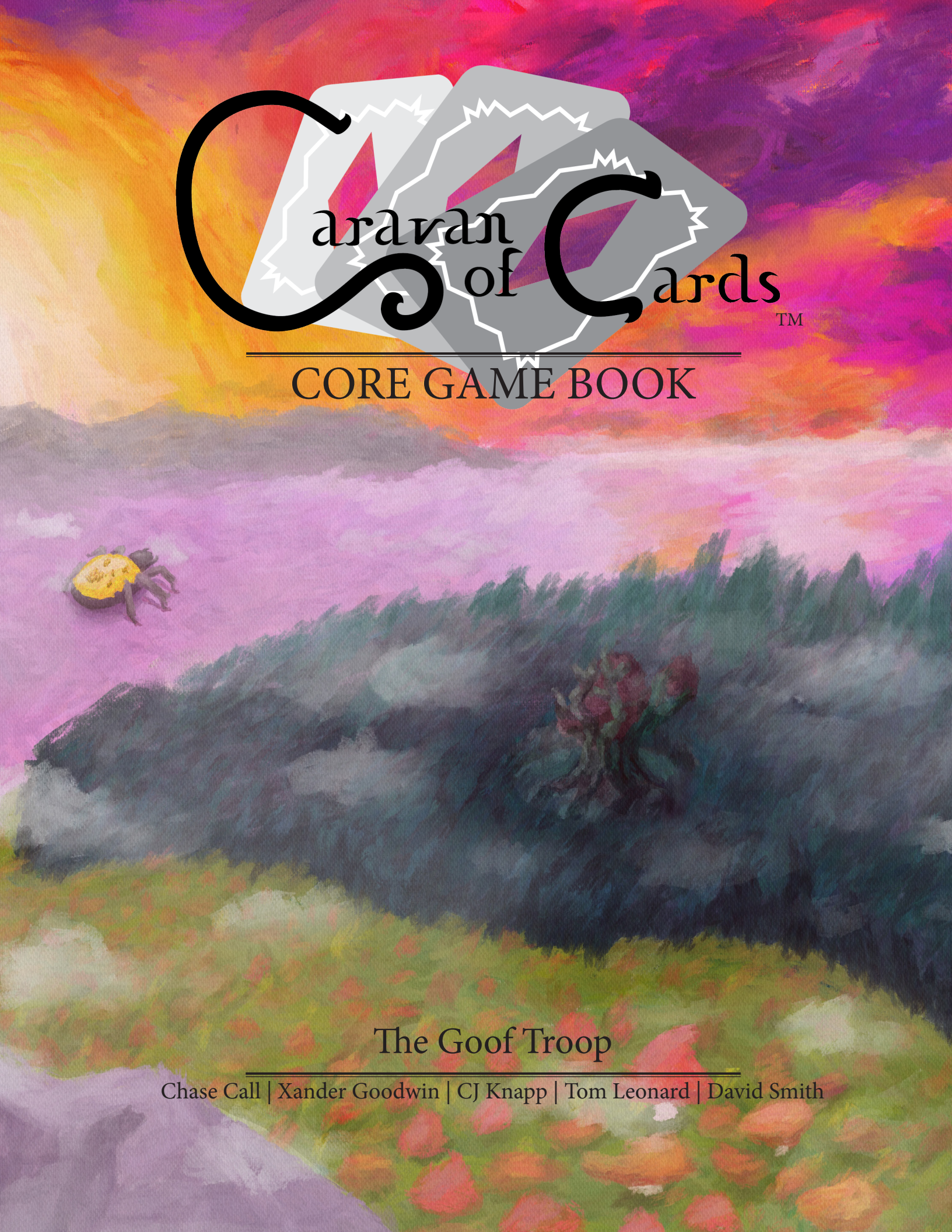

Caravan of Cards™

CORE GAME BOOK

The Goof Troop

Chase Call | Xander Goodwin | CJ Knapp | Tom Leonard | David Smith

Caravan of Cards
Core Game Book

By Chase Call, Xander Goodwin, CJ Knapp, Tom Leonard, David Smith

The Goof Troop

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CHAPTER 1

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INTRODUCTION

What is a TTRPG?

Caravan of Cards is a Tabletop Role-Playing Game (TTRPG). TTRPGs are a specific variation of the role-playing genre where the game is conducted through discussion in a small social gathering. One player in this group will take on the role of a game master (from here on out known as the Oracle) and describe a world and inhabitants to the other players. The goal of the Oracle is to guide the players through this world and craft a narrative. The other players will take on the roles of characters within this setting and follow the narrative through acting and calculated moves following the game's mechanics and rules.

What you need

To play Caravan of Cards you will need the following items:

(For game masters / Oracles)

- Caravan of Cards Rulebook
- A Deck of Major Arcana Tarot Cards
- A Deck of Minor Arcana Tarot Cards

The rest of this book will discuss the game as if you had the minor arcana available to you. If you do not have the minor arcana to draw from when playing this game, you are able to utilize a normal playing card deck with the jokers removed. If you are using this method to play, this is how the regular suits correspond to the tarot suits:

- Clubs = Wands
- Spades = Swords
- Diamonds = Coins
- Hearts = Cups

(For players)

- Printed out Character Sheet
- Pencil

The Conversation

A roleplaying game is a conversation. As players, you will all agree to sit down and engage with a fictional circumstance as fictional characters. No one in the social group owns the story. The Oracle will present the circumstances and as a group you'll discuss how you want to handle things. Everyone at the table should make sure each player has the opportunity and encouragement to contribute to the story.

The game mechanics and rules in this book are a framework to help resolve action. The outcomes of the mechanics and cards create new circumstances leading to an evolution of the conversation. You play to find out what the story will be.

Scenes, Sessions, and Stories

Scenes are your basic unit of time when playing through a session. Think of a Scene in a session the same way you would think of a scene in a movie. You don't watch a movie in real time the way the characters experience it, it's split up so that only necessary elements are shown to the audience. A Tabletop RPG is no different; every time the roleplay pauses and you "cut" to something else happening or your players doing something else that signifies the end of the Scene. This is important to remember since many of the mechanics you'll read about throughout this book are Scene-based.

Sessions are a collection of Scenes that you and the rest of the players will navigate in one sitting of play. A typical session will begin at the Caravan, then move as the party explores a location, and then return to the Caravan once the party completes whichever objective was given to them by the Elder in the start of the session.

Arcs are a collection of sessions that all tie together due to an advancement in a particular part of the story. Arcs can be defined as sessions that all build towards character development or sessions that are set on unravelling a specific element of a story's plot.

Stories are how you refer to an overall campaign of the Caravan of Cards.

CHAPTER 2

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THE WORLD

Overview

The World

The world of Tìrandàn [Cheer-ahn-dahn] contains just a single continent of staunchly chaotic nature, both provoking awe and terror all at once. No one truly knows what lies beyond the mainland, but there has been no effective ocean travel due to the horrors of the depths beyond. What lies on land, however, is something that may be more dreadful. Whether one is delving ever deeper into Coille Dhorcha, attempting to avoid the ever dangerous fauna, or lurking in caves to avoid the blinding light of Cnuic Chriostal, those who live in this world have to struggle to continue on to the next day. In this early Renaissance style world, people are just coming to grips with advancements in technology, which have been quelled by the instability of everyday life.

Regardless of these strifes, four general factions of civilizations have formed, with the skills to survive the difficulties the world provides. Each of these factions favor different mentalities, but all of them have succeeded to plant their flags into this grim land. If one desires to travel, though, they would have to be fortunate enough to encounter the Caravan, a transportation effort run by a mysterious individual, known only as the Elder. In the Caravan, those who travel have the chance to awaken their magical potential, but have to take their own path of self-discovery in order to reach its true mastery.

Many things are still to be discovered around Tìrandàn. With two full moons, as well as a shattered one, there are already many oddities that the world is coming to grips with. Unlike the story of the moon, however, such things as the creation of the beasts that wander the lands, or what lies beyond the main continent, may lay undiscovered for the rest of time.

Magic

At the heart of creation, magic is an ever-present and ever-changing element in the world of Tìrandàn, a mysterious force that flows through the hearts of every living being. Emanating from the world, of unknown cause, this power sources the insanity that each

Boglach
Teine Massif
Coille Mara
Coille Dhorcha
Ashtorila
Fo-Thalamh
Coille Glaiste
Dhà Sgoltah
Cnuic Chriostal
Tìrandàn
0 100 200 300 400
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environment presents. Whether it's floating fish, house sized spiders, or intelligent flower creatures, magic has guided creation to be more fantastical than imaginable. Even the plant life itself has grown astronomically, becoming large enough to block the skyline.

While all creatures are innately born with a connection to magic, very few are able to harness and command it in a meaningful capacity. The development of magical abilities in Tìrandàn is directly tied to one's personal growth and only truly manifests in those who face and conquer great adversity in their lives. As you might imagine, the abilities forged from that strife are themselves defined by it, manifesting as the antithesis of their former, weaker self. Scholars and researchers who have studied magical trends for generations have managed to roughly track and categorize these abilities into the **22 Major Arcana Tarot Cards.**

The Caravan

A diverse group of individuals heading across the entire continent, this collection of wagons and people holds a very special place in the hearts of those of Tìrandàn. With the Elder's help, this journey that they take around the world allows those who are willing to unlock their magical potential hidden inside of themselves. The Elder is constantly with the Caravan, offering insight, to those who ask for it, from the Oracle themself. Not only does this excursion provide access to the goods of each biome to the entire continent, it is also the most popular option of transportation for those looking to travel, boasting up to groups of one hundred people at times, with an average of twenty carts.

Travelling across the continent, this Caravan seems to defy reason. Since the first moment of recorded history, this Caravan has been known to travel the continent, offering safe-haven to those who would seek sanctuary. Whether it's merchants who want to take their goods to a new market, people stranded from their old home, or those looking to gain magical power, the Caravan provides a stable environment for the passage of people throughout the land. As the Caravan travels, carriages, of course, have a tendency to change over time, but one that remains is the Elder's. Remaining there throughout the entire journey, even mentioned in the first books of Tìrandàn, this person has been offering help to those who desire it for as long as people have known.

As an odd individual, relative to this world, the Elder insists on aiding everyone they possibly can. Providing outlets for personal growth, the Elder, and therefore the Caravan, has become popular for those looking to gain power, or to gain enlightenment in their daily life. Of course, the Elder tests those who come to them for power, but still welcomes them as their own regardless of if they pass or not.

Civilization

Civilizations of Tìrandàn have a tendency to be very unique in their customs and behaviors. Rather than coming together as one solitary unit to deal with the strife that the world brings to all, each kingdom has its own tendencies, as well as certain areas they have decided to settle into. Although a kingdom would typically represent a collective group of people under one rule, each kingdom in Tìrandàn is determined by the temperment of those who live there, which is generally divided into four groups; The Kingdom of Coins, The Kingdom of Wands, the Kingdom of Cups, and the Kingdom of Swords. Each kingdom represents its own main ideal as the forefront, which is why each collective nation falls under one named Kingdom.

The Kingdom of Coins represents the ideals of profit, money, and general gain, The Kingdom of Wands are typically all nomadic people representing the general idea of living one with nature, The Kingdom of Cups are very hearty workers who represent the ideals of community good and self-sacrifice, and The Kingdom of Swords are very combative peoples who strongly embody the ideals of self interest and victory over all else.

The Kingdoms of Coins

Fortana

As one of the last biomes to fully develop, the desert that Fortana resides in is mostly mundane. A barren wasteland, with almost no water and no potential to cultivate, this land often finds itself as simply a place travellers pass through. Without the water that flooded to other locales or even rainfall, this desert maintains its danger through simple natural causes, rather than the typical monster that

One could fall from the beast's back with the sun already below its horizon and still see the sun setting when they hit the ground.

might lead to death elsewhere. If one were lucky enough, however, they would be able to find potential safe-haven, if they can gain enough wealth to keep it.

Dwelling in the desert, riding atop of the gargantuan golden scarab Rìghòrail [Ree-go-lrail], rests a city of wonder and lavish fortune largely isolated from the rest of Tìrandàn. Befitting its obscenely opulent nature, the entire city is embellished with gold and other precious metals, making sure to appear as sumptuous as it possibly can. Littered with den after den of money making schemes, as well as countless casinos and other gambling sites, this city is well structured for those who are looking to make a fortune, if they can win anyway. To deal with this nature, the city doesn't hold much in terms of open residential districts, only really containing the gargantuan estates of the top barons and the shabby, compressed housing of those who don't fit the top ten status.

The citizens of this nation, Scarab Riders, casually flaunt their wealth in a manner befitting their status, not only taking pride in it, but also directly controlling others beneath them. In fact, it is traditional, in greeting, to display your wealth and your ranking, all for one very important reason; in this twisted city, anyone with lesser wealth has to obey those with greater wealth. Not only can this treatment affect every day-to-day interaction, but it also determines the active ruler of this city. The ruler is always the richest of the land, which changes on a dime, and typically nothing can get done to change any regulation beyond a very basic level. The change in office happens quite frequently due to the fact that all wealth of every citizen is public knowledge, with the top ten barons' wealth numbers being displayed on an ever changing notice board in the city center. The rest of the Scarab Riders' wealth is kept track of rigorously by clerks at the tellers' offices around the city.

Coille Glaiste

A spectacle of nature, this forest of mushrooms and flowers emanates strong magical energy. As this forest developed over millennia, the flora absorbed

energy from the world, both gaining size and powers of their own. Reaching out into the surrounding environments, these plants release strong magical energy, corrupting those who fall under its effects, drawing them into their own personal hell. Of course, if this effect could be resisted, the site of Coille Glaiste [Koyl Glayst] would be a spectral beauty, defying all expectations.

In this charming yet deadly environment, the very air offset by the plants here can lead one into pure mania. Even though this mania may lead some to death, there is a group of people who live throughout it, in a somewhat settled area. Most of Tìrandàn know to avoid Coille Glaiste, as the term "settled" is a very loose one. However, those looking for adventure, or those seeking their next fix, can attempt to venture into this area. The settlement within the forest is pure anarchy, with each person experiencing their own hellish mania and fulfilling their twisted fantasies. Rather than having organization, each person attempts to top one another by their harvest and redistribution of the very plants that cause the hallucinations and inhibitions on their minds. The forest itself takes advantage of this mania, with both its spores and flowers feeding off of what remains.

The "citizens'' of Coille Glaiste are all those of seedy, unfavorable nature. They may have started out as respectable people: adventurers, researchers, and the like, but they have become anything but. These people, the Manic Citizens, are driven insane, and seek to fix their own hallucinations with extreme fervor. They tend to drive away those who would have, at one time or another, been close to them, and are typically a lonely bunch. In addition to them, there are also the Flowerfolk. Flowers that have evolved into sentience rather than maliciousness, they still display trickery and danger to those who would explore the area. Taking shelter in the large flowers of Coille Glaiste, they often play tricks on those who would wander too close, making sure to keep their homes nourished. The last residents of this area, widespread with its unique residents, are the Fungi Colonies. In a similar manner to the Flowerfolk, these fungi evolved to gain keen intelligence and speech, to the level of other sentient species. However, these Fungi Colonies are extremely rare compared to the Flowerfolk. Wishing to be left alone, they wander the wilderness rather than attract attention to themselves. Unfortunately, for all of the residents of Coille Glaiste, except the Flowerfolk who have immunity, the spores of this forest have an extremely addictive nature. Those exposed to these spores will not only experience the psychoactive insanity provided by this environment, but they will also fall into obsession over these effects, given a long enough time.

The Kingdoms of Wands

Coille Dhorcha

As the first environment to blossom out of the creation of the world, Coille Dhorcha [Koyl Door-kuh] became gargantuan beyond what should have been possible. With its roots lying near the core of the world, each tree was unabided in its growth, with the oldest even weighing down the soil enough to form the crater-like shape Coille Dhorcha is known for today. Having this constant source of magic also allowed species to evolve at an exponential rate, quickly adapting to the darkness that the environment now provided. Not only did this allow those monstrosities to evolve, this also allowed the Batfolk and Birdfolk to blossom to existence. However, there was one enigma left in the forest that was nurtured constantly, yet didn't yield any plant for eons. This plant, now known as the Craobh Dia [Krowb Deeah], is the tree that now holds Ashtorila up, suspended in an upside down state for most of recorded history.

A towering land of massive trees, this forest is home to ever looming horrors that increase as one delves deeper. Due to the structure of Coille Dhorcha, constantly sloping downwards and getting less sunlight, creatures of this land have come to adapt to this ever looming darkness, becoming horrific creations beyond the scope of thought. For the most part, any form of civilization that finds its roots here lies on the outskirts or the highest slopes of this forest, as dwelling any deeper is a recipe for disaster. Typically, these dwellings consist of tents and other abodes that can be assembled and disassembled in rapid fashion, so that those who live in them can escape from any perceived danger with ease. For the most part, this collection of individuals is not one collective group, but many small groups that act almost like a family unit, relying on one another in every capacity.

Dark Forest Nomads who call this forest home never live in one place, constantly roaming around the outskirts of the forest for the most part. If Dark Forest Nomad groups stagnate, they tend to fall into comfort, which not only leads to the downfall of a par-

ticular group's supply chain, but it also leads that group into the maw of a hungry beast. For the most part, these nomads will scavenge around the outskirts, but whenever needed, they will journey into the deeper sections for important herbs and other resources. This is only done when absolutely necessary, and they tend to take only what they need, so that the forest can grow back those plants for future generations of travellers to come. Doing this allows the Dark Forest Nomads to continue to survive, albeit dangerously, and see their grandchildren have the same chance as they did.

Ashtorila

Lying at the deepest section of Coille Dhorcha stands the island of Ashtorila [Ash-toh-rill-ah], a large island flipped and suspended upside-down by a giant tree. Of course, this island wasn't always like this, even though it has been in this state for most of history as it is known to the people of Tìrandàn. Once a fantastic civilization of brave sages, who collected as much knowledge of the world and magic as possible, this area suddenly became one where the weak could no longer live. With the sudden outburst of Craobh Dia, the hulking tree that now holds Ashtorila up, the once advanced city that was there was thrown into chaos, losing countless people and unfathomable amounts of knowledge. With the roots spread throughout the now island, this place became settled once again, by both the survivors who were brave enough to persist, as well as the Batfolk and Birdfolk.

Featuring lavish landscapes, gorgeous water features, and pristine ruins belonging to civilizations of old, this island seems like a sanctuary, although it is anything but. With the peoples of Ashtorila looking over the land and ecosystem of the island, some of the obvious dangers are quelled. Typical issues with foodborne illnesses or bad weather seasons are almost entirely removed due to the sages of this land. However, there is only so much that can be done about both the dangers of Coille Dhorcha below, as well as its own unique ecosystem. This island is an ever looming danger to those who would want to observe its splendor, with winding chaotic pathways, tunneling giant worms, and many more unique creatures. Despite its perils, this island hosts many safe havens for those who would have made the grueling journey, provided that those travellers are comfortable living in the structures in which the citizens dwell. To preserve resources, the old structures of the islands are used until they have collapsed, having people live in the upside-down houses of old and preserving what can withstand the change in gravity on each building

Citizens of this island include both Birdfolk and Batfolk, who protect the island and its inhabitants from the dangers below it, those ancestors who remain from the growth of Craobh Dia, as well as any of those travellers who came upon this island and found it a suitable home. Due to the general nocturnal nature of Batfolk, the Birdfolk and Batfolk have an unofficial alliance of guarding the island during their active hours, and typically don't interact too much beyond their transitional hours. Citizens of Ashtorila, for the most part, will either find themselves buried deep into research or out in the wilds, offering protection for both the ecosystem and the people who would need it. These people will likely be curious in nature, and often look out for the general good over their own self interest.

Cnuic Chriostal

Consisting of a lot of minerals and crystals that were pushed to the surface during the creation of the world, Cnuic Chriostal [Kunew-ick Kree-oh-stall] is a spectacle so bright that it blinds most. While this environment doesn't inherently hold too much magic within, its unique structure speaks for itself, providing danger without the aid of anything else. Refracting light throughout the entire environment, this area tends to be empty for most hours of the day, leaving it as prowling grounds for those few creatures who can resist its effects.

Laying at the south-most point of the continent, the relatively small area of Cnuic Chriostal boasts large amounts of danger. This entire highland area is made purely of crystal, which collects light during the daytime and makes it almost impossible to navigate if the sun is up. Only those creatures that are naturally resistant to such intense light energy are capable of surviving during the day without considerable protective equipment. Beasts, such as leopards made of plasma or no-eyed crystalline beasts, call this area home. Notably, at high noon, there is a region of this highland area that creates a beacon of light, Beacon de Sgrios, so strong that it will blind those who look upon it almost instantaneously. Astrologers of Tìrandàn have reported that it is the reason for one of the shattered moons, and in three thousand sixty years, the second moon will be obliterated due to a solar eclipse at noon.

The people who call this area home are few and far between, due to the natural peril the daytime presents. For the most part, this area is called home to those miners and nomads who collect the crystals of the area, selling it off in the outskirts of the biome. However, there is a race of sentient people that call this area home as well. Having unknown origin, the Crystal Golems that call this area home are one of the few races that are actually resistant to the blistering light. These Crystal Golems simply live wherever they find most comfortable, typically moving around on a frequent basis. However, those who aren't resistant to the light who call these highlands home either dwell in caves during the day, collecting crystals to sell to others, or live on the outskirts, settling down into other biomes during the daytime.

The Kingdoms of Cups

Fo-Thalamh

As the first waters flooded the continent, rivers carved wild shapes into winding and chaotic caverns. This place doesn't boast much in terms of actual magic, but finds itself nesting creatures beyond any explanation. These passages are so complex that no person has actually seen the end of them, and scholars have forbidden continual mapping for the sake of their safety. Acting as almost a labyrinth, those that end up stranded without a clue of where to go often find it better to stay in the same place and await their fate, rather than pursuing more potential danger ahead.

Lying within these winding passages, however, is a sturdy civilization unshaken by the chaos of the world. Opposed to the disarray of the caves that they live in, the Cave Dwellers have built a foundational community that should last for generations to come. Built on solid bedrock, this nation consists of neatly organized districts for housing, industry, and governance. Due to the massive gated walls that surround this civilization, the terrifying creatures dwelling in the caves below are not able to attack the people, allowing for sanctity and peace for those who live in Fo-Thalamh [Foe-Thah-lahm]. The only current issue the people of Fo-Thalamh currently have is due to the lack of sunlight. People who live here take pilgrimages to the surface both in order to maintain some ability to live under the sun, but to also find a way to bring sunlight to their specific cave, which has been a task in progress since Fo-Thalamh was just a thought in its first settlers' heads.

While citizens of Fo-Thalamh, the Cave Dwellers don't typically like outsiders due to the potential troubles they might bring, they try to overcome their biases and host all as welcoming as they can. Cave Dwellers are well represented, with the government offering open dialogue frequently for those who have issues to speak up. For the most part, these people are miners and construction workers, but as they have continued to develop, they have found footing in other fields such as general study of minerals and rocks, and have become more advanced in their harvesting techniques. Cave Dwellers will typically find themselves offering their help and services to others, granted that it will be beneficial to everyone in the end. No one knows exactly how this mentality arose, but stories of the Cave Dwellers tell of a mysterious man who protected the builders of Fo-Thalamh until the walls were constructed, without any form of benefit, until his death.

Teine Massif

Settled in the ash of constant volcanic eruption, Teine Massif [Tey-ne Mass-ife] is a land of both corruption but also pure benevolence. Hosting a very lu-

crative tourist market, this awe inspiring country of magma falls, ashen caves, and obsidian monoliths offers a unique and worthwhile experience for travellers looking for a place to relax and experience something pleasurable. While this area has a publicly positive reputation, the internal relations of the citizens within is anything but. Constant political corruption and mafia struggles plague this area, with most of its citizens tolerating the conflict to live an otherwise fortunate life. This nation guarantees constant public benefit, including guaranteed shelter and food for its citizens, regardless of their circumstance, as well as enabling those who are able to work as efficiently as they can, but also hosts an absurdly high tax rate for each citizen.

One unique draw to Teine Massif is their lucrative black market. Although it is formally called a black market due to the legal boundaries that it provides, this market is one that most, if not all nobles, participate in themselves. Hosting many odd trinkets, as well as masterfully crafted artifacts, this market pulls in many people. Of course, this itself attracts danger, but also results in funds making it around Teine Massif, circulating through most facets of the economy.

While the older Flamerock Dwarves tend to have a boisterous personality, the people of Teine Massif are typically rational in nature, often taking very analytical and sensible approaches to the conflicts that occur. Others living in this area find the corruption as something more fitting to their personality, gaining subordinates to take control of businesses or filling the pockets of officials, bribing them to avoid punishment. Luckily, though, those instances of corruption don't stop this nation from providing for its citizens and offering a safe haven for those afraid of the horrors of this world. The typical tendency of all of these Flamerock Dwarves, however, all lies in their craft. The practice of smithing is something integral to their culture, so all who are capable typically pursue some form of crafting, even if it isn't smithing.

Boglach

Floodlands formed through constant barrages from the Oceans, Boglach [Bog-lock] is seemingly the most mundane environment out of the known areas of Tìrandàn. Even as such, the magic of the world has presented itself into the environment through its wildlife. The magic properties that strong hearted people exhibit tend to be displayed strongest here, each beast having a very distinct, non-typical personality. Constantly buffeted by the swings in tide, this area doesn't host many meaningful effects on its people besides nature itself. Of course, the people who inhabit this swamp would be constantly flooded, if not for the structures left behind from a civilization of old. Remaining from before history was even recorded, this widespread civilization built on a solid foundation of stilted materials has stood the test of time, with maintenance of course.

In this magical swamp, the environment of mud and constant flooding has been overcome by sheer willpower and tenacity. Swamp Dwellers have found the use of stilts essential to their construction and have made a shockingly stable city towering above the floodplains. Even though they have to deal with the animals of the air, unlike the other nations belonging to The Kingdom of Cups, those living in Boglach have found ways to repel those magical creatures with horrifying brews and other concoctions, made through resources obtained from the swamp. Unfortunately for those living in Boglach, however, travellers tend to avoid the swamp, due to both the boggy nature of it, as well as some of the creatures that lurk within, so those of Boglach have stuck to manual labor and scavenging, not typically able to enjoy the pleasures of other biomes.

The Swamp Dwellers are the type of people who, when it comes down to it, don't mind getting dirty for the sake of others. As laborers, they have dealt with mud and bog water for as long as they can remember, and that mentality extends to other actions they take in their day to day lives. Being stuck in the swamp is somewhat of a damper on their happiness, but the rigidity and mental strength that comes from this is instrumental in the daily lives of these people. Trained to live throughout this rugged environment, these Swamp Dwellers could provide limitless knowledge about the swamp and its creatures, if they ever had the opportunity to share it with others.

The Kingdoms of Swords

Dhà Sgoltah

Carved from an ebbing river towards the start of the world, this canyon remains a mystery to all, even those who call it home. As an abyss that is seemingly limitless, not much is known about the environment besides what surrounds the surface. What is on the surface, however, is something odd that has remained there since

the first word of history was written. Remaining on both sides of the canyon, two gargantuan skeletons remain, their skulls facing towards the center. No one can explain this phenomena, or even what these creatures are, but the wisest leaders know that this world is terrifying enough for those enigmatic creatures to occur again.

In this fathomless canyon, two separate nations fight amongst themselves for control and absolute triumph. Living on the sides of each side of the canyon, each nation has similar characteristics, but holds a grudge against the other side that leads them into conflicts for as long as historians can remember. Even if you asked any citizen of either side, not even the leaders understand the war or know why the conflict arose, but it is at the point where the grudge has become a part of their identity. Each side of the canyon consists of scaffolded houses, built off of the sides of the cliff, and the citizens do not dare try and navigate in the actual base of the canyon, due to the fears of what lies below.

Canyon Dwellers of Dhà Sgoltah [Dah Sgoltah] tend to be very competitive in nature, looking to prove themselves in any form of contest. Rather than looking out for one another, the people of Dhà Sgoltah often end up maintaining selfish goals, reaching for conquest and victory at any cost. Throughout the history of Tìrandàn, countless ruthless generals have made their names through the horrible acts that have occurred in Dhà Sgoltah, providing temporary victories with the cost of thousands of lives.

The warriors living here tend to keep count of the beasts and people that they have killed, displaying their count as if it is a badge of honor, and often end up in fights due to anything that tarnishes their name. Although it isn't typical, non combatants living in Dhà Sgoltah also hold strong in the competitive lifestyle of the canyon. Rather than holding their ruthlessness in battle, those who are non combatants end up being the fiercest strategists, or the most deranged alchemists, providing their side with the winning edge over the other.

Coille Mara

Once a land residing on the seafloor, this oceanic forest presents constant uncertainty when it comes to both its structure and its ecosystem. With coral spread densely throughout the biome, as well as floating jellyfish and other oceanic creatures, the world seems to have broken in logic here. With the emergence of this biome from the seafloor, these creatures remained with it, somehow gaining abilities to stay in the air with their home and food sources. Of course, these creatures are eclipsed by the Fishfolk, who seem to have been rooted out of the ocean and evolved to gain sentience.

Residing in the north-west corner of the continent, Coille Mara [Koyl Mah-ra] is an enigmatic forest home to large amounts of warring tribes, all who try to lay claim to as much land as possible. With the colorful coral, large outcroppings of seaweed, and sloping landscapes reminiscent of seabeds, Coille Mara is a snapshot of what can be found in the Oceans, for those who will not risk their lives to dip their toes to the terrors within it. Of course, the danger is still ever present, with the warring tribes all vying for their own gain, on top of the deadly predators typical of the Oceans. The dangers present do of course make some wary, but intrepid sightseers may risk their lives to see this sight into another world.

Fishfolk that live here typically live for their own gain, rather than the gain of others. Due to the nature of power existing in numbers, even these selfish Fishfolk have settled themselves into certain tribes, using their compatriots as ladders to gain prowess. Of course, their culture seems odd at first glance, but to them, these traditions find root in the fables they tell of the first Fishfolk. Telling tales of Fuamhaire, Fishfolk pride themselves in following the legacy of this deity, pillaging, plundering, and taking what they want. Although records of this deity remain unknown to the world, the whole culture of the Fishfolk make it prevalent and consistent enough in fables to be a concern to those who know about it. Due to this culture that they have, people who would want to live in Coille Mara have to be as strong as they can, with displays of weakness essentially becoming a death sentence.

Pillage, feast, attack and destroy,
No natural predators means there is much to enjoy.
Towering over the masses, praise his name,
For the glory of Fuamhaire, we proclaim.
Our one true lord, caller of tides,
Who was lost to us, our wonderful guide.
Oh Fuamhaire above, watch our rage,
We will bring about your new age.

Return from the abyss, stronger than before,
May your return bring us eternal blood and gore!
- Common Fishfolk Prayer

The Oceans

Surrounding the entire continent, the Oceans provide a barrier to those who would consider finding freedom away from the main continent. Dwelling in these seemingly bottomless waters are many creatures beyond mortal understanding. Serpents that can swallow entire villages in one gulp, fish that evoke poison so strong that the water becomes unswimmable, and many more monstrosities reside in the waters. Due to this, most people of Tìrandàn know not to attempt to conquer the sea, or even what lies beyond it. These freaks of nature have also put a stop to any form of coastal travel or mercantile trade, so people have also given up on having ports or sea travel even for mercantile purposes. This has left Tìrandàn vastly far behind in terms of technology and transportation, but some intrepid researchers and scientists have continued to persist and innovate when it comes to water travel.

The Beyond

Contrary to what seems rational, some adventurers find the courage to break through common sense and attempt to find out what lies past the horizon. While none of these adventurers have actually returned, it is said that they might have actually found what lies in The Beyond. Some days, when peering away from the island, it seems as if a veil of mist covers the horizon. Others, a deep seeded darkness awaits those who try to peer into its never-ending maw. Whatever The Beyond may be, the people of Tìrandàn do not know, not even its intellectuals or researchers. Whatever The Beyond has in store, however, seems to be as absurdly deadly, if not more, than what lies in the present for the people of Tìrandàn now.

With the allure of the Beyond, as perilous as it may seem, comes many legends shared around Tìrandàn. In Fortana, stories tell of a whole island, made entirely of gold and precious gemstone laying far beyond the horizon. The people of Coille Glaiste speak of a tree so large that it spans the entire continent, it's odd leaves sometimes drifting to the forest. Forest Nomads share whispers of cure-alls and remedies strong enough to revive others from decimation, hearing logic defying tales of life and death. Those of Ashtoril speculate that there are artifacts roaming out there with the power over creation itself, seeing odd shapes appear and disappear at will within the fog. With Cnuic Chriostal, miners say they've seen a force more destructive than the Beacon de Sgrios itself, so bright it overtakes the sun. In Fo-Thalamh, explorers insist that they have seen creatures who can swim through rock, appearing to be heading beyond the ocean floor. As well versed as they are with the earth they live in, Flamerock Dwarves have recorded many tremors beyond the logic of any natural incident, at scales way beyond the continent. Many Swamp Dwellers have been studying, uneffectively, water from the Oceans that turns to blood in an unknown pattern. The generals of Dhà Sgoltah find themselves watching the stars for their next battle strategy, with the patterns they see sometimes almost seeming like messages. In Coille Mara, the Fishfolk tell of beasts even larger and stronger than Fuamhairs, their god, that they can see occasionally when hunting in the Oceans. Whatever stories may be true, these fables fascinate all of Tìrandàn, and instill a sense of adventure to those who are brave enough to handle them.

The Beyond is a concept that is entirely unique to whoever the Oracle running your game is. Rather than it being something determined by the world, the barrier of The Beyond and its contents itself is something determined by the creativity of the Oracle. The option of The Beyond is left so that the Oracle can design their own implements into the world beyond the framework given, and is an entirely optional part of the world that doesn't have to be integrated into a campaign given the want of the Oracle. This allows for all new dangers, wonders, and parts of the world to be developed, allowing for each game to be a more personalized experience for every group playing. Feel free to use what was described, whether some or all of it, or get rid of all of the prescribed content altogether. The design process is entirely up to the Oracle, and the legends told are foundations for ideas to sprout off of.

CHAPTER 3

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THE CHARACTER

Introduction

As a player, you are creating a character that you are able to easily fall into, and express yourself through. Due to the nature of the game, roleplaying is heavily emphasized, and having a character that you can mold to allow you to roleplay is important. While characters can be from any walk of life, keep in mind that they are for all intents and purposes a normal person. Most of your magic and special abilities will come later in your journey.

Think of important events that your character has gone through, and most importantly, make sure you have an idea as to an event that may have made your character go out in search of power, or a war to resolve the consequences of the event. Your character will need a reason to go out and pursue the Caravan, and these events will help solidify your reasoning for joining up with it, and as to why you may be utilizing the Caravan to look for more power.

While people of this world may not end up as a typical adventurer, those of the Caravan have a tendency to be of stronger heart and mind. Finding themselves in constant danger, these adventurers will typically have a colored past, whether it comes from strife with interpersonal relationships, or issues as a result of the world. However, other adventurers may not have a colored past regardless, finding themselves seeking the thrill of adventure over the safety and security of their home.

Basics of Play

To play this game, you will be using the minor arcana (or an equivalent deck of cards) to determine if you are successful during conflicts or when a task needs to be accomplished to proceed. The flow of these moments of conflict resolution will go as follows:

1. The Oracle will establish the Scene, and the conflict or task that may be in your way.

2. You will announce what you would like to do to overcome the task at hand, stating what possible stats or powers you will be trying to use to accomplish your action.

3. The Oracle will finalize your usable stats, and state the lowest number you need to get to succeed, known as the **Target Number.**

4. You will draw from the deck, and calculate your final number by adding the number on the card with your stats, traits, or favored suit (discussed later in this section) if applicable.

5. If the final number is equal to or greater than the target number, the player succeeds. If it is below, the player fails and possibly takes stat damage, determined by the Oracle.

In certain circumstances, or with certain abilities, characters may be able to draw an additional card and have to take the higher or lower number of the two cards, depending on the scenario. Within this game, these circumstances are known as fortunate and unfortunate.

Tarot

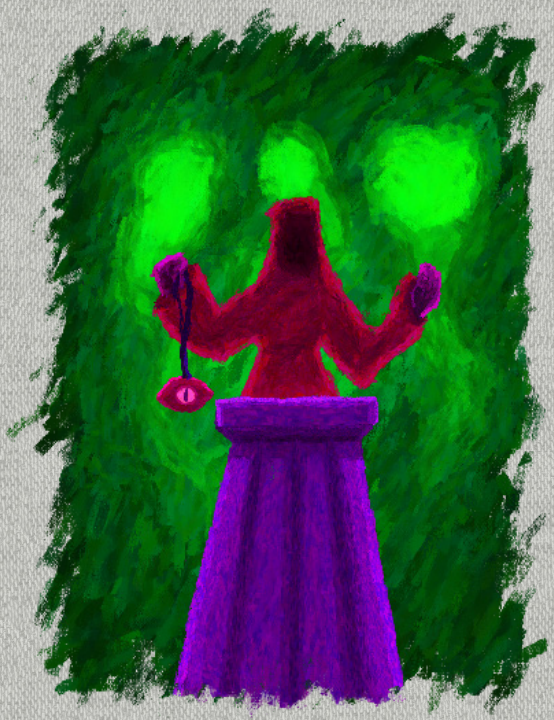
The Tarot is a deck of cards divided into two sets, the major arcana and the minor arcana. The minor arcana is the most recognizable set of the tarot, containing 22 named cards that offer vague insight into a person's life. The minor arcana is a 56 card set used to provide more specific details of a person's fate, containing cards for numbers 1-10, and 4 face cards: page, knight, queen, and king.

Both the major and minor arcana tarot decks contain cards with a variety of unique meanings, but within this game you will be utilizing the major arcana's meanings, while using the minor arcana set to resolve conflicts in the game. When creating your character, you will be given a list of traits that can be positive or negative depending on the cards you choose. While the traits listed for each card should fit within the idea of the card itself, they are not set in stone. If you wish to use a different trait, or make up your own, you may do so as long as the Oracle agrees.

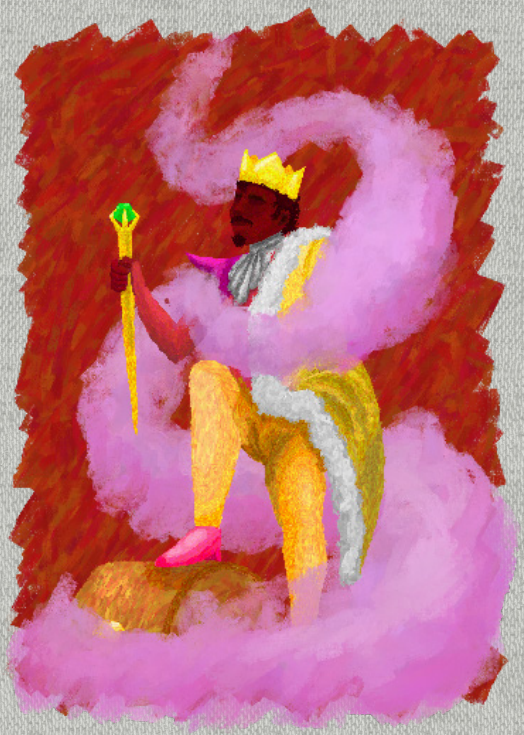
All The Cards

The Fool: The Fool typically represents wild optimism and new adventures, but can also represent lack of foresight and impulsiveness.

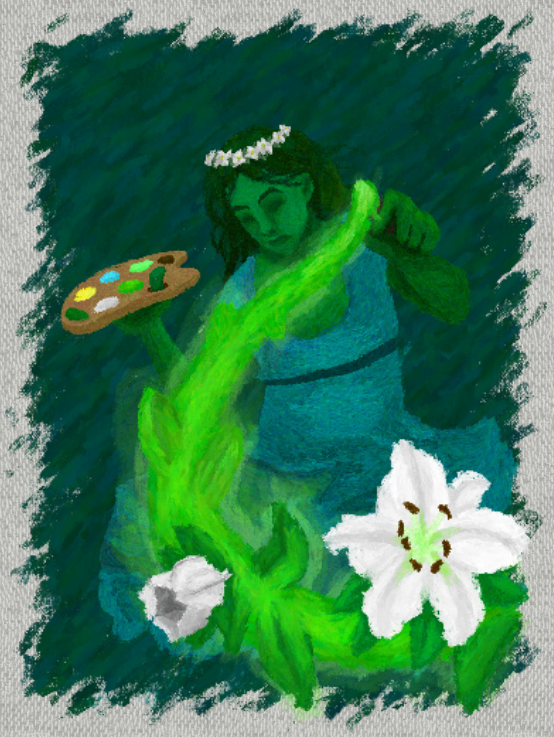
The Magician: The Magician typically represents power and inventiveness within a person, but can also represent a lack of confidence or an amount of confusion in a person.



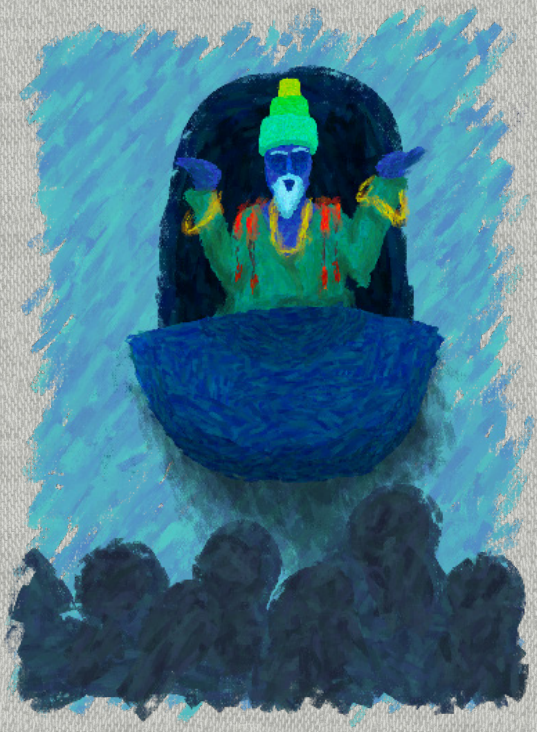
The High Priestess: The High Priestess typically represents intuition in a person and mystery in life, but can also represent selfishness and pettiness in a person's demeanor.



The Emperor: The Emperor can represent stability and willpower, but may also represent stubbornness or an abuse of power.

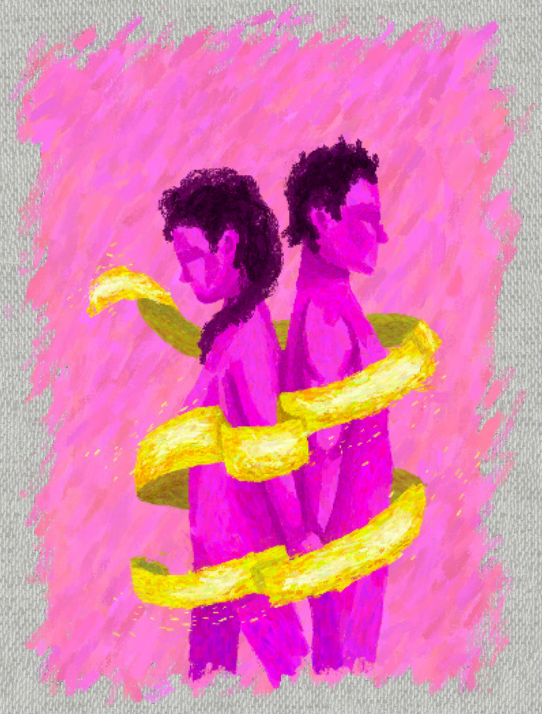


The Empress: The Empress can represent generosity and wisdom, but also may represent possessiveness and jealousy within a person.



The Hierophant: The Hierophant typically represents tradition and community, but can also represent a break in tradition or a need for unconventional solutions.

3 - The Character



The Lovers: The Lovers typically represents harmony and love in a person's life, but can also mean trust issues or a betrayal.

Strength: Strength typically represents inner strength and bravery, but can also mean doubt or weakness in a person.

The Chariot: The Chariot typically represents determination and resourcefulness in overcoming obstacles, but can also represent a lack of direction or control in life.

The Hermit: The Hermit typically represents spiritual enlightenment or self reflection, and can also represent paranoia or forced solitude in a person's life.

The Wheel of Fortune: The Wheel of Fortune typically represents good luck or control of one's destiny, but can also represent bad luck or unforeseen changes in a person's life.

The Hanged Man: The Hanged Man typically represents a point in life when decisions and new perspectives are needed, but can also represent a stagnation or selfishness in a person's life.

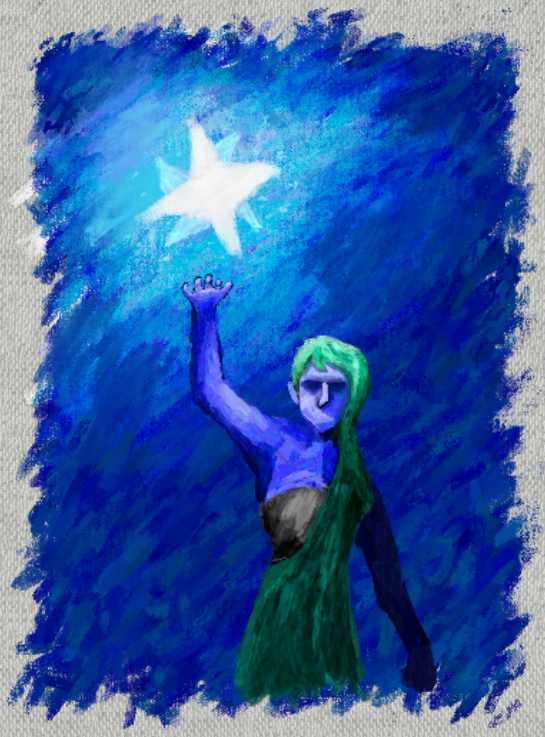
Justice: Justice typically represents law and the truth, but can also represent injustice and avoidance of the truth.

Death: Death typically represents spiritual transformation or new beginnings in life, but can also mean indecisiveness or fear of change.

Temperance: Temperance typically represents thoughtfulness and patience in one's life, but can also mean impulsiveness or a lack of self control.

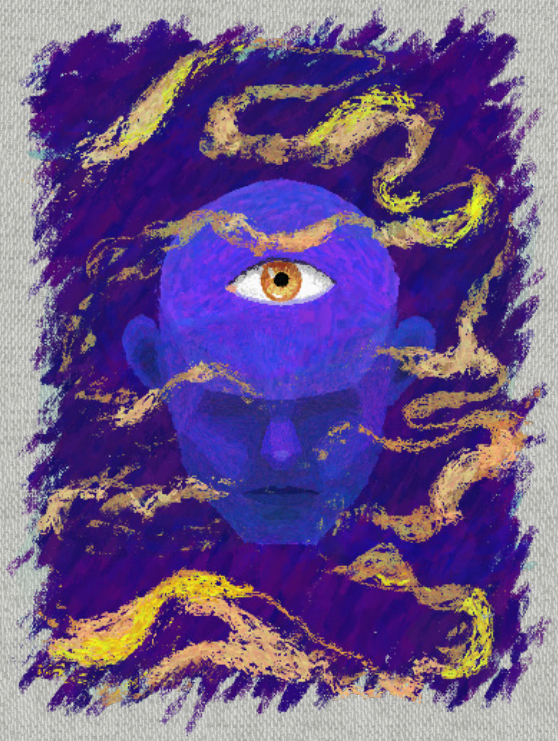
The Tower: The Tower typically represents disaster and chaos in a person's life, but can also represent an avoidance of disaster or a resistance to change.

The Devil: The Devil typically represents addiction or obsession, but can also be a sign of regaining control and freedom in a person's life.

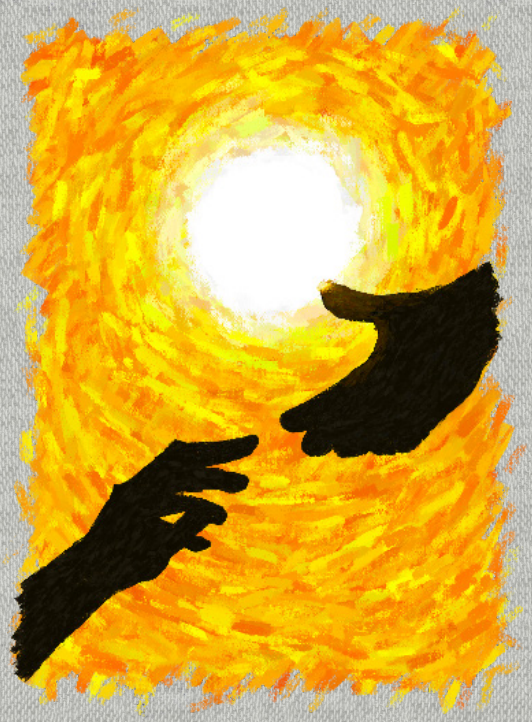


The Star: The Star typically represents hope and inspiration in a person, but can also be despair of lack of faith in a person's life.

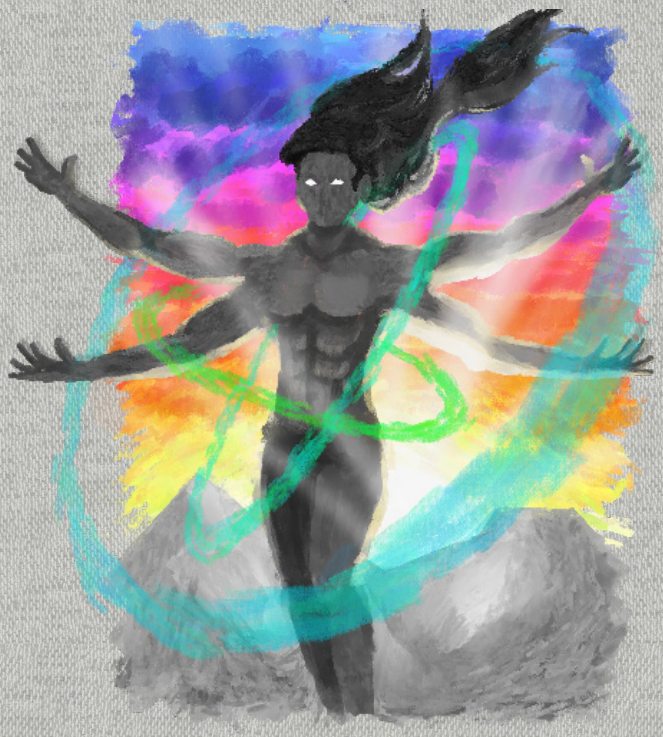
The Moon: The Moon typically represents deception or anxiety in life, but can also represent regaining control and finding the truth in one's life.



Judgement: Judgement typically represents a time of reevaluation and decision making in one's life, but can also represent indecisiveness and doubt in one's life.



The Sun: The Sun typically represents fun and vitality in a person's life, but can also represent oppression or selfishness in a person.



The World: The World typically represents fulfilment and success in life, but can also represent stagnation and disappointment in life.

Summarized Creation

This section is used to help you gain a base understanding of how to create a character and what order is recommended to create a character. More info and examples of each of these steps can be found in their respective sections, detailed at the end of each step.

1. Choose your Tarot cards

In Caravan of Cards, characters are primarily built upon your choice of 3 cards. Like a Tarot drawing, these cards represent the **Past**, the **Present**, and the **Future** of your character. Additionally, your character will have a set of **stats**, **traits**, **powers**, and other key features that will set them apart from the rest.

Stats - These are counts that add to your draw when you perform corresponding actions

Traits - These are custom stats that either add or subtract from your draw in addition to your standard stats when performing specific actions

Powers - These are abilities that your character can use during gameplay to perform special feats, but the uses of these powers can only be regained by visiting the Elder. Level one abilities can be used 5 times, level two abilities can be used 3 times, and level three abilities can be used only once before needing to return to the Elder.

To choose your Tarot cards:

1. Choose 3 Tarot cards from the major arcana. Those cards will represent your **Past**, **Present**, and **Future.**

2. Choose 2 traits from your **Past** that best represent your character, marking them as +1.

3. Choose 2 traits from your **Present** that represent things your character wishes to fix about themselves or become better at, marking them as -3.

4. Utilize your **Past** and **Present** cards to help determine your backstory, and why you joined the Caravan.

5. Copy your goals and aspirations from your **Future** card onto your character sheet.

First, choose a card that represents your character's **Past**. This card determines what you did before joining the Caravan, and will give you past **traits**. Choose 2 that best represent your character and mark them down as a +1 on your character sheet in the **traits** section. These can be chosen from the examples given, or can be created to fit your tastes, so long as the Oracle approves.

Next, choose a card that represents your character's **Present**. This card will determine your present traits, as well as the **powers** that your character can use in-game. Once you've chosen your card, choose 2 **traits** and mark them down as a -3 on your character sheet. You may choose to write down your **powers** now, or later once you've unlocked them through levelling up.

Third, choose a card that represents your character's **Future**. This card will determine the **goals** and **aspirations** that your character has, and will determine how and when your character gains experience points. Once you've chosen your card, copy down your character's **goals** and **aspirations** into the corresponding section of your character sheet.

Check "**The Cards**" section for more information regarding the **Past**, **Present**, and **Future** summaries of each card. (Page 21)

2. Choose your race and origin

Next, choose your character's **race** and **origin**. Your race is what determines the type of creature you are, and usually comes from a list based off of what origin you chose. Your **origin** determines your favored suit, meaning you gain a +1 to any draw of that suit.

Check "**The Origin**" section for a full list of races and origins. (Page 38)

3. Allocate your main stats

You have 9 points to divide between your 3 universal **stats**. All **stats** start at 1 and have a cap of 10. These universal **stats** give a bonus to draws for corresponding actions. The stats are:

- **Senses**: Your ability to see, hear, finesse, or understand something.

- **Speech**: Your ability to talk, persuade, and otherwise sway people with your actions.

- **Athleticism**: Your ability to run, jump, climb, and perform other feats of physical exertion.

If you are struggling choosing how to allocate your **stats**, refer to the "**Alternate Creation**" sub-section (Page 21) and try using a stat array instead of direct allocation. Otherwise,check "**The Stats**" (Page 39) section for further information regarding stats.

4. Finalize equipment

Next, you must choose 3 unique items to take with you on your adventure. This can range anywhere from a weapon, to a tool, or even to a pet. These items should somehow relate to the backstory of your character and fit thematically with them and the world. Any item that may not fit with the world or character backstory or may seem too powerful must be approved by the Oracle before use. Mark these down in the corresponding section of your character sheet.

Additionally, all characters are assumed to have basic adventuring gear as well as common items dependent on their backstories. You do not need to mark these items down on your character sheet. For example, a jeweler would be expected to carry around his jewelry equipment, and a thief would expect to have lockpicks and climbing gear (or something to this effect).

Finally, all characters will start with a certain amount of **coins**. The coins your character starts out with will be stated within your **Past** card.

If you find that you are struggling with some interesting items that your character may have, in the "**Equipment**" section (Page 40) there is a table of premade items that you may want to choose from or use to spark your creativity, and some examples of how they could be tied to your character.

Alternate Creation Methods

Random Tarot Draw

To add some spice and randomness to character creation, you may also choose to randomize your character's **Past**, **Present**, and **Future**. This can be done by choosing to randomly draw 3 cards from the major arcana. If you're a purist, you may use the cards directly in the order they were drawn. Otherwise, you may simply apply the 3 as you see fit.

Stat Array

To make things simpler, instead of dividing 9 points among your universal **stats**, you may also choose to select an array of predetermined numbers to apply to any **stat** you wish. These arrays include the Balanced array of 4, 4, 4; the Standard array of 3, 4, 5; and the Flaw/Strength array of 8, 2, 2.

The Cards

Overview

Oracle: *"Okay, so first off you'll want to choose three of the major arcana. One will represent your past, one your present, and the last one will be your future."*
Player: *"Alright... I think I'm gonna choose the Fool, Justice, and the Star. What exactly does it mean for it to be my past?"*
Oracle: *"Well, your past represents what your character did before starting this campaign. Basically, their job or hobbies they had in the past. So maybe with the Fool you take Gambling and Persuasion because they were a professional gambler."*
Player: *"Ok, I think I have a good idea of what my character's past would be then. What about their present?"*
Oracle: *"Your present kind of represents specific events or issues that your character faced that made them go to the Caravan to search for answers or power. Maybe with Justice your character would be looking to clear their name of a crime they didn't commit, but isn't good with legal codes so they have Law and Intuition as their present traits."*
Player: *"Ok, so characters always have a want to join up with the Caravan, gotcha. For their present traits it's supposed to be negative?"*
Oracle: *"Yep. Think of them as things that they are bad at that they are trying to get better at doing."*
Player: *"Ok, so those will hopefully improve over time then. Then what's their future card do?"*
Oracle: *"Your future is used to assist with gaining XP to level up. Think of it as the final modifier for your character's personality. So with the Star, your character may try to be hopeful and helpful to those around them."*
Player: *"Alright, I think I have the basics down. My*

3 - The Character

character was a free spirit, travelling around the lands wherever they pleased, so I'll take Navigation and Fun-Loving for their past traits. Upon returning to their hometown, they were proclaimed to have been exiled on accounts of murder. They are trying to solve these false accusations and clear their name, but they are bad at convincing people of their side of the story, so I'll take Persuasion and Influence as my present traits. Then, with the Star they'll be hopeful that helping others around them will lead people to believe that the accusations are false."
***Oracle**: "Awesome! Now onto your character's race and origin."*

In this section, you will be choosing your cards, as explained in "**Summarized Creation**". As a recap, you will be choosing a card for your **Past**, a card for your **Present**, and a card for your **Future**. This can be done by just choosing in the sections below, or by shuffling a deck of major arcana cards, and drawing three to represent your **Past**, **Present**, and **Future**. When choosing your cards, be mindful of who is choosing what cards. It is recommended that you do not have two characters with the same card in one of the slots (Ex: Two people shouldn't have the Emperor as their Present card).

The Past

Your **Past** card will help you determine what your character did before they joined the Caravan. They also give your character two past traits, which are traits that you are good at due to your experience using them in the past.

Card	Meaning	Past Traits	Coins
The Fool	Your past was filled with adventure and ambition. You may have been a travelling merchant, young adventurer, or just a wandering traveller.	Gambling, Survival, Acrobatics, Persuasion, Navigation, Cautious, Ambitious, Fun-Loving, Laxity	12
The Magician	You have spent your past in libraries or ancient ruins, in search of knowledge and power. You may have been an up and coming scholar, apprentice mage, or just a student.	Deception, Magical Prowess, History, Quick-Thinking, Observation, Resourceful, Manipulation	7
The High Priestess	Your past was filled with unconventional places that satiated your lust for creative endeavors and spiritual fulfillment. You may have been a young shaman, artist, or possibly a courtesan.	Religion, Persuasion, Art, Allure, Concealment, Spiritualism, Sympathy, Morality, Strength	12
The Empress	You spent your past tending to your own betterment, whether that be creatively, socially, or spiritually. You may have been a beloved figure in your town, a monk seeking peace, or a villager looking for balance.	Persuasion, Arts, Nature, Resourcefulness, Cooperation, Willpower, Speed, Control	7
The Emperor	You spent your past in some place of authority, helping people or attempting to boost your authority. You may have been a political leader, teacher, or a town guard.	Willpower, Leadership, Strength, Influence, Cooperation, Kind, Modesty, Reason	10
The Hierophant	You spent your past within the purview of many traditions and beliefs, and either joined in them or shunned the practices. You may have been a religious scholar, cloistered monk, or a rebel against the traditions.	Religion, History, Magical power, Influence, Control, Weirdness, Reason, Negotiation	5
The Lovers	You spent your past in relative comfort with people that cared about you. You may have been the head of a household, a kindly tavern owner, or a romantic.	Persuasion, Charm, Arts, Acrobatics, Cooperation, Religion, Grace, Speed, Deduction	10
The Chariot	You spent your past seeking success and prosperity for yourself. You may have been an ambitious merchant, a treasure seeking adventurer, or a determined royal.	Willpower, Survival, Intimidation, Control, Focus, Deception, Strength, Manipulation	15
Strength	You spent your past inspiring others and charging headfirst against your issues. You may have been a soldier, a compassionate brawler, or a hero to your town.	Athletics, Fighting, Leadership, Strength, Cooperation, Bravery, Kind, Observation	7
The Hermit	You spent your past seeking some form of inner understanding or outward enlightenment, mainly by yourself. You may have been a solitary researcher, an introverted mage, or an introspective commoner.	History, Magical Prowess, Investigation, Religion, Observation, Spiritualism, Strength, Bravery, Weirdness	5
Wheel of Fortune	You spent your past on the whims of fate, following your good luck wherever it took you. You may have been a gambler, adrenaline junkie, or just a lucky person.	Gambling, Luck, Deception, Acrobatics, Survival, Decisiveness, Control, Weirdness	5

Card	Meaning	Past Traits	Coins
Justice	You spent your past on the right side of the law, making sure you were a model citizen. You may have been a guard captain, a lawmaker, or a justiciar.	Intimidation, Fighting, Law, Intuition, Athletics, Deception, Persuasion, Influence	12
The Hanged Man	You spent your past in a haze of uncertainty, not knowing exactly what to do, and that suited you just fine. You may have been a hobo, an urchin, or a free spirited wanderer.	Acrobatics, Deception, Survival, Stealth, Navigation, Sympathy, Decisiveness, Control	2
Death	You spent your past on the precipice of two different worlds, and straddled the line between the two constantly. You may have been a gravekeeper, a spiritual guide, or possibly some form of philosopher.	Fighting, Religion, Intimidation, Control, Spiritualism, Decisiveness, Bravery, Influence	5
Temperance	You spent your past in relative ease and peace, not really wanting for anything. You may have been a content commoner, a tranquil naturalist, or a neutral peacekeeper.	Persuasion, First aid, Acrobatics, Survival, Negotiation, Control, Observation, Navigation	10
The Devil	You spent your past seeking something that was once yours, or as an independent spirit charting their own path. You may have been a rising royal, a philanthropist, or a solitary alchemist.	Gambling, Alchemy, Navigation, Negotiation, Survival, Control, Influence, Deception	15
The Tower	Within your past, you were able to skirt past danger and disaster that may have befallen you. You may have been a survivor of a large disaster, a person in the right place at the right time, or someone given a second chance.	Survival, Luck, Stealth, Navigation, Observation, Willpower, Acrobatics, Negotiation	2
The Star	You were once a person that inspired hope and happiness to those around you. You may have been a town healer, a generous leader, or just a positive person.	Leadership, First aid, Magical prowess, Persuasion, Cooperation, Bravery, Kind, Alchemy	5
The Moon	You spent your past finding the truth in things around you, and aiding those around you. You may have been a detective, a vigilante, or a spymaster.	Investigation, Stealth, Control, Intuition, Influence, Bravery, Deception, Persuasion	12
The Sun	You were a ball of positivity and vitality in your past, nothing could bring you down. You may have been a free-spirited youth, a fun loving priest, or a lucky son-of-a-gun.	Religion, Healing magic, Survival, First aid, Influence, Selfless, Navigation, Negotiation	7
Judgement	You spent your past looking into others and seeing their true intentions. You may have been a judge, an informant for the guard, or a people watcher.	Intuition, Persuasion, Observation, Stealth, Fighting, Decisiveness, Influence, Deception	10
The World	You spent your past drowning in achievements and accomplishments of yours, travelling where you want and doing what you please. You may have been a successful inventor, a rich merchant, or a fulfilled individual.	Navigation, Survival, Magical Prowess, Negotiation, Mending, Grace, Decisiveness, Control	20

Present

Your Present card relates to a specific event or series of events that led you to seeking out the Caravan. From this, you will get two present traits that are things you are bad at, and wish to get better at. You will also obtain special powers from your Present card as you level up.

The Fool

You have found yourself joining the Caravan despite your fear of the unknown. Perhaps you got into something way over your head or were tricked into leaving your home and joining the Caravan, or maybe you were determined to push through your fear and explore the great big world around you regardless.

Possible Present Traits

Gambling, Survival, Acrobatics, Persuasion, Navigation, Cautious, Ambitious, Fun-Loving, Laxity

Powers

LEVEL 1 - Like a Bull in a China Shop. *Your unusual luck allows you to charge headfirst into danger without immediate risk. Your recklessness may cause problems for others around you, but you are left relatively unharmed.*

If you charge headfirst into danger without hedging your bets, you can invoke this ability to avoid the first instance of damage you would encounter. Depending on the situation, the Oracle may decide to redirect this damage somewhere else.

LEVEL 2 - Falling with Style. *If you believe hard enough you can do anything! Due to your ignorance of the laws of nature you are able to make yourself float by just forgetting the existence of falling. However, be careful, If you become too aware of the fact you are defying gravity, you will be sent plummeting into the ground.*

The player who invokes this ability will describe to the Oracle what they intend to do while in the air. It is then up to the Oracle to set the challenge of that action. The more specific the action described is, the higher the difficulty rating of the corresponding draw should be. On a failure, the ability ends and the fool falls.

LEVEL 3 - Leap of Faith. *You have learned that often it takes the biggest risks in order to reach the biggest rewards. If you willingly put yourself in mortal danger, risking your own life to accomplish a goal or save an ally, you will be able to enter a misty haze in which time stands still. If you fail to accomplish your goal, you will be sent flying backwards like a rubber band.*

Describe three separate actions you are going to take during the stopped time to your Oracle. You will have a +3 bonus on each action. The Oracle will set the challenge for each of these actions, if you fail on any of these actions you will be returned to your starting position and will take 4 points of damage to the stat you were attempting to use.

The Magician

Your want for more money or power has brought you to the Caravan. Possibly to locate a teacher who can train you to be stronger, a treasure that is located far away, or an artifact of legend that has been talked about in a land far from home.

Possible Present Traits

Deception, Magical Prowess, History, Quick-Thinking, Observation, Resourceful, Manipulation

Powers

LEVEL 1 - Telekinesis. *You have the ability to move and interact with objects using just the power of your mind.*

Pick an object you can see. Instead of drawing Athleticism like you normally would in order to lift the object you instead draw Senses. The difficulty should roughly scale with the difficulty it would be to lift the object with your body (for example, a bottle would require no draw while a grand piano would be very hard).

LEVEL 2 - Familiar. *You call upon your vast reserves of magical energy to summon and gain the temporary assistance of a mystical animal of your choice.*

Upon invoking this ability, you describe the appearance of an animal no larger than a fox. This creature is under your command until the end of the Scene. You are able to communicate with the creature telepathically and issue it orders, allowing it to sneak into areas or perform simple tasks. Upon taking any amount of damage, the creature will disappear immediately.

LEVEL 3 - Black Hole. *You harness all of your magical prowess to bring forth the ultimate entity of destruction. A swirling mass of darkness appears on the ground in front of you, pulling everyone in the surrounding area towards its singularity.*

When you invoke this ability, all creatures in the Scene aside from yourself must succeed on an Athletics draw or be pulled into the Black Hole. Anyone inside the Black Hole takes 3 points of Athletics damage, 4 points of Senses damage and are unable to move.

The High Priestess

Your outbursts toward others or your lack of faith in yourself have brought you to the Caravan. You may have harmed someone in a fit of anger, been a wanted criminal, or maybe just wanted to leave a place filled with criticism.

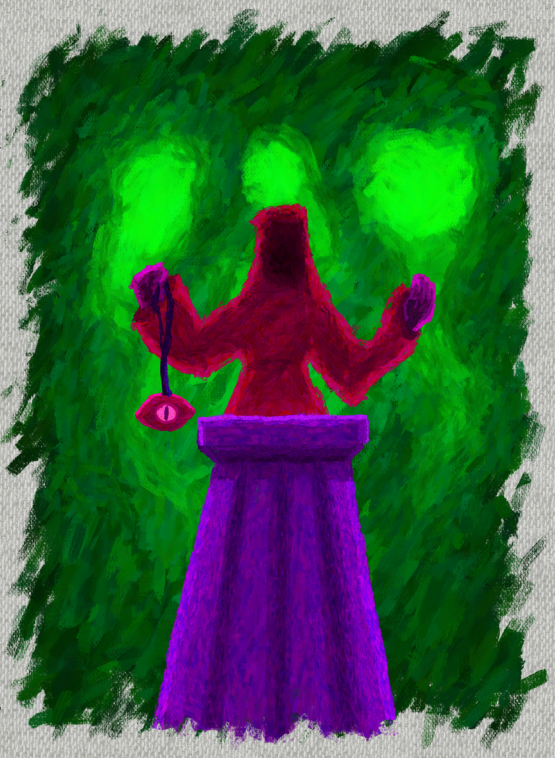
Possible Present Traits

Religion, Persuasion, Art, Allure, Concealment, Spiritualism, Sympathy, Morality, Strength

Powers

LEVEL 1 - Premonition. *Your consciousness drifts as you enter a world unknown to you. Walking along a strange pathway you find yourself face to face with a tower. Lightning cracks across the hazy sky as you shoot awake, a cold sweat running down your spine. You're left with a foreboding sense of dread.*

If you lose consciousness, either through battle or simply taking a short rest, you may invoke this ability. Your Oracle will describe a short dream that you have, symbolically hinting at events that are to come. When you wake, the Oracle will tell you the general feeling you are left with after experiencing this dream.



LEVEL 2 - Spiritual Guidance. *You sit down and begin to clear your mind. In your meditation you reach deep into the unknown in order to call upon the voices of the dead and damned, the spirits of those who once roamed the land you set foot in now.*

Upon invoking this card, until the end of the Scene you gain access to a spirit that once lived or died no more than a hundred years ago within the area. They will give you information based on what they knew of the area while alive.

LEVEL 3 - Psychic Screech. *You reach deep within yourself to condense all of your emotions into a single shriek, stunning the minds of those around you.*

Upon invoking this ability, you emit a shriek, everyone in the Scene takes 3 points of Senses damage. Any who take the damage and go to 0 Senses are knocked out. This ability can be negated with adequate ear protection

The Empress

You spent your past tending to your own betterment, whether that be creatively, socially, or spiritually. You may have been a beloved figure in your town, a monk seeking peace, or a villager looking for balance.

Possible Present Traits

Persuasion, Arts, Nature, Resourceful, Cooperation, Willpower, Speed, Control

Powers

LEVEL 1 - Creative Outlet. *You find it soothing and empowering to succeed at something you enjoy.*

Upon invoking this card, until the end of the Scene if you succeed on a draw that utilizes a trait of yours, you are able to heal yourself for 1 point of stat damage.

LEVEL 2 - Blooming Brush. *You take out your art supplies and begin to paint a beautiful scene of nature, not onto a canvas, but directly into the ground around you. As you pause to admire your work your brush strokes begin to inflate, transforming into living fauna.*

When you invoke this card you are able to manifest living plant life through artistic expression. The vegetation you create cannot be longer than the height of a cherry and disappear at the end of the Scene.

LEVEL 3 - Up Your Sleeve. *The power of creation flows deep within your heart. Through the force of your own imagination, you are able to manifest exactly what you need.*

Upon invoking this card, you are able to produce a tool or item that is useful to you out of thin air. The tool or item can be no larger than a barrel and will disappear at the end of the Scene.

The Emperor

You were previously in some position of authority, but your inability to change your ways or your abuse of the power you had led you to joining the Caravan. You may have been removed from your land via a coup, been exiled for your laws, or been driven out of town by your own guards.

Possible Present Traits

Willpower, Leadership, Strength, Influence, Cooperation, Kind, Modesty, Reason

Powers

LEVEL 1 - Noble Nature. *With a single snap of your fingers magic mist envelopes your body as your clothing is replaced with extravagant noble robes. All those who look upon your stylish new appearance will instantly perceive you as royalty.*

When you invoke this ability, describe your new style to your Oracle. Until the end of the Scene, if you draw Speech against a creature that is not of noble descent, you will have a +2 bonus.

LEVEL 2 - My Word is Law. F*rom deep within your chest you unleash a draconian display of your authority, declaring a new law that all those around you must follow. As the words leave your mouth your edict appears in shimmering purple writing on the skin of all those around you.*

When you invoke this ability, state a rule or r estriction, this is now law to all around you. Until the end of the Scene, anyone in the Scene who disobeys this rule and is not of royal descent will take 1 point of Speech damage.

LEVEL 3 - Long Live the King. *Although you have been struck down, you are not fated to leave this world just yet, for your guidance is still needed. Those who dared to shed your noble blood shall soon face the wrath of a true king.*

When you take damage to a stat that would cause you to die/become incapacitated, You instead have that stat heal by 4, and immediately are able to make an action.

The Hierophant

Your unconventional life and ways of teaching have forced you to join the Caravan. You may have failed at leading a revolution, not conformed to society, or just had too eclectic a lifestyle to sustain in your current home.

Possible Present Traits

Religion, History, Magical power, Influence, Control, Weirdness, Reason, Negotiation

Powers

LEVEL 1 - Confusion. *The weird and chaotic nature of your magic makes you completely unpredictable to the enemy.*

When you invoke this ability, you are able to confuse an enemy and cause them to have a -3 bonus on any Senses draws made that are not directed at you. They also take one point of Senses damage.

LEVEL 2 - Wisdom of Old. *You open a line of connection with another soul, someone much older and wiser than yourself, for guidance on the road ahead.*

When you invoke this ability and until the end of the Scene you may telepathically communicate with someone you have a connection with that you view as a source of guidance. This person can be the Elder or any other source of wisdom from your character's backstory. The person you choose does not have to be currently alive.

LEVEL 3 - Protecting the Past. *Your magical capabilities ensure that your traditions are upheld above all else.*

Upon invoking this ability, you are able to state a tradition that others must follow. Every person within the Scene must roll a Senses check, on a failure they are compelled to follow said tradition. If a person is successful and chooses not to follow the tradition, they will take 3 points of Speech damage as they go against the majority. This lasts until the end of the Scene.

The Lovers

The conflict and detachment you had in your home lead to you joining the Caravan. You may have experienced the death of a loved one, conflicts with your family, or isolation from those around you.

Possible Present Traits

Persuasion, Charm, Arts, Acrobatics, Cooperation, Religion, Grace, Speed, Deduction

Powers

LEVEL 1 - Three Legged Race. *Sometimes meeting a challenge requires an unlikely union. A sparkling golden ribbon wraps around the opposite legs of you and your companion, sticking the two of you together.*

When you invoke this ability choose two people. For the remainder of the Scene their opposite legs are stuck together. If the two people choose to make the same action they each gain a +3 bonus to their stat draw. If they attempt to act independently of one another the stat draw has a -3 bonus. Your movement is significantly slowed when using this ability.

LEVEL 2 - Till Death Do Us Part. *Your magic allows you to forge unbreakable bonds. With just a touch a sparkling golden ribbon rockets outward, instantly tightening as it wraps around the object of your choosing.*

When you invoke this ability and until the end of the Scene, a visible tether forms between two objects you've touched, disallowing them from moving farther apart. This tether cannot be manifested through walls.

LEVEL 3 - Love Potion No. 9. *Through all of your interpersonal connections you've learned that the support of one person can make all the difference.*

When you invoke this ability, until the end of the Scene, you are able to make one person attracted to you, aligning your interests and desires.. Any Speech draws involving the person have an extra +5 bonus.

The Chariot

A need for direction and control in your life led you to joining the Caravan. You may have felt without purpose in your home, became angry at your lack of power and control, or you were persuaded to join to help improve yourself.

Possible Present Traits

Persuasion, Arts, Nature, Resourceful, Cooperation, Willpower, Speed, Control

Powers

LEVEL 1 - Misdirection. *It seems that you have a knack for deflecting blame and injury, ensuring that you always have complete control over any situation.*

When you or someone in the Scene would take stat damage, you can invoke this ability. You choose someone else in the Scene you want to deflect blame or injury towards, causing them to take all the damage the creature you protected would have.

LEVEL 2 - The Most Direct Path. *A radiant magical chariot springs fourth at your feet. Your expertise in your desired method of travel allows you to charge wherever you please no matter the obstacle.*

Upon invoking this ability, you summon forth your desired method of travel. You may choose a vehicle, a rideable creature, or even a good pair of running shoes. This summon must be no larger than a carriage. When using this summon you have the ability to move across any surface, even on walls and ceilings. Your summon disappears when the Scene ends or when you invoke this ability again.

LEVEL 3 - Momentum. *You have a knack for succeeding at things as long as you keep working at them.*

Upon invoking this ability and until the end of the Scene, you have a +1 to all draws, but if you continue to perform draws within one stat (Speech, Senses, Athleticism), you gain an additional +1 to the draw. This continues until you draw within a different stat, or until the end of the Scene.

Strength

Your weakness and fear made you join the Caravan. You may have been forced to face your fears of the unknown by joining, or wanted to overcome your weakness by joining.

Possible Present Traits

Athletics, Fighting, Leadership, Strength, Cooperation, Bravery, Kind, Observation

Powers

LEVEL 1 - Lionheart. *You show complete determination in the face of terror, your mind a steel trap unable to flinch*

Upon invoking this card, until the end of the Scene any Senses damage can instead be taken as Speech or Athleticism damage.

LEVEL 2 - Herculean Effort. *You summon up all of the willpower you have to complete your*

task, pushing your strength to its absolute limit.

Upon invoking this card, until the end of the Scene you gain +2 on all Athleticism draws. You may choose one Athleticism draw to gain an extra +2 on during the duration of this ability, making that draw have a total of +4.

LEVEL 3 - Inner Fire. *You watch in horror as your trusted ally and friend collapses before you. Nearly out of breath, you stagger towards their limp body, ready to defend them with your last ounce of strength. As you stand your ground the ceiling of your strength shatters, sending scorching flames shooting out from the cracks.*

If an ally in the Scene takes significant damage or falls in battle, you may invoke this ability. In this transformed fiery state, you are strong enough to crash through solid rock. All Athleticism draws have a +5 bonus until the end of the Scene.

The Hermit

Your paranoia and loneliness made you join the Caravan. You may have left your home after believing there was a conspiracy against you, because you wished to find a more secluded place to live, or because you were lonely and wished to make friends.

Possible Present Traits

History, Magic, Investigation, Religion, Observation, Spiritualism, Strength, Bravery, Weirdness

Powers

LEVEL 1 - Wait and Listen. *You take the time to contemplate a decision before taking action, reaching deep inside yourself for guidance.*

Upon invoking this ability, you are able to draw with Senses to discern the best course of action for a problem. If you succeed on this draw, the Oracle will give you a hint towards the solution. Additionally, and until the end of the Scene, you will have a +2 bonus when performing actions towards this problem.

LEVEL 2 - Find the Flaw. *Your time spent watching conflict from afar has trained you to notice things about people that others may not. By clearing your thoughts, you are able to determine the weakest attribute in a person or creature.*

Upon invoking this ability, your Oracle will grant you a piece of knowledge about your enemy. If the enemy is a player or an important NPC, you will be told one of their Present Traits. If your enemy is a creature or an unimportant NPC you will be given a hint about their Weakness.

LEVEL 3 - Cosmic Huddle. *Time freezes on the battlefield. When you awake you find yourself in an expanse of pure white nothingness. As you look around you see your friends and allies, each standing in front of a door. After a brief period of time, you notice the doors around you begin to fade. You quickly enter the one placed behind you, returning you back to the normal world as if nothing had happened.*

When you invoke this ability, you and each of your allies enter a plane where time stands still. Here you can discuss the situation you're in and how best to solve it. Each person in the huddle has a door placed behind them that they can use to return to the world. After one minute, the doors will begin to fade. Exiting through another person's door will place you in the position they were in when you were transported rather than your own.

Wheel of Fortune

A series of unlucky decisions or unwelcome changes led you to join the Caravan. You may be indebted to mob bosses in your town, had your home destroyed after an accidental fire, or just hoped a change of pace would break you out of your bad luck streak.

Possible Present Traits

Gambling, Luck, Deception, Acrobatics, Survival, Decisiveness, Control, Weirdness

Powers

LEVEL 1 - Turn the Wheel. *Your close relationship with fate allows you to temporarily influence the fortunes of others around you.*

When an ally fails a draw within sight of you, you are able to affect their fortune and allow them to draw again. You may only use this ability two times on a single draw.

LEVEL 2 - 50/50. *You are able to slice your luck perfectly down the middle to be black and white, good or bad.*

When you invoke this ability and for the remainder of the Scene instead of drawing from the deck to resolve your actions, you flip a coin. Heads means you succeed in the draw, tails means you fail. Once invoked, this ability lasts until the end of the session.

LEVEL 3 - The Die is Cast. *Gambling, for you, is your life blood. So why shouldn't you gamble your life away? You may come out of this a person of great deeds, or you may not come out of this at all, but whatever the result, you lived your life at fate's mercy.*

When you invoke this ability and for the rest of the Scene, before resolving any conflict, you will first draw from the deck to determine if you are fortunate or unfortunate. When you draw from the deck, you will gain unfortunate if you draw a card from Ace to Seven and you will gain fortunate when you draw a card from Eight to King . The card you draw for this ability is not the card used in determining conflict resolution itself.

Justice

The injustice or corruption of where you lived forced you to join the Caravan. You may have been falsely accused of a serious crime, witnessed corruption of government officials and been exiled, or were one of the corrupt officials and left because you were targeted by a rival organization.

Possible Present Traits

Intimidation, Fighting, Law, Intuition, Deception, Persuasion, Influence

Powers

LEVEL 1 - Justice is Blind. *You cover your eyes with a cloth, as you know that justice must always be impartial and unprejudiced. Blocking out your own biases brings you strength, allowing you to approach the conflict you face with grace.*

When you invoke this ability, for the rest of the Scene you will be unable to make any draws with Senses, but will have a +2 bonus on Athleticism and Speech draws.

LEVEL 2 - Good Cop, Bad Cop. *You are committed to reaching the truth no matter what, using your magic to micromanage your identity and persona to receive the best results.*

When you invoke this ability, your persona splits in two as your body temporarily grows a second head. You have a +3 bonus on Senses and Speech draws when interrogating a suspect.

LEVEL 3 - Binding Contract. *Brilliant silver flames erupt and spiral as you shake hands with another, signifying that the vow you have created is now sealed. It cannot be broken by natural means.*

When you enter an agreement or contract with another willing person you may invoke this ability, making your agreement magically binding. The consequences of going against the agreement is determined by your Oracle. Once the agreement is fulfilled, or this ability is used again, the ability ends.

The Hanged Man

Your impulsiveness or stagnation led you to join the Caravan. You may have felt that there was nothing else for you in your town, or just decided on a whim to travel on the Caravan.

Possible Present Traits

Selflessness, Acrobatics, Deception, Survival, Stealth, Navigation, Sympathy, Decisiveness, Control

Powers

LEVEL 1 - Scapegoat. *Protecting your allies is your top priority, and you'll put yourself in harm's way if it means keeping them safe.*

When an ally in the Scene would take stat damage you can invoke this ability to take that damage instead. Doing this will also make you the center of attention within the conflict.

LEVEL 2 - Play Dead. *Your close relationship with the other side has given you the ability to perfectly fake the appearance of the deceased.*

Upon invoking this card, you are able to make yourself or another creature in the Scene appear to be dead. Anyone inspecting this creature will be able to confirm their death. This effect will stop at the end of the Scene.

LEVEL 3 - Ghost Walk. *By freeing yourself of your worldly attachments you are able to enter a completely new existence. You are now able to exit your own body, allowing you to freely roam as a wandering spirit.*

Upon invoking this ability and until the end of the Scene, you are a spirit. You are both incorporeal and imperceivable to others. Your Senses stat is perfectly intact, but you are unable to interact with the world through Athleticism or Speech, as you lack both body and a voice. When this ability ends, you return to your unconscious body and wake up in your normal form.

Death

Your stubbornness and fear led you to joining the Caravan. You may have survived an attempted assassination, experienced a spiritual awakening, or just left behind all you knew in in an effort to erase your past.

Possible Present Traits

Fighting, Religion, Intimidation, Control, Spiritualism, Decisiveness, Bravery, Influence

Powers

LEVEL 1 - Brutal Injury. *You have a knack for bringing those you dislike an inch closer to their timely demise.*

If any creature you can see takes damage to one of their stats, you can invoke this ability to make them take an additional point of damage.

LEVEL 2 - Transmutation. *You reach outward and grasp the heart of another being, using your magic to physically alter its bodily makeup.*

Choose a creature in the Scene to target. The Oracle will inform you, out of its three stats, which is the highest and which is the lowest. If you are able to touch the target, you can swap two of the it's stats for the remainder of the Scene, causing its body to mutate.

LEVEL 3 - Spiritual Exorcism. *You reach deep into your own heart to expel the darkness within. Causing harm to your own body allows you to release an aspect of yourself that has held you back on your voyage. When you do this, the demon inside you bursts forth, taking the form of a horrifying skeletal spirit dressed in all black.*

When you invoke this ability, you will choose and announce the Present Trait you will be purging from your soul. You will then injure your body to release the spirit. The spirit's Athleticism and Senses will be equal to the number of points your Present Trait has increased by since the start of your journey (Present Traits begin at -3) + The amount of Athleticism damage you cause to your body (for example, if your Present Trait is currently -1 and you deal 2 points of damage to yourself your spirit will have a 4 in both Athleticism and Senses). The spirit's Speech is 0 and is under your command until the end of the Scene.

Temperance

Your excess and recklessness caused you to join the Caravan. You may be looking for a way out of your addiction, something to clear away a large debt, or just looking for your next adrenaline hit.

Possible Present Traits

Persuasion, First aid, Acrobatics, Survival, Negotiation, Control, Observation, Navigation

Powers

LEVEL 1 - Peaceful Demeanor. *Your responsible and caring nature makes others around you feel relaxed and at ease, seemingly already aware you are someone who can be trusted.*

When you invoke this ability, until the end of the Scene people will look at you as a peaceful person, and any Speech draws in which you are trying to calm others down will have a +3 bonus.

LEVEL 2 - Mental Clarity. *You are able to calm people's emotions and ease their fears with a touch.*

Upon invoking this card, you are able to touch one creature, causing them to become calm and healing them for 3 points of Senses damage.

LEVEL 3 - A Civil Affair. *Your desire for peace manifests within your magic, allowing you to settle disputes without violence or bloodshed. With a snap of your fingers all those who are in conflict are*

transported to a neutral ground within the Caravan, their bodies seemingly unable to make contact with one another.

Upon invoking this ability, you describe a room in the Caravan that all creatures in conflict within the Scene are transported to. Until the Scene ends, all creatures within this neutral ground have intangible bodies, making them unable to make any draws with their Athleticism stat. Despite being unable to leave until the ability ends, any creature standing in the neutral ground will feel relaxed and at ease. After five minutes all creatures are transported back to the previous location and the ability ends.

The Devil

An addiction or obsession led you to join the Caravan. You may be looking for an even greater high, the final piece to complete a collection, or looking to find new people to fuel your schemes.

Possible Present Traits

Gambling, Alchemy, Navigation, Negotiation, Survival, Control, Influence, Deception

Powers

LEVEL 1 - Service with a Smile. *The Devil's presence looms behind you, drawing the attention of others. Your charismatic facade makes them more at ease with you, and more willing to listen to your ideas and negotiations.*

Upon invoking this card, until the end of the Scene people see you as a friendly face, willing to hear what you have to offer. Your Speech draws have a +3 bonus to them.

LEVEL 2 - Devil in the Doorway. *The Devil's presence looms behind another, whispering in their ear to awaken the darkest urges within their heart. Coaxing them along with its sauve tongue, they feel overwhelmingly compelled to follow its instructions.*

When you invoke this ability choose one creature you can see. Give them a simple instruction, and they will feel compelled to follow it. If this character is likely to resist doing said action, they can draw Senses to try to resist the Devil's pull.

LEVEL 3 - Mass Obsession. *The Devil's presence looms behind all, pulling violently at each of their deep rooted cravings and desires.*

When you invoke this ability, until the end of the Scene or until they fulfill the action, all creatures within the Scene begin to search for a fix to an obsession they have. They are unable to do anything else until they have gotten their fix.

The Tower

A disaster or tragedy forced you to join the Caravan. Your family may have been killed, all of your worldly possessions were destroyed, or disaster may have come and destroyed your entire town.

Possible Present Traits

Survival, Luck, Stealth, Navigation, Observation, Willpower, Acrobatics, Negotiation

Powers

LEVEL 1 - Bad Luck Charm. *Misfortune seems to follow you, but luckily, you've learned how to divert it towards others.*

When someone draws a card to take an action, you can impose a -3 bonus on that draw. If they fail, their blunder is exaggerated to a cartoonish degree.

LEVEL 2 - House of Cards. *The power of disasters now rests in the palm of your hand. Any area you point to now has the stability of a house of cards, ready to collapse in on itself at any moment.*

Choose a large object or small area you can see that is no larger than a carriage. This area is now prone to disaster, any force applied against it will cause it all to collapse in on itself. creature within striking distance of the collapse must make an Athletics check. On a failure, they receive 2 points of Athletics damage and are pinned under the rubble until they succeed on an Athletics check.

LEVEL 3 - Aura of Calamity. *Fortune is smiling on you alone.*

For the remainder of the Scene, You may choose to give yourself +3 bonus on any stat draw. However, every time you narrowly escape conflict by doing this, the Scene itself becomes more dangerous and hostile around you. The manner in which the Scene worsens is situational and is up to the Oracle's creativity. For example, if you used this ability to avoid getting into trouble with a guard, other people in the Scene may become more agitated and prone to arguments.

The Star

Boredom or despair led you to joining the Caravan. You may be trying to cure yourself of a curse, looking for something to bring your village out of trouble, or just looking for something exciting to do.

Possible Present Traits

Leadership, First aid, Magical, Persuasion, Cooperation, Bravery, Kind, Alchemy

Powers

LEVEL 1 - Moral Support. *You pride yourself on your ability to inspire hope in others on the treacherous road ahead.*

When you succeed in a challenge, you may invoke this card to allow an ally who attempts the same task in the Scene has a +2 bonus on their draws. If they succeed on their first attempt, heal them for 1 point of Speech or Senses damage.

LEVEL 2 - Barrier of Faith. *The faith you have in your allies manifests in the form of a shimmering barrier, protecting them from harm.*

If an ally within the Scene takes any form of stat damage, you are able to invoke this ability to have them take none of the damage. Additionally, that ally has a +2 bonus on the next stat draw they make.

LEVEL 3 - Flickering Star. *You channel the collective hopes, dreams, and ambitions of your allies into your palm, creating a miniature star. Each time you've helped an ally meet a challenge or overcome an obstacle, the star's power and size has grown. This collection of energy will rejuvenate your allies but is devastating to enemies and obstacles.*

When you invoke this ability, count the number of times you've used a power to help an ally succeed since you left the Caravan. That number + 1 is the amount of power your star currently has. If you choose to throw this star at an enemy, they will receive that many points in Athleticism damage. If the star is given to an ally, they will heal that many points in a stat of your choice.

The Moon

Anxiety and fear have led you to join the Caravan. You may be looking for a way to refute a terrible family secret or dispel an illusion placed on yourself, or following the whims of a terrible dream you had.

Possible Present Traits

Investigation, Stealth, Control, Intuition, Influence, Bravery, Deception, Persuasion

Powers

LEVEL 1 - Piercing Gaze. *You stare toward your enemy with a calculating look, breaking down their defenses until you obtain what you need from them.*

Upon invoking this ability, until the end of the Scene when you succeed on a Speech or Senses draw, the target person suffers 1 point of Speech damage as you weaken their arguments. When the person reaches 0 Speech, they divulge any and all information you want that they know.

LEVEL 2 - Night Person. *Your travels have taught you patterns in the behaviors of people. By tapping into this knowledge, you cloak yourself in a bubble of night, allowing you to slip past others unnoticed.*

When you invoke this card, until the end of the Scene, anyone who was not previously

paying attention to you will be unable to notice your presence. Doing something that openly draws attention to yourself, such as attacking someone or making a noticeable noise, will end this ability.

LEVEL 3 - Blood Moon. *All light in the area turns blood red as you emit an aura of fear and unease around you. Anyone who looks upon you sees their absolute worst fear.*

Every creature who can see you must make a Senses draw. Anyone who was warned about this ability previously is fortunate on the draw. On a failure, they are overcome with fear and take 4 points of Senses damage. On a success this damage is halved.

The Sun

Oppression or ego led you to joining the Caravan. You may be looking for more power to overcome a tyrant, a way to destroy those who have wronged you, or looking for an item just to prove someone wrong.

Possible Present Traits

Religion, Healing magic, Survival, First aid, Influence, Selfless, Navigation, Negotiation

Powers

LEVEL 1 - Healing Light. *You are able to manifest the vitality of the sun in the palm of your hand.*

When you invoke this card, you can heal 1 point of any stat damage that a creature has taken.

LEVEL 2 - Unending Warmth. *Your positivity and warm energy is infectious, so much so that every person you encounter feels relaxed and at ease.*

When you invoke this ability, you will have a +2 to all Speech draws for the duration of the Scene. When you succeed on a Speech draw, the person you are speaking to heals one point of Senses damage. You and your allies are also protected from any form of harsh climate.

LEVEL 3 - New Dawn. *An orb of blinding light appears in the air above you, casting solar flares outwards to passively heal your allies*

Each time you do something that causes you to draw in the Scene, all allies within the Scene heal one 1 point of damage in a stat of their choice.

Judgement

Gossip or false accusations have forced you to join the Caravan. You may be trying to leave a land that has ostracized you, on the run as a falsely accused criminal, or following through with a false persona you have created.

Possible Present Traits

Intuition, Persuasion, Observation, Stealth, Fighting, Decisiveness, Influence, Deception

Powers

LEVEL 1 - Discerning Presence. *You are rarely wrong in your decisions, and people know it. Upon invoking this card, people around you will look to you for guidance regarding decisions or judgement.*

LEVEL 2 - Primal Awareness. *You tap into a regressed instinct within yourself. Using your acute sense of smell, you can detect even the faintest traces of danger and bad intentions in others and the world around you.*

When you invoke this ability, until the end of the Scene, you are immediately made aware of any nearby danger or conflict. Additionally, you have a +3 on any Speech draw in which you are trying to discern another creature's intentions.

LEVEL 3 - Eye for an Eye. *You have become a master of balancing the scales no matter the scenario, allowing you to dish out as much harm as others cause to you.*

Until the Scene ends, when you take damage, your attacker also receives the same damage (for example, a fight angers a group of civilians around you, their anger would be directed at your enemy as well, causing you both to take equal Speech damage).

The World

Lack of success or stagnation have led you to joining the Caravan. You may be looking for the best way to strike it rich, looking for a change of pace from your normal life, or just leaving due to a lack of meaning in your life.

Possible Present Traits

Navigation, Survival, Magic Negotiation, Mending, Grace, Decisiveness, Control

Powers

LEVEL 1 - Completed Work. *Your travels and studies have supplied you with sufficient knowledge about how things work, specifically how to put things back together*

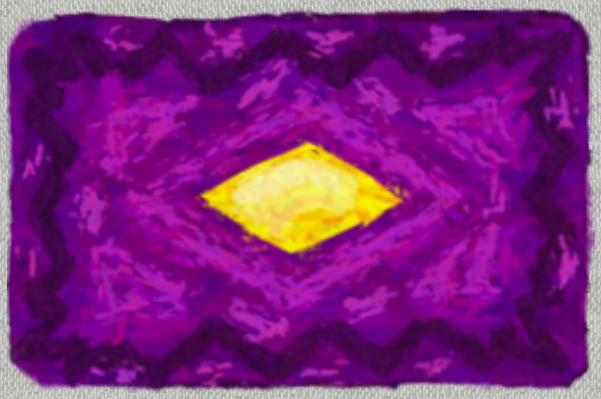
When you invoke this ability, you are able to instantly repair a broken item of simple design (Sails, wheels, and clothes but not full machinery) simply by touching it.

LEVEL 2 - Blood, Sweat, and Tears. *You put as much effort as you can manage into your actions in order to complete them, regardless of your own personal safety.*

When you invoke this ability and until the end of the Scene, whenever you draw you can choose to take damage to a stat of your choice to succeed at the action. When you damage yourself in this way, you gain a bonus equal to 2 + the damage you willingly take. You cannot use this power if you do not take at least 1 point of damage.

LEVEL 3 - Perfect Form. *Your magical ability and knowledge of all that swims, walks, and soars in this world has given you full control over your physical form, allowing you to shape it however you see fit to accomplish the task at hand.*

When you invoke this ability, describe the appearance of your transformation to your Oracle. This may include animalistic attributes (for example, your eyes transform into that of a predatory bird in order to increase your Senses). Once your appearance is known, you may rearrange your three stats however you wish until the end of the Scene. When this ability ends they will return to their previous state.



Future

Your Future card relates to how you want your character to act in and out of combat. They will gain goals from this card, which as they are completed will give them more XP, and an aspiration that you can think of as their personal quest objective, and relates back to the reason they joined the Caravan.

Card	Goals	Aspiration
The Fool	Act without knowing consequences Place yourself in danger Be intensely optimistic	You have dealt with the events that led you to the Caravan with a sense of originality and recklessness.
The Magician	Use a power of yours Manipulate someone to your own goals Gain more treasure or knowledge	You have dealt with the events that led you to the Caravan with cunning and intellect.
The High Priestess	Gain knowledge about a relevant situation or piece of the world Follow the guidance of an elder or spirit Have an uncontrolled outburst	You have dealt with the events that led you to the Caravan with creativity and wild actions.
The Empress	Attempt to bring opposing sides together Perform an act that helps nature Hesitate to act on a conflict	You have dealt with the events that led you to the Caravan with harmony and grace.
The Emperor	Protect another from harm Use logic and reasoning to solve a problem Don't waver in your decisions	You have dealt with the events that led you to the Caravan with authority and power.
The Hierophant	Follow a tradition of yours Challenge a tradition of others Follow through a commitment or promise	You have dealt with the events that led you to the Caravan with commitment and unconventionality.
The Lovers	Bring two people together Start a conflict Maintain neutrality in a situation	You have dealt with the events that led you to the Caravan with heart and conflict.
The Chariot	Power through adversity Pursue an ambition Coerce someone into following your goals	You have dealt with the events that led you to the Caravan with discipline and coercion.
Strength	Show courage in the face of adversity Show compassion to others Fall upon a personal weakness	You have dealt with the events that led you to the Caravan with courage and compassion.
The Hermit	Find all sides of an argument or scenario Use your knowledge to follow a decision Have paranoia or fear affect decisions	You have dealt with the events that led you to the Caravan on your own with guidance and contemplation.
Wheel of Fortune	Make a change for the better Have karma or fortune influence decisions Have a decision of yours get out of control	You have dealt with the events that led you to the Caravan with chaos and luck.

Card	Goals	Aspiration
Justice	Follow the law Sought the truth Lie to someone to pursue your own goals	You have dealt with the events that led you to the Caravan with integrity and respect to the law.
The Hanged Man	Act on an impulse Don't let emotions influence your decisions Never stagnate on a decision	You have dealt with the events that led you to the Caravan with impulse and purpose.
Death	End a life Depend on another for a decision Change a person's life	You have dealt with the events that led you to the Caravan with decisiveness and hope for a new beginning.
Temperance	Maintain neutrality in conflict Help someone find peace Perform a reckless action	You have dealt with the events that led you to the Caravan with peace and a bit of recklessness.
The Devil	Feed an addiction Make a decision without other's assistance Set someone free	You have dealt with the events that led you to the Caravan with power and obsession.
The Tower	Avoid disaster Cause a tragedy Cause mass confusion	You have dealt with the events that led you to the Caravan with chaos and destruction.
The Star	Lead the party Inspire hope in allies Help someone stop feeling despair	You have dealt with the events that led you to the Caravan with positivity and healing.
The Moon	Find the truth about a topical topic or secret Ease the fears of someone Keep a secret from someone	You have dealt with the events that led you to the Caravan with composure and secrecy.
The Sun	Give someone a fun time Grant someone their freedom Have your ego influence a decision	You have dealt with the events that led you to the Caravan with fun and freedom.
Judgement	Lean on instincts and intuition in a decision Practice forgiveness Find the true intent of a person or creature	You have dealt with the events that led you to the Caravan with quick thinking and judgement.
The World	Make someone feel successful Succeed in a conflict Make yourself a burden to someone else	You have dealt with the events that led you to the Caravan with success and achievement.

The Origin

Overview

Oracle: *"Next for your character, you'll be choosing a race and an origin. Your race is pretty self explanatory, and may give some benefit to the way you play. Your origin is where you're from, and gives you a +1 bonus to your target number when you draw a card of your kingdom."*
Player: *"So looking at the lists, does my race have to be from the kingdom I choose?"*
Oracle: *"Yes, although if you really wish to have a race and a certain kingdom, I can look over it and let you know if it's ok to do."*
Player: *"Alright then... I think I'm going to be a flowerfolk, and then my origin will be the Kingdom of Coins."*
Player: *"You said that the kingdom gives me a +1 when I draw a card from my kingdom?"*
Oracle: *"Yes. The kingdoms are based off of the four suits in the minor arcana: Cups, Coins, Swords, and Wands. Since you chose the Kingdom of Coins, when you draw a Coin card, you gain a +1 to your total for the target number."*
Player: *"Alright, makes sense. Now what's next?"*
Oracle: *"Now onto your stats."*

The Origin of your character describes where they come from within the world of Tìrandàn, and the race of your character. Where you come from will determine your favored suit when it comes to drawing a card for conflict resolution.

The kingdom that you are from corresponds to that suit on the minor arcana. If you wish to be a certain race, but with a favored suit that differs from the one listed, merely speak to your Oracle to make sure it is ok. Below is a list of kingdoms and the common races that can be found in them.

Kingdom of Coins

Scarab Riders: These are citizens of the city of Fortana. They are always attempting to come out on top in a deal, and make more money. They can usually be seen feeding their greed, and exerting their wealth over those who are less fortunate than them. They appear as normal humans. They are good at surviving within the desert, and are proficient at determining the coin value of an item.

Manic Citizens: The Manic Citizens make up those who have decided to reside within the Coille Glaiste, succumbing to the mania of the spores. They are all quite insane, and most are dependent on the spores, or whatever other drug they can find. They lack the inhibitions that most other races, and due to this can usually talk their way out of minor crimes.

Flowerfolk: Flowerfolk are large, living plants that have evolved within the Coille Glaiste. They roam the wilderness within, taking refuge within the large flowers that make up the forest, playing tricks on those that may wander too close to them. They are immune to the spores of Coille Glaiste, and are resistant to many other forms of drugs.

Fungi Colony: Fungi Colonies are beings made out of clusters of sentient fungi. They are few and far between within the Coille Glaiste, preferring to stay within the wilderness than interact with others. While not immune to the effects of the plants within the land, they have built up a strong resistance to their effects.

Kingdom of Wands

Dark Forest Nomad: The Nomads are hunters and scavengers that have learned to use the landscape of the Coille Dhorcha to their advantage. They see the land and the beings within it as a vital part of their livelihoods, and make sure that it is always maintained. They appear as normal humans. They are skilled at surviving in Coille Dorcha, and have a small boost to seeing in the dark.

Birdfolk: The Birdfolk are one of two main races within Ashtorila, mainly seen walking and flying around the island during the day. They appear as humanoid birds with wings for arms. They are able to fly for short periods of time, making them excellent guards

Batfolk: The Batfolk are the other main race living within Ashtorila, seen walking and flying around the island during the night. They are nocturnal creatures, and appear as humanoid bats with prehensile hands and bat wings. They are able to fly for short periods of time, and their nocturnal habits make them excellent nighttime guards.

Crystal Giants: These are giants of unknown origin that appear as crystalline humanoids, normally standing at around 10ft tall. They are the only known race that is able to traverse and live within the Cnuic

Chriostal during the day, due to their crystalline forms.

Kingdom of Cups

Cave Dweller: The Cave Dwellers are beings that live within the vast cave systems of the mountains. They work as laborers, usually relying on their strength rather than their intelligence in most scenarios, and work to maintain the collective rather than pursue personal goals. They appear as normal humans, but have sullen grey skin due to their lack of exposure to sunlight. They are able to see better in the dark, adn have an uncanny knowledge of how to work stone.

Flamerock Dwarves: The Flamerock Dwarves have skin of stone able to withstand even the most scorching of temperatures around the world. They are hard workers and artisans, and will usually sacrifice their own well being for the common good. They appear as stout humanoids with ashen grey skin due to their proximity to the ash of the volcanoes. Their proximity to the volcano makes them resistant to high heat.

Swamp Dwellers: The Swamp Dwellers reside within the Boglach, and appear as smaller humanoid creatures with pallid skin and brown hair. Due to their residence within Boglach, they are an inventive sort, and are fine with getting dirty to do their research. They are easily able to traverse rough natural environments due to where they live.

Kingdom of Swords

Canyon Dweller: The Canyon dwellers are beings that live on either side of Dhà Sgoltah, constantly at war with the other side of the canyon. They are purely combative people who live in constant conflict, and act in very selfish ways in everyday life. They appear as normal humanoids. Due to their environment, they have impeccable balance, and are well versed in most weapons.

Fishfolk: Fishfolk are people native to the Coille Mara. They are territorial people, and live in clans that constantly clash against each other. They appear as humanoid fish. They are able to breathe underwater for a limited time due to their biology.

Favored Suit

Favored Suit refers to the minor arcana, and would be one of the four suits from the deck (Coins, Cups, Swords, and Wands). When you draw a card from your favored suit in the minor arcana, you will get an additional +1 to the total of the draw.

The Stats

Oracle: *"Now that you have your cards, race, and origin chosen, we can move onto stats. You'll be able to divide 9 points into three different stats: Athleticism, Senses, and Speech."*
Player: *"I see that my stats already start at 1?"*
Oracle: *"That's right. Your stats act like your health, and if 2 of them drop to 0 your character dies. That is unless your party can get you back to the Caravan. That's why they can't be below 1."*
Player: *"Ok, they act as my health, is that all they do?"*
Oracle: *"No no, they also act as bonuses when drawing those specific stats. Say that you were attempting to convince a noble to let you into a masquerade party, you would draw a card and add the current total of your Speech stat to it, along with any other applicable bonuses you may have, and make that the total number you have to challenge the target number I set."*
Player: *"Huh, so that means the more I get damaged in a stat, the less of a bonus I get to my daws then?"*
Oracle: *"Yep, but there are ways to heal yourself that are talked about further in the book, so you don't have to worry too much about losing stats."*
Player: *"Alright, with that in mind I think I'm going to put 2 in Athleticism, making it a 3 total. Then I'll put 3 in Senses to make the total a 4. The rest I'll put into Speech, giving me a 5 in that stat. Anything else I need to do for my stats?"*
Oracle: *"Nope, since you already chose individual stats when you got your cards that's it. Now onto your character's equipment."*

Your stats refer to your traits and main scores that make up your character. They are divided into **Universal Stats** and **Individual Traits**. All creatures have universal stats, whereas your individual traits are unique combinations of past and present traits determined by your cards, and help make you more nuanced than NPCs in the world.

Universal Stats

Universal stats refer to the three stats that you and everyone else will have in the game. They are used as your health, and as numerical bonuses to your total for a draw. The three universal stats are:

Athleticism: Your ability to run, jump, and physically exert yourself. Is defined by your connection to your own body and the limits you are capable of pushing it to.

Senses: Your ability to see, hear, or understand something. Is defined by your connection and knowledge of magic and the world around you.

Speech: Your ability to talk, persuade, and otherwise sway people with your actions. Is defined by your creativity, ingenuity, and ability to resonate and connect with others.

When creating your character, your universal stats will start at 1. From there, you will have 9 points to divide as you wish between the 3. If you want a more structured way to divide stats, there are three standard builds that can be used by plugging in their numbers into your desired stat. The builds are:

Balanced Array: 4,4,4
Standard Array: 3,4,5
Specialized Array: 8,2,2

Individual Traits

Individual traits are more specific skills that are unique to you These individual traits will come from your past and present cards, either directly from the recommended traits, or based off of a custom trait that was approved by the Oracle.

Your past is where you've forged the skills that made you who you are today. From your **Past Card** you will choose two traits that represent your background and who you were before you came to the Caravan. Each trait from your **Past Card** will begin with a **+1** bonus to all draws where that trait is applicable.

Your present represents inner turmoil and the personal struggles your character is currently facing in their life. From your **Present Card** you will choose two traits that you seek to develop and improve over the course of your adventure. Traits from your **Present Card** begin with a **-3** penalty to all draws where the trait is applicable. Don't be discouraged however; succeeding despite the odds can be rewarding and will only help bring you closer to your **Future.**

Equipment

Oracle: *"Your character's equipment is where you really get to flex your creativity and flesh them out to your liking. All you have to do is choose three items that your character would have with them."*
Player: *"These items can be anything? So I could have the holy hand grenade from Monty Python and a blaster from Star Wars on my character?"*
Oracle: *"No, not explicitly items like that, although if you really wanted to we could figure out a way to put them in here... Probably. No, these items are supposed to be unique pieces of your character's past or personality that they keep with them. Some may be useful in certain situations, like a lockpicking set you kept from your time as a thief. They are meant to tie your backstory and the reasoning as to why you came to the Caravan to your character as they are now."*
Player: *"So they're meant to be mementos of what led me here?"*
Oracle: *"Yes, exactly! You can also think about some of them as a quest item you need for your personal goals. Maybe you were cursed at a young age by a witch, and all that was left to cure you was a scroll you couldn't read. That scroll could be one of the items, and maybe you are with the Caravan to find someone capable of reading the scroll. Of course, you can always consult the item table to get some ideas of what you could take."*
Player: *"Ok, so they're basically items unique to my character and their issues or past. If that's the case, I think my character would then have a weathered compass with them from their wandering past, a map with their home marked on it so they could always find their way back, and the file describing the murders they were accused of."*
Oracle: *"Awesome, sounds great! Now with all of that done, all that's left is to name your character and we can begin your adventure!"*

As a traveller and adventurer within the Caravan, most normal equipment will be readily available to you in your travels. This is due to the number of merchants and artisans that reside as permanent members of the Caravan, who assist any who follow the Caravan. It will be assumed that you will have the normal equipment of an adventurer in your sessions.

Item Table	
A locket with a picture of a loved one	A scroll that contains unreadable runes
A small, ornate key	An intricately carved puzzle box that you have yet to open
A map made by your grandparents, with a hidden message	A bloodied note from a far away city, addressed to you
An old, rusted blade	A doll from your childhood
An old book of obscure history	A dull and dirty crown
A metal rod you have fashioned into a dagger	A bag with several secret compartments
A religious symbol	An invitation from a long estranged family member
A helmet from your time in the guard	A signet ring of your family or kingdom
An old friend's broken monocle	A bounty poster
A journal filled with notes from a famous explorer	A lucky, double-headed, coin

However, when beginning your journey, you are given the ability to describe a weapon and two other items that you would have on you. These items are out of the norm for what you can get from a normal merchant, and usually have some form of sentimental value or significance to your reasons for joining the Caravan. Some examples of characters with their weapons and items can be found below:

-An exiled princess keeps with her the crown of her dead father, the king, and a letter for an assassin within the Dark Forest that may be able to help her. She wields a small letter opener sharpened to a deadly point.

-A gambler indebted to most mobs of Tìrandàn keeps his lucky pair of loaded dice, and a mysterious black ace given to him before he was run out of town. He wields a collapsible blackjack that he keeps in his suit coat pocket.

-A kid detective who lost their family in a strange fire keeps with them a book on secret messages, and a strange spyglass that was found unharmed in the fire. They wield a shortsword that was given to them by the captain of the guard.

Playing the Game

Conflict Resolution

When you encounter a problem or get into a fight, the way you will resolve conflict is by drawing from the minor arcana deck. In order to resolve a draw, follow these steps:

1.The Oracle sets the Scene and the possible conflict.
2.The player announces what they would like to do and what possible stats would be used.
3.The Oracle finalizes what the player will be able to use, and what possible present traits they may need to use. They will also state a number the player needs to get to succeed. This number is known as the **Target Number.**

Difficulty Rating Table:

Difficulty Rating	Target Number
Very Easy	7
Easy	10
Medium	15
Hard	20

4.The player draws from the minor arcana, and adds the situational traits and favored suit to their draw.

Since the minor arcana suits have 4 face cards, the numbers for them are as follows:

Page: 11
Knight: 12
Queen: 13
King: 14
In this game, Aces are considered 0

5.If the final number is equal to or greater than the target number, the player succeeds. If it is below, the player fails and possibly takes stat damage, determined by the Oracle.

In certain circumstances, or with certain abilities, characters may be able to draw an additional card and have to take the higher or lower number of the two cards, depending on the scenario. Within this game, these circumstances are known as **fortunate** and **unfortunate (or having fortune or misfortune).**

Example:

Oracle: *"You've made it to the merchant's guild within Teine Massif, and approach the haggard merchant lord that has answered your request to meet. He seems uninterested in the meeting, and already has his hand on the denial stamp to end this meeting quickly."*
Player: *"Oh, jeez. He really doesn't want to meet. Ok, I try to quickly convince him that what I have to say is of real benefit to him, and even put a sack of coins on the table to help my argument along."*
Oracle: *"Well the coins are a definite help to your argument. I need you to draw Speech, with the Target Number being 17. Since you placed the coins down, I'll say that you also are fortunate on this draw."*
Player: *"Alright! The first card is... a 3 of Swords, but the second card is... a Knight of Cups! Alright, that means I add 1 because Cups is my favored suit, and then I add 4 since that's my current Speech. That means I have a total of 17!"*
Oracle: *"That hits the target number, you succeed! The merchant lord leans forward from his relaxed position in the chair to stare intently at you. In a raspy voice he says 'I'm listening'. It seems you now have his full attention."*

Taking Damage

Health within Caravan of Cards is determined by your three universal stats. When you fail a draw, the Oracle may decide that damage may need to be taken. When this occurs, the Oracle will state the amount of damage, and the stat that is being damaged. The current amount of that stat is then reduced by that amount, and the bonus you get from that stat when drawing will refer to the current number it is held at. Stats cannot drop below 0, but if two of your stats go to 0, you are considered dead. If your party is able to return to the Caravan with you in tow and leave the area immediately, abandoning whatever task you were doing at the time, they are able to be revived. Otherwise, they are killed outright.

You suffer Athleticism damage when your ability to move around is harmed (for example, a broken bone), Senses damage when your ability to perceive the world is harmed (for instance, if Sand is thrown into your eyes), and Speech damage when your social standing is harmed (such as by provoking the wrath of an angry mob).

Example:

Your ranger, Herbert Greenwood, is attempting to climb to the top of a pine tree to get a lay of the land. The Oracle says to draw Athleticism, the target number being a 15. You draw a 5 of Cups and add your current Athleticism, which is 5, to your card, making it a 10 total. The Oracle describes how a swift wind picks up, shaking the current branch Herbert is on causing him to fall, which makes him take 2 points of Athleticism damage. You mark Herbert's current total to 3 now, and decide to just go down the path without a lay of the land.

Healing

If you want to fully heal yourself, the only way to do that is to return to the Caravan to allow yourself to heal while travelling. This method may seem easy to do, and it is, but it forces you to leave the area you were in. If you are only looking for some smaller ways to get a point or two back in a stat while staying in the area, then there are three main options:

Sleeping the night: You and your party decide to rest for the night, tending to your wounds and trying to get your strength back. This manner of healing allows you to stay within the area, but only allows you and your party to each heal up to 3 points of damage total, divided how you want among your universal stats.

Card abilities: You are able to invoke one of your card abilities to heal a stat. This method is dependent on the abilities granted by your present card, or the present card of your party members.

First Aid: If your character, or another character in your party, has the First Aid trait, they are able to heal a point of Athleticism damage by succeeding on a first aid draw.

Progression

In a typical Caravan of Cards campaign, you will begin play at Level 0 (though the Oracle may decide to start you at higher levels). In most cases, you have set yourself to join the Caravan, but you have not yet had your magical abilities awaken yet. As you progress through, you will gain Experience Points (XP), eventually awakening your magical abilities and gaining a level. Upon reaching your next level, your XP will go back down to 0, and the cap to level up again will increase. Upon advancing a level, you will also gain 2 points for your universal stats as well as 2 points for your traits, to distribute as you see fit. The XP requirement to advance to each level is as follows:

Level / XP Table

Level	XP Needed
1	10
2	30
3	75

If you ever decide that your future card does not work for you anymore, when you level up you may change your future card to your new preference. If this is done, your goals and aspirations change to the new card unless you have already completed your aspiration, in which case you will only receive the goals of the new card.

Powers

Powers are your magical abilities within this world. They are within all beings in the world, but must be awakened by a being of higher power, or through certain artifacts within the world. This is the main reason as to why people join with the Caravan, for a chance to speak with the Elder and possibly have their power awakened by them.

For every level above 0 you reach, you will gain a new power. While these powers are useful and can get you out of many scenarios, due to the volatile nature of magic they are only able to be used a certain amount of times within a short period. The higher the level the power is, the less you will be able to use it.

Level 1 powers can be used 5 times before needing to return to the Elder.

Level 2 powers can be used 3 times before needing to return to the Elder.

Level 3 powers can only be used 1 time before needing to return to the Elder.

When you invoke one of these powers, mark down the use on your character sheet

Powers that have a continuous effect last until the end of the Scene in which they are invoked, unless stated otherwise (for example, Binding Contract)

Upon returning to the Elder, you will regain all uses of your powers.

Downtime / Travel

Travel on the Caravan is a time for recovery and healing for you and your party members. Travel while on the Caravan also gives you and your party members time to reflect on what you have done so far, and gather more information about who you are working with. At the Oracle's discretion, or upon the request of you or another member, a Scene can be played out while the Caravan travels. These Scenes are used to reveal more about your personality, or are used to ask questions to the other members of your party and help understand their motivations.

"In the dangerous wilds around,
Each traveler might succumb and drown,
But worry not, no need to fret,
This is not your life's sunset.
You are not alone, in solitude,
But with allies, no matter how crude.
With my help, you will attain,
Your life's final goals, your pride to maintain."
-The Elder

CHAPTER 4

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THE ORACLE

Your Place in the World

Even though the world is presented in a way that seems as if there are countless unexplained phenomena, your unique position as the Oracle puts you as the sole proprietor of knowledge regarding the secrets of this fascinating world. Whether it's the actual history of how each civilization came into fruition, or the very fundamental laws that hold this land together, these seemingly confusing ideas will be under your control. This section contains a lot of material that you may want to use, or make new ideas for your own unique spin.

Since this world is one of phantasmic wonders, a lot of the world can have pretty mystical explanations and quite odd circumstances, which allows for creative avenues for you as the Oracle to explore. Physics is a barrier that is pushed far beyond in the world of Tìrandàn, so feel free to be as expressive and experimental as you see fit. Listed below, you will find extra knowledge of both the places and the actual existence of Tìrandàn. Of course, these are merely suggestions offered to make the creation process more streamlined, so if there is anything that you would like to change or completely remove and replace with your own ideas, it is entirely your prerogative.

Your Caravan, Your Rules

The Caravan itself is a framework to provide the players with a safehaven that also integrates them directly into the world. Rather than leaving it as a set piece, shoehorned into the campaign, we suggest using the Caravan as a place to introduce both interesting NPCs as well as offer insight into the different areas through their resources and scenery. Of course, the Caravan isn't without its secrets as well.

To the players, the Elder is a mysterious figure, with unknown origin. However, they are actually someone who has existed since the start of time. Belonging to the world itself, the Elder is an elemental made for the sole purpose of keeping the order and safety of the planet, given the inherent dangers of its wildlife. Keeping a humanoid shape, the Elder draws travelers and unlocks their powers in order to give them a share of the magic power of the world, allowing for humanoid races to persist and survive the dangers presented in their daily lives.

A Magical World

As discussed before, the magic of Tìrandàn is something that the world implants in the creatures, like how the Elder provides to certain travellers of the Caravan. However, the world wasn't given its magic in a similar way. The world of Tìrandàn and its magic was created out of pure chance, due to the entropy of nature. When the world began forming out of space debris, elements came together in such a way that a spark of magic was created, allowing for the planet to grow in perpetuity. Blossoming out into absolute chaos, the world leaked magic constantly, allowing its first instances of life to harness this power. Even now, the world constantly leaks magic from its veins, creating enigmas that even scientists of Tìrandàn don't know of.

Fortana

Before the dazzling city lights of Fortana lit up the night sky, the people of the world told countless tales about the beetle, Rìghòrail, but for different reasons. Rather than the gambling haven that it is now, the beetle had alluring legends told about it, with purported wealth so large that one could buy the whole world. Adventurers always attempted to climb the beetle, using whatever methods they could, but a group finally achieved the climb through sheer luck and determination. Using gunpowder to propel themselves upwards, this group gained a solid foothold and was able to progress to the top of the beetle. Unfortunately, finding their way up the beetle was problematic enough, but as it turned out, getting down was even harder. Food became scarce, and resources began to dwindle, but luckily enough, through birds scattering seeds, these people were capable of cultivating crops. At this point, conflicts arose over resources, and even the gold that they found as nothing but lavish excess became coveted. Eventually, this conflict became too drastic to handle, so they began to engage in trade in order to resolve this. Utilizing the gold that they have in excess, they established a currency system, creating a foundation for their greed. As the value of gold each person held became more pivotal, the artifact of their legends was finally discovered. Rather than being something that they could use forever, however, this artifact granted a single wish, which the greedy owner used to create something to display his excellence; the billboard that tracks the top ten wealthy of the city.

Of course, explaining the story of Fortana would be remiss if the origin of the scarab, Rìghòrail wasn't explained itself. This giant scarab's origins are a mystery to most, but is actually a remnant of an unknown species of leviathans. Of course, the citizens don't actually know where the beetle itself came from, since it is from a time before recorded history. As the third leviathan to surface from the depths of the world, unleashed by coincidence from the erosion of the world, this beetle is relatively young compared to its brethren, only being a millenia old. When it surfaced, it was a terror to those species who it would hunt, being in control of both the air and the ground. However, age caught up with it, making its wings atrophy to the point where they were unusable. Now that it no longer has functional wings, Rìghòrail tends to wander around the desert, consuming whatever unfortunate creature ends up in its way.

Coille Glaiste

This forest of dangers holds many plants, unknown to

most of the world, that hold odd properties. Due to the proliferation of magic at the creation of the world, these plants gained magical properties that elicit addiction and mania, as well as many other nasty side effects. As the Oracle, you can be creative with this and insert whatever you want for these, within reason, but some suggestions include nausea, loss of one sense, vertigo, or hallucinations.

Of course, if a forest is going to be such a danger to merely enter, there would have to be a reason as to why adventurers and scientists alike would risk their lives in order to discover its secrets. Even though most of the flora of this environment creates a dangerous environment, there are those plants that provide beneficial properties. From mushrooms that keep one satiated in a couple of bites to flowers whose pollen is a monster repellent, many adventurers would find that, if they can persist through the negative aspects of this biome, it would be worthwhile, in order to find these oddly powerful plants.

Coille Dhorca

Looking at Coille Dhorca, one might have some difficulties coming to terms with the scale of the flora and fauna that inhabits it. Towering trees the size of mountains, mantis shrimp multiple stories tall, the origin of this life seems absurd at best, but has its roots tied to the creation of the world. During the combination of the planet's materials, the first distinguishing feature of the planet face was Coille Dhorca, in which its life had a head start on maturation opposed to the other part of the world. Initially starting small, these natural organisms began to blossom to gargantuan sizes, defying any sense of logic.

Given the very primitive nature of this environment, the way that civilization occurred is unknown to the people of the world. However, the people that dwell in this forest have been there for countless centuries, as they belong to some of the first humanoid species to exist in this world. Due to the quick proliferation of magic in this area, the forest humans became some of the earliest to be able to survive in the world, and became acclimated to nature and its hellish beasts.

Ashtorila

Ashtorila is a land that seems enigmatic and physically impossible to occur. Due to the early development of Coille Dhorca, the folk who could take root in this area were those who preferred settling down over moving from place to place. As the earliest progenitors of intelligent races, the ancient civilization of Ashtorila was founded with as much knowledge as its early people could collect. Innovating on technologies and studies that they discovered, they eventually made strong architectural strides and developed libraries containing the brunt of their knowledge, as well as comfortable dwellings for both the humanoids as well as the Birdfolk and Batfolk which had suddenly evolved due to the dangers of Coille Dhorca.

The life of those in Ashtorila was a relatively peaceful one, until the sudden growth of the Craobh Dia, the massive tree that now suspends Ashtorila in the sky. Due to the sudden upheaval, many lives were lost, and some of the important pieces of Ashtorila became distorted or lost, assumed to be never seen again. As the tree rooted into the island, the complex nature of the plant made the island inverted, throwing those who were outside and unable to catch themselves off into Coille Dhorca. As civilization recovered, the scholars restructured what they could, and found various materials missing. Throughout the winding branches and roots of the Craobh Dia, many hidden caches lay undiscovered, given the ever-present danger of the new beasts that came to roost on Ashtorila. As the Oracle, whatever hidden knowledge or artifacts that are hidden within the cache is completely up to you. Maybe undiscovered species lie in secret, waiting to be unleashed into the world, or some artifact is discovered by a menacing figure, leading the party to have to investigate.

Cnuic Chriostal

As the world developed, the crystal formations that occurred blossomed into a full biome, regardless of the lack of wildlife that can live there. Due to the harsh nature of all of the light being refracted throughout Cnuic Chriostal, intelligent races have tended to avoid this area, although the world's machinations are anything but orderly. Originating in the deep caverns spread throughout Cnuic Chriostal, the magic of Tìrandàn burgeoned another intelligent race, the Crystal Golems. Through the condensation of the crystals and the leaking of magical power deep within the world, the newest race of intelligent beings began to surface. In addition to these golems, other beings who could also call this area home also began to appear, such as Plasma Cheetahs and other crystalline animals.

As stated previously, the beam of condensed light, known as the Beacon de Sgrios, as well as the crystals of Cnuic Chriostal, hold a place in people's hearts. Not stated, however, is the fact that this place typically roots itself into fanaticism, which caused a cult to be created. Devoting themselves entirely to the worship of Beacon de Sgrios, these cult followers will do anything in order to protect it, sacrificing both themselves and others. During the cold season, these followers will consistently gather outsiders, by force if needed, and offer them to Beacon de Sgrios, hoping to appease it and have it warm the weather again. These sacrifices will happen regularly, until the season shifts to warmer weather, and happen every fortnight until the weather lets up.

Contained within the Beacon de Sgrios lies many trea-

sures, which those of Cnuic Chriostal are none the wiser. Due to both the deliberate worship of the land as well as the dangers presented by both the cult and Beacon de Sgrios itself, one would have to be a seriously daring or stupid fellow in order to pursue the riches that lie within. The Beacon of Sgrios itself is an ever present danger during the day, so no person looking for such treasures has ever laid eyes on what lies in its light well. Whether those riches include undiscovered mysteries, artifacts, or other curiosities lies in your hands as the Oracle, but the artifacts table is a good starting point if you are looking for some ideas.

Fo-Thalamh

As told previously, Fo-Thalamh was very fortunate to have a person that they can herald as the hero of their city. This hero, who had sacrificed themselves protecting the city while the workers constructed the walls containing Fo-Thalamh, offered themselves entirely for the sake of the future. However, this hero did not actually sacrifice themself at all. Even though it appeared that way, this hero was actually the Elder, who only had to reconstitute themself to continue on. The Elder offered themself in order to guarantee a new civilization, empathizing with the struggle that those builders were going through.

Since the city of Fo-Thalamh is self-contained and safe from the outside caverns, not much is known about what dwells below. If one were to find themselves lost in these caves, that person would likely not find themselves a way out, either dying to a horrific monster or starving if they're lucky. However, if one were deliberate, and knew their way around these perplexing natural structures, they might be able to find some very lucrative information and treasure. Throughout this system of caves, there are many resources that people have harvested over time, many monsters and other beasts, but there is also a litany of unfound materials and artifacts still leftover to discover. This, of course, is up to you as the Oracle, but offers avenues to present both inherent dangers, as well as alluring prizes, to your players as they encounter this area. In addition, there is also a pathway that can be found that leads close to the planet's core, to the primal origin of magic within the world of Tìrandàn itself.

Teine Massif

The primary inhabitants of the Teine Massif are the Flamerock Dwarves. When it is time for another Flamerock Dwarf to be created, the tribe gathers the most precious and versatile materials they can find, and toss them into one of the many boiling lava pools that surround their home. Once the raw mineral is melted together, it is removed from the pool. From there a skilled blacksmith will take the raw chunk and hammer it into the form of a new Flamerock Dwarf. Imbued with magic from deep within the planet, the statue will slowly come to life.

Holding this power over life, the prominent craftsmen of Teine Massif became the leaders of their communities, eventually blossoming into what is now seen as the noble system. Using their power to gain leverage onto others, each generation became more twisted and powerful than the last, but still upheld the fundamental traditions and techniques wrought by elders of old. These techniques have produced countless artifacts that have become implements of their advancement within the political hemisphere, often even being sold to others through illicit means. Both through Teine Massif's lucrative black market and smuggling rings, these masterfully crafted artifacts end up in the hands of the strong, offering many dangers to those without the power to protect themselves.

Boglach

In the swamps of Boglach, the ecosystem has been tenacious for longer than its citizens tend to give it credit for. Beyond the dangerous monsters that tend to pose a threat, there are remnants of the ecosystem from when the world was created, unbeknownst to even the most wise scholars. In a similar fashion to how the magic grew in Coille Dhorcha, the trees in Boglach had an early start relative to the rest of the environment. Being blessed with the magic of the world, these trees grew and combined to become a singular organism, roots threading throughout the entire biome. There was a point once, where people used magic to create passages and communication networks through them, taking advantage of the biome-wide connection, but those people are long past the scope of history. Even though their impact was not recorded, it still remains, yet to be discovered.

With those people lost to history, the foundations of Boglach are left mostly unknown to even the leaders of each community. These progenitors were people who only fended for themselves, not often thinking about any form of long term goals. As the earliest settlers of this swamp, they found many alchemical formulas that offer protections against the monsters of the environment, as well as found ways to withstand the environment in order to settle down comfortably. Unfortunately for them, a combination of a bleak winter season and a deadly plague ended up driving those communities to the brink of extinction, leaving only bodies behind.

Dhà Sgoltah

Deep into the abyss of the canyon, far below what people have ever discovered, lies terrors unbeknownst to all. As the canyon developed deeper and deeper, the river etching itself into the earth became gargantuan, almost defying all logic. Breaching through into an undiscovered area, this river released countless terrors into the world. What was once a closed off cavern, host-

ing many leviathans, became open to a whole new world of possibilities. With this opening came the first flood of these massive creatures, and the constant proliferation of new ones. Even though these numbers are small, with one or two creatures being released every millenia, the simple scale of these creatures is nothing to fret about. The only knowledge left of these creatures to the people of Tìrandàn are the two skeletons remaining by the canyon, left behind before recorded history, as well as the beetle Rìghòrail.

On the surface, however, is a story of more recent history. The conflict of Dhà Sgoltah has been one lasting many generations, but the actual nexus of this constant war has since been lost to its people. During the start of civilization in Dhà Sgoltah, a group of intrepid adventurers came to the canyon in order to find a brief safe haven. Of course, it wasn't perfect, but the adventurers were welcomed nonetheless. However, the leader of Dhà Sgoltah at the time got greedy, and coveted what he should not have. Wanting possession of one of the party's artifacts, he gathered those who he could trust and tasked them with distracting the adventurers and stealing the artifact away from them. The adventurers, not as naive as the leader had considered, began to catch onto this plan, and made decisive action in order to prevent it. Knowing that this was a pattern with the leader, the party rallied those who opposed him from among the settlement and began to fight the leader. Throughout many skirmishes that they had, the actual reason for fighting became meaningless, with the artifact itself being lost to both sides. Deciding to keep the other side in check, the adventurers and those who opposed the leader developed their own settlement, and continued their feud for generations, never finding a need to discover the reason behind it.

Coille Mara

For a long time in the history of Tìrandàn, the land of Coille Mara was one of relative tranquility. Rather than being settled, those who came upon it tended to avoid it, not risking the theoretical dangers it posed. For a long time, the Fishfolk weren't even surface dwellers. What brought them to the place that they are today was one of the first leviathans. Rather than having surface origins like the other sentient races of the world, these creatures were created in a similar manner to the leviathans, and were creatures who cooperated with the leviathans in a symbiotic relationship. When the cavern opened up, the leviathans that could muster the strength climbed to the surface, prowling their new hunting grounds. One particular leviathan, Fuamhaire, led the Fishfolk to the area of Coille Mara, offering its back in order to continue to have their beneficial relationships. Fuamhaire was a vicious beast, asserting itself as the king of its environment, but it could only live so long. While the leviathan had a finite lifespan on the surface, the Fishfolk live on, continuing to worship this beast as their one true deity.

Moving on past the reign of Fuamhaire, the Fishfolk established what is now seen as the tribe system that they follow. Trying to show as much favor to the leviathan as they can, the Fishfolk wreak havoc onto those who would oppose them, as the leviathan once did before them. At first, this behavior started with large infractions, such as the murder, but later become a regular occurence for simple things like petty larceny. Slowly, the Fishfolk developed into greedy individuals, asserting themselves with as much power as they possibly could. Of course, they couldn't be completely alone, as strength still comes in numbers, so tribes began to form, slowly forming the system that can be seen today.

While the Fishfolk of Coille Mara pillage and plunder, the wildlife of this unique forest remains an enigma that scholars cannot explain. The floating jellyfish and flying fish seem so far-fetched, but have a simple conclusion that can be drawn about their abilities. Rather than anything such as having a light density, or being extremely light, these once oceanic creatures developed fascinating abilities from the world that defies their biological nature. The jellyfish themselves, aimlessly drifting throughout the air, have grown to possess gravitational magic, allowing themselves to slightly control its effect on them. Of course, given the lack of brains with jellyfish, this isn't applied to much beyond random bursts, sending these jellies up and down periodically. In the case of the fish, however, their magical abilities come in the properties of the air. Even though these fish are seemingly harmless, they are able to affect the moisture in the air, essentially making the air surrounding them into water. This effect is imperceptible to the naked eye, but some scholars have begun to research this property.

The Oceans

The Oceans themselves, being the most secretive of the environments presented, have the most open possibilities in terms of what can be presented from your own creativity. As the barrier that prevents the players from advancing beyond the main continent, a lot of the Oceans themselves are left to the machinations of the Oracle, leaving plenty of room for whatever horrors may lie in your mind. Of course, the Oceans wouldn't be a good place to work off of if they didn't have their own secrets to start with. As one of the first places to safely host life, this place is home to many terrors looming in the depths that they present. While this is public knowledge, what isn't known is that the Oceans have long since eroded the bottom of the main continent, leaving the continent adrift throughout the turmoil that swelling tides present. Even though this would leave the continent to sink given the sheer size of it, the magic of the lands that was leached from the world allows the island to stay afloat.

Running the Game

As the Oracle, the rules written within this book are used to serve you and the players at the table. They are in place to help facilitate play and create a cohesive way to run the game, but are not set in stone. As the Oracle, you have final say in how you want to run your game and let your story play out.

Drawing Cards

Always inform your players how you would like the cards to be drawn and tallied to mitigate the possibility of fudging numbers. If you see a player attempting to keep their drawn card close to themselves, try and ask them and all other players at the table to keep the drawn card face up and in view of everyone at the table.

For the purposes of this game, the Page will be treated as an 11, the Knight a 12, the Queen a 13, and the King a 14.

Fortune/Misfortune

Within certain scenarios, you may feel that a player has gone above and beyond a normal roll, or has led to future dealings being much worse for themselves or the party. In these cases, you may find it useful to be able to give the player a bit of a buff/debuff to their draws. This is where fortune and misfortune are able to be utilized.

Fortune: You may wish to give a player fortune for superb roleplaying, an outstanding success on their previous draw helping them make the next draw, or just because they are doing something you believe they would be particularly good at. In mechanical terms, fortune allows a player to draw a second card and take the higher of the two. When giving them fortune you can say something along the lines of "you are fortunate on this draw" to indicate to them that they are fortunate.

Misfortune: You may want to give a player misfortune when they are in a very bad situation, or when they are up against a challenge or creature that is in an optimal position compared to the player. In mechanical terms, misfortune allows a player to draw a second card and take the higher of the two. When giving them misfortune you can say something along the lines of "you are unfortunate on this draw" to indicate to them that they are unfortunate.

Character Advancement

There are 3 ways in which the players can gain XP to level up. They can complete the goals and aspirations of their character, succeed on draws with their present traits, or by completing large milestones in the eyes of the Elder. XP obtained from completing goals and aspirations, and completing milestones, can only be done when the players return to the Caravan. XP gained from succeeding on present traits is gained instantly.

Goals and Aspirations: The player's goals and aspirations are given to them by their future card. The Player's goals are meant to be guidelines used to sway the decisions they make within a session, where their aspiration relates to the events that brought them to the Caravan and focuses on trying to resolve those events. Players completing their goals awards them 1XP for each goal completed, and the goals remain marked off until they return to the Caravan. Players completing their aspiration grants them 10XP, and does not reset since they have resolved the underlying reason for the aspiration upon its completion.

Once a goal has been marked off and the player returns to the Caravan, they can keep those goals to complete again, or they are able to remove those goals and replace them with other goals they wish to accomplish. These goals can be similar to the ones they already have completed, or can be something relating more closely to their current objective, or even relate to progressing their aspiration.

Present Traits: The player's present traits come from their present card, and relate to something that they are bad at or are striving to overcome. Succeeding on a draw with a negative trait awards them 1XP, and can be done multiple times a session.

Milestones: Milestones are determined by you, and upon the players returning to the Caravan and informing the Elder of their achievements, they will be given an amount of XP that is equal to the size and difficulty of the milestone accomplished. Examples are:

5XP: helping stop a revolution from occurring in a large town, defeating an invading beast, finding an artifact

10XP: coming to peace with an incoming army, solving a magical quandary, returning an artifact to the Elder or another specified NPC

20XP: Completing a crusade, deposing a king and his court, destroying an artifact

Pacing and Theming

When creating a campaign within this system, it is important that you and the players understand what theme you want out of the story, and it is especially important for you to understand the pacing of the story.This game is made to focus more on the development of the players through roleplaying than it is

through direct combat. Players may get into conflicts and battles, but the main idea behind the system is that they are able to overcome their past issues and be better because of it. With this in mind, make sure that the pace of the story allows for role playing moments to occur between NPCs and the players, and also between players and other players. With this in mind, make sure the theming also allows for these moments. It may be difficult for you to foster roleplaying in a war-based campaign, and forcing the players to stay in a single area may hinder their ability to overcome their past issues.

Campaign Tips

Creating a Challenge

As the Oracle it is your responsibility to challenge both the players and their characters on their journey of self discovery. In this world conflict directly harms a person's core stats, hindering their ability to perform and succeed. Take this philosophy into account when deciding what form of challenge you will present them with. Hit their vulnerable points, weaken their strengths, force them to think outside the box in order to overcome the conflict before them.

In this world, all conflict is equal. Harm to your reputation can prove just as deadly as a broken leg. Use this to your advantage when creating an encounter for your players to overcome. Not all conflict begins and ends with an exchange of fists, and battles that challenge all facets of your person will make overcoming those obstacles that much more rewarding.

Athletics Challenges - Fighting with a weapon, running away from a monster, landing from a fall with grace, competing in a contest of strength, standing your ground.

Senses Challenges - Uncovering a mystery, researching a subject, resisting magic, fighting an enemy that limits your vision/hearing, navigating the world, living off the land.

Speech Challenges - Putting on a performance, negotiating a contract/treaty, creating a piece of art, leading a group of people, settling a dispute, winning a court case.

In most instances of conflict, a failure on the player's part will result in them taking 1 point of damage to the stat that you believe it should be attributed to. However, there are cases where the situation should result in more than 1 point of damage. On the following page are some examples of events that could happen to a player, and the estimated damage they should take.

You may find that these damages are too harsh or too lenient for your tastes. If this is the case, modify the amount of damage taken to your preference or to fit your story better.

Encounters by Location

When prepping sessions and campaigns, you may find yourself stumped on what you could place within a certain location or what problems the players may encounter within a certain biome. Below are some example plot hooks and issues that you would find in each location the Caravan might travel to. The hooks are written so that they can be shown to players if desired, but parenthetical knowledge is to be kept hidden from them.

Fortana:

Due to the low status of your group within the city, you have been forced into servitude for the highest ranking official. Find a way to escape your bonds and leave the city.

The high ranking citizens of the city are being killed, and the city guards seem to be turning a blind eye to these acts. Get to the bottom of these killings.

You have arrived at the request of the executor of one of the top 100s estate. Who knew all of you had a long estranged uncle who wishes to give you his fortune! The only request is that you must find out why he died before you may take the riches.

STAT DAMAGE			
Amount of Damage	Athleticism	Senses	Speech
1 Point	Taking a punch, Tripping and falling, Minor cuts, Minor fatigue	Sand in the eyes, Boxing the ears, Horrible smells	Beaten on a topic in a debate, insulted in front of friends, failing a small performance
2 Points	Large cut, fatigue, Falling off a second story, broken arm, burns	Hallucinations, Horrific sounds, Sights of massacre	Insulted in front of a crowd, Failing a large performance, Loss of honor
3 Points	Falling off a small cliff, Stabbed through the chest, strong concussive force	Temporary blindness or deafness, Madness, Sights of dead or massacred friends	Betrayed by a close ally, Stripped of all honors, Insulted in front of a noble court

Coille Glaiste:

Someone has begun to weaponize the pollen and spores within the forest, and are planning on conquering the land with their newfound power. Stop their dastardly plans!

Due to a series of unfortunate choices, you and your party inhaled an unknown species of spore and have had your minds swapped! Find a way to solve this issue and get back into your regular body.

Coille Dhorca:

People have been witnessing large swaths of the nomads heading into the center of the forest in some form of trance. None have returned, and you have been sent in to find out why they have all descended into the deepest parts of the forest.

The Nomads have begun to experience terrible nightmares, and are constantly paranoid of something watching them from further within the forest. The nomads have asked you to go in and see what may be lurking in the shadows, and try to stop it.

Ashtorilla:

The city appears to be falling! You have been brought here by the city's council to help them to keep the city from being destroyed.

Several fights have broken out between the batfolk and birdfolk over what appears to be territory disputes. You need to get to the bottom of these disputes and solve their issues at the source.

Cnuic Chriostal:

A fanatical cult is attempting to travel to the center of the biome to try and control the lazer. You have been tasked with putting a stop to their plans.

A team of researchers are attempting to create a device capable of piercing the fog surrounding the land. They believe that a crystal able to complete the device sits within the center of this land, and you have been hired to bring it back.

Fo-Thalamh:

Something is stirring within the depths of the caves. The researchers of the caves fear it may be something able to destroy their defenses and kill the citizens. You have been tasked with finding out more about what is below, and bringing that info back to the researchers.

The hero of legend from the stories of the cave dwellers has apparently resurfaced, and is causing an uproar within the cities. Find out as much as you can about this person, and try to resolve the conflict he is causing.

Teine Massif:

One of the politicians has been ousted from corruption, and now an investigation is being opened for the rest of those in power. You have been hired to either put a stop to the investigation, or find solid evidence for each of the corrupt politicians so they can be put out of office.

The yearly tournament has arrived within Teine Massif, with the reward for completing the tournament being a favor from the nobles. Who would pass up this opportunity! Get yourself into the tournament, and win the favor of the nobles.

Boglach:

You have been hired by a local alchemist for quite a simple task, bring the specified package to the outpost at the edge of the swamp, and don't look inside the package. How hard can it be, right?

The largest settlement within the swamp is sinking. The engineers of the city have asked you to assist them in placing braces below the city to prevent it from being destroyed.

Creatures have discovered a way to navigate Boglach at a staggering pace (due to the tree network created by the ancient civilization). Cooperating together, these beasts have begun to attack settlements with increased fervor. Each settlement has come together to ask for your help in order to deal with this threat.

Dhà Sgoltah:

One revolutionary within the canyon has stumbled upon a weapon capable of turning the tide of the feud within the mountains nearby. They have asked you to bring the weapon back to them intact as quickly as possible.

Two nobles on opposite sides of the canyon are madly in love with each other, but are unable to truly be together due to the conflict. Will you help them in the pursuit of true love?

An earth-rattling quake has wreaked havoc on the canyon, as well as large portions of the surrounding area. Sentries have reported that something appears to be emerging from the abyss below. Will you face whatever horrors await from below?

Coille Mara:

Researchers are attempting to look further into the oceans, and the answer seems to lie within the fossils found around the forest. Help escort them to their designated location, and bring back their findings to the nearest town.

An enigmatic fishfolk is close to the breakthrough of the century; mass travel by air. They are close to reaching their objective, but need you to bring them a live specimen of a large flying fish.

Oracle Resources

When beginning to make a campaign for this RPG, you may wish to add your own characters, monsters, or locations to the campaign. Below you will find rules and guides on how to make custom characters, items, and locations for use in your next campaign, along with examples that are ready for you to use in your next session.

NPCs

NPCs are a pivotal part of a story, as they allow you to not only interact with your players within the game world itself, they also allow you to convey concepts and ideas that immerse the players further into the world. In most instances, an NPC can be created with little more than a name, a race, and a basic personal-

ity. Since an NPC like this is a normal creature of this world, it is safe to assume that they have no special abilities like the players. In this case, if you wished to have stats for them made they would each be, on average, set at 1. An example would be:

Name: Reginald Johnson,
Description: A Birdfolk tavern owner with a bad temper and a penchant for coins.
Athleticism: 1
Senses: 1
Speech: 1

Now, not all NPCs the players come across will be like this. You may want to make some NPCs that are a bit heartier in certain attributes. In this case, you can increase the NPCs stats to fit with how strong they are. Below are three examples of NPCs, varying from low strength to very high strength:

Name: Sophia Vinnemarco,
Description: A Fishfolk noble and alchemist within Coille Glaiste that wishes for knowledge above everything.
Athleticism: 1
Senses: 3
Speech: 2

Name: Lawrence Dufoir
Description: A Dark Forest Nomad who is stated to have conquered a large swath of Coille Dhorcha.
Athleticism: 5
Senses: 4
Speech: 3

Name: Avery Winston
Description: A Crystal Giant that has spent their life researching the intricacies of the Cnuic Chriostal and the magic of the light energy emitted at the center of these lands.
Athleticism: 5
Senses: 7
Speech: 6

This creation of NPC can cover most needs for a basic character, but if you want something more akin to the players, and have the NPCs be special heroes or villains encountered by the players, then you are able to make them the exact same way you would make a player character. Follow the steps needed to create a character, and determine the level you wish the NPC to be at. Here are some examples of special NPCs:

Name: Thomas Murphy
Cards: Judgement(Past), The Chariot(Present), Strength(Future)
Description: A Scarab Rider that decided to leave their cushy job as a judge in Fortana to pursue inner strength instead of hiding behind their fortune.
Level: 1
Athleticism: 3
Senses: 6
Speech: 3
Traits: Observation(+1), Influence(+1), Control(-3), Cooperation(-3)

Name: Mavis McEiman
Cards: The Hanged Man(Past), The World(Present), The Star(-Future)
Description: A Swamp Dweller urchin who has decided to finally make something of themselves, and hopefully create something that will outlive them.
Level: 1
Athleticism: 5
Senses: 4
Speech: 3
Traits: Survival(+1), Stealth(+1), Control(-3), Grace(-3)

Name: Rhys Howell
Cards: The Wheel of Fortune(Past), The Hermit(Present), Temperance(Future)
Description: A Manic Citizen that was forced to ingest an unknown toxin, and is now trying to find the perpetrator that has forced them into a permanent state of paranoia.
Level: 1
Athleticism: 2
Senses: 7
Speech: 3
Traits: Survival(+1), Weirdness(+1), Investigation(-3), Observation(-3)

Name: Ebrill Bevan
Cards: The Sun(Past), The High Priestess(Present), The Hierophant(Future)
Description: A Batfolk that was removed from their position as a priest because of their frequent outbursts, and is now trying to find a way to control their emotions
Level: 2
Athleticism: 3
Senses: 5
Speech: 6
Traits: Religion(+1), First Aid(+1), Strength(-3), Morality(-3)

Name: Archie Mulrooney
Cards: The Lovers(Past), Death(Present), The Devil(Future)
Description: A Flamerock Dwarf who left all they knew after their family's assassination in order to find out who ordered their deaths.
Level: 2
Athleticism: 7
Senses: 4
Speech: 3
Traits: Deduction(+1), Cooperation(+1), Control(-3), Religion(-3)

Name: Pavla Black
Cards: The Emperor(Past), The Moon(Present), The Magician(-Future)
Description: A Flowerfolk royal that has set out on a quest to restore their family's good name.
Level: 2
Athleticism: 3
Senses: 4
Speech: 7
Traits: Leadership(+1), Influence(+1), Intuition(-3), Stealth(-3)

Name: Finley Nicolson
Cards: Justice(Past), The Fool(Present), The Empress(Future)
Description: A Canyon Dweller who left their job as a guard captain to learn more about the world outside of the fighting in Dhà Sgoltah.
Level: 3
Athleticism: 9
Senses: 3
Speech: 4
Traits: Fighting(+1), Intimidation(+1), Survival(-3), Persuasion(-3)

Name: Ben
Cards: The Tower(Past), The Devil(Present), The Hierophant(-Future)
Description: A Fungi Colony that was saved by an eccentric scientist, and is now going around Tìrandàn obsessively trying to finish their savior's work
Level: 3
Athleticism: 4
Senses: 9
Speech: 3
Traits: Luck(+1), Observation(+1), Negotiation(-3), Alchemy(-3)

Name: Bella Reynolds
Cards: Death(Past), The Magician(Present), The Lovers(Future)
Description: A Cave Dweller that has left their position as a gravekeeper to find out more about a magical artifact that they stumbled upon, deep within the cave networks of Fo-Thalamh.
Level: 3
Athleticism: 4
Senses: 8
Speech: 4
Traits: Spiritualism(+1), Decisiveness(+1), History(-3), Deception(-3)

Monsters

Monsters encompass the natural and unnatural beings that can be found within the wilds of Tìrandàn. Most monsters are too deadly for normal people to deal with, but can be felled when a group coordinates their attacks. Because of the severity of these monsters, most elect to stay within the walled cities, and will only travel in the safety of the Caravan or other similar group.

Monsters have the same universal stats that players and NPCs have, although their distribution may be higher due to their danger. What makes monsters different from players and NPCs is that monsters have: A Strength, a Weakness, and a Biome. A monster's Potency is what they are most notable for, and is usually their go to in combat scenarios. A monster's Weakness is a specific chink in their armor, and can be exploited by the players or NPCs to gain a distinct advantage in a combat scenario. A monster's Biome describes where the monster can be encountered by your players.

If you wish to make your own creatures to use against your players, all you need to do is:

Determine the creature's Potency.
Determine the creature's Weakness.
Distribute the creature's universal stats. Estimates for creature stats are as follows:
- Easy creatures will have 9 points to distribute.
- Medium creatures will have 12 points to distribute.
- Hard creatures will have 15 points to distribute.
- Very hard creatures will have 18 points to distribute.

Determine the Biome of the creature.
Give the creature a name.

In the following two pages are some examples of what types of creatures may be found within Tìrandàn, although as the Oracle you are able to modify and change the bases of these monsters as you see fit.

Name: Wooded Angler
Biome: Coille Dhorcha
Appearance: The wooded angler has the appearance of a deer with ghostly white fur. Attached to both its antlers and its split tail are several fluorescent blue orbs of light. It also sports a smaller antler that curls outward from its forehead, hence the name "angler".
Athleticism: 1
Senses: 8
Speech: 3
Potency:

Biome Shift: The Wooded Angler utilizes illusory powers to protect its territory. When an unwanted visitor gets too close to the creature's home, it will place a veil of a completely different biome in the wanderer's mind, making them think they suddenly teleported to another location.

Weakness:

Identical Terrain: The Wooded Angler's ability isn't able to make anything completely invisible, therefore any object that existed in the previous biome must be replaced in the new biome. (Example: a tree would have to be replaced with a cactus if the forest became a desert). This rule also includes itself as well, meaning the Wooded Angler must disguise itself as an object or creature as well.

Name: Hunter Shrimp
Biome: Coille Dhorcha
Appearance: A hunter shrimp is a large creature with pale, almost see-through chitin, with two large boxing glove-like claws and a pair of eyestalks that hold up black eyes that twinkle like flashing stars.
Athleticism: 6
Senses: 4
Speech: 2
Potency:

Harrowing Punch: The hunter shrimp is deft with its claws, and a punch from them is a force to be reckoned with. Upon getting hit by a hunter shrimp, the hurt creature takes an additional point of Athleticism damage, and is dazed.

Weakness:

Starry Eyed: The eyes of the hunter shrimp have evolved to have enhanced night vision, but has made the eyes of the creatures extremely sensitive. If a creature is able to attack the eyes of the hunter shrimp, or create a large enough light, the hunter shrimp will be blinded and fly into a rage attacking anything near it.

Name: Spore Carriers
Biome: Coille Glaiste
Appearance: These small, brown, bug-like creatures have a large thorax that is covered in multicolored mushrooms. They wobble around, emitting large puffs of spores whenever it feels threatened.
Athleticism: 2
Senses: 5
Speech: 2
Potency:
Dizzying Spores: When this creature is cornered or engaged in close combat, it will release a plume of spores, hindering the Senses of anyone near it. If a player physically interacts with a spore carrier, they will take 1 point of Senses damage.
Weakness:
Clumsy Gait: These creatures are extremely top heavy due to the number of mushrooms on them, therefore they can be easily incapacitated by knocking them onto their backs.

Name: King's Mistake
Biome: Desert/Fortana
Appearance: These creatures are said to have been made by a mad king who hoarded his wealth. They appear as large pieces of jewelry or gold bars while stationary, but when moving they appear as amorphous masses with chameleon-like skin.
Athleticism: 5
Senses: 5
Speech: 5
Potency:
Adaptable: Due to their chameleon-like skin, they can cloak themselves within any environment, but prefer to show themselves off as a piece of treasure.
Weakness:
Greedy: These creatures covet gold and precious metals above all else, and when they see a new piece of treasure, they will attempt to get it at all costs. This may show as bargaining with the creature that has the treasure, or as a single minded focus on the treasure. This makes them easy to dispatch if you have a gem or expensive trinket.

Name: Tree Guardians
Biome: Ashtorila
Appearance: These wooden beings resemble many different woodland creatures, ranging from squirrels to bears to owls. They are all around 3 feet in size with glowing blue eyes, and are able to easily traverse the tree and Ashtorila with ease.
Athleticism: 6
Senses: 4
Speech: 2
Potency:
Guardian Spirit: Due to their connected nature with Ashtorila, these creatures are not able to fall off of the tree or the land on it. They will also be recreated at the center of the tree when they perish.
Weakness:
Wooden Composition: Since these creatures are made of wood, they have an aversion to flame, and will remain a safe distance away from those that carry an open flame unless they pose an extreme threat to the tree.

Name: Crystal Spiders
Biome: Cnuic Chriostal
Appearance: These creatures are made out of crystal, and look like multicolored faceted gems with spindly, glass-like legs.
Athleticism: 4
Senses: 3
Speech: 2
Potency:
Paralytic Bite: A bite from these creatures puts the target in tremendous pain, making them unable to move for a time.
Weakness: Glass Bones: While the main body of these spiders is extremely tough, their legs are thin enough that a well placed hammer blow could cripple them and make them unable to move.
Name: Tunnel Borer
Biome: Fo-Thalamh
Appearance: These large creatures have an appearance similar to a worm with large grey plates that cover the majority of their body. They have a large protruding mouth with serrated flaps to grab the stone in front of it, and a sandpaper like interior that is used to grind the stone down for it to process.
Athleticism: 10
Senses: 3
Speech: 2
Potency:
Immovable Frame: Evolving to eat the stone around them has caused Tunnel Borers to become an extremely dense being packed with muscle. This makes it hard to move them out of the way when they rest, and even harder to stop when they begin to eat through the stone.
Weakness:
Blind: Because these creatures have evolved to live within tight spaces with little to no light, they are now blind, and can only use their poor hearing to identify a threat that may be nearby.

Name: Ashen Wolves
Biome: Dachaigh Teine
Appearance: These wolves are larger than what you may find within a forest, and have shaggy grey fur to blend into the ashen landscape of the volcanoes. Their body temperatures are much higher than normal, and a bite from their maws would cause major burns along with lacerations.
Athleticism: 5
Senses: 5
Speech: 2
Potency:
Smoking Breath: To better utilize the environment to their advantage, these wolves have evolved to produce a smoke-like gas from their mouths that allows them to slip away from dangerous combat, or confuse prey.
Weakness:
Pack Tactics: These creatures hunt in small roving packs. At first, this may seem like a disadvantage to most travellers, but if even one of them is severely injured or incapacitated in a fight, the rest will retreat.

Name: Lily Pad Fish
Biome: Boglach
Appearance: These fish look like large, grey skinned sturgeon, with a line of spines that look like lily pads on their backs and large prehensile whiskers near its mouth.
Athleticism: 4
Senses: 4
Speech: 1
Potency:
Entangling Ambush: These creatures will wait hours near the surface, waiting until a fish or traveller comes by so they can ensnare their target with their whiskers and begin to devour them.
Weakness:
Limited Motion: While their first attack can be deadly, they will not be able to attack anything else if they already have something within their whiskers. This makes travelling in a group the best way to counter a single Lily Pad Fish.

Name: Cliff Gliders
Biome: Dhà Sgoltah
Appearance: These feathered birds are about 2 feet tall, and have muted, stone colored plumage to match the cliffs they reside upon. They are fearsome creatures with large hooked beaks used to dig into unsuspecting prey, and strong claws that can keep them attached to the sides of the canyon.
Athleticism: 3
Senses: 5
Speech: 1
Potency:
Hooked Beak: Their hooked beak is useful for capturing smaller creatures, but when used upon a person it can cause the target to lose balance, and possibly fall off of the cliff.
Weakness:
Weak Wings: The wings of the Cliff Gliders must be light and wide to carry them properly, and because of this they are fragile. A good hit to one of their wings would force them to the ground, making them a much easier target.

Name: Stormfish
Biome: Coille Mara
Appearance: These flying creatures resemble large stingrays, with a long barbed tail that crackles with electricity.
Athleticism: 10
Senses: 6
Speech: 2
Potency:
Thunderous Tail: The Stormfish's tail is electrified, but what makes it extremely dangerous is the booming crack that sounds when the Stormfish uses its tail. If hit with the tail, the target also takes an additional 2 points of Senses damage due to how loud the crack is.
Weakness:
Constantly Moving: Stormfish must remain in constant motion, otherwise they will fall to the ground. If they are ever brought to the ground, they will be unable to defend themselves or move away from any danger.

Artifacts

Artifacts are magical items within the world of Tìrandàn. They may be made by powerful creatures within Tìrandàn, or by items within the lands of Tìrandàn transforming after absorbing the magic around them. Artifacts may be used by the players for their unique powers or buffs, or in certain cases may be brought to an NPC to complete a milestone and gain XP. On the following page, there are several example artifacts that you can place within your world as boons for the players, or as weapons to be used against them.

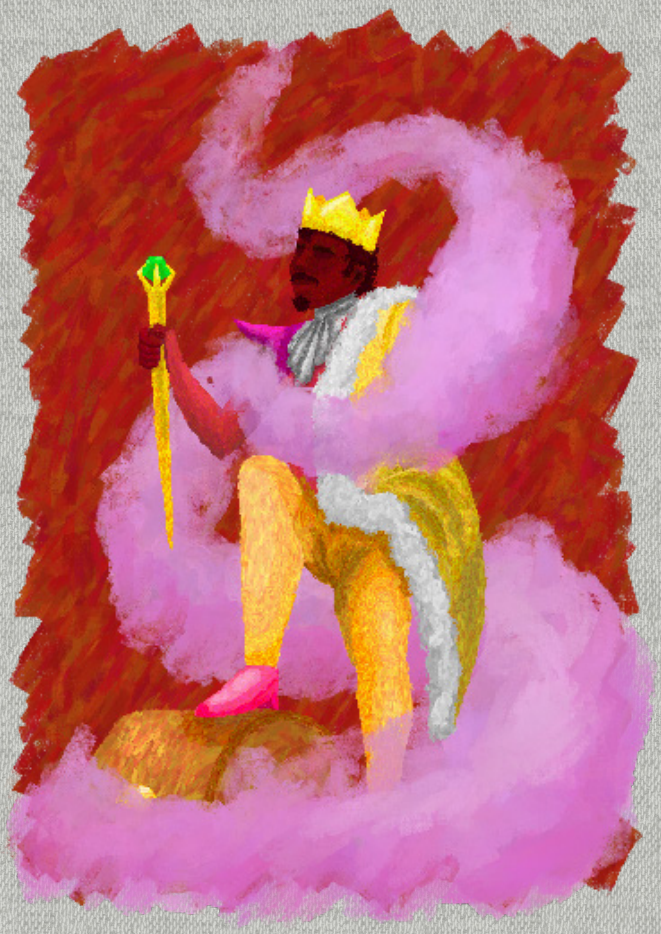
Name: Tìranprisma
Appearance: A hexagonal, multicolored crystal that hums with power.
Power: This artifact can shoot out a beam that will go through anything and everything in its path. Once this is used, it is destroyed. Warning: Do not fire at the Unbreakable Shield.
Name: Unbreakable Shield
Appearance: A smooth, black disk made out of stone that is able to expand out to a 10ft square wall.
Power: This artifact can prevent one instance of damage in its entirety. Once this is used, it will be destroyed. Warning: Do not use it to block the Tìranprisma.

Name: Medallion of Gleansach
Appearance: A medallion that hangs by the end of a rustic chain. The surface of it is so smoothed and polished that it could practically be used as a mirror. But the imperfections within the material warp and twirl the light bouncing off its surface in order to create a subtly mesmerizing effect of swirling color.
Power: When drawing for Speech in terms of persuasion, encouragement, coaxing, convincing, etc., the player receives plus 8 to their draw. This effect can only be used up to three times per session. This effect can only target one character at a time.

Name: Gauntlets of Strength
Appearance: Shining silver gauntlets much larger than the size of any human hands. Even with their size, they somehow always fit and are never clunky.
Power: When drawing for Athleticism in terms of strength, power, might, etc., the wearer receives plus 8 to their draw. This effect can only be used up to three times per session.

Name: Eagle-eyed Spectacles
Appearance: A pair of crystal goggles attached to a leather cap. Shining silver trims the edges of the crystal and white fluff lines the insides of the cap to keep the wearer warm. There appears to be a strap along the bottom to help secure the cap in place.
Power: When drawing for Senses in terms of accuracy, sight, precision, etc., the wearer receives plus 8 to their draw. This effect can only be used up to three times per session.

Name: Hook, Line, and Sinker
Appearance: A long, solid rod strapped with hooked twine and a spooling mechanism. It's surprisingly sturdy, yet flexible.
Power: This artifact can latch on to any concave surface or object and can be used to yank or reel it in by a strong enough caster. The line can be cast up to 100ft. The rod and line will snap after its third use.



Name: Golden Scarab
Appearance: A scarab about the size of a fist made entirely of gold. Has an immaculate shape free of dents or bends.
Power: A status symbol. The scarab is worth a large sum of money, but it's rare to find someone who could ever afford to pay for it full price.

Name: Salts of Protection
Appearance: A crystalline white powder packaged up into a navy box with a metallic spout for ease of pouring and ease of storage. When poured out into a circle, the powder glows with a soft light to ward off evils of the world. Store in a cool, dry place.
Power: When poured into a circle, the salts of protection will create an impenetrable barrier protecting those inside of it. Due to the small box and spout, this process can take some time to set up and can only be done twice before running the box dry. These salts are not recyclable.

Name: Colorized Complexity Cube
Appearance: A cubic relic of untapped power. Faces of color rotate and shift beneath your fingertips. Legend has it that wishes will be granted to the solver once all the colors align.
Power: Characters may attempt to solve a side of the cube any time they have a moment to focus. In order to solve a side, a player must draw Senses against the cube. The player must succeed against a target number of 17, otherwise they suffer Senses damage. Once all 6 sides of the cube are fully solved, the cube will grant the solver one wish. This wish must be accepted by the Oracle in order for it to be granted. Once the wish is granted, the power which possessed it drains, leaving behind a brain toy to pass the time away with.

Name: Masks of Theatrics
Appearance: Two masks of hyperbole, one laughing, one crying. They can shift and shape themselves to mimic the appearance of anyone who's walked this planet.
Power: A mask may be worn to have the user take on the appearance of someone they have seen before and have a picture saved in their memories. The strength of the disguise is only as strong as the strength of the memory. Once taken off, a mask is unable to be used again. Comes in a set of two.

Name: Tarot Card
Appearance: Could easily be mistaken for a simple playing card to the untrained eye. The back features a purple pattern design surrounding a shimmering metallic diamond. On the front is a colorful illustration labeled with the name of the card.
Power: Holding the card in the air while invoking its name will allow you to cast one of the powers from that card, as if it were your Present Card. The power you are able to cast is determined by the diamond. Bronze casts a Level 1 Power, Silver is a Level 2, and Gold is a Level 3. Once this is used, it is destroyed.

Locations

You may find that the cities and biomes that have been given to you are not up to snuff, or that you want to make something wholly unique to the story that you are telling. You are able to, and encouraged to change the landscape to work better for your campaign. If you find that you just want to add more to the current world, The Beyond gives you the perfect opportunity to have a secret continent within the world, or an unknown people that sails to the known lands.

Antagonists

A good antagonist can be one of the most exciting elements of a tabletop game. It can give your players an overarching challenge to look forward to in the larger scope of your campaign, that is seperate from the mostly disconnected day to day adventures your players will be facing.

The process of creating an antagonist should mirror the process of creating a player character. Choosing a Past, Present, and Future for your antagonist can give you an idea of who they are, what motivates them and what their goals are. Likewise, their Present card should highlight flaws that your antagonist has while their Past gives them skills that indicate their history. This will give your players new avenues to overcome the foe they're destined to face.

Example:

Past (The Tower) - Tragedy struck and this person as village was wiped out by unknown means, forcing them to retreat and find a new life for themself.

Present (The Emperor) - Currently spending their life forming an army to seek out the culprits of the attack no matter the cost. Plagued by inflexibility and an excessive need for control.

Future (Justice) - Seeks to obtain justice for their people by avenging them and restoring what they believe to be balance

You may find that you want your antagonist to have a unique power for your antagonist's Present Card, either to avoid repetition or just to flex your creative muscles. The powers listed in character creation are not set in stone, and are generally just the most common manifestations of those cards. Use your imagination to create unique abilities for your antagonists that you would believe would manifest as a result of progressing through the personal strife you've laid out in their storyline.

CHAPTER 5

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GLOSSARY

5 - Glossary

Action - A choice your character makes and then acts upon in a Scene. Generally after one character makes an action the Oracle will shift focus to another character.

Artifacts - Artifacts are the magical items within the world. They can be utilized to perform extraordinary feats, or they can be given to The Elder, who in exchange will give the players XP to be dispersed between themselves.

Ashtorila - A large island suspended upside down by the massive tree Craobh Dia.

Aspirations - Aspirations are long term objectives that you should achieve over the course of the campaign.

Athleticism - The stat that will mark your ability to run, jump, climb, and perform other feats of physical exertion.

Batfolk - Sentient bat people that live on Ashtorila, guarding it by night.

Beacon de Sgrios - The large space lazer within Cnuic that is reported to have destroyed a moon.

The Beyond - The areas past the horizon.

Biome - The environment that a monster is from.

Birdfolk - Sentient bird people that live on Ashtorila, guarding it by day.

Boglach - The magical swamp of the world, with stilted settlements spread throughout.

Bonus - The number you add to a draw you've made. A +3 bonus in Athleticism would turn a 9 of Wands into a Knight of Wands.

Canyon Dwellers - The residents of Dhà Sgoltah.

The Caravan - The Caravan is the central setting the RPG revolves around. It is a series of travelling wagons within the world of the game.

Cave Dwellers - The residents of Fo-Thalamh.

Challenges - Challenges are the scenarios that you will need to make a stat draw.

Cnuic Chriostal - A relatively small biome of highlands made up of pure crystal.

Coille Dhorcha - A massive forest, that slopes down into a crater, getting darker the deeper it is.

Coille Glaiste - A psychoactive forest of giant mushrooms and flowers that corrupts whoever explores it.

Coille Mara - A magical coral forest with floating sea creatures.

Coins - The in-universe currency that can be used to purchase items and artifacts.

Craobh Dia - The gigantic tree in the center of Coille Dhorcha that suspends Ashtorila.

Crystal Golems - The only sentient race capable of living within Cnuic Chriostal, they are a sentient race made up of pure crystals.

Dhà Sgoltah - The large canyon and the settlements that make up both sides.

Difficulty Rating - The difficulty of a conflict or action determined by the Oracle. You will need to draw in order to surpass this difficulty rating.

Draw Athleticism/Senses/Speech - An instruction you will see written in this book and receive frequently from your Oracle. It means when you draw a minor arcana card, you add the number your character has for the specified stat to that draw.

The Elder - The leader of the Caravan.

Equipment - Blanket term for general items that you will acquire and use.

Favored Suit - Favored Suits are suits that you will modify and increase your stat draws.

Fishfolk - The tribalistic residents of Coille Mara.

Flamerock Dwarves - Residents of Teine Massif.

5 - Glossary

Flowerfolk - Sentient giant flowers that live within Coille Glaiste.

Fo-Thalamh - The walled settlement made within the winding ravines and cave systems of the mountains.

Forest Nomads - The residents of Coille Dhorcha.

Fortana - A lavish city of gold residing on the beetle Rìghòrail, filled with countless gambling dens and other money making sites.

Fortunate/Fortune - When you are fortunate on a card draw you instead draw two cards and take the higher number.

Fuamhaire - The deity of the Fishfolk.

Fungi Coloies - Sentient clusters of fungi that live within Coille Glaiste.

Future - The future meaning of your major arcana tarot card. Contains goals and aspirations.

Goals - Goals are short-term achievable objectives that you should aim to achieve within one or two sessions.

The Kingdom of Coins - Multiple peoples who all represent their ideals of profit, money, and personal gain.

The Kingdom of Cups - Multiple peoples who are typically hearty workers, with strong community oriented mindsets.

The Kingdom of Swords - Multiple peoples of combative nature who value self-interest and victory over everything.

The Kingdom of Wands - Multiple peoples who tend to respect nature to a higher degree, living as close to it as they can.

Level - Levels determine your progress through the game. Specific powers and artifacts are locked behind certain levels.

Magic - Powers that are possessed that defy all established logic and reasoning of the known world.

Major Arcana - A deck of 22 Tarot cards with unique depictions of different arcana. These include but are not limited to: The Fool, The Sun, The Moon, etc. Each card has a specific meaning attached to it.

Manic Citizens - The non-evolved settlers of Coille Glaiste that have been infected by its spores.

Milestones - Events that the Oracle rewards XP based off of at the end of play.

Minor Arcana - A deck of 56 Arcana revolving the 4 suits: The Swords, The Coins, The Cups, and The Wands.

The Oceans - The oceans of the world, hosting many terrors and leviathans.

The Oracle - The game master. The person running the campaign.

Origin - The place where your player character is from. Origin will determine your favored suit.

The Party - The group of player characters.

Past - The past meaning of your major arcana tarot card. Contains past traits.

Past Trait - The beneficial custom stat that you have due to your Past class card.

Points - The limited amount of points that determine how high each of your stat bonuses will go.

Potency - The given strongsuit of a monster.

Powers - These are abilities that your character can use during gameplay to perform special feats. Level one abilities can be used once per Scene. Level two abilities can be used 3 times per session. Level three abilities can be used only once per Session. You progress through these abilities by acquiring XP and leveling up.

Present - The present meaning of your major arcana tarot card. Contains present traits.

5 - Glossary

Present Trait - The detrimental custom stat that you have due to your Present class card.

Race - The designated different sentient species that the players can make characters based off of.

Rìghòrail - The gargantuan golden scarab beetle that dwells in the desert, hosting a city on its back.

Scarab Riders - Residents of the city Fortana.

Senses - The stat that will mark your ability to see, hear, finesse, or understand something.

Speech - The stat that will mark your ability to talk, persuade, and otherwise sway people with your actions.

Stat Damage - Losing a stat point due to an action failure.

Stat Draws - You will have to draw from the minor arcana deck throughout the game in order to obtain a specific number. This action is referred to as a stat draw.

Stats - Stats are counts that add to your draw when you perform corresponding actions.

Swamp Dwellers - The residents of Boglach.

Target Number - The number that you aim to draw equal to or above in order to complete an action. The target number is determined by the difficulty rating.

Teine Massif - The settlement made within the active volcano.

Traits - Traits are custom stats that either add or subtract from your draw in addition to your standard stats when performing specific actions.

Tìrandàn - The world where the RPG takes place.

Unfortunate/Misfortune - When you are unfortunate on a card draw you instead draw two cards and take the lower number.

Weakness - Monsters you face will have a defined weakness outlined as part of their encounter.

XP - Experience points that you will acquire via completing tasks given to them by The Elder. XP will allow you to level up and progress through the game.

CHAPTER 6

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THE APPENDIX

Past			
Card	Meaning	Past Traits	Coins
The Fool	Your past was filled with adventure and ambition. You may have been a travelling merchant, young adventurer, or just a wandering traveller.	Gambling, Survival, Acrobatics, Persuasion, Navigation, Cautious, Ambitious, Fun-Loving, Laxity	12
The Magician	You have spent your past in libraries or ancient ruins, in search of knowledge and power. You may have been an up and coming scholar, apprentice mage, or just a student.	Deception, Magical Prowess, History, Quick-Thinking, Observation, Resourceful, Manipulation	7
The High Priestess	Your past was filled with unconventional places that satiated your lust for creative endeavors and spiritual fulfillment. You may have been a young shaman, artist, or possibly a courtesan.	Religion, Persuasion, Art, Allure, Concealment, Spiritualism, Sympathy, Morality, Strength	12
The Empress	You spent your past tending to your own betterment, whether that be creatively, socially, or spiritually. You may have been a beloved figure in your town, a monk seeking peace, or a villager looking for balance.	Persuasion, Arts, Nature, Resourcefulness, Cooperation, Willpower, Speed, Control	7
The Emperor	You spent your past in some place of authority, helping people or attempting to boost your authority. You may have been a political leader, teacher, or a town guard.	Willpower, Leadership, Strength, Influence, Cooperation, Kind, Modesty, Reason	10
The Hierophant	You spent your past within the purview of many traditions and beliefs, and either joined in them or shunned the practices. You may have been a religious scholar, cloistered monk, or a rebel against the traditions.	Religion, History, Magical power, Influence, Control, Weirdness, Reason, Negotiation	5
The Lovers	You spent your past in relative comfort with people that cared about you. You may have been the head of a household, a kindly tavern owner, or a romantic.	Persuasion, Charm, Arts, Acrobatics, Cooperation, Religion, Grace, Speed, Deduction	10
The Chariot	You spent your past seeking success and prosperity for yourself. You may have been an ambitious merchant, a treasure seeking adventurer, or a determined royal.	Willpower, Survival, Intimidation, Control, Focus, Deception, Strength, Manipulation	15
Strength	You spent your past inspiring others and charging headfirst against your issues. You may have been a soldier, a compassionate brawler, or a hero to your town.	Athletics, Fighting, Leadership, Strength, Cooperation, Bravery, Kind, Observation	7
The Hermit	You spent your past seeking some form of inner understanding or outward enlightenment, mainly by yourself. You may have been a solitary researcher, an introverted mage, or an introspective commoner.	History, Magical Prowess, Investigation, Religion, Observation, Spiritualism, Strength, Bravery, Weirdness	5

Card	Meaning	Past Traits	Coins
Justice	You spent your past on the right side of the law, making sure you were a model citizen. You may have been a guard captain, a lawmaker, or a justiciar.	Intimidation, Fighting, Law, Intuition, Athletics, Deception, Persuasion, Influence	12
The Hanged Man	You spent your past in a haze of uncertainty, not knowing exactly what to do, and that suited you just fine. You may have been a hobo, an urchin, or a free spirited wanderer.	Acrobatics, Deception, Survival, Stealth, Navigation, Sympathy, Decisiveness, Control	2
Death	You spent your past on the precipice of two different worlds, and straddled the line between the two constantly. You may have been a gravekeeper, a spiritual guide, or possibly some form of philosopher.	Fighting, Religion, Intimidation, Control, Spiritualism, Decisiveness, Bravery, Influence	5
Temperance	You spent your past in relative ease and peace, not really wanting for anything. You may have been a content commoner, a tranquil naturalist, or a neutral peacekeeper.	Persuasion, First aid, Acrobatics, Survival, Negotiation, Control, Observation, Navigation	10
The Devil	You spent your past seeking something that was once yours, or as an independent spirit charting their own path. You may have been a rising royal, a philanthropist, or a solitary alchemist.	Gambling, Alchemy, Navigation, Negotiation, Survival, Control, Influence, Deception	15
The Tower	Within your past, you were able to skirt past danger and disaster that may have befallen you. You may have been a survivor of a large disaster, a person in the right place at the right time, or someone given a second chance.	Survival, Luck, Stealth, Navigation, Observation, Willpower, Acrobatics, Negotiation	2
The Star	You were once a person that inspired hope and happiness to those around you. You may have been a town healer, a generous leader, or just a positive person.	Leadership, First aid, Magical prowess, Persuasion, Cooperation, Bravery, Kind, Alchemy	5
The Moon	You spent your past finding the truth in things around you, and aiding those around you. You may have been a detective, a vigilante, or a spymaster.	Investigation, Stealth, Control, Intuition, Influence, Bravery, Deception, Persuasion	12
The Sun	You were a ball of positivity and vitality in your past, nothing could bring you down. You may have been a free-spirited youth, a fun loving priest, or a lucky son-of-a-gun.	Religion, Healing magic, Survival, First aid, Influence, Selfless, Navigation, Negotiation	7
Judgement	You spent your past looking into others and seeing their true intentions. You may have been a judge, an informant for the guard, or a people watcher.	Intuition, Persuasion, Observation, Stealth, Fighting, Decisiveness, Influence, Deception	10
The World	You spent your past drowning in achievements and accomplishments of yours, travelling where you want and doing what you please. You may have been a successful inventor, a rich merchant, or a fulfilled individual.	Navigation, Survival, Magical Prowess, Negotiation, Mending, Grace, Decisiveness, Control	20

Present

The Fool

You have found yourself joining the Caravan despite your fear of the unknown. Perhaps you got into something way over your head or were tricked into leaving your home and joining the Caravan, or maybe you were determined to push through your fear and explore the great big world around you regardless.

Possible Present Traits

Gambling, Survival, Acrobatics, Persuasion, Navigation, Cautious, Ambitious, Fun-Loving, Laxity

Powers

LEVEL 1 - Like a Bull in a China Shop. *Your unusual luck allows you to charge headfirst into danger without immediate risk. Your recklessness may cause problems for others around you, but you are left relatively unharmed.*

If you charge headfirst into danger without hedging your bets, you can invoke this ability to avoid the first instance of damage you would encounter. Depending on the situation, the Oracle may decide to redirect this damage somewhere else.

LEVEL 2 - Falling with Style. *If you believe hard enough you can do anything! Due to your ignorance of the laws of nature you are able to make yourself float by just forgetting the existence of falling. However, be careful, If you become too aware of the fact you are defying gravity, you will be sent plummeting into the ground.*

The player who invokes this ability will describe to the Oracle what they intend to do while in the air. It is then up to the Oracle to set the challenge of that action. The more specific the action described is, the higher the difficulty rating of the corresponding draw should be. On a failure, the ability ends and the fool falls.

LEVEL 3 - Leap of Faith. *You have learned that often it takes the biggest risks in order to reach the biggest rewards. If you willingly put yourself in mortal danger, risking your own life to accomplish a goal or save an ally, you will be able to enter a misty haze in which time stands still. If you fail to accomplish your goal, you will be sent flying backwards like a rubber band.*

Describe three separate actions you are going to take during the stopped time to your Oracle. You will have a +3 bonus on each action. The Oracle will set the challenge for each of these actions, if you fail on any of these actions you will be returned to your starting position and will take 4 points of damage to the stat you were attempting to use.

The Magician

Your want for more money or power has brought you to the Caravan. Possibly to locate a teacher who can train you to be stronger, a treasure that is located far away, or an artifact of legend that has been talked about in a land far from home.

Possible Present Traits

Deception, Magical Prowess, History, Quick-Thinking, Observation, Resourceful, Manipulation

Powers

LEVEL 1 - Telekinesis. *You have the ability to move and interact with objects using just the power of your mind.*

Pick an object you can see. Instead of drawing Athleticism like you normally would in order to lift the object you instead draw Senses. The difficulty should roughly scale with the difficulty it would be to lift the object with your body (for example, a bottle would require no draw while a grand piano would be very hard).

LEVEL 2 - Familiar. *You call upon your vast reserves of magical energy to summon and gain the temporary assistance of a mystical animal of your choice.*

Upon invoking this ability, you describe the appearance of an animal no larger than a fox. This creature is under your command until the end of the Scene. You are able to communicate with the creature telepathically and issue it orders, allowing it to sneak into areas or perform simple tasks. Upon taking any amount of damage, the creature will disappear immediately.

LEVEL 3 - Black Hole. *You harness all of your magical prowess to bring forth the ultimate entity of destruction. A swirling mass of darkness appears on the ground in front of you, pulling everyone in the surrounding area towards its singularity.*

When you invoke this ability, all creatures in the

Scene aside from yourself must succeed on an Athletics draw or be pulled into the Black Hole. Anyone inside the Black Hole takes 3 points of Athletics damage, 4 points of Senses damage and are unable to move.

The High Priestess

Your outbursts toward others or your lack of faith in yourself have brought you to the Caravan. You may have harmed someone in a fit of anger, been a wanted criminal, or maybe just wanted to leave a place filled with criticism.

Possible Present Traits

Religion, Persuasion, Art, Allure, Concealment, Spiritualism, Sympathy, Morality, Strength

Powers

LEVEL 1 - Premonition. *Your consciousness drifts as you enter a world unknown to you. Walking along a strange pathway you find yourself face to face with a tower. Lightning cracks across the hazy sky as you shoot awake, a cold sweat running down your spine. You're left with a foreboding sense of dread.*

If you lose consciousness, either through battle or simply taking a short rest, you may invoke this ability. Your Oracle will describe a short dream that you have, symbolically hinting at events that are to come. When you wake, the Oracle will tell you the general feeling you are left with after experiencing this dream.

LEVEL 2 - Spiritual Guidance. *You sit down and begin to clear your mind. In your meditation you reach deep into the unknown in order to call upon the voices of the dead and damned, the spirits of those who once roamed the land you set foot in now.*

Upon invoking this card, until the end of the Scene you gain access to a spirit that once lived or died no more than a hundred years ago within the area. They will give you information based on what they knew of the area while alive.

LEVEL 3 - Psychic Screech. *You reach deep within yourself to condense all of your emotions into a single shriek, stunning the minds of those around you.*

Upon invoking this ability, you emit a shriek, everyone in the Scene takes 3 points of Senses damage. Any who take the damage and go to 0 Senses are knocked out. This ability can be negated with adequate ear protection

The Empress

You spent your past tending to your own betterment, whether that be creatively, socially, or spiritually. You may have been a beloved figure in your town, a monk seeking peace, or a villager looking for balance.

Possible Present Traits

Persuasion, Arts, Nature, Resourceful, Cooperation, Willpower, Speed, Control

Powers

LEVEL 1 - Creative Outlet. *You find it soothing and empowering to succeed at something you enjoy.*

Upon invoking this card, until the end of the Scene if you succeed on a draw that utilizes a trait of yours, you are able to heal yourself for 1 point of stat damage.

LEVEL 2 - Blooming Brush. *You take out your art supplies and begin to paint a beautiful scene of nature, not onto a canvas, but directly into the ground around you. As you pause to admire your work your brush strokes begin to inflate, transforming into living fauna.*

When you invoke this card you are able to manifest living plant life through artistic expression. The vegetation you create cannot be longer than the height of a cherry and disappear at the end of the Scene.

LEVEL 3 - Up Your Sleeve. *The power of creation flows deep within your heart. Through the force of your own imagination, you are able to manifest exactly what you need.*

Upon invoking this card, you are able to produce a tool or item that is useful to you out of thin air. The tool or item can be no larger than a barrel and will disappear at the end of the Scene.

The Emperor

You were previously in some position of authority, but your inability to change your ways or your abuse of the power you had led you to joining the Caravan. You may have been removed from your land via a coup, been exiled for your laws, or been driven out of town by your own guards.

Possible Present Traits

Willpower, Leadership, Strength, Influence, Cooperation, Kind, Modesty, Reason

Powers

LEVEL 1 - Noble Nature. *With a single snap of your fingers magic mist envelopes your body as your clothing is replaced with extravagant noble robes. All those who look upon your stylish new appearance will instantly perceive you as royalty.*

When you invoke this ability, describe your new style to your Oracle. Until the end of the Scene, if you draw Speech against a creature that is not of noble descent, you will have a +2 bonus.

LEVEL 2 - My Word is Law. *From deep within your chest you unleash a draconian display of your authority, declaring a new law that all those around you must follow. As the words leave your mouth your edict appears in shimmering purple writing on the skin of all those around you.*

When you invoke this ability, state a rule or r estriction, this is now law to all around you. Until the end of the Scene, anyone in the Scene who disobeys this rule and is not of royal descent will take 1 point of Speech damage.

LEVEL 3 - Long Live the King. *Although you have been struck down, you are not fated to leave this world just yet, for your guidance is still needed. Those who dared to shed your noble blood shall soon face the wrath of a true king.*

When you take damage to a stat that would cause you to die/become incapacitated, You instead have that stat heal by 4, and immediately are able to make an action.

The Hierophant

Your unconventional life and ways of teaching have forced you to join the Caravan. You may have failed at leading a revolution, not conformed to society, or just had too eclectic a lifestyle to sustain in your current home.

Possible Present Traits

Religion, History, Magical power, Influence, Control, Weirdness, Reason, Negotiation

Powers

LEVEL 1 - Confusion. *The weird and chaotic nature of your magic makes you completely unpredictable to the enemy.*

When you invoke this ability, you are able to confuse an enemy and cause them to have a -3 bonus on any Senses draws made that are not directed at you. They also take one point of Senses damage.

LEVEL 2 - Wisdom of Old. *You open a line of connection with another soul, someone much older and wiser than yourself, for guidance on the road ahead.*

When you invoke this ability and until the end of the Scene you may telepathically communicate with someone you have a connection with that you view as a source of guidance. This person can be the Elder or any other source of wisdom from your character's backstory. The person you choose does not have to be currently alive.

LEVEL 3 - Protecting the Past. *Your magical capabilities ensure that your traditions are upheld above all else.*

Upon invoking this ability, you are able to state a tradition that others must follow. Every person within the Scene must roll a Senses check, on a failure they are compelled to follow said tradition. If a person is successful and chooses not to follow the tradition, they will take 3 points of Speech damage as they go against the majority. This lasts until the end of the Scene.

The Lovers

The conflict and detachment you had in your home lead to you joining the Caravan. You may have experienced the death of a loved one, conflicts with your family, or isolation from those around you.

Possible Present Traits

Persuasion, Charm, Arts, Acrobatics, Cooperation, Religion, Grace, Speed, Deduction

Powers

LEVEL 1 - Three Legged Race. *Sometimes meeting a challenge requires an unlikely union. A sparkling golden ribbon wraps around the opposite legs of you and your companion, sticking the two of you together.*

When you invoke this ability choose two people.

For the remainder of the Scene their opposite legs are stuck together. If the two people choose to make the same action they each gain a +3 bonus to their stat draw. If they attempt to act independently of one another the stat draw has a -3 bonus. Your movement is significantly slowed when using this ability.

LEVEL 2 - Till Death Do Us Part. *Your magic allows you to forge unbreakable bonds. With just a touch a sparkling golden ribbon rockets outward, instantly tightening as it wraps around the object of your choosing.*

When you invoke this ability and until the end of the Scene, a visible tether forms between two objects you've touched, disallowing them from moving farther apart. This tether cannot be manifested through walls.

LEVEL 3 - Love Potion No. 9. *Through all of your interpersonal connections you've learned that the support of one person can make all the difference.*

When you invoke this ability, until the end of the Scene, you are able to make one person attracted to you, aligning your interests and desires.. Any Speech draws involving the person have an extra +5 bonus.

The Chariot

A need for direction and control in your life led you to joining the Caravan. You may have felt without purpose in your home, became angry at your lack of power and control, or you were persuaded to join to help improve yourself.

Possible Present Traits

Persuasion, Arts, Nature, Resourceful, Cooperation, Willpower, Speed, Control

Powers

LEVEL 1 - Misdirection. *It seems that you have a knack for deflecting blame and injury, ensuring that you always have complete control over any situation.*

When you or someone in the Scene would take stat damage, you can invoke this ability. You choose someone else in the Scene you want to deflect blame or injury towards, causing them to take all the damage the creature you protected would have.

LEVEL 2 - The Most Direct Path. *A radiant magical chariot springs fourth at your feet. Your expertise in your desired method of travel allows you to charge wherever you please no matter the obstacle.*

Upon invoking this ability, you summon forth your desired method of travel. You may choose a vehicle, a rideable creature, or even a good pair of running shoes. This summon must be no larger than a carriage. When using this summon you have the ability to move across any surface, even on walls and ceilings. Your summon disappears when the Scene ends or when you invoke this ability again.

LEVEL 3 - Momentum. *You have a knack for succeeding at things as long as you keep working at them.*

Upon invoking this ability and until the end of the Scene, you have a +1 to all draws, but if you continue to perform draws within one stat (Speech, Senses, Athleticism), you gain an additional +1 to the draw. This continues until you draw within a different stat, or until the end of the Scene.

Strength

Your weakness and fear made you join the Caravan. You may have been forced to face your fears of the unknown by joining, or wanted to overcome your weakness by joining.

Possible Present Traits

Athletics, Fighting, Leadership, Strength, Cooperation, Bravery, Kind, Observation

Powers

LEVEL 1 - Lionheart. *You show complete determination in the face of terror, your mind a steel trap unable to flinch*

Upon invoking this card, until the end of the Scene any Senses damage can instead be taken as Speech or Athleticism damage.

LEVEL 2 - Herculean Effort. *You summon up all of the willpower you have to complete your task, pushing your strength to its absolute limit.*

Upon invoking this card, until the end of the Scene you gain +2 on all Athleticism draws. You may choose one Athleticism draw to gain an extra +2 on during the duration of this ability, making that draw have a total of +4.

LEVEL 3 - Inner Fire. *You watch in horror as your trusted ally and friend collapses before you. Nearly out of breath, you stagger towards their limp body, ready to defend them with your last ounce of strength. As you stand your ground the ceiling of your strength shatters, sending scorching flames shooting out from the cracks.*

If an ally in the Scene takes significant damage or falls in battle, you may invoke this ability.
In this transformed fiery state, you are strong enough to crash through solid rock. All Athleticism draws have a +5 bonus until the end of the Scene.

The Hermit

Your paranoia and loneliness made you join the Caravan. You may have left your home after
believing there was a conspiracy against you, because you wished to find a more secluded place to live, or because you were lonely
and wished to make friends.

Possible Present Traits
History, Magic, Investigation, Religion, Observation, Spiritualism, Strength, Bravery, Weirdness

Powers

LEVEL 1 - Wait and Listen. *You take the time to contemplate a decision before taking action, reaching deep inside yourself for guidance.*

Upon invoking this ability, you are able to draw with Senses to discern the best course of action for a problem. If you succeed on this draw, the Oracle will give you a hint towards the solution. Additionally, and until the end of the Scene, you will have a +2 bonus when performing actions towards this problem.

LEVEL 2 - Find the Flaw. *Your time spent watching conflict from afar has trained you to notice things about people that others may not. By clearing your thoughts, you are able to determine the weakest attribute in a person or creature.*

Upon invoking this ability, your Oracle will grant you a piece of knowledge about your enemy. If the enemy is a player or an important NPC, you will be told one of their Present Traits. If your enemy is a creature or an unimportant NPC you will be given a hint about their Weakness.

LEVEL 3 - Cosmic Huddle. *Time freezes on the battlefield. When you awake you find yourself in an expanse of pure white nothingness. As you look around you see your friends and allies, each standing in front of a door. After a brief period of time, you notice the doors around you begin to fade. You quickly enter the one placed behind you, returning you back to the normal world as if nothing had happened.*

When you invoke this ability, you and each of your allies enter a plane where time stands still. Here you can discuss the situation you're in and how best to solve it. Each person in the huddle has a door placed behind them that they can use to return to the world. After one minute, the doors will begin to fade. Exiting through another person's door will place you in the position they were in when you were transported rather than your own.

Wheel of Fortune

A series of unlucky decisions or unwelcome changes led you to join the Caravan. You may be indebted to mob bosses in your town, had your home destroyed after an accidental fire, or just hoped a change of pace would break you out of your bad luck streak.
Possible Present Traits
Gambling, Luck, Deception, Acrobatics,
Survival, Decisiveness, Control, Weirdness

Powers

LEVEL 1 - Turn the Wheel. *Your close relationship with fate allows you to temporarily influence the fortunes of others around you.*

When an ally fails a draw within sight of you, you are able to affect their fortune and allow them to draw again. You may only use this ability two times on a single draw.

LEVEL 2 - 50/50. *You are able to slice your luck perfectly down the middle to be black and white, good or bad.*

When you invoke this ability and for the remainder of the Scene instead of drawing from the deck to resolve your actions, you flip a coin. Heads means you succeed in the draw, tails means you fail. Once invoked, this ability lasts until the end of the session.

LEVEL 3 - The Die is Cast. *Gambling, for you, is your life blood. So why shouldn't you gamble your life*

away? You may come out of this a person of great deeds, or you may not come out of this at all, but whatever the result, you lived your life at fate's mercy.

When you invoke this ability and for the rest of the Scene, before resolving any conflict, you will first draw from the deck to determine if you are fortunate or unfortunate. When you draw from the deck, you will gain unfortunate if you draw a card from Ace to Seven and you will gain fortunate when you draw a card from Eight to King . The card you draw for this ability is not the card used in determining conflict resolution itself.

Justice

The injustice or corruption of where you lived forced you to join the Caravan. You may have been falsely accused of a serious crime, witnessed corruption of government officials and been exiled, or were one of the corrupt officials and left because you were targeted by a rival organization.

Possible Present Traits

Intimidation, Fighting, Law, Intuition, Deception, Persuasion, Influence

Powers

LEVEL 1 - Justice is Blind. *You cover your eyes with a cloth, as you know that justice must always be impartial and unprejudiced. Blocking out your own biases brings you strength, allowing you to approach the conflict you face with grace.*

When you invoke this ability, for the rest of the Scene you will be unable to make any draws with Senses, but will have a +2 bonus on Athleticism and Speech draws.

LEVEL 2 - Good Cop, Bad Cop. *You are committed to reaching the truth no matter what, using your magic to micromanage your identity and persona to receive the best results.*

When you invoke this ability, your persona splits in two as your body temporarily grows a second head. You have a +3 bonus on Senses and Speech draws when interrogating a suspect.

LEVEL 3 - Binding Contract. *Brilliant silver flames erupt and spiral as you shake hands with another, signifying that the vow you have created is now sealed. It cannot be broken by natural means.*

When you enter an agreement or contract with another willing person you may invoke this ability, making your agreement magically binding. The consequences of going against the agreement is determined by your Oracle. Once the agreement is fulfilled, or this ability is used again, the ability ends.

The Hanged Man

Your impulsiveness or stagnation led you to join the Caravan. You may have felt that there was nothing else for you in your town, or just decided on a whim to travel on the Caravan.

Possible Present Traits

Selflessness, Acrobatics, Deception, Survival, Stealth, Navigation, Sympathy, Decisiveness, Control

Powers

LEVEL 1 - Scapegoat. *Protecting your allies is your top priority, and you'll put yourself in harm's way if it means keeping them safe.*

When an ally in the Scene would take stat damage you can invoke this ability to take that damage instead. Doing this will also make you the center of attention within the conflict.

LEVEL 2 - Play Dead. *Your close relationship with the other side has given you the ability to perfectly fake the appearance of the deceased.*

Upon invoking this card, you are able to make yourself or another creature in the Scene appear to be dead. Anyone inspecting this creature will be able to confirm their death. This effect will stop at the end of the Scene.

LEVEL 3 - Ghost Walk. *By freeing yourself of your worldly attachments you are able to enter a completely new existence. You are now able to exit your own body, allowing you to freely roam as a wandering spirit.*

Upon invoking this ability and until the end of the Scene, you are a spirit. You are both incorporeal and imperceivable to others. Your Senses stat is perfectly intact, but you are unable to interact with the world through Athleticism or Speech, as you lack both body and a voice. When this ability ends, you return to your unconscious body and wake up in your normal form.

Death

Your stubbornness and fear led you to joining the Caravan. You may have survived an attempted assassination, experienced a spiritual awakening, or just left behind all you knew in in an effort to erase your past.

Possible Present Traits

Fighting, Religion, Intimidation, Control, Spiritualism, Decisiveness, Bravery, Influence

Powers

LEVEL 1 - Brutal Injury. *You have a knack for bringing those you dislike an inch closer to their timely demise.*

If any creature you can see takes damage to one of their stats, you can invoke this ability to make them take an additional point of damage.

LEVEL 2 - Transmutation. *You reach outward and grasp the heart of another being, using your magic to physically alter its bodily makeup.*

Choose a creature in the Scene to target. The Oracle will inform you, out of its three stats, which is the highest and which is the lowest. If you are able to touch the target, you can swap two of the it's stats for the remainder of the Scene, causing its body to mutate.

LEVEL 3 - Spiritual Exorcism. *You reach deep into your own heart to expel the darkness within. Causing harm to your own body allows you to release an aspect of yourself that has held you back on your voyage. When you do this, the demon inside you bursts forth, taking the form of a horrifying skeletal spirit dressed in all black.*

When you invoke this ability, you will choose and announce the Present Trait you will be purging from your soul. You will then injure your body to release the spirit. The spirit's Athleticism and Senses will be equal to the number of points your Present Trait has increased by since the start of your journey (Present Traits begin at -3) + The amount of Athleticism damage you cause to your body (for example, if your Present Trait is currently -1 and you deal 2 points of damage to yourself your spirit will have a 4 in both Athleticism and Senses). The spirit's Speech is 0 and is under your command until the end of the Scene.

Temperance

Your excess and recklessness caused you to join the Caravan. You may be looking for a way out of your addiction, something to clear away a large debt, or just looking for your next adrenaline hit.

Possible Present Traits

Persuasion, First aid, Acrobatics, Survival, Negotiation, Control, Observation, Navigation

Powers

LEVEL 1 - Peaceful Demeanor. *Your responsible and caring nature makes others around you feel relaxed and at ease, seemingly already aware you are someone who can be trusted.*

When you invoke this ability, until the end of the Scene people will look at you as a peaceful person, and any Speech draws in which you are trying to calm others down will have a +3 bonus.

LEVEL 2 - Mental Clarity. *You are able to calm people's emotions and ease their fears with a touch.*

Upon invoking this card, you are able to touch one creature, causing them to become calm and healing them for 3 points of Senses damage.

LEVEL 3 - A Civil Affair. *Your desire for peace manifests within your magic, allowing you to settle disputes without violence or bloodshed. With a snap of your fingers all those who are in conflict are transported to a neutral ground within the Caravan, their bodies seemingly unable to make contact with one another.*

Upon invoking this ability, you describe a room in the Caravan that all creatures in conflict within the Scene are transported to. Until the Scene ends, all creatures within this neutral ground have intangible bodies, making them unable to make any draws with their Athleticism stat. Despite being unable to leave until the ability ends, any creature standing in the neutral ground will feel relaxed and at ease. After five minutes all creatures are transported back to the previous location and the ability ends.

The Devil

An addiction or obsession led you to join the Caravan. You may be looking for an even greater high, the final piece to complete a collection, or looking to find new people to fuel your schemes.

Possible Present Traits
Gambling, Alchemy, Navigation, Negotiation, Survival, Control, Influence, Deception

Powers

LEVEL 1 - Service with a Smile. *The Devil's presence looms behind you, drawing the attention of others. Your charismatic facade makes them more at ease with you, and more willing to listen to your ideas and negotiations.*

Upon invoking this card, until the end of the Scene people see you as a friendly face, willing to hear what you have to offer. Your Speech draws have a +3 bonus to them.

LEVEL 2 - Devil in the Doorway. *The Devil's presence looms behind another, whispering in their ear to awaken the darkest urges within their heart. Coaxing them along with its sauve tongue, they feel overwhelmingly compelled to follow its instructions.*

When you invoke this ability choose one creature you can see. Give them a simple instruction, and they will feel compelled to follow it. If this character is likely to resist doing said action, they can draw Senses to try to resist the Devil's pull.

LEVEL 3 - Mass Obsession. *The Devil's presence looms behind all, pulling violently at each of their deep rooted cravings and desires.*

When you invoke this ability, until the end of the Scene or until they fulfill the action, all creatures within the Scene begin to search for a fix to an obsession they have. They are unable to do anything else until they have gotten their fix.

The Tower

A disaster or tragedy forced you to join the Caravan. Your family may have been killed, all of your worldly possessions were destroyed, or disaster may have come and destroyed your entire town.

Possible Present Traits

Survival, Luck, Stealth, Navigation, Observation, Willpower, Acrobatics, Negotiation

Powers

LEVEL 1 - Bad Luck Charm. *Misfortune seems to follow you, but luckily, you've learned how to divert it towards others.*

When someone draws a card to take an action, you can impose a -3 bonus on that draw. If they fail, their blunder is exaggerated to a cartoonish degree.

LEVEL 2 - House of Cards. *The power of disasters now rests in the palm of your hand. Any area you point to now has the stability of a house of cards, ready to collapse in on itself at any moment.*

Choose a large object or small area you can see that is no larger than a carriage. This area is now prone to disaster, any force applied against it will cause it all to collapse in on itself. creature within striking distance of the collapse must make an Athletics check. On a failure, they receive 2 points of Athletics damage and are pinned under the rubble until they succeed on an Athletics check.

LEVEL 3 - Aura of Calamity. *Fortune is smiling on you alone.*

For the remainder of the Scene, You may choose to give yourself +3 bonus on any stat draw. However, every time you narrowly escape conflict by doing this, the Scene itself becomes more dangerous and hostile around you. The manner in which the Scene worsens is situational and is up to the Oracle's creativity. For example, if you used this ability to avoid getting into trouble with a guard, other people in the Scene may become more agitated and prone to arguments.

The Star

Boredom or despair led you to joining the Caravan. You may be trying to cure yourself of a curse, looking for something to bring your village out of trouble, or just looking for something exciting to do.

Possible Present Traits

Leadership, First aid, Magical, Persuasion, Cooperation, Bravery, Kind, Alchemy

Powers

LEVEL 1 - Moral Support. *You pride yourself on your ability to inspire hope in others on the treacherous road ahead.*

When you succeed in a challenge, you may invoke this card to allow an ally who attempts the same task in the Scene has a +2 bonus on their draws. If they succeed on their first attempt, heal them for 1 point of Speech or Senses damage.

LEVEL 2 - Barrier of Faith. *The faith you have in your allies manifests in the form of a shimmering barrier, protecting them from harm.*

If an ally within the Scene takes any form of stat damage, you are able to invoke this ability to have them take none of the damage. Additionally, that ally has a +2 bonus on the next stat draw they make.

LEVEL 3 - Flickering Star. *You channel the collective hopes, dreams, and ambitions of your allies into your palm, creating a miniature star. Each time you've helped an ally meet a challenge or overcome an obstacle, the star's power and size has grown. This collection of energy will rejuvenate your allies but is devastating to enemies and obstacles.*

When you invoke this ability, count the number of times you've used a power to help an ally succeed since you left the Caravan. That number + 1 is the amount of power your star currently has. If you choose to throw this star at an enemy, they will receive that many points in Athleticism damage. If the star is given to an ally, they will heal that many points in a stat of your choice.

The Moon

Anxiety and fear have led you to join the Caravan. You may be looking for a way to refute a terrible family secret or dispel an illusion placed on yourself, or following the whims of a terrible dream you had.

Possible Present Traits

Investigation, Stealth, Control, Intuition, Influence, Bravery, Deception, Persuasion

Powers

LEVEL 1 - Piercing Gaze. *You stare toward your enemy with a calculating look, breaking down their defenses until you obtain what you need from them.*

Upon invoking this ability, until the end of the Scene when you succeed on a Speech or Senses draw, the target person suffers 1 point of Speech damage as you weaken their arguments. When the person reaches 0 Speech, they divulge any and all information you want that they know.

LEVEL 2 - Night Person. *Your travels have taught you patterns in the behaviors of people. By tapping into this knowledge, you cloak yourself in a bubble of night, allowing you to slip past others unnoticed.*

When you invoke this card, until the end of the Scene, anyone who was not previously paying attention to you will be unable to notice your presence. Doing something that openly draws attention to yourself, such as attacking someone or making a noticeable noise, will end this ability.

LEVEL 3 - Blood Moon. *All light in the area turns blood red as you emit an aura of fear and unease around you. Anyone who looks upon you sees their absolute worst fear.*

Every creature who can see you must make a Senses draw. Anyone who was warned about this ability previously is fortunate on the draw. On a failure, they are overcome with fear and take 4 points of Senses damage. On a success this damage is halved.

The Sun

Oppression or ego led you to joining the Caravan. You may be looking for more power to overcome a tyrant, a way to destroy those who have wronged you, or looking for an item just to prove someone wrong.

Possible Present Traits

Religion, Healing magic, Survival, First aid, Influence, Selfless, Navigation, Negotiation

Powers

LEVEL 1 - Healing Light. *You are able to manifest the vitality of the sun in the palm of your hand.*

When you invoke this card, you can heal 1 point of any stat damage that a creature has taken.

LEVEL 2 - Unending Warmth. *Your positivity and warm energy is infectious, so much so that every person you encounter feels relaxed and at ease.*

When you invoke this ability, you will have a +2 to all Speech draws for the duration of the Scene. When you succeed on a Speech draw, the person you are speaking to heals one point of Senses damage. You and your allies are also protected from any form of harsh climate.

LEVEL 3 - New Dawn. *An orb of blinding light appears in the air above you, casting solar flares outwards to passively heal your allies.*

Each time you do something that causes you to

draw in the Scene, all allies within the Scene heal one 1 point of damage in a stat of their choice.

Judgement

Gossip or false accusations have forced you to join the Caravan. You may be trying to leave a land that has ostracized you, on the run as a falsely accused criminal, or following through with a false persona you have created.

Possible Present Traits

Intuition, Persuasion, Observation, Stealth, Fighting, Decisiveness, Influence, Deception

Powers

LEVEL 1 - Discerning Presence. *You are rarely wrong in your decisions, and people know it.*

Upon invoking this card, people around you will look to you for guidance regarding decisions or judgement.

LEVEL 2 - Primal Awareness. *You tap into a regressed instinct within yourself. Using your acute sense of smell, you can detect even the faintest traces of danger and bad intentions in others and the world around you.*

When you invoke this ability, until the end of the Scene, you are immediately made aware of any nearby danger or conflict. Additionally, you have a +3 on any Speech draw in which you are trying to discern another creature's intentions.

LEVEL 3 - Eye for an Eye. *You have become a master of balancing the scales no matter the scenario, allowing you to dish out as much harm as others cause to you.*

Until the Scene ends, when you take damage, your attacker also receives the same damage (for example, a fight angers a group of civilians around you, their anger would be directed at your enemy as well, causing you both to take equal Speech damage).

The World

Lack of success or stagnation have led you to joining the Caravan. You may be looking for the best way to strike it rich, looking for a change of pace from your normal life, or just leaving due to a lack of meaning in your life.

Possible Present Traits

Navigation, Survival, Magic Negotiation, Mending, Grace, Decisiveness, Control

Powers

LEVEL 1 - Completed Work. *Your travels and studies have supplied you with sufficient knowledge about how things work, specifically how to put things back together.*

When you invoke this ability, you are able to instantly repair a broken item of simple design (Sails, wheels, and clothes but not full machinery) simply by touching it.

LEVEL 2 - Blood, Sweat, and Tears. *You put as much effort as you can manage into your actions in order to complete them, regardless of your own personal safety.*

When you invoke this ability and until the end of the Scene, whenever you draw you can choose to take damage to a stat of your choice to succeed at the action. When you damage yourself in this way, you gain a bonus equal to 2 + the damage you willingly take. You cannot use this power if you do not take at least 1 point of damage.

LEVEL 3 - Perfect Form. *Your magical ability and knowledge of all that swims, walks, and soars in this world has given you full control over your physical form, allowing you to shape it however you see fit to accomplish the task at hand.*

When you invoke this ability, describe the appearance of your transformation to your Oracle. This may include animalistic attributes (for example, your eyes transform into that of a predatory bird in order to increase your Senses). Once your appearance is known, you may rearrange your three stats however you wish until the end of the Scene. When this ability ends they will return to their previous state.

Future		
Card	Goals	Aspiration
The Fool	Act without knowing consequences Place yourself in danger Be intensely optimistic	You have dealt with the events that led you to the Caravan with a sense of originality and recklessness.
The Magician	Use a power of yours Manipulate someone to your own goals Gain more treasure or knowledge	You have dealt with the events that led you to the Caravan with cunning and intellect.
The High Priestess	Gain knowledge about a relevant situation or piece of the world Follow the guidance of an elder or spirit Have an uncontrolled outburst	You have dealt with the events that led you to the Caravan with creativity and wild actions.
The Empress	Attempt to bring opposing sides together Perform an act that helps nature Hesitate to act on a conflict	You have dealt with the events that led you to the Caravan with harmony and grace.
The Emperor	Protect another from harm Use logic and reasoning to solve a problem Don't waver in your decisions	You have dealt with the events that led you to the Caravan with authority and power.
The Hierophant	Follow a tradition of yours Challenge a tradition of others Follow through a commitment or promise	You have dealt with the events that led you to the Caravan with commitment and unconventionality.
The Lovers	Bring two people together Start a conflict Maintain neutrality in a situation	You have dealt with the events that led you to the Caravan with heart and conflict.
The Chariot	Power through adversity Pursue an ambition Coerce someone into following your goals	You have dealt with the events that led you to the Caravan with discipline and coercion.
Strength	Show courage in the face of adversity Show compassion to others Fall upon a personal weakness	You have dealt with the events that led you to the Caravan with courage and compassion.
The Hermit	Find all sides of an argument or scenario Use your knowledge to follow a decision Have paranoia or fear affect decisions	You have dealt with the events that led you to the Caravan on your own with guidance and contemplation.

Card	Goals	Aspiration
Justice	Follow the law Sought the truth Lie to someone to pursue your own goals	You have dealt with the events that led you to the Caravan with integrity and respect to the law.
The Hanged Man	Act on an impulse Don't let emotions influence your decisions Never stagnate on a decision	You have dealt with the events that led you to the Caravan with impulse and purpose.
Death	End a life Depend on another for a decision Change a person's life	You have dealt with the events that led you to the Caravan with decisiveness and hope for a new beginning.
Temperance	Maintain neutrality in conflict Help someone find peace Perform a reckless action	You have dealt with the events that led you to the Caravan with peace and a bit of recklessness.
The Devil	Feed an addiction Make a decision without other's assistance Set someone free	You have dealt with the events that led you to the Caravan with power and obsession.
The Tower	Avoid disaster Cause a tragedy Cause mass confusion	You have dealt with the events that led you to the Caravan with chaos and destruction.
The Star	Lead the party Inspire hope in allies Help someone stop feeling despair	You have dealt with the events that led you to the Caravan with positivity and healing.
The Moon	Find the truth about a topical topic or secret Ease the fears of someone Keep a secret from someone	You have dealt with the events that led you to the Caravan with composure and secrecy.
The Sun	Give someone a fun time Grant someone their freedom Have your ego influence a decision	You have dealt with the events that led you to the Caravan with fun and freedom.
Judgement	Lean on instincts and intuition in a decision Practice forgiveness Find the true intent of a person or creature	You have dealt with the events that led you to the Caravan with quick thinking and judgement.
The World	Make someone feel successful Succeed in a conflict Make yourself a burden to someone else	You have dealt with the events that led you to the Caravan with success and achievement.

6 - Appendix

Stat Damage			
Amount of Damage	Athleticism	Senses	Speech
1 Point	Taking a punch, Tripping and falling, Minor cuts, Minor fatigue	Sand in the eyes, Boxing the ears, Horrible smells	Beaten on a topic in a debate, insulted in front of friends, failing a small performance
2 Points	Large cut, fatigue, Falling off a second story, broken arm, burns	Hallucinations, Horrific sounds, Sights of massacre	Insulted in front of a crowd, Failing a large performance, Loss of honor
3 Points	Falling off a small cliff, Stabbed through the chest, strong concussive force	Temporary blindness or deafness, Madness, Sights of dead or massacred friends	Betrayed by a close ally, Stripped of all honors, Insulted in front of a noble court

Item Table	
A locket with a picture of a loved one	A scroll that contains unreadable runes
A small, ornate key	An intricately carved puzzle box that you have yet to open
A map made by your grandparents, with a hidden message	A bloodied note from a far away city, addressed to you
An old, rusted blade	A doll from your childhood
An old book of obscure history	A dull and dirty crown
A metal rod you have fashioned into a dagger	A bag with several secret compartments
A religious symbol	An invitation from a long estranged family member
A helmet from your time in the guard	A signet ring of your family or kingdom
An old friend's broken monocle	A bounty poster
A journal filled with notes from a famous explorer	A lucky, double-headed, coin

6 - Appendix

Difficulty Rating Table:

Difficulty Rating	Target Number
Very Easy	7
Easy	10
Medium	15
Hard	20

Level / XP Table:

Level	XP Needed
1	10
2	30
3	75

Caravan of Cards

Portrait

Appearance

Personality

Backstory

Notes

Caravan of Cards

Name

Race / Origin

Primary Suit

Level

Past

Present

Future

XP

Athleticism

Current

Senses

Current

Speech

Current

Trait

Trait

Trait

Trait

Aspiration

Goals

Powers

Name

Uses

Effect

Name

Uses

Effect

Name

Uses

Effect

Inventory

Coins

Fate has decided the hand you've been dealt. Now it's time to choose how to play it.

Caravan of Cards is a unique, tarot card based, RPG that has you taking the role of travellers joining up with The Caravan, an enigmatic group that travels with a mysterious figure known as The Elder, in search of their future. Utilize the powers of your major arcana to enhance your character, such as the level 1 power of The Wheel of Fortune, allowing a companion to redraw their conflicts. Or the level 3 power of The Lovers, which allows you to make someone infatuated with you, for a time. While you use these powers to enhance yourself and affect the world around you, you will use the minor arcana to resolve your conflicts within the lands of Tìrandàn.

There are many biomes that you can make your way to within Tìrandàn. Make your way past the twisting roots and mysterious creatures that reside within the Coille Dorcha, where those that try and delve deeper into the forest are unlikely to return. Or perhaps chart an expedition to the heart of the Cnuic Chriostal to determine what causes the piercing laser that is emitted from the area at midday. Or even take a journey over to Ashtorila, the floating tree city home to many safe havens, as well as pristine ruins of ages past.