

*The Violet Steppe (Meadow)*

Wind, hooves, and shallow lakes. Herd-bands form *ring-camps* (tents inward, cookfires outward); visitors call at the outer fire and announce themselves. Major decisions take place “by **Bowl and Board**”: the *Bowl* to test plain fairness, the *Board* to model routes and concessions.

- **Strings of the Meadow:** rain-marker rod; herd-tally braid; windbreak right; salt share.
- **Persistent worries:** black gnats; rivers that change their beds overnight; border rides that test how far a ring will bend.

*The Eastern Steppes*

Vaster, colder, older. *Sky cairns* mark wind and weather; riders replace a fallen stone and leave an ember as courtesy to strangers and spirits. Ward-storms roll in sheets; Kon'reh analogies (flow/weight/exit) double as actual storm-reading.

### *Mountain Holds*

Knife ridges and pass-stones. Mountain Ykrul are infamous even among Aeler captains: hard meat, harder hospitality. They swear **Stone-Oaths** at marked passes and genuinely believe a broken promise wakes the ridge (and avalanches have a long memory). Climbing gear is braided rope and iron wrapped in cloth; iron bares teeth only in war.

### *Salt Coasts*

Sea Ykrul cut sleet-thin wake-cutters and braid hullcraft with Linnic tricks. Harbor politics oscillate between **Blue Moots** (truce and tariff) and dawn raids. They swear by the **Three Knots** (helm, mast, rudder) and settle maritime disputes at a beach-board chalked into wet sand.

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## III. Kon'reh: Sacred Geometry Lived

Kon'reh is both a table game and a theology of place: the *Meadow* (pressure and path), the *River* (flow and change), the *Stone* (weight and witness). The *Concordance*—commentary cycles on Kon'reh and cosmology—treats roads, rivers, and ridges as the language of intention. Ykrul do not separate “strategy” from “ethic”—to place well is to behave well: no route you can’t defend, no exit you build only to close behind weaker feet.

- **Bowl & Board.** Public quarrels are fixed first by fairness (Bowl), then by geometry (Board). A concession on the Board becomes a season-long right at a ford, gate, or pasture.
- **Schools (as temperaments).**
  - *Meadow School:* control the middle by promising exits you can afford.
  - *Mountain School:* weld lanes until only one honest path remains.
  - *Wake School:* trade tempo like wind; arrive before you seem to move.
  - *Aeler-influenced ledgers:* price the route—make bad paths expensive rather than forbidden.
- **Devotion without temples.** Shrines are boards carved in stone, lanes picked in cairns, and field-camps marked by ring and windbreak. The sacred is what holds under weight and gives under wisdom.

It’s not their only game. Ykrul play *river dice* (eddy-based gambling), *knot puzzles* (one-breath releases), *horse-circles* (precision riding), and *salt-bones* (story-sticks cast in patterns). But Kon'reh is how elders teach children to think about promises, borders, and the dignity of ground.

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## IV. Law, Diplomacy, War—Seen in Lines

- **Guest Right.** A guest cup at the outer fire; theft “under smoke” brands your tent marks gray for a season.

- **Two Ledgers.** Said and meant are recorded together; offering both averts face-losing traps.
  - **Blood-Price.** Paid in animals, salt, or length of rope; a band that refuses enters *Red Weather* (others treat them as if a storm hangs over their camp).
  - **Silence Furlong (with the Lethai-al).** A speechless border strip: no grazing, no felling, no names. Cross in silence, then speak once. Over time this produced mutual isolation and a brittle respect; when the strip is honored, councils run warm—when not, gray-fletched messengers appear at dusk.
  - **Pass & Harbor Doctrine.** In mountains, hold what you must and never promise what stone will not bear. At sea, get there first or sing the storm together; a shared song is worth more than a sharp keel.
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## V. People & Institutions

- **Meadow Judges.** A traveling trio who carry a bowl, a board, and a braid; their decision stands one season and one road.
  - **Kon'reh Masters.** Teachers who arbitrate by geometry; respected even by rivals. They rarely smile, often bleed for other people's mistakes, and will play anyone who brings a decent board and a decent reason.
  - **Stone-Sons & Rope-Daughters.** Mountain societies that test initiates on night crossings. Their braids anchor Aeler engines and their oaths make Aeler officers polite.
  - **Wake-Wrought.** Sea families that list their hulls like saints; name the rivets of a stolen boat and you can claim it back under Wake-law.
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## VI. Aesthetics & Speech

- **Colors:** violet (meadow), gray (stone), blue-white (wake).
  - **Shapes:** rings, crosses, and stepped lines; carpets and tattoos look like maps.
  - **Proverbs:**
    - Leave two exits; take one.
    - If the river bends, your story should too.
    - A promise that cannot bear weight is a trap, not a vow.
    - Never place what you will not defend.
  - **Names:** given + road + deed: *Sera of the Third Road, Who Turned the Herd*. Hand-signs say policy faster than words: palms down = camp law; fingers split = board; knuckles together = witness shut.
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## VII. Rivals & Kindreds

- **Lethai-al (wood elves).** Ancient skirmishes shaped strict courtesy. The forest never forgets; the grass never lies. Councils hover between poetry and border drills.
  - **Aeler (dwarves).** Mutual admiration where work meets weather. The Rope and the Ring—each holds where the other cannot.
  - **Linns (mist & iron).** Kinship of hull and hunger; borrowed sailcloth and storm-songs; first to the river mouth takes the season unless a Blue Moot is sworn.
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## VIII. Festivals & Omens

- **Banner Day.** Spring match between bands: not about victory so much as who sets summer routes.
  - **Blue Weather Choir.** Storm season rite where ships and camps sing exit-lists in antiphon with thunder.
  - **Gray Hand Month.** When a band has failed blood-price; no mummers dance their fires.
  - **Omens that matter:** violets closing at midday; cairn shadows pointing backward; a wind that tastes of copper; horses all looking east at once.
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## IX. Adventure Seeds

1. **The Bowl at the Ford.** Meadow Judges convene; a toll war brews between Sea Ykrul and Linns. Your party may broker a concession that becomes a season-long ford right.
  2. **Stone-Oath Winter.** A pass promise broke itself; avalanches argue like lawyers. Reset the oath before a rival Aeler captain “fixes” the ridge with iron.
  3. **Silence Furlong, Broken.** Someone spoke and cut grazing under the roof-trees; restore trust with a geometry both sides can live in.
  4. **The Stolen Board.** A Kon’reh Master’s stones—heirlooms from First Meadow—are missing on the eve of a marriage pact. Recover them or design a substitute set both clans will accept.
  5. **Blue Weather Choir.** Ward-storms roll from the Eastern Steppes; sing with Sea Ykrul and Linn captains—or watch the harbor tear itself in half.
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## X. Portraying the Ykrul

- Let geography talk first: route, exit, weight, witness.
- Treat Kon'reh as grammar, not hobby—how they make an argument about roads, borders, and mercy.
- Use Bowl then Board to structure any dispute: fairness → geometry → season-long concessions.
- Keep the Wake close: salt and rope as ritual memory; plain words when stakes are high.
- With rivals, play courtesy like a blade—sharp, exact, and meant to leave everyone standing if they choose.

*For the Ykrul, Kon'reh is not simply a pastime. It is the proof that the world has form—and that people owe each other exits.*

## THE YKRUL WAYS (FOUR GROUNDS)

### Meadow Commons

**Where:** violet grass, ring-camps, shallow lakes. **Known for:** fast musters, moving markets, distance diplomacy. **Kin Gifts (pick 2):** Herd-Mastery; Weather-Reading; Caravan Craft; Route-Planning (Kon'reh framing). **Strings:** rain-marker rod; herd-tally braid; windbreak right. **Clocks:** Black Gnat Season [6]; Border Ride [6].

### Mountain Holds

**Where:** pass-stones, winter bowls, knife ridges. **Known for:** holding lines, winter stores, signal sense. **Kin Gifts:** Stone-Sense; Counterweight Engineering; Rope-Craft; Avalanche Reading. **Strings:** pass-stone mark; winter fodder charter. **Clocks:** Winter Drive [6]; Ridge Negotiation [4].

### Salt Coasts

**Where:** rocky inlets, island runs, river mouths. **Known for:** pilots, moots, storm windows. **Kin Gifts:** Storm-Seamanship; Harbor Dues; Shoal Mapping; Blue Moot Etiquette. **Strings:** harbor priority; wake-rivet list. **Clocks:** Harbor Blood [4]; Blue Weather [6].

### Eastern Steppes

**Where:** sky cairns, ward-storm belts, long legs. **Known for:** exit-finding, omen-reading, cross-cultural guides. **Kin Gifts:** Cairn-Talking; Ward-Storm Guidance; Long-Leg Logistics; Silence Furlong Etiquette. **Strings:** cairn ember; guide-right. **Clocks:** Ward-Storm Track [4]; Cairn Misread [4].

## REPUTE, STANDING, DEBTS

**Repute [6]** — kept bargains, delivered goods, exits honored. 0–2: distrusted (Position –1 in negotiation) • 3–4: reliable • 5–6: sought-after (Position +1, tempting target).

**Standing [6]** — weight in councils and moots. 0–2: marginal • 3–4: contributor • 5–6: chair/warden (responsibility clocks light).

**Debts [4]** — dues, oaths, promises. At full: dues come due (court, kin, or market).

## HOW YKRUL WIN (BEYOND THE BLADE)

### Banked Fear (Reputation Economy)

On entering a venue where your fierce name precedes you, mark **Banked Fear (1)**.

*Spend 1:* force **Parley First** (one roll of talk before a fight can start) *or* shift one enemy action to **Risky** (they flinch at your name).

If you bluff and then fail to deliver, erase all Banked Fear until you win publicly.

### Logistics Edge (Strings → DV)

Convert any **cache String** (fodder lot, water right, hidden wharf) into **DV –1** on a relevant leg or score. If used to starve an innocent district, flip it: DV –1 becomes a public **Debts +1**.

### Kon'reh Arbitration (Geometry of Mercy)

Model roads, exits, and lanes in talk. On success, create a **Seasonal Concession String** at a ford/harbor/pass that either side may call once/season without offense.

## THE VILIKARI COMPACT (FOUR AUTUMNS)

### A ledger written in other hands

The Ykrul and Vilikari have fought, married, traded, and cheated together across three coasts. The Syndicate likes coin that moves; the Ykrul like routes that hold. Between them grew the **Compact**: when Ykrul choose *where* and *when*, Vilikari decide *how hard*.

*The Four Sacks of Ecktoria*

Older Ykrul speak of **four autumns** when Ecktoria's pride buckled. The banners were Ykrul. The bulk of the street-fighting were Vilikari crews—bought dear, pointed like a storm, paid on the steps. Quartermasters with Kon'reh boards widened alleys into lanes, closed gates with carts, and fed the

fists who did the breaking. The lesson stuck: *win the routes; hire the hands*. It left Ecktoria wary, the Vilikari rich, and the Ykrul rumor larger than their numbers.

### *Table Levers (Compact)*

- **Hire the Hands, Own the Routes:** pay a Vilikari cohort with coin or cut; gain a **Fists [3]** asset and **Route Priority (1)** at one gate/ward for the score.
- **Two Ledgers, One Purse:** keep a clean ledger (said/meant) while paying dirty; on a strong hit, convert one **Crew Heat** into **Debts +1 (Vilikari)** instead of City Heat.
- **Autumn Memory:** in Ecktoria-only scenes, your name grants **Banked Fear (1)** even if unknown individually.

## STRINGS, SECRETS, NODES

**Strings:** windbreak right; pass-stone mark; harbor priority; board-stone concession; wake-rivet list; cairn ember.

**Secrets:** hidden ford; old toll clause; moot-fixing scandal; Syndicate cut; winter cache.

**Nodes (pick 4–6):** Violet Meadow • Market Borough • Border Ford • Stone Hold • Sky Cairn • Coastal Harbor • Island Wharf • Rope-Bridge • Ring-Camp.

## PROCEDURES & LADDERS (EXAMPLES)

**Passage Rights DV 2 posted** • 3 surge • 4 contested • 5 embargo.

**Harbor Dues DV 2 public rate** • 3 guild day • 4 faction squeeze • 5 blockade.

**Compact Hire DV 2 desperate crews** • 3 standard • 4 disciplined • 5 elite union.

**Kon'reh Talk** success = *Seasonal Concession String*; miss = *Market Moot [4]* advances.

## REGIONAL NOTES (QUIET VARIETY)

### Mid Ahkaz

A city that learned to breathe in seasons: fairs that walk, courts that listen before they price, and neighborhoods where Ykrul calendars hang beside local saint-days.

### Ecktoria

Stone streets remember hoofbeats. Some doors open, some spit. Hirelings keep their eyes on the purse and the alley mouth. The Syndicate keeps longer books than it admits.

## Vhasian & Viterran Cities

River towns price the tide; hill markets price the view. A banner can get you an audience; a good ledger gets you paid.

## ADVENTURE FRAMES

### The Fifth Autumn (Social Heist)

A Vilikari bloc wants to replay an old triumph in Ecktoria. You intend to *not* sack anything: win a tariff by making the threat obvious and the routes yours. Bank fear, hire hands, feed them well, and leave with a contract.

### Moot of Blue Weather (Diplomacy)

Storm season and a choke at the river mouth. Call a Blue Moot, keep Linn captains in the room, convince Syndicate brokers the rate holds, and make the tide window safe for all without giving away the lane.

### Silence Furlong, Mended (Frontier)

A speechless strip on the border frayed. Walk it clean, pay old dues, set a seasonal concession stone both sides can live with, and escort a caravan through without drawing.

## EXAMPLE OF PLAY

**Setup:** Meadow negotiators (Caravan Craft, Route-Planning) and coastal pilots (Harbor Dues) work an Ecktorian tariff crisis. A Vilikari bloc offers fists if the purse is right.

**Play:** Banked Fear earns *Parley First*. Kon'reh Talk frames a seasonal lane and exit. Compact Hire brings disciplined crews who never need to swing—their presence is enough once the food and coin are sure. Logistics Edge burns a cache String for DV -1 on the night's movements. By dawn, the city posts a rate. No sack, no siege; a contract and a story.

**Outcome:** *Market Moot [4]* clears; *Seasonal Concession String: harbor priority* created; *Debts +1 (Vilikari)* noted for the purse that made it all graceful.

## AVEH THE RIDER BEHIND THE STORM

### Non-binary patron of freedom, edges, and the unclaimed road

“No road owns me. No name cages you. Ride.”

## I. Names, Faces, Signs

Aveh rides where borders fray: along stormfronts, river booms, city rooftops, ridgebacks, and the hush between a question and an answer. Neither man nor woman (and not “both” so much as *other*), Aveh is called when people refuse a cage or cannot fit the one built for them.

- **Epithets:** The Unreined; Way-Mercy; Break-Reins; The Door in the Wind; The Rider Without Shadow.
  - **Signs:** an inverted bridle; a broken bit-ring; a wind-bell singing with no air; a spiral cloud with an empty eye; footprints that begin mid-path.
  - **Shrines:** roof-altars with a single unlit lamp; bridle rings on cairns; chalk spirals at ferry posts; wind-bells hung under eaves.
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## II. The Road’s Mercy (Doctrine)

Aveh’s teaching is simple and sharp, like rain on hot stone.

- **No coercion.** Do not bind a will without its consent; do not be bound without yours.
- **Leave exits.** Every plan keeps a way out for the least of you.
- **Break bad bindings.** Vows made under harm or lie are weather to be ridden through, not walls to revere.
- **Keep witness gentle.** Names are gifts; use the ones people choose.

Among Ykrul, this reads as the conscience inside sacred geometry: a route is only honest if those who must walk it can refuse.

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## III. Shrines, Rites, and Everyday Practice

**Freehouses** (door-bells, unlatched latches) are Aveh’s favored shrines in towns and on roads. Custom says: *no questions first, names after consent, doors unlatched unless danger presses.*

- **The Open Name.** Speak the name you choose; listeners answer, “Ridden and riding,” acknowledging your authorship of self.
- **The Unknotted Door.** Loosen one knot a day: a stuck latch, a tangled cord, a bureaucratic snare for a stranger.

- **Storm Cup.** Keep a spare cup by the door; when the unlooked-for arrives, pour first, ask later.
  - **Rite of Unnaming.** Ash on the brow, rainwater over the tongue: “Unname the harm, keep the memory.” Used to shed imposed labels while preserving history.
  - **Break-Reins Feast.** At first storm of the season, bits are hung on a thorn or eave; those who cast off false ties pass beneath wind-bells and are applauded without questions.
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#### IV. Adherents & Households

**Nameless Riders** are wandering mystics of Aveh: weathered cloaks, a bell, and wrists that petition courts or clans to release people from unjust bonds. Some practice *total unnaming* for a season; wiser ones keep one thread (a color, a song) to anchor self.

**Households of the Open Door** are ordinary faithful: shelter-keepers, caravan hands who smuggle people rather than goods, clerks who “lose” bad papers, pilots who wave through the right boat on the wrong day. Chosen families flourish here.

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#### V. Law, Courtesy, and Crossroads

Aveh does not despise law; Aveh despises *coerced* law. In Ykrul country, *Bowl before Board* becomes *Open Name before Bowl*: the courtesy of naming precedes fairness, which precedes geometry. Harbor captains hang wind-bells during *Blue Moots* to signal that refugees and misfits pass first. In courts fond of traps, Aveh’s folk keep two ledgers (said/meant) and make both explicit.

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#### VI. Omens & Visitations

A door that will not latch on a still night; a sudden scent of rain indoors; a bridle ring in a gutter; a lantern that refuses to light until a question is asked kindly. Aveh appears as a rider without reins, a voice like wind through reeds—precise, amused, never cruel.

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#### VII. Tokens & Strings (in play)

- **Wind-Bell (sanctuary).** Signals a place where the unlatched custom holds; once/scene, improve Position when seeking safe audience or exit.
- **Bridle Ring (oath-breaker).** Voids one coercive clause in a negotiation; converts it into a public concession clock.
- **Name-Shard.** Establishes chosen-name etiquette in a scene; disrespect carries social harm.
- **Storm-Scrip.** A small bag of cut cords; cash to soften a blockade or bypass petty gatekeeping without blood or bribe.

*Optional table norm:* When a PC protects someone's autonomy at a cost, grant **Storm's Favor (1)**; spend to shift Position/DV in escapes, parleys, and boundary crossings that harm no bystander.

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## VIII. Cross-Cultural Notes

- **Ykrul.** Aveh is the exit written into the board: never place what you will not defend, never close the last way out.
  - **Aelinnele.** Two ledgers (said/meant) become sacrament; copper over iron in fraught negotiations.
  - **Aelaerem.** Guest-right tilts toward the stray: bread & salt first, genealogy later.
  - **Linns.** Mast-bells ring in storm season; ropes are cut before hulls become prisons.
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## IX. Adventure Seeds

1. **The Door That Wouldn't Latch.** A latch refuses to hold; behind it, papers forged under duress. Fix the bind, not the door.
  2. **Break-Reins at First Storm.** A contract hides a coercive clause; ride the festival's chaos to unmake it without blood.
  3. **Unbinding Letters.** Three border posts; three different lawful traps; one caravan carrying freedom wrists.
  4. **The Nameless Rider.** A mystic erased so much that their allies forgot the revolution they began. Find the anchor and give the name back.
  5. **Blue Moot Without Toll.** Harbor captains demand papers from refugees; persuade them to declare a toll-free moot for one night—and hold the line when profiteers push back.
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## X. Portraying Aveh

Lead with courtesy that opens space. Make names holy and doors unlatched unless danger presses. Let storms change the scene *toward mercy*. When in doubt, ask: *Where is the exit, and who needs it most?*