



KARANDUUN

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Make God Bleed

CORE RULEBOOK

1st Edition

Official Release

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If Karanduun inspired you, please go ahead and let me know! If you make systems, settings, and more based on it, I'd love to hear about it!

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*“They shall arrive when God is killed and
the Universe is destroyed.*

*Their names shall be heralded by a song of
exploding suns and falling stars.*

*They shall wield the Spear of Lies, they
shall brandish the Armor of Despair, and
they shall cut themselves with the all-
bleeding Sword of Hatred.*

*They shall arrive and cast down the three
and one false gods and shatter their
thrones and make them bleed.*

And they shall be named:



GOD IS DEAD. AND THE HOLY TRINITY KILLED THEM.

The Universe is doomed to death, but in its last gasps, it was a beautiful thing.

Burning with skin gleaming like stars, wielding weapons that dare go against the Holy Trinity, and shouting proclamations against the Empire. The deeds of the Karanduun stand as a bright light cast upon a fading shadow, never to be remembered. But maybe, in the dying throes of the universe, you will burn brightly, a final testament to might and majesty.

WHAT IS KARANDUUN?

Karanduun is a heroic fantasy Filipino RPG about struggling heroes against an oppressive, dead universe. Inspired by Filipino Folk Epics, novels, komiks, history and high octane shounen anime.

A Tabletop RPG is a game that you play with your friends where you play the roles of characters within fictional settings. Sometimes stories come out of this, sometimes not. To play Karanduun, you will need around 3 - 6 players. Read on to learn how to play.

The Tone: The prevailing tone of Karanduun is struggling against oppression while having the strength and abilities of a to-be epic hero, a modern twist on the ancient Filipino Epic. Many kinds of genres can be played using Karanduun: from mystery, action, to drama, to wuxia, to even horror and dread. I advise pulling from many character action video games such as Devil May Cry, Asura's Wrath, or Bayonetta. For fiction, I advise looking into stuff from the New Weird, along the lines of China Mieville or Jeff Vandermeer, or strange science fantasy like Roger Zelazny and the "Dying Earth" fantasy genre of Jack Vance

and Gene Wolfe. For films, films like Akira and Metro Manila inspired the cities, while General Luna and Goyo inspire the settings outside the cities, grimy and stricken with war.

Karanduun's own setting, **SANSINUKOB**, the Center of All Creation, in the middle of the Neverending Ocean, wherein an infinite number of other universes float. In the midst of this, there is no hope, for there is no more Karanduun. However, you can attain that title. As the first few sprouts of heavenly flowers choke abandoned glass buildings, little gods dance upon the shadows cast by acid light, and disenfranchises its own people for its own power you arrive, to become *Hope*.

The setting is embedded and inspired by Filipino myth, culture, and folklore, both precolonial and postcolonial.

Players play as heroes, nameless for now in the grand scheme of the universe, without fame nor fortune, and must work their way up the ladder of Gahum and defeat powerful foes to attain the moniker of Karanduun.

WHO ARE THE KARANDUUN?

*As written by Unknown in the The Incoherent Ramblings of the Village
Drunk, Psalm 74*

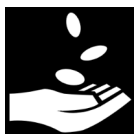
THE NAME ECHOES ACROSS ALL TIME. ALL UNIVERSES.
WORTHY OF SONG. WORTHY OF EPICS. HANDU. IT HAS BEEN
AEONS SINCE THERE HAVE BEEN ANY THAT WERE ABLE TO
ATTAIN THIS NAME AND GRASP IT AND TAKE IT FOR
THEMSELVES.

ALL FIGHT. LIVING IN PERPETUAL VIOLENCE. TO ATTAIN THAT
SACRED. UNATTAINABLE NAME. NOW FORGOTTEN IN THE
MINDS OF THE SAINTS AND ANGELS. THIS IS THE TRUTH OF
LIVING: VIOLENCE BEGETS VIOLENCE. AND SO THE WHEEL
TURNS.

TO ATTAIN THE SOBRIQUET OF KARANDUUN IS TO ASCEND
THE HEAVEN-EARTH LADDER AND REACH THE LEVEL WHERE
YOUR NAME IS IMPRINTED UPON THE VERY FABRIC OF THE
UNIVERSE. TO DO THIS. YOU MUST OVERTHROW USELESS
REGIMES. CAST ASIDE FALSE IDOLS. LIVE IN LOVE. LIBERTY.
REVOLUTION AND RIGHTEOUSNESS. AND MAKE GOD BLEED.

WHAT DO YOU DO?

The players play as a no-name hero wanting to make a mark on the ruined universe. You hunt and kill adversaries, sail the seas to search for lands, delve into vaults of dragon-saints and island chiefs, scour the Wilds, eat raw livers, and collect heads. All of this to accrue Gahum and fame, to achieve that holy sobriquet, Karanduun, and with it, the prestige to change the world. The four pillars of Karanduun are as follows:



TRESPASS. *“It is fit for a Datu to venture.”* You must travel across the multitudes of lands, seas, and skies of Kalagitnaan, from Kalangitan to Kalagitnaan to Kalaliman, or even beyond to the other universes, in search for glory or wealth or love or more.

CONQUER. *“Only when even the mountains bow at my feet will I be satisfied.”* Conquer challenges, risks, people and empires. Travel through the Perlesensya Archipelago and liberate it from the oppressive forces, or venture to the Continents and conquer their empires.

COLLECT. *“Until the Universe is at the palm of my hand.”* Collect all the treasures and glories you can find as they directly feed you power, and make you stronger, and bring you ever closer to the unachievable goal of becoming a Karanduun.

REBEL. *“Rage against the dying light.”* The universe is God’s coffin, and we are all walking on their mangled corpse, spiralling into oblivion. Even as this truth permeates the minds of men, the Empire still scrabbles for power, oppressing their own people, and the colonial states still fight amongst each other. Some say this is not a world worth saving, but that is up for you to decide.

Meanwhile, while the players play as these heroes, one player will take up the role of Alamat (Legend) Chanter, or AC, who tell the tale of these stories. The story, however, changes every time, for it is spoken and sung. Thus, the destiny of the heroes is up to them alone. The Alamat Chanter has the role of setting up the world, roleplaying as the Non-Player Characters, and making the heroes’ lives interesting. Unlike the heroes who roll with dice, the Alamat Chanter tells the tale through Withering, Decisive, or Ruinous Responses which puts twists upon the fate of the heroes.

To begin play, you will need a number of six-sided dice, henceforth noted as d6. Around 5 to 20 for each player. Of course you can always share around.

Additionally, you will need 3 - 6 players. One must assume the responsibility of the AC. AC, read through the entire book. Players, you don’t need to read past the Running the Game, Chanting the Legend Section.

HOW DO YOU PLAY?

WHAT IS KARANUUN?

As a player, you have some responsibilities to make sure the game runs smoothly. There are three primary duties that you must do.

◆ **Do.** When the AC asks you “What do you do?” Or if you want your character to do something, do it. Do not describe it in terms of mechanics “Can I roll to see what’s in here?” Instead, describe what your character does. “Can I look around to among the books to see if there’s anything I can do?”

◆ **Immerse.** You must work with your table to deliver a fun and enjoyable game. In that matter, try your best to immerse yourself in the play experience that the AC is helping you through. Try to keep in line with the agreed mood and themes of the game at the table. Remember that this is *your* story, and *you* are telling it along with the AC.

◆ **Enjoy.** Rules are lies, and so is fiction. Try to have fun and help others have fun. Subsequently, remember that if you yourself are not enjoying or you are not comfortable with situations currently happening, bring it up with the AC. It is one of your duties.



TESTS

During the Attainers' adventures and travails, they will inevitably arrive upon challenges wherein their fate will be dubious. When this happens, they must test their skills and personal abilities. This is called a **Test**. A Test only happens when you perform an action and the AC decides that either it's outcome is dubious or can have a horrible consequence, or if it triggers an **Act**, described below.

Your Traits are the measure of your hero's skill and ability. Most Actions or acts need a combination of two Traits to measure the hero's ability. These Tests can either be two different Traits or one Trait added together to test that specific aspect of a Hero's skill.

Your dice pool represents how good of a chance you have of succeeding in an action according to a mix of your skill, luck, equipment, spiritual might, power, moxie, coolness, and outside factors.

When the AC tells you that something is a Test, pick up a number of d6s equal to two Traits that the AC deems relevant, and then you roll all the dice together. Each d6 that comes up as 4, 5, or 6 is counted as a Hit, and every d6 that comes up as 1, 2, or 3 is a Miss.

If you don't get the required number of Hits for a success, you Failed. You don't get what you want and a (usually interesting) consequence befalls you. This usually entails that the AC gets to use a Response against your action to keep the game flowing and to give you interesting outcomes..

Any roll that isn't part of an Act should be facilitated by the AC. They set the difficulty, the consequence, possible outcomes, and what Traits the player would have to roll.

Some examples of Tests are:

[VIOLENCE + REBELLION] to attack an enemy

[REBELLION + WISDOM] to dodge attacks

[WORD + SPIRIT] to speak with nature manifestations



DIFFICULTY AND THREAT NUMBERS

The AC sets how difficult an action is. There are 5 difficulties: Challenging, Risky, Daunting, Heroic, and Legendary. The AC will usually tell you what the difficulty of an action will be before rolling for it.



Each difficulty has a Threat Number, or TN. Gaining a number of Hits equal to the TN is considered a partial success, while gaining more Hits than the TN is considered a full success. Usually, a partial success is where you do what you set out to do, but suffer some sort of drawback or consequence. A full success is when you do what you set out to do completely, without fail.

Challenging actions are actions where a normal, run-of-the-mill person's ability would be challenged. Challenging Tests have a TN of 1. Some examples include trying to grab a running person, resisting temptation from a traveling sitan, trying to unlock a door with an incoming guard, persuading a traveling merchant to lower their prices, and lifting 80 pounds.

Risky actions are actions that pose large consequences for normal people to attempt, but they can still usually tackle. Risky Tests have a TN of 3. Some examples include: killing a patrolman from a roof, fighting with a pack of untrained pulis, leaping from one roof to another, and diplomatically trying to persuade a lost angel to help you.

Daunting actions are actions even heroes might second-guess at, and normal people might only do when they have nothing to lose. Daunting Tests have a TN of 5. Some examples include killing a patrolman in the night of a storm from a roof, wrestling with mythical creatures, scaling a steep tower, resisting the holy poisonous love charm of witches and swaying the mind of an indoctrinated.

Heroic actions are actions worthy only for heroes, and something they might be daunted by. Heroic Tests have a TN of 7. Some examples include beseeching a powerful Diwata, trading sword-strikes with a powerful arkangel, charming someone that hates you, lifting 1500 pounds, destroying a cannonball that is coming your way, and cutting the head off of a shadow spirit in the night while chased by night demons.

Legendary actions are actions would feel impossible even for the greatest of warriors and heroes. Legendary Tests have a TN of 9. Some examples include charming the hearts of gods too proud for your help, deflecting the temptations and soul-sucking poison of temptress devils, dueling with the diwata of dueling, and lifting 2500 pounds and shattering the walls of a heavily walled city.

Risky, Challenging, and Dauntless actions are the most common. Heroic and Legendary are reserved for truly epic feats.

Some situations and Acts and Moves might grant you a +1d or more. "D" is the denomination used for d6 or six-sided dice in Karanduun, which is the only dice used

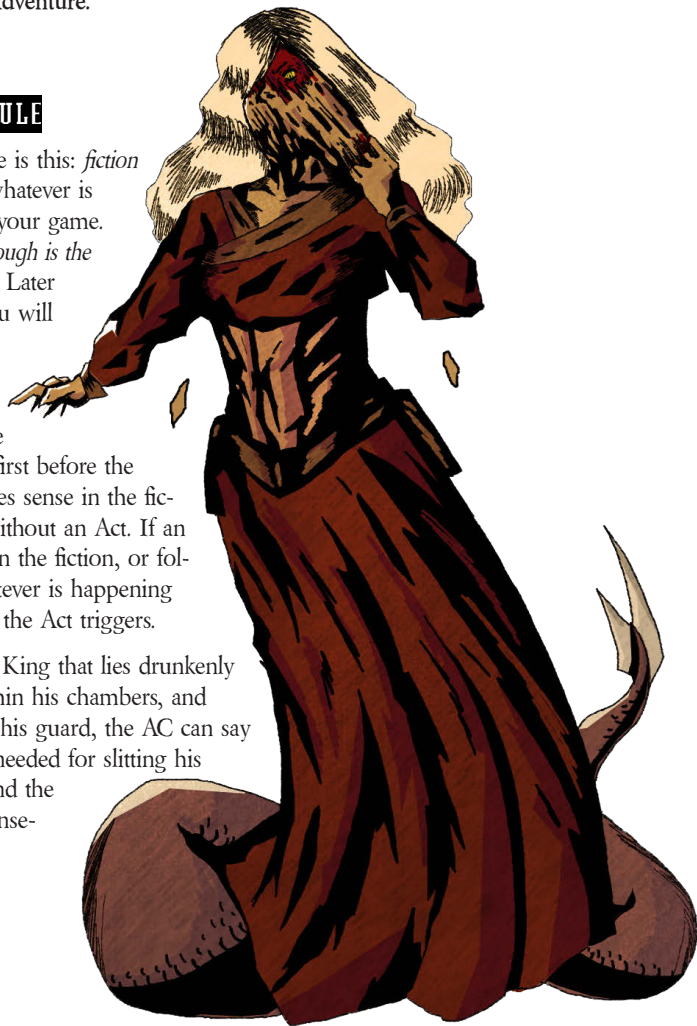
SESSIONS AND GAME TIME

Each time you get together with you friends to play a few hours of this game is called a **Session**. There are some important Acts that use the end of the session as ways to advance players. Other than that, the game functions mostly on days and weeks, and Moves use hours, days and weeks to refer to in-game time. A collection of Sessions is usually called a **Campaign** or **Adventure**.

THE EVERLIVING RULE

The most important rule is this: *fiction first*. The fiction being whatever is happening presently in your game. *Whatever Lie you live through is the Truth that you experience*. Later down this document you will find Acts and might be tempted to think they are the be-all-and-end-all of the rules. They are not. The fiction comes first before the rules. If something makes sense in the fiction, it happens, even without an Act. If an Act makes sense to do in the fiction, or follows logically with whatever is happening within the Fiction, then the Act triggers.

If you're trying to kill a King that lies drunkenly and in a deep sleep within his chambers, and you've killed the rest of his guard, the AC can say that no Act nor Test is needed for slitting his throat. You just do it, and the King dies. Suffer the consequences.



ADVENTURE IN A DEAD WORLD

WHAT IS KARAN DUUN?

After the Holy Trinity killed ~~BATHALA~~ and ravaged the land of Kalagitnaan, they have since left the Perlesensya Archipelago, and traveled past the Jaws of the World, into the Neverending Ocean, in search of other universes to conquer. Dyosveta, the Father of Abuse, and his Ysparanzan Empire. Yezu, The Tortured God, the Idiot Son, and his Gunmetal Kingdom. Shinseina Yurei, the Holiest Ghost, and her undead Empire.

100 years later, the Trinity, in its endless gluttony, leaves to conquer the rest of the Thousand Universes. They instill Hari Duruya as the King of the Archipelago and establish the useless Perlesensya Kingdom. The Perlesensya Kingdom touts itself as a benevolent Kingdom. However, it is nothing but a puppet to continue supplying resources to the Trinity (with the Hari getting power in return), and has become a puppy for the Dragon-Goblins to the Northwest. The Kingdom suppresses artistic freedom, creativity, and human rights in exchange for riches and power.

BULLSHIT TO EXPECT IN SANSINUHOB

Resist Oppression. You form a band of tulisanes, or bandits for money, or pulahanes, bandits for their dying. Fight back against the oppressive empire that labels you as terrorists or monsters. Protect your own community and village.

Urban Punk. The city of Biringan, the greatest city in the archipelago, is a festering hole of political corruption and oligarchs, ruled by the criminal lords known as the Panginoon. Stealing from them is low in the rung of sins of Truth, and high in the privileged rung of the Angels.

Overthrowing Tyrants. The land of Karan duun is filled with them, filing in after the vacuum of the last war, the Murder of God. The Current Hari of the Perlesensya Kingdom, Desideryo, is fully corrupt as well, and only cares about his power and face.

The other continents do not have their Gods, their *Bathala*, for they have sailed past the Neverending Ocean to conquer other universes. It is time to topple their thrones.

Clean The Dregs of God. With nothing but the blade upon your back and your friends that spit on you, go against the Hatreds: Sitan, Demons, Corrupt Angels, and other beasts that travel across the land as the Kings of the Earth. The vestiges of the invading empires still linger: abandoned military bases with mechs, churches with chained Seraph, abandoned camps with walking ghosts. Time to retake what is yours.



WHAT HAPPENED?

In the Isle of the Pearlescent Archipelago, those men of the kion-seraphs, who wield rose and sword, staff and pentacle, bringing with them their Tortured God, colonized the northern isles in the name of Dyosveta, the Abusive Father. The first of the Trinity. The people of the Archipelago toiled for 500 years, but they looked to ~~BATALA~~ for reassurance. A hundred years later, the Easterners rebelled, with the ancient Karanduun Wielder of Gods and the Great Supremo of the Brotherhood, they overthrew the Captain-Generalcy of San Lazaranya and called themselves the great Republic of Lazaranyas.

Of course, that didn't last long until the imperialist Gunmetal Kingdom, with their huge machines of war and spirit-driven mecha, conquered the isles. They united all of the islands, both East and West, under their barbaric command. They named the archipelago The Pearlescent Islands. For 250 grueling and cruel years, we were subjected to the torture under the second of the Trinity, Yezu, the Foolish Son.

Eventually, the undead Ghost Chrysanthemum Empire of Kikuyurei launched their own invasion against us, led by Shinseina Yurei, the Holiest Ghost. The third of the Holy Trinity. With Her coming, the Trinity was complete, and their plan fell into place. Shinseina Yurei gripped the Archipelago under Her bleeding, rotten hand for 100 years, in an invasion known as the Steel-Flower War.

This was when they killed ~~BATALA~~. With their powers consolidated in the center of the universe, and their war machines and spiritual warriors perfected, they launched an attack against ~~BATALA~~ and ~~MAKIPAL~~, creator of the universe, and killed Them.

With the killing of ~~BATALA~~, they doomed all things to End, and thus it was inevitable: the coming end of the Universe. However, the Trinity, in their hubris, thought that they could stop this, and so they went and performed their mad magics and experiments. They then sucked Kalagitnaan dry for its resources, bleeding it un-

til it died. Thus was Kalagitnaan destroyed.

The Pearlescent Archipelago toiled under joint Holy Trinity rule for fifty years, as the Holy Trinity defiled Paradise and erected their own empires and castles and houses and palaces upon it. With that done, their insatiable lust for power did not end: they forged ahead, perfecting their war machines and secret magics and sciences, and then sailed past the Jaws of the World, and through the Neverending Sea, and sought to conquer the Thousand Universes that arose from ~~BATALA~~'s Death.

Nothing will stop their power.

In their absence, they installed a puppet Kingdom, that would pacify the people living within it while granting them the illusion of freedom. They established the Perlesensya Kingdom, and made it a nationalist utopia... But the people upon the Throne are corrupt, and answer directly to the Holy Trinity.

Through their exploitation of the Archipelago, they nourish their Universal Conquest and they make rich and fat their own Empires and Lands, all the while our own people suffer for their enjoyment.

Does this not boil your blood? Does this not excite your soul? Does this not make you want to bleed God?

Only a few things can be seen as good things in this history: there are rebels against the puppet Kingdom who fight for the good of their people and the Universe, despite hatred from the people of the Kingdom for they are painted as terrorists. Additionally, those rebels have friends with the Jambaran Sultanate, who through help from some ancient primordial deity, has managed to stave off the attacks of god. Thus was the islands of the Southwest given the name: The Unconquered Isles.

It has been a five hundred years since then, since the annihilation of us. As the Universe dies, we must make our last stand.

WHAT IS KARANDUUN?



GAHUM

WHAT IS KARANDUUN?

Gahum is the spiritual power that flurries within every living being's breath. Through Gahum, you can change the Lie. Gahum is accrued through the killing of beings, as well as stealing their personal belongings which are filled with their power, or beating them in games of wit or skill, as defeat is concession. Through doing this, you gain power and experience, and you move up in power through the world.

Gahum earned is known as **Gathered Gahum**, and Gahum that has been internalized and usable is known as **Active Gahum**. You earn Gahum by the Claim their Souls Act below in the Non-Combat Acts section.

USBONG

Power and Will demand to be shown, for only through them can glory harness glory. Usbong is the Gahum of the Karanduun burning through them, marking them and warming their skin, beginning from the tips, the farthest from their center, and as they show more and more of their power, begin closing in on the liver, the seat of power. This Usbong can cause the Hero to take on various holy (or unholy) visages and forms.

This is mostly a fluff device, but minor Usbong (light at the tips of the fingers and strands of hair) appear when 1 Gahum is spent, and major Usbong (different visages, Full Burst) appear above 2 spent Gahum. Committing Gahum usually does not incur Usbong. Usbong lasts for as long as the Player or AC wants it to last.

When creating a Hero, choose a color or range of colors. That color shines through as their Usbong.

FULL BURST

When you are in major Usbong, you are considered at Full Burst. When you're at Full Burst, your Usbong explodes into a grand and majestic display, of halos and mandalas, of visages and daemons. Describe what this is, and this might be different depending on the context, but it must follow a Hero's theme.

GAHUM ARMOR

As one rises in Gahum, your Gahum seeps through you and manifests as hardened skin and tougher will.

At Level 3, once per day, you can cancel the effects of one tag from an attack dealt against you, as befits the fiction. Talk with your AC. Perhaps your Gahum shines through your skin at the last minute, allowing you to cancel the effects of an attack with *skewering*.

At level 6, you can cancel 2 tags per day. At level 9, you can cancel 3.

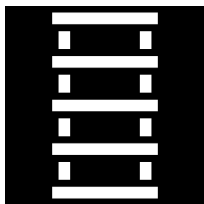
GAHUM TIERS

As a Hero rises in Gahum, so do their natural charisma and magnetism. Rising in Gahum is inherently proportional to the legendary deeds that they have done, after all. There are 10 Hero Gahum Tiers in all. *This begins with low Gahum at 1, and ends with the attainment of the sobriquet of Karanduun at 10.*

If you want to survive, keep your head low, but if you want to change the world, announce yourself to the universe. Gahum Tier denotes a certain societal and spiritual ranking or grandeur. Low Gahum Tiers mean that they haven't created an impact upon the physical and spiritual world. They lie low, and only low Gahum beings would pay attention to you. You are nothing but a gnat. At higher Gahum Tiers, your deeds have become known. You have become famous, or infamous, for your exploits and deeds, as Karanduun should be. Stories might be told of your exploits, but no songs. No songs yet.

Examples of Low Gahum (0 - 5) beings are low animals, normal people, uncaring engkanto. Folk that are easily forgotten, not worthy of song. Most heroes begin here.

Examples of High Gahum (6 - 10) beings include powerful mythological beasts, Diwata, Rulers, the Trinity, and Karanduun. Beings that will be remembered until the end of the universe.



ASCENDING THE LANGITLOPA LADDER

To rise in Gahum Tier, one must attain a number of Attainments equal to 5. Each Attainment can be bought by 2 Gathered Gahum, and one must use the Climb The Ladder Act to buy them. Accordingly to the Climb The Ladder Act, you can only buy one Attainment per use of Climb The Ladder.

When you gain 5 Attainments, you rise up to the next Gahum Tier. Then, you must buy 5 more again to advance to the next, and then so on and so forth.

Every being has Gahum. Non-Hero beings or non-Gahum using beings have at least 1 Gahum. It is the innate power present in every living being.

THE MAGNETIC EFFECT OF GAHUM

Large amounts of Gahum seeps through the hero's being, empowering his charisma.

When performing non-combat Acts or when in social situations where your Gahum might be relevant (commanding others with pure force of will, consorting with spirits, leveraging your personal legend/stories, haggling with others to let you buy that thing without paying for it, etc.), you may add a number of dice equal to the difference of your Gahum and the Threat of the target.

ACTIVE GAHUM

Each Hero has a pool of internalized Gahum, their wellspring of power, the furnace of their strength. Each Hero has a number of Active Gahum equal to their Gahum Tier, which they can spend to perform great feats and activate the Moves of their Tungkulin. Spent Active Gahum only comes back when you perform a Recuperate Act or forego a Commitment. Additionally, when you roll a number of 3 or more Hits over the target number, you regain 1 spent Gahum.

BECOMING WORTHY OF SONG: KARANDUUN

Once you reach Tier 10, it does not end there. You can continue your adventures as a true Karanduun. Instead of raising traits or gaining new abilities, you instead gain your own Pamagat every 2 Gahum Tiers after Tier 10. You gain a new Pamagat at Tier 3 and every 2 Gahum afterwards.

At Tier 10, create a single sobriquet or title for your Karanduun, called a Pamagat, that reflects your adventures. You can invoke this if it is relevant to specific action to gain +1d.

For example, Jaime has the Pamagat of **Caller of Lightnings**. If he does something relevant to that, such as speaking with a diwata of lightning, or attempting to Struggle Against God when struck by lightning, or summoning lightning wholesale, they get a +1d.

USING GAHUM: SPENDING OR COMMITTING

Gahum can be **Spent** or **Committed**. Spending means that you spend that Gahum and it is gone. Committed means you can invest your Gahum into something for a stated length of time, after which the Gahum returns to you. If no length of time is stated, you can choose when to uncommit.



THE FIVE CHARACTER TRAITS

In Karanduun, there are five traits each one important in their own right, representing the prescribed ways of living according to ~~BATALA~~ ~~MAVICA~~ ~~AL~~. These are the traits of heroes in Karanduun, since heroes are expected to be violent, rebellious, wise, eloquent, and spirited. Each Trait goes from 1 to 9, with 1 being the base of human ability, as expected of teenagers, and 9 being the peak of human ability, the stuff of legends.

VIOLENCE

≡ ~~BATALA~~'s Seventh Commandment: *Thou Shalt Kill*. This measures a Karanduun's combat skill and acuity when in conflict or danger, their natural warrior charisma, their skill in the ways of war, and as their ability to harness their physical body.

WORD

≡ ~~BATALA~~'s Eight Commandment: *Thou shalt take my name in Vain, and make it yours. Your presence shall match God's*. This measures a Karanduun's charismatic magnetism: the ability to maneuver social situations, to appeal to people, and to lead an army.

REBELLION

≡ ~~BATALA~~'s Fifth Commandment: *Thou shalt steal*. Steal from the law your free will. This measures a Karanduun's wit, quick thinking, criminal instinct or ability to deal in things not looked upon by most moral standards, as well as general forms of athleticism, itself a form of rebellion against the earth.

SPIRIT

≡ ~~BATALA~~'s Tenth Commandment: *Thou shalt have other gods before me*. The multiverse is filled with diwata, and the diwata require a strong spirit. This measures a character's ability to speak with these divinities, known as Diwata, as well as a character's ability to control their own soul, and resist physical or mental hostility through their spiritual tenacity and fortitude that strengthens their body. As it also dictates how attuned one is to the divinities within their surroundings, this is also used for when a person is attempting to look for something around them.

WISDOM

≡ ~~BATALA~~'s First Commandment: *Thou shalt covet what others have*. Gain knowledge through others. This measures a Karanduun's ability to learn, logic, reasoning, mental acuity, and occult understanding.



THE HALIS OF ~~SEBATA~~: VIOLENCE

WHAT IS KARANDUUN?

"Thou shalt kill." - The Seventh Commandment of ~~SEBATA~~ ~~AND MAY/KAPAL~~.

These are rules for when you fall into combat. However, remember that the Combat Acts and then an adherence to fiction will suffice for most combats. If you want a more structured combat, feel free to use the rules below.

Turn Order: Only the players take turns, as the AC only responds, although a conflict might arise as a response to the players' actions. Players take turns moving as according to fiction. One Player Character will act, followed by the next, until all have finished acting and another round can begin. This is fluid, depending on the fiction.

Round: A round is usually six-seconds of violence where all Player combatants Act once and are properly reacted against, but time is a lie. Once all player combatants have taken their turn once, that round is done and a new round is moved into.

Wounds: The amount of damage you inflict upon others, and the amount of damage others inflict upon you. Wounds is a term used for damage done upon sentient beings. Otherwise it is simply called damage.

Armor: Armor that you wear has *Armor Points*. Spending an Armor Point reduces the Wounds you suffer by 3. You can spend as much Armor Points as you want against one source of damage. Spent Armor Points returns on a Rest. An Armor without Armor Points is considered broken.

Range: Due to the nature of the fights of Karanduun, distances and ranges change very quickly. For easy visualization and a diegetic way of viewing battlefields, ranges are rated in feet. When a battle begins, it is customary and expected for the AC to determine ranges from each other. This can be done with grids, but the fast paced visualization of Karanduun lends itself well to theater of the mind.

Status: The Status of a combatant:

◆ **Bleeding.** Usually inflicted through the *bleeding* tag. Character suffers 1 *skewering* Wound every round, every 6 seconds, or every Act they do until they remove it.

◆ **Exposed.** When a Combatant loses all Armor Points, they are Exposed.

◆ **Incapacitated.** Combatant is unable to do anything.

◆ **Restrained.** Usually inflicted through the *restraining* tag. Character cannot move from their current space, and according to fiction, might not be able to move their limbs. They have to remove the restraints to be able to move again.

◆ **Stunned.** Usually inflicted through the *stunning* tag. Target cannot do anything their next action, and must recover.

GINHAWA

Each hero begins with 5 **Ginhawa**. **Ginhawa** is the measure of your vital force and bodily samina. All damage and Wounds subtracts from your **Ginhawa**. This means you can suffer up to 5 Wounds before becoming Incapacitated, and then they will die within an hour if not given medical attention. If they suffer anymore damage while Incapacitated, they die.

WOUNDS AND DAMAGE

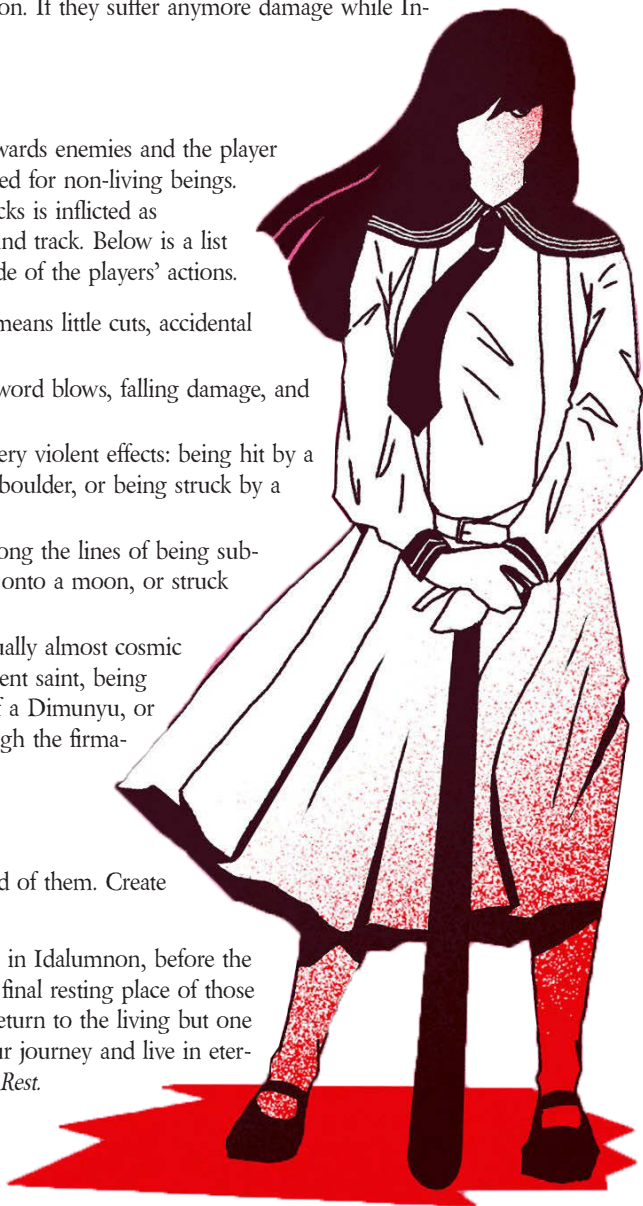
Wounds are damage inflicted towards enemies and the player characters. Damage is usually used for non-living beings. Damage from weapons and attacks is inflicted as Wounds against the target's Wound track. Below is a list of what damage looks like outside of the players' actions.

- ◆ 1 point of damage usually means little cuts, accidental damage.
- ◆ 2-3 points of damage are sword blows, falling damage, and flying arrows.
- ◆ 4-6 points of damage are very violent effects: being hit by a cannonball, being crushed by a boulder, or being struck by a *halimaw* (monster).
- ◆ 7-10 points of damage is along the lines of being submerged in lava, or being hurled onto a moon, or struck by a powerful *sitan*.
- ◆ 13+ points of damage is usually almost cosmic in scale: being crushed by a violent saint, being ravaged by a secret martial art of a *Dimunyu*, or being hurled and crashing through the firmament of the world.

DEATH

When a hero dies, that is the end of them. Create a new one.

However, a **Karanduun** awakens in *Idalumnon*, before the river that brings all to *Sulad*, the final resting place of those forgotten. You must choose to return to the living but one *Gahum Tier* lower, or finish your journey and live in eternal peace in *Maka*, the *Village of Rest*.





ACTS – THE WAY WE CHANGE THE UNIVERSE

WHAT IS KARANDUUN?

When you narrate your character doing something, sometimes there are narrative triggers built into this game to facilitate how to resolve such an action or conflict. These are Acts, little system-setting widgets that enforce the narrative of a Karanduun game. Any action not under an Act is solved normally with a Test.

When playing, don't go looking around for Acts to use. *In fact, most of the time, you won't be using these Acts at all.* They're narrative triggers that, usually, the AC will tell you that you must do when you narrate your player character doing something. They're not buttons to press as with a video game in response to something. Additionally, only players roll in Karanduun. The AC only Responds.

The rest of the actions must be arbitrated and ruled by the AC. Remember that Acts are only there to help **guide the narrative into interesting, unknown places**, one that would take even the AC off guard. Actions that trigger a Act is usually stated on its first line, or in bold:

PIERCE THE VEIL

When you try to find out the motives of a person by extrapolating from their words or reading their body language, roll your WISDOM + REBELLION against the target's Threat.

On a full success, you find something useful that you can use.

On a partial success, you find something, but they also find out something about you.

On a failure, the one you're reading learns something about you.

This means if your character performs an action that is the trigger, the Act, activates and the AC solves the action through the Act.

Usually the difficulty is not stated, and this is usually because it is up to the AC to arbitrate if their action is *challenging, risky, daunting, heroic, or legendary*.

Some Acts will grant you a number of fictional currency, usually in these <brackets>. These are currency that you can use for effects from that Act as long as you are doing that Act's trigger. Each Act will tell you what you can spend the generated currency on and when you can. You can usually only spend this currency one at a time.

UNIVERSAL ACTS

These are Acts that you can do on any action, and anyone can use them.

THE FAVOR OF THE DIWATA

The Diwata are the fey spirits of nature that live within rocks, trees, and clouds and sunbeam. The most powerful of these Diwata, the *Bathala*, are those that are the spirits of great importance and natural significance: the sun, the moon, the stars, the mountains, the giant trees,

the sea, ~~BATALANGIMAY/KAPAL~~, the ultimate skygod, was considered the most powerful of Bathala.

Your heroes are always under the watch of the Diwata. You gain a Favor Die whenever you do or describe something cool or in a cool way, which is added to your Favor Pool.

CURRY THE FAVOR OF THE DIWATA

The hero's exploits and actions are made to appease the omnipresent spirits of nature. Whenever you do something that is impressive, risky, or cool or describe an action in a cool way, add 1 Favor Die to the pool which is shared across the players. The Favor Pool always begins at 0 at the start of a session.

Most heroes do well to announce their names and titles before combat ("I am Jaime Dimapaslang, the Eater of Saints!") or call out the name of their attacks ("Burning Gumamela Spear!").

EXPLOIT FAVOR

The hero calls upon the favor of the diwata that they have curried through heroic deeds. Through the diwata's help and blessing, they change the world. When you perform feats of inexplicable legend, mythic proportions, or something inexplicably supernatural, you may add any number of Favor Dice to that roll from the Favor Pool. If you do not have Favor Dice in the Pool, you cannot trigger this Act. The Diwata are fickle, and they are reality.

However, destiny and heaven conspire against hubris, and the diwata are fickle. The AC in turn gains 1 Ruin Die. Unlike Favor, Ruin accumulates over sessions.

There is no attempt here: when you do this, you do something explicitly supernatural: destroying giant pillars, cracking entire mountains, leaping to the sky, charming a steel-hearted god. Consequences, however, still exist. If you fail a roll, you will still suffer some kind of retaliation or consequence.



COMBAT ACTS

MAKE GOD BLEED

When you bring about physical violence with a weapon or your body, roll **VIOLENCE + REBELLION** against the target's Threat. You exchange earth-shattering blows with monsters, fire arrows that split the sky, or engage in intense sword-dances with your foes. On a partial success, deal your weapon's damage as Wounds and you open yourself to retaliation.

On a full success, deal your weapon's damage as Wounds, you are not open to retaliation, and you get to choose 1 below.

◆ **Biting Witch Dog:** Your attack deals +1 Wound.

◆ **Eye of the Tirador:** You get to strike a specific body part and render it unusable on the next action of the target.

◆ **To Puncture God:** You attack gains one of the following tags: *smashing, penetrating, bleeding*, your choice.

On a failure, you get none and you are open to consequence.

FLUTTER

When you move dexterously or acrobatically in combat, test your **REBELLION + WISDOM** either against a difficulty set by the AC, or the Threat of an appropriate target.

On a full success, choose 2. On a partial success, choose 1:

◆ **Fluttering Paru-Paro:** Move up to 60 feet across the battlefield.

◆ **Lumalahong Multo (Disappearing Ghost):** Evade all forms of damage.

◆ **Quivering Tutubi Spear:** Gain +1 to your next Make God Bleed against that enemy.

On a failure, get none and you are open to consequences.

WRESTLE GOD

When you use your physical might or deft violent instinct to restrain an enemy, roll **VIOLENCE + VIOLENCE**.

On a full success, you envelop the target in your iron grip. Gain 2 <grapple> and inflict Wounds according to your weapon.

On a partial success, your grip isn't as strong as you wanted. Gain 1 <grapple> and inflict Wounds, but the grabbed inflicts Wounds against you as well.

Spend <grapple> 1-for-1 to achieve the following effects, as long as you are grabbing the person.

◆ **Dumog - Sunggab:** The target is restrained and cannot move until they try to escape.

◆ **Dumog - Kalogin:** The target suffers 1 skewering Wound.

◆ **Dumog - Bardagulin:** The target is stunned.

◆ **Dumog - Patagusin:** Your next attack against that target has the penetrating tag.

CUT WITH THOUGHT

When you use your violent instinct or mental acuity to overcome your enemy, roll **WISDOM + REBELLION** against the enemy's Threat.

On a full success, you peer close into the actions of your enemies, and you burn bright with violent enlightenment, and you use that knowledge to take advantage of the enemy's weak-points. You gain 2 <tactic>.

On a partial success, the enemy sees you and challenges your mental wit. You gain 1 <tactic>, but you suffer a complication or consequence, such as suffering Wounds, being unable to attack, or being open to retaliation from your target.

You can spend 1 <tactic> below on your turn, as long as you are outsmarting your enemy:

◆ **Leaping Sibat Strike:** Gain +2d the next time you attack the enemy you read.

◆ **Rending the Angels' Wings Pama-raanan:** Add the *penetrating, smashing, shattering or restraining* tag to the next attack against that enemy.

◆ **First Principle of Arnis:** You take advantage of your knowledge and use it to throw the enemy off balance, according to fiction. Deal 1 Wound with the *skewering* tag.

Reading means you're watching that enemy's movements precisely and then reacting accordingly, countering and exploiting chinks in armor. If you stop reading that enemy, all <tactic> for that enemy vanishes.

HOLD THE SKY GATES

You rush to an ally's aid, stand fast to defend an area, or you distract an enemy with wit and skill. When in combat, you defend or aid a place, object, or ally, roll your **VIOLENCE + SPIRIT** against the Threat of the appropriate target.

On a partial success, you gain 1 <gate>.

You move in line with the strikes, or you manage to stop a boulder, but some harm goes through your imperfect defense.

On a full success, you gain 3 <gate>. You manage to hold a steel defense.

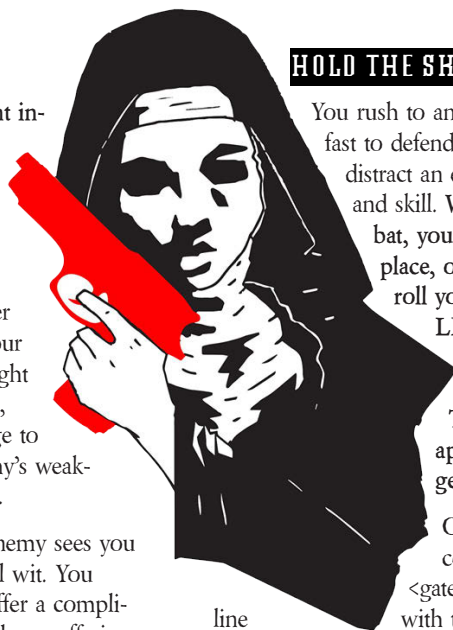
You can spend 1 <gate> to achieve an effect below as long as you are aiding or defending:

◆ **Rabid Dog Defense:** Redirect an attack aimed at the ally you're defending towards yourself.

◆ **Kunat-Pagong:** Reduce the Wounds inflicted upon the ally you're defending by 2.

◆ **Galawang Matsing:** Give the character you're aiding or defending +1d on their next roll.

Defending or aiding means you have to be actively focused on working or defending the certain person or place or object. If you stop helping or defending them, your <gate> disappears.



NON-COMBAT ACTS

PIERCE THE VEIL

When you try to find out the motives of a person by extrapolating from their words or reading their body language, roll your **WISDOM + REBELLION** against the target's Threat.

On a full success, you find something useful that you can use.

On a partial success, you find something, but they also find out something about you.

On a failure, the one you're reading learns something about you.

WALK WITH SHEEP

The hero is a snake, a predator that thrives with its prey. Their hisses are speeches and orations that inflame the passions and beliefs of the people. Sometimes, however, the sheep see the aswang shepard, and they rebuke the snake as a false messiah, even if the messiah is true.

When you mingle with a group of people, roll your **WORD + WORD** against the person with the highest Threat there.

On a partial success, choose 1 from below. On a full success, choose 2:

- ◆ Gain info.
- ◆ Befriend an NPC.
- ◆ Avoid unwanted attention.

On a failure, get none and you are open to consequences.

SWAY THE FLOCK

The word of the hero is powerful and quick, like a sword unsheathed. When the tongue is used correctly, the people follow, as one would follow a general. When the tongue fumbles, the flock rises, and rejects the hand of the dictator.

When you have something that you can use to persuade someone into a certain course of action, roll your **WORD + WISDOM** against that person's Threat.

On a partial success, they will do what you want them to do, but they will ask for something in return.

On a full success, they will do what you wish them to do, equal to what leverage you're affording.

On a failure, they doubt your motives and will be annoyed or suspicious of your persuasion. They will be more susceptible to doing things that are the opposite of what you wanted.

Usually one would use the Pierce the Veil Act to learn something useful about the person before using Sway the Flock to them, but it is just as common to simply learn what the character might want during play and as the story progresses.

IGNITE A FLAME

When you ignite emotion and instill passion into a group of people, make a **WORD + SPIRIT** roll against the highest Threat in the group.

On a full success, your chosen emotion or passion is ignited within that group of people.

On a partial success, you succeed, but you gain unwanted attention or a dangerous consequence.

You may also choose to Ignite a Flame within an Army, bolstering their spirits and inflaming their warrior passions. If you do so, on a full success, add +1 to two of their traits temporarily, until the end of their next combat. On a partial success, only add +1 to one of their traits, and you suffer unwanted attention or a dangerous consequence.

SHAPE THE LIE

The Universe is a lie, and the only truth is the one you shape from it, Liar. You call from the depths of your wisdom your truth, whatever truth that may be, but sometimes the Lie exerts itself back. It is, after all, still the Word of God.

When you seek answers for yourself or give knowledge to your allies from your own knowledge and memory, make a **WISDOM + SPIRIT** roll against a difficulty set by the AC.

On a partial success, the AC will tell you something useful or interesting about the situation at hand.

On a full success, at the AC's discretion, you tell something useful or interesting about the world. This lets you shape the world as you see fit.

On a failure, the AC will tell you something dangerous or malicious instead that is detrimental to yourself. This can be something like the AC points out that the room you're in is trapped, or a person you know of hates one of your players, or something to that extent, as permits the fiction.

STEAL THE SECRETS OF GOD

When you try to gain more information about some place or something, roll your **REBELLION + SPIRIT**.

On a partial success, ask 1 question from below, and the AC will only give hints and other indirect answers.

On a full success, ask 2 questions from below. The AC will answer truthfully.

On a failure, ask 1 below, but the answer may not necessarily be true.

- ◆ Is there something false or deceitful going on here?
- ◆ What has just happened here?
- ◆ What useful to me here?
- ◆ Who or what is in control of this situation or place?
- ◆ What's about to happen?

STRUGGLE UNAFRAID AGAINST**GOD**

When you resist adversity and oppression, roll your **VIOLENCE**, **REBELLION**, **WISDOM**, **WORD**, OR **SPIRIT** against the Threat of the one you are resisting or a difficulty as set by the AC.

Roll **VIOLENCE + VIOLENCE** if resisting against physical odds, or ones that would need quick martial thinking.

Roll **REBELLION + REBELLION** if resisting against things where speed, reflex, quick thought, lying, and manipulating is important.

Roll **WISDOM + WISDOM** if resisting against mental odds and pressures and damage, measures of your reasoning or collected knowledge.

Roll **WORD + WORD** if resisting against social odds, needing to save face, being persuaded to do something, hiding secrets, or other such societal problems.

Roll **SPIRIT + SPIRIT** if resisting against spiritual assaults, oppression from diseases (as diseases come from spirits in Kalagitnaan), as well as bodily health and constitution.

A full success allows you to get away unscathed. A partial success allows you to resist, but you suffer some form of consequence or complication from the AC.

On a failure, prepare for a decisive complication.

AID

When you help one of your allies in such a way that doesn't put you in danger, dictate what you're doing and how you're specifically trying to aid your target. They gain +2d on their next roll.

BESEECH DIWATA

When you make an offering to the diwata, offer something important to you, 1 Ginhawa, or 1 Yaman and roll **SPIRIT + WORD**.

On a partial or full success, the diwata that you make an offering to look upon you favorably, and will help you when asked. Most of this help will be minor and something that can be done immediately, like asking a tree diwata to yield fruit, or a river Diwata to grant water once again. This is on a case-to-case basis, and is largely up to the AC, depending on what physical thing you gave.

On a failure, your offering did not please the diwata, and they may hinder you, for diwata is fickle.

REST AND RECUPERATE

When you have time to rest, about 30 minutes of unbothered safety, roll **SPIRIT + SPIRIT**. The number of Hits is the number of Wounds you remove from your Ginhawa. You also automatically replenish all your Armor.

When you have time to recuperate, at least 10 hours of unbothered safety with a comfortable environment, remove all your Wounds, and recover all your Spent Active Gahum to maximum and recover all Armor.

DEVOUR THE SOULS THAT ARE RIGHTFULLY YOURS

At the end of the session, gain 1 Gathered Gahum and then ask the following questions. For every “Yes” answer to a question, gain 1 GG.

- ◆ Did I kill someone? If so, what was their Threat? (Gain a number of GG equal to their Threat.)
- ◆ Did I eat a part of someone or something?
- ◆ Did I solve a situation?
- ◆ Did I help one of my friends?
- ◆ Did I fail an action?
- ◆ Did one of my enemies gain an upper hand on me?
- ◆ Did I destroy an--or a part of--an oppressive structure?

CLIMB THE LADDER

When you take time (around 3 hours or more) to pray before a spirit statue or spirit house, train intensely for a day, or revel in a feast or celebration dedicated to your actions, spend 2 Gathered Gahum, you may buy one Attainment from below. Once one option is bought, cross it out. You cannot buy that Attainment again until the next Gahum Tier. Once you gain 5, you advance to the next Tier and clear out all crossed out Attainments.

- ☐ Gain 1 Basic Move from your Tungkulin.
- ☐ Gain 1 Basic Move from your Tungkulin.
- ☐ Gain 1 Basic Move from another Tungkulin.
- ☐ Gain 1 Basic Move from another Tungkulin.
- ☐ Gain 1 Advanced Move from your Tungkulin.
- ☐ If you have 3 Basic Moves from one other Tungkulin, you may buy an Advanced Move from that Tungkulin.
- ☐ +1 to one Trait (max 9 for one Trait).
- ☐ +1 to one Trait (max 9 for one Trait).
- ☐ +1 to one Trait (max 9 for one Trait).
- ☐ +1 to one Trait (max 9 for one Trait).
- ☐ +1 to one Trait (max 9 for one Trait).

“THERE ARE, IN THE WORLDS OF MAN, ONE THING THAT IS THEIR SIN, AND THAT IS VIOLENCE.

WHEN ADAN, WHO IS HUSBAND TO EVA, THE FIRST MEN, KNOWN ALSO AS ADAN MALAHAS AND EVA MAGANDA, BIT THAT FRUIT THAT HUNG FROM THE HABALYERO TREE, THERE WAS VIOLENCE. HOWEVER, IT WAS NOT THEY WHO INFLICTED VIOLENCE. IT WAS GOD.”

THE NO-NAME HERO



CREATING A CHARACTER

To create a Hero that will shine brightly in a ruined heaven, following these steps. In summary they are:

◆ **Choose a Tungkulin.** Follow the steps as stated there. The Tungkulin showcases your Attainer's natural calling and destiny. The Tungkulin can be found at the end of this PDF. Feel free to print them out in spreads. Each Tungkulin has a number of premade concepts that you do not need to follow, but can serve as inspirations. You can follow these steps to make something wholly your own.

◆ **Choose a Concept.** There are tables written in the Tungkulin pages that you can roll on or choose from. However, you may choose to create your Concept. If so, say what it is in a single sentence and write it down. Then, choose 3 from below:

- 1 light or medium weapon
- 1 light or medium armor
- 3 medicine (3 uses)
- 3 uses of 1 General Equipment
- 2 Permanent Yaman
- a single relic or personal memento of your choice.

◆ **Determine Trait Ratings.** You begin with one rating at 3, one rating at 2, and then the rest at 1. A basic 3/2/1/1/1 spread.

◆ **You begin at Gahum Tier 1.** Set your beginning Active Gahum at 1. Your Active Gahum is the number of Gahum you can spend or commit. You begin with 0 Gathered Gahum.

◆ **Set Your Beginning Ginhawa.** Ginhawa is the measure of your vital force. All begin with 5.

◆ **Choose your Moves.** You begin with 2 basic Moves of your Tungkulin at Gahum Tier 1.

◆ **Announce Yourself:** Choose an appropriate name for yourself.

◆ **Ask one of the following questions to the person sitting to your right, or make one up on your own.**

- We're together now, but did I know you before?
- Did you wrong me before?
- Do I like or do I hate you? Why?
- How did we end up together, right now, in this moment?
- Do we know that we're both Gahum users?
- Do you trust me or not? Why or why not?
- Ask one of your own questions.

This is a tie to that hero. Whenever this tie helps or complicates a situation, grant both PCs 1 Active Gahum that can exceed the Active Gahum Pool, but only lasts for this session, once per session.

CONCEPT

Each character also has a **Concept**, a punchy, few words to one sentence description of who they are. A Player who makes a roll can invoke their Concept and the AC states if its appropriate. If it is, the action has a +1d bonus to the roll. The Tungkulin books usually have built in Concepts that you can build off of, or you can make your own.

THE TUNGKULIN

The Tungkulin are the seven archetypes which all have begun to follow. Each of these seven archetypes stem from the first Karanduun in the Multiverse, who embodied the Seven Virtues of

~~SEVEN~~ BATALA

Nasirakna, the Calling of the Imperial Daybreak, are the preservers, administrators, kings, chiefs, and lawgivers. They embody the Virtue of Leading.

Nabahadna, the Calling of the Rising Sun Sword, are the warriors, destroyers, weaponsmasters, and warlords that embody the Virtue of Violence.

Odto, the Calling of High Noon are the performers, passionates, and artists. They embody the Virtue of Expression.

Tungana, the Calling of the Falling Sun Hammer, are the artisans, crafters, and scholars. They embody the Virtue of Knowing.

Apuna, the Calling of Harmonious Twilight, are the speakers, mediums, healers, travelers, and explorers. They embody the Virtue of Harmony.

Sakdol, the Calling of the Witch Moon, are the disrupters, tricksters, and rebels. They embody the Virtue of Rebellion.

Igsirinto, the Calling of Unrecognizable Darkness, are the guardians, hunters, lawkeepers, watchmen, assassins, and spies. They embody the virtue of Vigilance.

LOOKS AND FOLK

One important thing to note about the setting of Sansinukob is that it can gather thousands of races across all the universes. You can play as a human, but you can definitely also play as a *tik-balang* (a horse-headed demon), a *duwende* (a trickstery goblin dwarf), a *tiktik* (a bird creature that is also sometimes an *aswang*), a technospiritual automaton, a sentient tree, a *diwata* living in a stone statue that gives them human emotions, an *anghel* (an angel, has a human body), a *sitan* (a malevolent spirit that has also possessed a human body), and so much more, across all folklores and myths in history, or you can even make up some of your own. Biringan is the City of Cities, Capital of the Engkantos and Spirits, and in their eyes all Folk are the same: made to die.





NASIRAKNA

THE CALLING OF THE IMPERIAL
DAYBREAK. PRESERVERS.
ADMINISTRATORS. PRIEST-KINGS.
DEVIL-KINGS. CHIEFS. LAWGIVERS.
THEY EMBODY THE VIRTUE OF
LEADING.

Nasirakna burn with the flame of Leading. Given the burden of administration, what kind of leader are you? Do you lead as a gentle river guides a riverboat, or as a sea current dictates a galleon? Do you strike with an iron sword, or do you bear the crown of wisdom?

In the ancient of days, the **Uncrowned King** was the first Nasirakna, who bore a halo of unburning flame, who moved faster than lightning. His eyes were not eyes, but spikes of light, for he could see all. His tongue was not a tongue, but a lash of flame, and his every decree was truth and reality. Through that, he led the rest of his Karanduun peers, and made God bleed, ensuring a better governance, a more competent administration, a better heaven.

Nasirakna must be leaders and rulers. Those who must take up the mantle and burden of leadership. They must be wise, but not fickle. You probably felt some sort of calling to lead your people. In other universes, examples of this might be *Moses*, *King David*, or *Lapu-Lapu*.

Play a Nasirakna if your Hero faces challenges with command, manpower, and presence.

ANNOUNCE YOURSELF:

Give yourself a name, any name, may it be a title or a moniker or a name you chose for yourself.

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own): *bored eyes*, *piercing eyes*, *well-toned figure*, *hunched over figure*, *tall and imposing*

WHAT IS THE MEASURE OF YOUR SKILL?

Your Traits dictate how many dice you roll when attempting an action. You have 3 points in one Trait, 2 points in one other, and then 1 dot in every other trait.

WHERE DO YOU COME FROM?

Here is a list of example concepts. Choose from below, or roll 1d6 for a quick background, which also works as your Concept, or you can make your own. You don't need to follow the Trait allotments either. *When rolling a concept-relevant action, add +1d to that action.*

If you rolled a 1, you are an Imperial Monk. You come from the Monasteries of the Perlesensya Empire. Due to this, you have been taught extensively the Trinitarian Doctrine and know the inner workings of the church, and you are taught not to believe anything else.

You begin with *religious raiments, a staff (medium weapon), and priestly clothing.*

You begin with 3 in WORD, 2 in WISDOM, and 1 everywhere else.

You begin with the Moves **The Script of God** and **Balani**.

If you rolled a 2, you are a Disciple of the Apostles. You come from the Monastery of Crowns, on the island of Isanguerro, to the Northwest of Biringan where you are trained to be rulers and administrators. Here you are taught the proper way of ruling... According to the Trinity. Obedience is better than sacrifice, blind faith is better than informed reason, and god is higher than man.

You begin with *rich raiments, 2 permanent Yaman, and an accessory that showcases your power.*

You begin with 3 in WISDOM, 2 in WORD, and 1 everywhere else.

You begin with the Moves **Sagisag ng Pinuno** and **Authority is Power**.

If you rolled a 3, you are an Escaped Slave. You are a freshly escaped *bihag* (war slave) from the clutches of the Empire of Ysparanza, where you were born into slavery because of your race. You may have an intense hatred for slavers.

You begin with a *light, medium, or heavy weapon of choice, light armor, and a broken memento.*

You begin with 3 in VIOLENCE, 2 in WORD, and 1 everywhere else.

You begin with the Moves **Efficiency of the Dictator** and **Balani**.

If you rolled a **4**, you are a **Binukot**. You are born as a traditional princess, wherein you are kept within sealed off rooms and used as leverage for political marriages. You may have left, or may still be one, on a pilgrimage from your commune. You are beautiful and almost always women, although in heaven gender matters not.

You have *one ceremonial weapon you use for attacking*, *2 permanent Yaman*, and *regal clothing*.

You begin with 3 in WISDOM, 2 in WORD, and 1 everywhere else.

You begin with the Moves **Authority is Power** and **Efficiency of the Dictator**.

If you rolled a **5**, you're a **Conquering General**. Probably a Datu, or a chief of a commune, You are a young, hot-blooded general for the Warlord known as Poon Sakupan, in the Eastern Unconquered Isles, who seeks to conquer the entire world.

You begin with *one weapon of choice*, *one armor*, and *2 permanent Yaman*.

Your WORD begins at 3, and then your VIOLENCE begins at 2, with 1 at everything else.

You begin with the Moves **Authority is Power** and **Balani**.

If you rolled a **6**, you are a **Sinaswela Playwright**. You are a playwright from the city of musicals and theater in the western island of Iroga, where an ancient sorcerous cannon platform has been repurposed into a musical amphitheater. Sinaswela is the name of the largest union of playwrights there, and they pay handsomely to their best writers.

You begin with *pen and parchment*, *1 permanent Yaman*, and *an amulet to show your membership to Sinaswela*.

Your WORD begins at 3, and then your WISDOM begins at 2, with 1 at everything else.

You begin with the Moves **Efficiency of the Dictator** and **The Script of God**.

NASIRAHNA MOVES

Choose 2 that you begin with:

SAGISAG NG PINUNO (MARCH OF THE LEADER)

The king of kings is a moniker that is hard to ignore when you know what that means in the hierarchy of duties. Once per session, when you Sway the Flock or Pierce The Veil in a bureaucratic setting, you may spend 1 Gahum to bring a partial success to full success.

EFFICIENCY OF THE DICTATOR

With a snap of a finger, the Leader twists the cogs of change. You may Commit 1 Gahum to instantly create an organization or business or service focused on one specific thing, like food or tax-managing, as befits the fiction. The organizations lasts for as long as the Gahum is Committed.

AUTHORITY IS POWER

Your training in ruling has made it so that your own Ruling will is imposed upon the Multiverse. When you Shape the Lie, you can roll WORD + SPIRIT instead of WISDOM + SPIRIT. Additionally, when you or your allies act upon that knowledge, you and your allies' weapons and armor gain the *blessed* tag.

BALANI (CHARISMA)

Your strength is hard to ignore. When meeting a new NPC, once per session, you may roll WORD + SPIRIT. On a partial or full success, they join you as a follower. You can only have a number of followers equal to your WORD trait.

Followers have two traits: Skill and Loyalty beginning at 2 each. Skill is rolled when they do anything that is within their concept. Loyalty is rolled when you order them to do anything. A partial success makes it so that they do what you ask them to, but they will demand something afterwards, which if you don't fulfill, lowers their Loyalty. A full success makes them do it without question.

Each follower has one thing that they want from you when they first agree to join you. The AC must outline this, but usually it's one of the following: Resources, Protection, Knowledge, or Fame.

THE SCRIPT OF GOD

Your written art is second to none, filled with gumamela prose and sampaguita poetry. When you Sway the Flock or Pierce The Veil through written form, add +1d.

ADVANCED MOVES

BLASPHEMING THE WORD OF GOD

Your word must be heeded, no matter the cost, for that is the truth of the ruler. Once per day, when you call out a person to redirect their attention to you or someone else, they must do so. If you do this in combat, the next time an ally attacks the target in combat, they inflict 1 extra Wound.

THE AVENGING GRACE OF THE ALMIGHTY

Your ruling comes from ~~on-BATALA~~ Themself, and thus you carry with you Their burning authority and holiness. When fighting with a Trinity-aligned being, deal an additional 1 Wound and gain 1 Armor against their attacks.

RULERS BEAR THE SWORD FOR REASON

When you command a being with the sheer power of your authority, commit 2 Gahum. You impose an unbreakable Oath with terms and conditions dictated by you, but they must gain something in return. If they should break it, horrible disaster will befall them, usually in the form of physical form. If they break the Oath, all Committed Gahum returns to you or you can null the Oath prematurely by giving up the Committed Gahum.

TO THE PROMISED LAND

When you spill your own blood upon the ground, and you sanctify it with holy Gahum, Commit 3 Gahum. All the ground up to 75 ft. of you is considered

~~BATALA~~-blessed land: your enemies cannot enter or they suffer 3 *skewering Wounds* whenever they enter it.

KNEEL OR YOU WILL BE KNELT

You must have Sagisag ng Pinuno to buy this. You will never fail Sway the Flock nor Pierce the Veil moves in a bureaucratic setting. Additionally, you may choose someone that you used Sway the Flock in a bureaucratic setting and hang the Broken Blade over their heads, an invisible curse invented by an ancient witch that lets you kill them when you wish, as they are the target of your scorn.

KING OF PEACE. PRINCE OF VIOLENCE

You can only buy this after buying 3 Advanced Moves. You become a burning sun, a symbol of overwhelming power and commandment. Commit 3 Gahum. As long as that Gahum is committed, all your Followers gain +3d to all their rolls, and all your allies are considered Followers as well.

NABAHADNA

THE CALLING OF THE RISING
SUN SWORD. WARRIORS.
GENERALS. AND COMMANDERS
THAT EMBODY THE VIRTUE OF
VIOLENCE.



Nabahadna fulminate with the lightning of Violence. Given the burden of violence. What kind of warrior are you? Is your body sharp enough to rend the sky? Or do you hold a Cabal of Swords and Spears at your beck and call, ready to annihilate tragedies of hell and heaven with a simple announcement of who you are? Do you strike to release violence as it is necessary... Or do you fight for a semblance of a liar's peace?

In the ancient of days, the Lamentable Sword-Saint was the first Nabahadna, who bore a cloak of sunsteel rays. His body was made of constantly cutting flesh, for he himself was the weapon. When he walked, the earth cracked, and heaven trembled. His very being was violence against reality. Through that, he paved the way for victory and peace for his Karanduun peers, and made God bleed, ensuring an everlasting peace and harmony with nature.

Nabahadna must be fighters and fearless warriors. The sword and fist must come naturally to them. Perhaps they have a calling of combat? In other universes, these might be *Antonio Luna, Samson, or Herakles.*

Play a Nabahadna if your Hero faces challenges with violence, ferocity, and moxie.

ANNOUNCE YOURSELF:

Give yourself a name, any name, may it be a title or a moniker or a name you chose for yourself.

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *large, bulky, muscular, long hair, wild-eyes, stoic eyes, firm face, grim scowl, covered in tattoos*

WHAT IS THE MEASURE OF YOUR SKILL?

Your Traits dictate how many dice you roll when attempting an action. You have 3 points in one Trait, 2 points in one other, and then 1 dot in every other trait.

WHERE DO YOU COME FROM?

Here is a list of example concepts. Choose from below, or roll 1d6 for a quick background, which also works as your Concept, or you can make your own. You don't need to follow the Trait allotments either. *When rolling a concept-relevant action, add +1d to that action.*

If you rolled a 1, you're a Conquering General. Probably a Datu, or a chief of a commune, You are a young, hot-blooded general for the Warlord known as Poon Sakupan, in the Eastern Unconquered Isles, who seeks to conquer the entire world.

You begin with *one weapon of choice, one armor, and 2 permanent Yaman.*

Your WORD begins at 3, and then your VIOLENCE begins at 2, with 1 at everything else.

You begin with the Moves **Change Through Violence** and **Ang Galawan ng Imortal na Datu.**

If you rolled a 2, you're a Farm Child Who Lost it All. You lost it all when a Trinitarian Inquest cabal came and accused your barangay of heresy and housing lost Heroes. Your soul burns for their deaths. Sensing your need for your

You begin with *ragged clothes, one memento of your barangay, and one weapon that has the penetrating tag.*

You begin with your VIOLENCE at 3, and REBELLION at 2, with 1 at everything else.

You begin with the Moves **Sword of Bukang-Liwayway** and **The Soul of Fulminating Violence.**

If you rolled a 3, you're a Trained Guwardya. You are a trained Biringan warrior, taught the ways of An, the First Martial Art. Your discipline has brought you far, but the man you were supposed to guard, a Panginoon named Panginoon Tupas, has been killed, and you are being hunted down for failure.

You begin with *any weapon, any armor, and a whetstone* that you can apply upon your weapon before a battle to inflict an additional 1 Wound once.

You start with VIOLENCE at 3, WORD at 2, and 1 everywhere else.

You begin with the Moves **Sword of Bukang-Liwayway** and **Flittering Dragonfly Breath.**

If you rolled a 4, you are a **Bagani**. You are an esteemed spiritual warrior from the mountains of the Island of Sihaburen, where you are tattooed for every achievement you've done. You are now on a spiritual pilgrimage to strengthen yourself, after having been sent by your martial art guro, who is a Servant who has unchained himself from the Trinity.

You begin with *a medium weapon and light armor, a trophy from a notable fight, and food* (2 uses, +1 when using Struggle Unafraid Against God to resist hunger effects).

You start with VIOLENCE at 3, SPIRIT at 2, and 1 everywhere else.

You begin with the Moves **Change Through Violence** and **The Soul of Fulminating Violence**.

If you rolled a 5, you are a **Kalye Orator**. You squat near the golden statues of the rich, perhaps in Salurung, the capital of the Empire, and espouse oratories and teachings of various philosophers from various universes. You grew up in the hidden barangay of Barile where kids are taught to be poets.

You begin with *poor clothing, bamboo scrolls* (+1d when rolling to Ignite a Flame), and *a personal memento*.

You start with WORD at 3, REBELLION at 2, and 1 everywhere else.

You begin with the Moves **Change Through Violence** and **Ang Galawan ng Imortal na Datu**.

If you rolled a 6, you are a **Low Spiritist**. You are a spirit-scientist and you always wonder if the diwata are what they seem. All is a lie, however. You have a room filled with theories and experiments somewhere in a squatter's stack.

You begin with *spectacles, a piece of tech from before the Holy Heretic Rebellion (which can be a weapon or armor), and a spiritslate* (3 uses. +1d when interacting with spirits.)

You start with SPIRIT at 3, VIOLENCE at 2, and 1 everywhere else.

You begin with the Moves **Change Through Violence** and **Flashing Edge of Bukang Liwayway**.

NABAHADNA MOVES

Choose 2 that you begin with:

CHANGE THROUGH VIOLENCE

Your combat prowess is enough to change the minds of the staunchest saints and spirits. When you perform Sway the Flock on someone you have beaten in combat, you may replace the WORD with VIOLENCE in the Test.

SWORD OF BUHANG-LIWAYWAY

Your blade shines in the dawn, and combat is your hand-edge. When you Make God Bleed, spend 1 Gahum to gain +1d and choose:

- ◆ Inflict 1 additional Wound.
- ◆ Add the penetrating, brutal, or stunning tag.

FLITTERING DRAGONFLY BREATH

Your hand flurries, quickly, unseeable, manifestation of violence. When you Make God Bleed with a ranged weapon, you may attack two creatures at once.

THE SOUL OF FULMINATING VIOLENCE

You have been trained by some Martial Art. By buying this, you have access to a single Martial Art and its Form Technique. By buying this again, you may buy another Martial Art's Form Technique, or you may learn the Skill Technique of one Martial Art you already know the Form Technique of.

ANG GALAWAN NG IMORTAL NA DATU (THE IMMORTAL DATU TECHNIQUE)

Your weapon is not your only instrument for destruction. Once per battle, when you Wage War, choose one, which goes away after the end of the battle:

- ◆ Your Army's Strength goes up by 1.
- ◆ You Army's Discipline goes up by 1.

Usually an Army is gathered by paying Yaman, or managing to persuade a crowd, somehow. However, as the Immortal Datu, your scorn shines through, and infects others with passion. When you Wage War and you don't have an army, Commit 1 Gahum and every souled being close to you will fight with you, creating a Size 1, Strength 1, Discipline 1 Army. The Army lasts as long as the Army is Committed, but you may also choose to Spend 2 Gahum to earn those people's respect and have them follow you as their Army.

ADVANCED MOVES

ATTACH AND DETHRONE GOD

You are a symbol of unmoving determination, one that walks forth even when they are broken. As long as you have 1 Ginhawa left, all your attacks deal +2 damage, you gain +1 Armor, and you cannot be knocked down or moved forcefully in any way. Additionally, all your attacks gain the *penetrating* and *blessed* tag.

I COME NOT WITH PEACE. BUT A SWORD

You are the symbol of pure, unadulterated destruction, and then some. When you inflict Wounds, spend 1 Gahum to double the Wounds inflicted and add the stunning tag to your attack. However, in subsequent times that you use this, you also inflict 1 Wound upon yourself.

ANCESTOR OF VIOLENCE

You must have Change through Violence to buy this. When you engage an army and Make God Bleed, you may make a Sway the Flock roll with VIOLENCE + WORD instead of WORD + WISDOM. On a full success, that entire army and their commander will follow your persuasion. On a partial success, only the army will follow your persuasion, and the Commander might hold vengeance in his heart.

PAG-AANI NG PALAYAN (FIELD-REAPING STYLE)

You stand your ground, and then you break the ground you stand on to face entire armies head on. When you Make God Bleed, Commit 2 Gahum. As long

as that Gahum is committed, you cannot be moved forcibly, and you cannot die. However, you cannot be healed, and once you remove the Commitment, if your Ginhawa is reduced to 0, you die. You can only Commit the Gahum for 7 weeks.

FURY TRANCE (MAG-HURAMENTADO)

Breathe, and then, kill. This technique is passed down to all combatants by the Heretical Warrior-Saints of the Crimson Order. When you envelop yourself in killing instinct, Commit 1 Gahum. As long as that Gahum's committed, you gain the following:

- ◆ You cannot use any Acts outside of Combat Acts.
- ◆ All your damage deals an additional +2, but you suffer an additional +1 damage as well from any source.
- ◆ The Trance ends after the conflict ends. You must rest before using your trance again.

COME UNTO ME, O ~~BATATA~~. MY DELIVERER. MY STRONGHOLD

You can only buy this after buying 3 Advanced Moves. You become an avatar of pure destruction that brings the white flame of birth: a many-armed, fire-tongued, star-eyed Manifestation of Violence. Commit 1 Gahum. As long as that's Committed, all your damage inflicts at least 4 Wounds and you cannot be Incapacitated, although you can suffer 5 Wounds and die. You only die after the current battle or conflict.

ODTO

THE CALLING OF HIGH NOON.
PERFORMERS. PASSIONATES. AND
ARTISTS. THEY EMBODY THE VIRTUE
OF EXPRESSION.



The Odto shine with the gleam of Expression. They are given the burden of artistic expression, of dance, of culture, of emotion and soul. Joy roils from their fingertips, and sadness flies from every note of their harp. What kind of Artist are you? Do you bear with you an instrument, or is your body the canvas? Do you paint, or do you sing, or do you dance? Do you hold on the tips of your fingers the voice of the oppressed?

In the ancient of days, the Sensual God-Courtesan was the first Odto, who wielded the terrible spear of Nirvana. With every song, they bowed horizons, split mountains, and crystallized oaths. With every look, with every flick of their body, they amused demons. With every supplication to the gods with a dance, they broke the heart of reality. Their very being was Expression, and through that, they strengthened their Karanduun peers, and made God bleed, ensuring everlasting serenity and happiness and expression.

Odto must be sensual expressors, mighty with their voice and with their art. Perhaps they were called to the canvas or to the stage or to the masses? In other universes, they might be *Juan Luna, Orpheus, or Saraswati.*

Play an Odto if your Hero faces challenges with art, vocality, and grace.

ANNOUNCE YOURSELF:

Give yourself a name, any name, may it be a title or a moniker or a name you chose for yourself.

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *large, bulky, muscular, long hair, wild-eyes, stoic eyes, firm face, grim scowl, covered in tattoos*

WHAT IS THE MEASURE OF YOUR SKILL?

Your Traits dictate how many dice you roll when attempting an action. You have 3 points in one Trait, 2 points in one other, and then 1 dot in every other trait.

WHERE DO YOU COME FROM?

Here is a list of example concepts. Choose from below, or roll 1d6 for a quick background, which also works as your Concept, or you can make your own. You don't need to follow the Trait allotments either. *When rolling a concept-relevant action, add +1d to that action.*

If you roll a 1, you're a Well Known Singer. You are a rising wonder in the field of singing. You get messages from the Capital of the Empires to sing in their bars and pubs and before Rulers and Kings. You never did, of course, since that goes against Expression.

You begin with *singer's raiments*, *2 permanent Yaman*, and *a letter from an important governing body*.

You begin with WORD at 3, WISDOM at 2, and 1 everywhere else.

You begin with the Moves **The Harmony of Art** and **Heed Not the Voice of the Paroparo**.

If you roll a 2, you're a Street Busker. You sing in the streets, with your trusty, crooked instrument, and you share your expression with all people, as all deserve the spark of creativity. All heed your voice, for you are the voice of the masses, and none are scared of you.

You begin with *rugged clothing*, *an instrument*, and *a 1 temporary yaman from your recent busking*.

You begin with REBELLION at 3, WORD at 2, and 1 everywhere else.

You begin with the Moves **Soul-Mind Diwa** and **Art is the Blade**.

If you roll a 3, you are a Kalye Orator. You squat near the golden statues of the rich, and espouse oratories and teachings of various philosophers from various universes. You grew up in the hidden barangay of Barile where kids are taught to be poets.

You begin with *poor clothing*, *bamboo scrolls (+1d when rolling to Ignite a Flame)*, and *a personal memento*.

You start with WORD at 3, REBELLION at 2, and 1 everywhere else.

You begin with the Moves **Soul-Mind Diwa** and **The Harmony of Art**.

If you rolled a 4, you are a **Sinaswela Playwright**. You are a playwright from the city of musicals and theater in the western island of Iroga, where an ancient sorcerous cannon platform has been repurposed into a musical amphitheater. Sinaswela is the name of the largest union of playwrights there, and they pay handsomely to their best writers.

You begin with *pen and parchment*, *1 permanent Yaman*, and *an amulet to show your membership to Sinaswela*.

Your WORD begins at 3, and then your WISDOM begins at 2, with 1 at everything else.

You begin with the Moves **Art is the Blade** and **The Dance That Burns the Waterfall**.

If you rolled a 5, you are a **Scholar from the Pamantasan**. The Pamantasan is the premier and gigantic university of Biringan, the capital of the Perlesensya Empire. Every piece of lore is taught here, and whichever one you get into, you are sure to have some sort of knowledge. Being a Pantas carries with it a special kind of privilege and social standing. Some might ridicule you for being educated, while others might respect you.

You begin with *a Lorebook (3 uses, +1d when you Shape the Lie.)*, *scholar's clothes*, and *a letter of recommendation from your professors*.

You begin with WISDOM at 3, WORD at 2, and 1 everywhere else.

You begin with the Moves **Art is the Blade** and **Soul-Mind Diwa**.

If you rolled a 6, you are a **Teahouse Katalonan**. You live as a teahouse seller but for some extra coin, you are also a spirit medium. You can be found somewhere in Biringan, the Capital of the Perlesensya Empire, by people looking for something they can't remember.

You begin with *a tea set*, *1 permanent Yaman*, and *Tawas (3 uses, +1d when Speaking with Spirits)*.

You begin with SPIRIT at 3, WORD at 2, and 1 everywhere else.

You begin with the Moves **Soul-Mind Diwa** and **The Dance That Burns the Waterfall**.

ODTO MOVES

Choose 2 that you begin with:

SOUL-MIND DIWA

Your ability to feel has put you in accordance with Hiyang, the Harmony of the Universe. As long as you're Performing, you may roll WORD + SPIRIT instead of WISDOM + SPIRIT when you Shape the Lie.

THE HARMONY OF ART

Art is the easiest way to connect with another soul, and your creation does that exactly. When you Pierce The Veil or Sway the Flock someone using an artistic medium, you have +1d to the roll.

ART IS THE BLADE

Your art, your performance, is the only weapon you need. When you're performing something, you may Make God Bleed to attack with the performance, and you may use WORD + REBELLION instead of VIOLENCE + REBELLION. Additionally, you treat the performance as a Medium Weapon with the *Ranged (20 ft.)* and *Area tags*.

HEED NOT THE VOICE OF THE PAROPARO

Your training has taught you not to heed the paroparo, or the butterflies, in your stomach, but make it something that will give you strength. Whenever you Struggle Unafraid Against God resisting a social or mental effect, you may spend 1 Gahum to add +1d to the roll.

THE DANCE THAT BURNS WATERFALLS

You may perform to strengthen your allies. When you do, roll WORD only. Each Hit grants you 1 <dancing> that can be spent on the following, as long as you're performing.

- ◆ Remove 2 Wounds from an Ally.
- ◆ Remove 1 Wound from all Allies.
- ◆ Grant the next Move of an ally +1d.
- ◆ Grant 1 Ally 1 Armor.
- ◆ Grant 1 Ally an additional +1 Wound on their next attack.
- ◆ Spend 1 Gahum and give it to the Ally.

ADVANCED MOVES

INNUMERABLE SPOTLIGHTS

When you perform in the midst of a group of people, spend 1 Gahum to immediately grab their attention. The people, no matter who they are, will watch your performance, whatever it may be, with rapt attention until it ends. Anything that happens to them, or anything that happens around them during the performance they will not notice.

THE SHOW MUST GO ON

When you perform in the midst of people, you may spend 1 Gahum to make them immediately dance and sing along with you, making them immediately friendly to you. For an hour the people will follow what you do, and will do as told, as long as it is part of the performance.

LOVE AT THE END OF ALL THINGS

You must have Heed Not the Voice of the Paroparo to buy this. As long as you are performing, you cannot be hit by any physical attack for an hour, but you must Commit 2 Gahum.

TO WRITE THE SONG OF REALITY

Your rewrite the performance that is all of reality. You may spend 2 Gahum and roll WORD. The Hits you gain you may give out to your allies as +1ds to any roll that follows what you wish to happen, which you must dictate before spending the Gahum. You may only use this once per day.

UPON THE ALTAR OF JOY

Your become the soul of skill. Every action, every twitch: all part of an intricate play. Commit 2 Gahum for the rest of the day. As long as that Gahum is committed, anything you do, even other Acts, is considered as a performance.

SAYAW. THE FINAL PERFORMANCE

You can only buy this after buying 3 Advanced Moves. You blind yourself and then perform. You become a shining beacon of perfect performance, the Dancer Expressing. Commit 2 Gahum. You cannot be attacked, and if you are, you automatically inflict the Wounds you receive at the attacker. All beings with a Threat lower than your Gahum Tier immediately fall in love with you during the duration of your performance, as you yourself are the Expression, the truest performance.

TUNGANA

THE CALLING OF THE FALLING
SUN HAMMER. ARTISANS.
CRAFTERS. AND SCHOLARS.
THEY EMBODY THE VIRTUE OF
KNOWING.

The Tungana blaze with the wick of Knowing. They are given the burden of knowledge, creation, and invention. Their ultimate end is the pursuit of knowledge, the attainment of reason, and the invention of innovations. What kind of Scholar are you? Do you travel far and wide, broadening your perspective? Or do you stay and write new administrations or hammer new weapons into being within closed rooms?

In the ancient of days, the Peerless Wise was the first Tungana, wielding the great forging hammer and anvil of Cosmogony, from where all things come. With every strike of the hammer, they created a new truth, which others deem to be knowledge. With every gaze into the stars, they pry apart the skin of reality and exposed the Secrets of the Multiverse. Their very being was Knowing, and through that, they armed their Karanduun peers, and made God bleed, ensuring everlasting knowledge and power.

Tungana must be ingenious creatives or ever-hungry scholars. Perhaps they were called to the book, or the ruins of mystery? In other universes, they might be *Hephaestus*, *Panday Piray*, or *Apolinario Mabini*.

Play a Tungana if your Hero faces challenges with reason, logic, and ingenuity.

ANNOUNCE YOURSELF

Give yourself a name, any name, may it be a title or a moniker or a name you chose for yourself.

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *slender, wears glasses, long hair, scholars raiments, has a book, carries writing implements, well-toned*

WHAT IS THE MEASURE OF YOUR SKILL?

Your Traits dictate how many dice you roll when attempting an action. You have 3 points in one Trait, 2 points in one other, and then 1 dot in every other trait.

WHERE DO YOU COME FROM?

Here is a list of example concepts. Choose from below, or roll 1d6 for a quick background, which also works as your Concept, or you can make your own. You don't need to follow the Trait allotments either. *When rolling a concept-relevant action, add +1d to that action.*

If you rolled a 1, you're a Panday. You are a Panday from Biringan, and you can build any weapon needed. You are held in high regard, although you are known for crafting weapons and arms for resistance groups in black market trades.

You begin with 1 permanent yaman, a weapon you've crafted, and craftsman's tools (3 uses. +1d when using Pagpapanday).

You begin with WISDOM at 3, VIOLENCE at 2, and 1 everywhere else.

You begin with the Moves **Pagpapanday** and **Perfection of Form**.

If you rolled a 2, you are a Scholar from the Pamantasan. The Pamantasan is the premier and gigantic university of Biringan. Every piece of lore is taught here, and whichever one you get into, you are sure to have some sort of knowledge. Being a Pantas carries with it a special kind of privilege and social standing. Some might ridicule you for being educated, while others might respect you.

You begin with a Lorebook (3 uses. +1d when you Shape the Lie.), scholar's clothes, and a letter of recommendation from your professors.

You begin with WISDOM at 3, WORD at 2, and 1 everywhere else.

You begin with the Moves **Agham: The Red Secret** and **Most Excellent Pamumuhay ng Guro**

If you rolled a 3, you are a Hermit Scientist. You are the madman living in a broken cathedral in the island of Sinsina, north of Biringan, filled with wooden devil idols. You strike fear into the hearts of children, even though in truth you bring inventions and test your new theories, learning the Red Science.

You begin with bamboo scrolls (3 uses, +1d when Shaping the Lie related to the nature of spirits and the systematic knowledge of observable nature), subversive raiments, and a light weapon.

You begin with WISDOM at 3, SPIRIT at 2, and 1 everywhere else.

If you rolled a **4**, you are a **Low Spiritist**. You are a spirit-scientist and you always wonder if the diwata are what they seem. All is a lie, however. You have a room filled with theories and experiments somewhere in a squatter's stack.

You begin with *spectacles, a piece of tech from before the Holy Heretic Rebellion (which can be a weapon or armor), and a spiritslate (3 uses. +1d when interacting with spirits.)*

You start with SPIRIT at 3, VIOLENCE at 2, and 1 everywhere else.

You begin with the Moves **Faithful Healer's Application** and **Perfection of Form**.

If you rolled a **5**, you are a **Black Albularyo**. Black Albularyo are those that perform albularyo rituals, or herbalisms, without a license or without ideally ethical practices. It's all to survive Kalagitnaan and the abuses of the Empire, after all.

You begin with *healing remedies (3 uses, removes 1 Wound), light armor, and 1 permanent Yaman.*

You start with WISDOM at 3, SPIRIT at 2, and 1 everywhere else.

You begin with the Moves **Faithful Healer's Application** and **Most Excellent Pamumuhay ng Guro**.

If you rolled a **6**, you are a **Kawatan, Disciple of Pilandok**. You were an orphan adopted by the diwata of tricksters, known as Pilandok. He left when you turned 12, but you knew everything needed to survive on your own, and to exploit other people with their own confidence and your own sticky fingers.

You begin with *thief's tools (3 uses, grants +1d when lockpicking or stealing), full finger gloves, and a broad-brimmed red hat or a black.*

You start with REBELLION at 3, WISDOM at 2, and 1 everywhere else.

You begin with the Moves **Agham: The Red Secret** and **Perfection of Form**.

TUNGANA MOVES

Choose 2 that you begin with:

FAITHFUL HEALER'S APPLICATION

You are learned in the ways of creating medicine and methods of healing. When you take time to heal another's wounds, roll your WISDOM + SPIRIT against a difficulty set by the AC. On a partial success, heal 1 Wound, and 2 on a full success.

PERFECTION OF FORM

Your body is a perfected spirit-body, as perfection is a consequent of creation. You now have 6 Ginhawa instead of just 5.

AGHAM: THE RED SECRET

You know The Red Secret of Science or simply just Science. You know that some things can be studied and rationalized and recreated, turning them into technologies or fields of study. Choose 2 specific academic fields of study (it can be mundane, like geology, or fantastical, like engkantology). You are master in those 2 fields, and when you Shape the Lie on those two fields your partial successes are always full successes.

PAGPAPANDAY

You perfect a Craft, whichever one it may be. With hammer and forge, or pen and paper, your craft is indispensable in creating a standing monument in an already-dead reality. Whenever you have time to create something out of existing materials, roll your WISDOM + SPIRIT against a difficulty set by the AC. On a partial success, you have 1 <component>. On a full success, you have 3 <components>. You can spend <components> as detailed below.

◆ A light weapon costs 1 <component>, a medium one costs 2, and a heavy one costs 3. Armor costs the same +1.

◆ A utility item with 3 uses costs 1 <component>, one with 5 costs 2, and 7 costs 3.

◆ Adding a special detail to the weapon (it trips enemies, it grabs enemies, it deals additional 1 Wound) costs an extra 1 component.

◆ Adding a drawback to the weapon or armor (cannot be hidden, breaks after a 3 uses, deals damage to the wielder) gives 1 component.

PAMUMUHAY NG GURU

The Tungana embodies ~~the~~ ~~BATALA~~'s Virtue of Knowing. Thus, it only be virtuous to share this knowing with others. When you Shape the Lie, the first player character (other than you) to act upon that knowledge gains +1d. If they succeed, you and that player character gain 1 GG, once per session.

ADVANCED MOVES

INFININITE KNOWLEDGE IN ONE SAGLIT

Your mind is opened to the infinite possibilities and knowledges of the Multiverse in one infinitesimal *saglit* (instant moment). Spend 3 Gahum. You may use a single non-Advanced Move from any of the Tungkulin, once per session.

GLIMPSE THE LIMITLESS FABRIC

Your mind is the epitome of Knowing, and that Knowing is integral to violence. When you Make God Bleed, you may spend 2 Gahum to instantly learn a single Martial Art and its Form Technique, but only for that single instance of Make God Bleed. You can only use this once per day.

PEERLESS RESEARCH ASSISTANT

Commit 1 Gahum. As long as that's Committed, a research Diwata inhabits a vessel of your choosing. When you Steal the Secrets of God, you also glean information about the Multiverse in general, as long as its something that can be found normally. The AC provides this information, forming the Lie that you live in.

IN THE IMAGE OF ~~BATEALA~~

You must have Pagpapanday to purchase this. When using Pagpapanday, a full success now gives 4 components while partial gives 2. Additionally, one may spend an additional +1 component on any created item to make it Enchanted.

HATOTOHANAN: THE SILVER TRUTH

The Paradox of the Karanduun is that they can create truths from lies. Speak it, and it materializes, out of thin air, for truth is abhorrent of the Lie. Spend 2 Gahum. You may state something to be true when you Shape the Lie, that thing is true, no ifs and buts. This can be even used to cause harm, like stating that something doesn't exist, or that you had a giant cannon all along. This cannot affect souled beings. *However, when you do this, the AC gains a Ruin Die. You cannot use this Move again until you go through a Ruinous Response.*

PROUD SYMBOL OF THE CREATOR

You can only buy this after buying 3 Advanced Moves. The great forge of

~~BATEALA~~ never ceases, and so will you, until all is complete. Once per scene, whenever you create or repair something through any means, that created thing will never be destroyed, and you can create it in an instant and without materials. Alternatively, you may Commit 1 Gahum to an ally. As long as that Gahum is Committed, they cannot die and cannot be incapacitated.

APUNA

THE CALLING OF HARMONIOUS
TWILIGHT. THE SPEAKERS.
MEDIUMS. HEALERS. TRAVELERS.
AND EXPLORERS. THEY EMBODY
THE VIRTUE OF HARMONY.



The Apuna glow with the rays of Harmony. They are given the burden of healing, connecting, and perfecting. They must bring together the now broken Multiverse, for only together can they rebuild something good from it. What kind of Harmonizer are you? Do you travel to the edges of Kalagitnaan to bring it together under love? Or do you stay as a constantly connecting healer? How does your harmony help the oppressed?

In the ancient of days, the Fractal Charcoal Spider was the first Apuna, wielding the six flails of Hiyang, the Harmony with Nature. With every strike of a flail, they healed, and with every retraction of the flail, they connected. Their web was metaphysical, and their soul all-loving, binding demons and gods, devils and angels. Their very being was Harmony, and through that, they perfected their Karanduun peers, and made God bleed, ensuring everlasting peace and togetherness.

Apuna must be ingenious diplomats, translators, and benevolent healers. Perhaps they were called to action to help their fellowman, or through anger at discord, pledged to harmony? In other universes, they might be *Al-Zahrawi*, *Felipe Agoncillo*, and *Apollo*.

Play an Apuna if your Hero faces challenges with sympathy, harmony, and diplomacy.

ANNOUNCE YOURSELF

Give yourself a name, any name, may it be a title or a moniker or a name you chose for yourself.

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *slender, wears glasses, long hair, scholars raiments, has a book, carries writing implements, well-toned*

WHAT IS THE MEASURE OF YOUR SKILL?

Your Traits dictate how many dice you roll when attempting an action. You have 3 points in one Trait, 2 points in one other, and then 1 dot in every other trait.

WHERE DO YOU COME FROM?

Here is a list of example concepts. Choose from below, or roll 1d6 for a quick background, which also works as your Concept, or you can make your own. You don't need to follow the Trait allotments either. *When rolling a concept-relevant action, add +1d to that action.*

If you rolled a 1, you are a Naga Translator. You are a translator for the Naga societies in the Eastern isles. You know your native tongue, Biringan tongue, and the tongue of the Naga. You are in good terms with the Naga as well.

You begin with *any one weapon, ruby spectacles, and a memento from a Naga friend.*

You start with WORD at 3, WISDOM at 2, and 1 everywhere else.

You begin with the Moves **Spirit-Words Thoughtform** and **Friend to All People**.

If you rolled a 2, you are a Black Albularyo. Black Albularyo are those that perform albularyo rituals, or herbalisms, without a license or without ideally ethical practices. It's all to survive under the Perlesensya Empire, after all.

You begin with *healing remedies (3 uses, removes 1 Wound), light armor, and 1 permanent Yaman.*

You start with WISDOM at 3, SPIRIT at 2, and 1 everywhere else.

You begin with the Moves **Pagaalbularyo: The White Secret** and **Dunong ng Diwa: The Green Secret**.

If you rolled a 3, you are an Adventurer. With a heart of pure sky gold, you travel across all the land to help, as harmony requires effort. You have traveled far and wide, and there are bound to be some people that know your name. However, you have gained the ire of the traveling Blood-Coin Runners, who are a gang who set up shop in vulnerable communes with the front of a “bank” or “money safe-keeping shop”, eventually laundering the commune of wealth. You've run into them before, definitely, and you've stopped one of their fronts.

You begin with *1 mount, 1 light or medium weapon, and 1 light or medium armor.*

You begin with the Moves **To the Ends of the Earth** and **Friend to All People**.

If you rolled a 4, you are a Teahouse Katalonan. You live as a teahouse seller but for some extra coin, you are also a spirit medium. You can be found somewhere in Biringan, by people looking for something they can't remember.

You begin with *a tea set, 1 permanent Yaman, and Tawas (3 uses, +1d when Speaking with Spirits).*

You begin with SPIRIT at 3, WORD at 2, and 1 everywhere else.

You begin with the Moves **Spirit-Words Thoughtform** and **Dunong ng Diwa: The Green Secret**.

If you rolled a 5, you are an Ivory Sampaguita Actor. You are a master of disguise and acting, as is the teachings of the traveling troupe of the Ivory Sampaguita, a troupe from the City of Alhambra made to assassinate a local lord, now a traveling troupe for actor-assassins. You have been sent to kill a powerful lord of your own, however you were only given this vague instruction: *Kill a powerful lord, one from across all the lands of heaven and not of heaven.*

You begin with *disguise kit* (3 uses, +1d when changing one's appearance), a *leather outfit* (light armor), and 1 permanent *yaman*.

You begin with your WORD at 3, REBELLION at 2, and 1 everywhere else.

You begin with the Moves Spirit-Words Thoughtform and Friend to All People.

If you rolled a 6, you are a Shikyuan Owl. You are an Owl from the secret lawkeeping force of the Necropolis of Shikyū, capital of the Yurei Empire to the north. You learned how to hunt down lawbreaking ghouls, mortals, and even ghosts. Most of your recent hits have been lawbreaking ghost-samurai who have been forming into gangs to terrorize the living and to wage wars against weak living flesh.

You begin with a light weapon, watchman's spectacles (3 uses, +1d to Steal the Secrets of God), and a *black cloak*.

You begin with your REBELLION at 3, your WORD at 2, and 1 everywhere else.

You begin with the moves To The Ends of The Earth and Friend to All People.

APUNA MOVES

Choose 2 that you begin with:

TO THE ENDS OF THE EARTH

You walk the length of the ruined universe to bring it together. When you Flutter or Struggle Unafraid Against God while riding any kind of mount, add +1d.

SPIRIT-WORDS THOUGHTFORM

When you speak, your words penetrate the souls of your audience. When you Sway the Flock, you may use SPIRIT + WORD instead of WORD + WISDOM. When you Pierce the Veil, you may use SPIRIT + WORD instead of REBELLION + SPIRIT.

FRIEND TO ALL PEOPLE

Your visage burns with friendliness and amity. Something is soft about you, soliciting friendliness even in a broken heaven. When you speak with someone that you have just met, you always make a good impression, and rolls to Sway the Flock and Pierce The Veil with them get a +1d bonus until the scene ends.

PAGAALBULARYO: THE WHITE SECRET

You know The White Secret of Blasphemy. Through your knowledge of the Diwata, nature, medicinal herbs and items, and other herbalisms you can enact a great number of sorceries, which is sometimes called white magic. You are called an Albulario.

When you spend time collecting and mixing medicinal plants and items, collecting power and guidance from the Diwata, or performing Rituals, you may make a WISDOM + SPIRIT Roll. You gain a number of <albularyo> equal to 1 + number of Hits.

You spend <albularyo> on Herbalisms below. <Albularyo> goes away at the next sundown.

You may buy 1 Simple Herbalism when you first buy this Move. Afterwards, you may buy this Move again to either buy 1 Simple Herbalism, 1 Whiter Herbalism at Tier 3 and beyond, or 1 Zenith Herbalism at Tier 5 and beyond. Buying a Herbalism means you've Mastered that specific spell or Herbalism.

DUNONG NG DIWA: THE GREEN SECRET

You know The Green Secret of Rever-

ence. This is the knowledge that, in everything: from guns to trees and stones to concepts like eye ailments or rebellion, there live divinities known as Diwata, and one can change reality by beseeching them favors.

When you beseech these divinities for a favor, make a SPIRIT + WORD roll against the Threat of the Diwata. Diwata of smaller things and concepts would be low Threat, from 0 to 1. Diwata of more common things (such as swords) would be 1, 3, or 5. Beseeching Bathala Diwata would be high Threat, 7 or 9, and don't expect Failure or a Partial Success to be something trivial.

On a full success, the Diwata will grant you that favor or give you relevant counsel to your present situation.

On a partial success, the spirits will still help you, but at a hard, tangible cost. It is not unusual for a Diwata to need to possess you for a particular effect as well, especially if it is a powerful and large favor. For example, beseeching a war Diwata to fight for you might mean they will possess you and fight through your body.

This Move can trigger Acts. If you beseech a Diwata to attack, for example, you would Make God Bleed. If you ask them to sway the opinion of someone, you would Sway the Flock.

ADVANCED MOVES

HALLOWED BLASPHEMY

Your mind is cleansed of blasphemy, and you embody God. When you perform Pagaalbularyo, you automatically gain +2 <albularyo> which you hold until you use it up.

THE LORD IS THE GREAT DIVIDER

As the harmonizer, you keep your allies together, in word and deed, a mesh and web. When your allies Struggle Unafraid Against God, spend 1 Gahum to grant them +3d.

WALK THE DEADLIEST WEB

Your soul is connected with even those in power. When you pull upon your various powerful connections, tell the AC who you're calling upon and test your SPIRIT + WORD against a difficulty set by the AC.

On a partial success, gain 1 <favor>.

On a success, gain 3 <favor>.

On a failure, gain 1 <favor>, but suffer a horrible complication and that connection no longer wants to associate itself with you.

You can spend favor, 1-for-1, to ask for favors from you connections. These favors can be items, equipment, backup, passages into places you wouldn't be able to go to before, etc.

CRUCIBLE OF DIVINITY

You have a Diwata bound to you, and they are your best friend. Choose what thing they live within, and they are a diwata of that thing. Once per day, you may call upon them to help you in some sort of action that is relevant to what thing they live and personify. This can allow you to do things that you cannot do yourself (such as a Cloud Diwata allowing you to fly) or help you in things you can already do (such as cutting better with a sword). When you call upon the Diwata for help for an action, add +1d to that action.

THE PATHS OF ANAGOLAY

Within Anagolay's eye, there is nothing gone, being the Diwata of lost things. When you lose something, forget something, or wish to return to place that you've been to, spend 2 Gahum, and Commit 1 Gahum if you have other people with you, no matter how many, as long as they have souls. You may then begin walking in any direction, for 30 minutes straight, and then you will arrive at the place you want. You may use this once per day.

FULMINATING EMBLEM OF THE HARMONIZER

You can only buy this after buying 3 Advanced Moves. Under your watchful eye, even the sky above heaven honors the promises you sanctify. When you witness an oath between two parties, you may Commit 1 Gahum to sanctify that oath with your emblem. As long as the Gahum is Committed, if either party breaks the oath, the disastrous calamity befalls the one that broke it.

SAKDOL

THE CALLING OF THE WITCH MOON.
ARE THE DISRUPTERS. TRICKSTERS.
CRIMINALS AND REBELS. THEY
EMBODY THE VIRTUE OF REBELLION.



The Sakdol vibrates with the promise of Rebellion. They are given the burden of disrupting, causing social unrest, and making sure norms are challenged. They must change the world in any way they know how. What kind of Rebel are you? Do you travel and utter mockeries, like a street dog? Do you disrupt the workings of administration, like a stray butterfly? How does your rebellion uplift the oppressed?

In the ancient of days, the Dog-Bat Scorpion was the first Sakdol, wielding the double-paired swords of Disruption, which spoke in tongues that mocked society and reality. With every stride, societies turned. With every swing, governments were toppled. With every victorious cry, a new kingdom underwent terrible change. Their chimeric nature burned into reality, and none could escape. Their very being was Rebellion, and through that, they challenged their Karanduun peers, and made God bleed, ensuring better rules and a sharper people.

Sakdol must not be afraid to challenge and rebel against authority and law. They never punch down, for you cannot rebel against the oppressed. Perhaps, they were inextricably struck with a horrible realization, or they saw a terrible event in society that forced them to awaken? In other universes, they might be *Dionysius*, *Andres Bonifacio*, and *Loki*.

Play a Sakdol if your Hero faces challenges with rebellion, divergence, and madness.

ANNOUNCE YOURSELF

Give yourself a name, any name, may it be a title or a moniker or a name you chose for yourself.

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *slender, wears glasses, long hair, scholars raiments, has a book, carries writing implements, well-toned*

WHAT IS THE MEASURE OF YOUR SKILL?

Your Traits dictate how many dice you roll when attempting an action. You have 3 points in one Trait, 2 points in one other, and then 1 dot in every other trait.

WHERE DO YOU COME FROM?

Here is a list of example concepts. Choose from below, or roll 1d6 for a quick background, which also works as your Concept, or you can make your own. You don't need to follow the Trait allotments either. *When rolling a concept-relevant action, add +1d to that action.*

If you rolled a 1, you are a Kawatan, Disciple of Pilandok. You were an orphan adopted by the diwata of tricksters, known as Pilandok. He left when you turned 12, but you knew everything needed to survive on your own, and to exploit other people with their own confidence and your own sticky fingers.

You begin with *thief's tools* (3 uses, grants +1d when lockpicking or stealing), *full finger gloves*, and a *broad-brimmed red hat* or a *black*.

You start with REBELLION at 3, WISDOM at 2, and 1 everywhere else.

You begin with the Moves **Devil-Monkey Style** and **Balat-Kayo**.

If you rolled a 2, you are an Ivory Sampaguita Actor. You are a master of disguise and acting, as is the teachings of the traveling troupe of the Ivory Sampaguita, a troupe from the City of Alhambra made to assassinate a local lord, now a traveling troupe for actor-assassins. You have been sent to kill a powerful lord of your own, however you were only given this vague instruction: *Kill a powerful lord, one from across all the lands of heaven and not of heaven.*

You begin with *disguise kit* (3 uses, +1d when changing one's appearance), a *leather outfit* (light armor), and 1 permanent *yaman*.

You begin with your WORD at 3, REBELLION at 2, and 1 everywhere else.

You begin with the Moves **Balat-Kayo** and **Silver-Tongued Trickery**.

If you rolled a 3, you are an Ikugan Monkey Stylist. You're a disciple of traveling across the world through momentum and movement, learning from the ikugan devil-monkeys of the South islands. Due to this, you are quick to wit, and even quicker to flee.

You begin with *full-finger gloves*, *light armor*, and a *ten-foot pole*, which works as a medium weapon.

You begin with your REBELLION at 3, SPIRIT at 2, and 1 everywhere else.

You begin with **Civet Defense** and **Silver-Tongued Trickery**.

If you rolled a 4, you are a **Kalye Indio**. You grew up in the beggar streets of Biringan. Death is your constant companion. You had no education--the streets were your academia. You learned your trade from the best of the best, from the shadows, broken-glass gods, and cigar-puffing giants.

You always have a *bottle of beer, brawler spikes (light weapons), and beggar's clothes*.

You begin with 3 in REBELLION, 2 in VIOLENCE, and 1 everywhere else.

You begin with the Moves **Devil-Monkey Style** and **Civet Defense**.

If you rolled a 5, you are an **Ulupong Conscript**. You have been trained in the ways of the serpent assassins, the Ulupong, which began in the Spear-City of Sibatan. These serpent assassins serve as the black ops of the city, and are revered (or feared) as bogeyman, especially for politicians that do not follow the will of the masses. During their training, Ulupong are constantly envenomed to forcibly heighten their resistance against poisons.

You begin with *strengthening venom (3 uses, +1d to Rebel against poisonous effects), a light weapon, and a book of law*.

You begin with 3 in REBELLION, 2 in WORD, and 1 everywhere else.

You begin with the Moves **Pagkukulam: The Black Secret** and **Silver-Tongued Trickery**.

If you rolled a 6, you are an **Imperial Monk**. You come from the Monasteries of the Perlesensya Empire. Due to this, you have been taught extensively the Trinitarian Doctrine and know the inner workings of the church, and you are taught not to believe anything else.

You begin with *religious raiments, a staff (medium weapon), and priestly clothing*.

You begin with 3 in WORD, 2 in WISDOM, and 1 everywhere else.

You begin with the Moves **Civet Defense** and **Balat-Kayo**.

SAKDOL MOVES

Choose 2 that you begin with:

BALAT-HAYO

No face is beyond your reach, and so you use devil's makeup and angel clothing. When you pass yourself off as someone else, roll **REBELLION + REBELLION** against a difficulty set by the AC.

On a full success, you disguise yourself within reason. On a partial success, the disguise is believable but it attracts unwanted attention or consequence.

DEVIL-MONKEY STYLE

The devil-monkeys will not be glad when they come to heaven and find you've stolen their technique. When you rummage through another's pockets discreetly, trying to steal something from them, state what you're trying to get and roll **REBELLION + REBELLION** against the target's Threat.

On a full success, get both. On a partial success, get one.

- ◆ You get it.
- ◆ You get away without being noticed.

On a failure, get neither.

CIVET DEFENSE

You can keep things safe with your quick wit, criminal instinct, and fast hands. When you **Hold the Sky Gates**, you can use **REBELLION + SPIRIT** instead of **VIOLENCE + SPIRIT**.

SILVER-TONGUED TRICKERY

Your lies are more truthful than your truths, blessed by moon-spirits and whetted by devil-tongues. When you **Sway the Flock** or **Pierce The Veil** but lie about yourself, your leverage, or your promises, gain +1d.

PAGHUKULAM. THE BLACK SECRET

You know The Black Secret of Blasphemy. The truth that all things can be destroyed, and you will destroy them. To gain this Secret, one must be hungry and full of fulminating spite.. When you spend time to ready your implements, perform black rituals, or memorize dark incantations, roll **REBELLION + WISDOM**.

You gain a number of <Kulam> equal to 1 + number of Hits. <Kulam> goes away at the next sundown.

You may buy 1 Simple Witchery when you first buy this Move. Afterwards, you may buy this Move again to buy 1 Simple Witcheries, 1 Blacker Witcheries at Tier 3 or beyond, or 1 Nadir Witchery at Tier 5 or beyond.

ADVANCED MOVES

LADDER OF SMOKE

Your feet burn with Gahum as you go to places you weren't meant to be: the yaman-vault of the Banko, the palace of the Living Saint, the broken teahouse of the crocodile-god. **When you go into a place you're not supposed to go, Commit 1 Gahum.** As long as that Gahum is committed, you will go unnoticed by those with Threat lower than your Gahum Tier.

Additionally, as long as that Gahum is committed, you can walk upon that solid or liquid surface, even if it is impossible to walk upon.

TO ATTAIN THE BURNING EYES OF THE WITCH

Yours is the rebellion, and you know it. **Once per scene, you may perform a Revealing, even if you don't have access to the White or Black Secret.** If you do, you may automatically gain +2 <kulam> when you perform Pagkukulam.

RENDER UNTO THE DEVIL

Your mind dictates that what you offer, is anything you wish. Be the ultimate salesman. **When you offer something that you think that person truly wants, commit 2 Gahum.** You now have that thing and give it to that person, and that person will be indebted to you. However, when you remove Commitment, the item disappears, or causes strange harm upon the target. You must not show your face to that person again. You can only use this once every 6 Moons.

APOSTLE OF PILANDOK

Pilandok is the Mouse-Deer Trickster, one the spirits cannot find, and one that God has laughed at. *You must have Silver-Tongue Trickery to buy this.* **When you lie, Commit 1 Gahum to automatically make those that hear you believe the lie, and whatever you lie is actually the truth for as long as the Gahum is committed.** This can affect physical things, but not other Heroes. If you say a ceramic plate is paper, it is paper, and has the properties of paper.

~~3~~ ~~BATALA~~ SHALL RECOMPENSE

You help the cat, or dog, or whatever, right now, and then the next thing you know, the boy who cried beside it is king. This is the truth of the Lie. **When you do something inconsequential, spend 3 Gahum.** When you do, you have a 1 <trickery> that you can spend whenever you wish to enact whatever effect you want, as befitting the fiction, and it will all stem from that one inconsequential thing you did. You can only do this once per year.

THE RAPTURE OF SILENCE

You can only buy this after buying 3 Advanced Moves. The expression of Rebellion becomes the Silence before storm. **Commit 1 Gahum, and as long as that Gahum is Committed, you cover yourself in the silent black wind.** Choose one source of damage to be immune to, whatever it may be, once per day, as well as deal an additional 1 damage, and +4d in rolls concerning moving silently and stealthily.

IGSIRINTO

THE CALLING OF UNRECOGNIZABLE
DARKNESS. THE GUARDIANS.
HUNTERS. LAWKEEPERS.
WATCHMEN. ASSASSINS. AND
SPIES. THEY EMBODY THE VIRTUE OF
VIGILANCE.



The Igsirinto hums with the song of Vigilance. They are given the burden of watching, protecting from the shadows, making sure that laws are kept even when omnipresent god is gone. What kind of Vigilant are you? Do you prowls in the shadows, the all-seeing hand of justice? Or do you walk openly, travel brazenly, and make sure the night demons know your presence? How does your vigilance protect the oppressed?

In the ancient of days, the All-Seeing Owl was the the first Igsirinto, wielding the Jagged Shards of a Shattered Sky of Creation before Creation. He watched over all things, made no sound, and none could escape him. His watch pierced even through destiny and life, and he made sure things did not stray too far from the infinite strings of Tadhana, final destiny. With his unmoving feet, he saw all things before it began, and he saw all things after it ended. His very being was Vigilance, and through that, they oversaw their Karanduun peers, and made God bleed, ensuring better rules and a sharper people.

Igsirinto must always keep an open eye, always have their ears ready. All things fail without proper perception and vigilance. Perhaps, they saw something they weren't meant to see, and now they couldn't turn their back from that monstrosity? In other universes, they might be *Batman*, *Anagolay of the Lost Things*, or *Selene*.

Play an igsirinto if your Hero faces challenges with justice, discretion, and vigilance.

ANNOUNCE YOURSELF

Give yourself a name, any name, may it be a title or a moniker or a name you chose for yourself.

WHAT DO YOU LOOK LIKE?

(Choose 2 and then make 1 of your own, or make 3 of your own): *slender, wears glasses, long hair, scholars raiments, has a book, carries writing implements, well-toned*

WHAT IS THE MEASURE OF YOUR SKILL?

Your Traits dictate how many dice you roll when attempting an action. You have 3 points in one Trait, 2 points in one other, and then 1 dot in every other trait.

WHERE DO YOU COME FROM?

Here is a list of example concepts. Choose from below, or roll 1d6 for a quick background, which also works as your Concept, or you can make your own. You don't need to follow the Trait allotments either. *When rolling a concept-relevant action, add +1d to that action.*

If you rolled a 1 you are a Steel Tayabak Agent. You hail from the Steel Tayabak agency, a private investigation firm known for its less than ethical practices. They can be found all over Kalagitnaan, known for their emblem of a steel jade vine. You were picked from them after you were part of a terrible case that ended with your parents being taken away. You've been trained in the ways of searching, and now you know how to get answers from the people that you need answers from.

You begin with *a light weapon, light armor, and an emblem of the Steel Tayabak.*

You begin with your VIOLENCE at 3, REBELLION at 2, and 1 everywhere else.

You begin with the moves **Raven Eyes Vigilance** and **All-Seeing Eye**.

If you rolled a 2, you are a Shikyuan Owl. You are an Owl from the secret lawkeeping force of the Necropolis of Shikyu, capital of the Yurei Empire. You learned how to hunt down lawbreaking ghouls, mortals, and even ghosts. Most of your recent hits have been lawbreaking ghost-samurai who have been forming into gangs to terrorize the living and to wage wars against weak living flesh.

You begin with a light weapon, watchman's spectacles (3 uses, +1d to Steal the Secrets of God), and a black cloak.

You begin with your REBELLION at 3, your WORD at 2, and 1 everywhere else.

You begin with the moves **Bamboo-Cutting Pamaraanan** and **All-Seeing Eye**.

If you rolled a 3, you are a Vigil Watchman. You guarded Barangay of Vergilio, in the far east, where live a commune of engkantos worshipping the severed Head of a mountain idol of the mountain god Dumakulem, since it grants them bounteous riches. What happened? Why are you travelling?

You begin with *a broken medium weapon, an emblem of your authority, and a shield.*

You begin with your VIOLENCE at 3, REBELLION at 2, and 1 everywhere else.

You begin with the moves **Raven-Eyes Vigilance** and **A Guardsman's Bond**.

If you rolled a **4**, you are an **Ulung Conscript**. You have been trained in the ways of the serpent assassins, the Ulung, which began in the Spear-City of Sibatan. These serpent assassins serve as the black ops of the city, and are revered (or feared) as bogeyman, especially for politicians that do not follow the will of the masses. During their training, Ulung are constantly envenomed to forcibly heighten their resistance against poisons.

You begin with *strengthening venom* (3 uses, +1d to Rebel against poisonous effects), a *light weapon*, and a *book of law*.

You begin with 3 in REBELLION, 2 in WORD, and 1 everywhere else.

You begin with the Moves **Raven Eyes Vigilance** and **Bamboo-Cutting Pamaraan**

If you rolled a **5**, you are a **Disciple of the Apostles**. You come from the Monastery of Crowns, on the island of Isanguerro, to the Northwest of Biringan where you are trained to be rulers and administrators. Here you are taught the proper way of ruling... According to the Trinity. Obedience is better than sacrifice, blind faith is better than informed reason, and god is higher than man.

You begin with *rich raiments*, 2 permanent *Yaman*, and an *accessory that showcases your power*.

You begin with 3 in WISDOM, 2 in WORD, and 1 everywhere else.

You begin with the Moves **A Guardsman's Bond** and **Shadow Crown**.

If you rolled a **6**, you're a **Trained Guwardya**. You are a trained Biringan warrior, taught the ways of An, the First Martial Art. Your discipline has brought you far, but the man you were supposed to guard, a Panginoon named Panginoon Tupas, has been killed, and you are being hunted down for failure.

You begin with *any weapon*, *any armor*, and a *whetstone* that you can apply upon your weapon before a battle to inflict an additional 1 Wound once.

You start with VIOLENCE at 3, WORD at 2, and 1 everywhere else.

You begin with the Moves **Bamboo-Cutting Pamaraan** and **A Guardsman's Bond**.

IGSIRINTO MOVES

Choose 2 that you begin with:

RAVEN EYES VIGILANCE

Knowing the tools of the trade of your enemy can get you knowledge only they would know. When you **Steal the Secrets of God**, you may roll **REBELLION + SPIRIT** instead of **WISDOM + SPIRIT**.

SHADOW CROWN

You are every shadow cast by the sun, easily seen but just as easily overlooked. By committing 1 Gahum for a scene, you immediately become impossibly nondescript. You blend in with your surroundings, whether it be people or darkness, and you cannot be noticed for the scene, unless you do something to attract attention to yourself.

A GUARDSMAN'S BOND

Choose one ally and Commit 1 Gahum. Whenever they are attacked, you may swap places with them, as you rush in and take the blow for them, and you deduct -1 Wound from the damage you take.

ALL-SEEING EYE

Choose one being that you wish to know information from. Spend 1 Gahum. If you do, you will be able to somehow find a way to eavesdrop on them just as they share some important information, without them knowing you're there. You can only use this once per month.

BAMBOO-CUTTING PAMAAAAANAN

Your blade is quick and deft and is not deterred by armor. When you are hidden and an enemy is not aware of your presence and you strike them to bring them down, roll **REBELLION + VIOLENCE** against their Threat.

On a partial success, inflict your Wounds but they are not yet dead.

On a full success, if that enemy's Threat is lower than your Gahum Tier, you kill that enemy. Otherwise, the effect is the same as on a partial success.

On a failure, you mess up your lunge, and the enemy knows you are there, and you cannot hide from them.

ADVANCED MOVES

GOUGE OUT THE EYES OF GOD

With your fate-cutting Gahum, you rend yourself from destiny, and you are completely outside reality. When you cut yourself from Kapalaran, or Tadhana, Fate and Destiny, Commit 2 Gahum. As long as that Gahum is committed, you cannot be remembered, you cannot be seen, except for those you want to remember or see you.

SHADOWS EAT THE BODY OF CHRIST

Your body is as your Gahum, shadowy and flickering. Your skin is suddenly shadow-matter, the thing between the swaying bamboos, beneath the palm. How does it feel, sinking into the earth? When you are hit by an attack, spend 1 Gahum and say that actually, they didn't hit you, but they hit some other non-consequential thing.

HELL'S UNRELENTING REBUKE

Hell hath no fury, and it manifests in your form. You are the vengeance in the shadows cast by Haribon, monkey-eating eagles. When you are inflicted with Wounds, or must Struggle Unafraid Against God against a physical threat (such as a falling boulder or city), you may spend 3 Gahum and return double the Wounds at the enemy or deflect the physical threat perfectly.

TO SIGHT ALONG THE EYES OF GOD

Nothing will vanish from your sight, as Gahum burns through your scleras and imbues your mind's eye. When looking for someone or something, Spend 2 Gahum. You immediately find what you are looking for by sighting through the Eyes of God, even if it be in another universe.

THE STEPS OF THE ALMIGHTY WATCHER

The first thing they mistake is that the watcher only watches, never chases. When you are chasing one of your quarries that you deem to be under your watch, Commit 2 Gahum. As long as that Gahum is committed, you will always, unwittingly and inexplicably find a way to suddenly be beside them.

HITA HITA. THE ILLUMINATION

You can only buy this after buying 3 Advanced Moves. Nothing will ever run out of your sight. You work from darkness and spear into the light. Commit 3 Gahum and Declare your Law, which is a single decree ranging from "None shall eat rice before me" to "All that kill women are blasphemous in my eyes". Those that you deem unworthy for the Law you can immediately teleport to as if you were always beside them, and you inflict an additional 1 Wound, and gain +1d when avoiding their attacks, as long as the Gahum is Committed. Alternatively, you can choose one that you must protect at all costs within the law. Any time that person is attacked or inflicted hostilities, you can teleport to the one dealing the hostility and attack them, with an additional +2d to any roll against them as well as inflicting 1 additional Wound, as long as Gahum is Committed.

SARI-SARI. ITEMS AND EQUIPMENT

Equipment is one of the most important aspects of a hero's life. Crafting equipment can be done by the Tungana Move Pagpapanday.

TAGS

Tags modify attacks or equipment.

Adding Tags usually cost an additional 1 Yaman when purchasing.

◆ **Ammunition:** Items with this tag have 3 <ammo>. Whenever you use that item and roll a failure, subtract 1 <ammo>. 1 <ammo> costs 1 yaman from appropriate sources.

◆ **Area:** Weapons and abilities with this tag applies its effects to all creatures within 30 feet of the target.

◆ **Bleeding:** Weapons and abilities with this tag inflict a continuous 1 *skewering* Wound every round until the victim hit by the weapon removes it.

◆ **Blessed:** Equipment and actions with this tag inflicts +1 Wound against creatures deemed Unnatural by the AC or your table's Lie. If this is a tag on an Armor, negate 4 Wounds instead of 3 when spending a point of Armor against Unholy attacks.

◆ **Brutal:** Weapons and actions with this tag inflict an additional Wound.

◆ **Concealable:** Equipment with this tag can be hidden within a cloak or other kinds of clothing.

◆ **Enchanted:** Equipment with this tag either have +1 Use, +1 Armor, or +1 Wound.

◆ **Malakas:** Means 'Powerful' in Filipino. Weapons and actions with this tag deal double damage.

◆ **Melee:** Can only be used when the enemy is 5 ft. away. Costs no Yaman to purchase. A Melee weapon cannot be Ranged.

◆ **Penetrating:** Equipment and actions with this tag cannot have their damage reduced to 0 by Armor. They always deal at least 1 Wound.

◆ **Ranged:** Usually noted is their maximum range (usually 75 feet). Every 5 feet added after 20 adds 1 Yaman to the cost of purchase. These weapons cannot be shot past their maximum range.

◆ **Reflex:** Equipment with this tag allow you to use REBELLION + WISDOM instead of VIOLENCE + REBELLION when you Make God Bleed.

◆ **Restraining:** Equipment and actions with this tag can inflict -1 Wound to *restrain* the target. They cannot move until they remove the cause of restraint.

◆ **Shattering:** Equipment and actions with this tag can choose to inflict its damage against the target's Armor instead, reducing Armor Points equal to their damage.

◆ **Skewering:** Defenders hit by attacks from equipment and actions with this tag cannot spend Armor to reduce the inflicted Wounds.

◆ **Smashing:** Those with this tag can reduce inflicted Wound by 1 and push the enemy back 30 feet.

◆ **Stunning:** Defenders hit by equipment and actions with this tag are *stunned* and must spend their next action to recover and they cannot deal damage.

◆ **Thrown:** Equipment and actions with this tag can be thrown up to 30 feet.

EQUIPMENT AND SERVICES

GENERAL EQUIPMENT

General Equipment, at its basest, is a +1d to some sort of action or situation. Most General Equipment has to be something that you can carry.

Most equipment have 3, 5, and 7 uses. Purchasing these equipment has costs relative to their uses: 3 uses cost 1 yaman, 5 costs 2, and 7 costs 3. Equipment can also have tags, such as concealable or enchanted. Here are some example:

◆ **Lore Textbooks:** +1d when performing actions related to academics or education, such as figuring out an ancient language, the name of an ancient ruin, or remembering academic facts.

◆ **Healer's Medicinal Lorebook:** +1d when performing actions that deal with herbalism, as well as any action that deals in applying said herbs.

◆ **Opyo:** A native form of opium, smells of burning gumamela. +1d when you Make God Bleed while in the Nabadna Advanced Move Fury Trance.

◆ **Writing Implements:** +1d when using the Nasirakna Basic Move Script of God move.

◆ **Craftman's Tools:** +1d when crafting something.

◆ **Poison Kit:** +1d when attempting to poison something or someone.

◆ **Lockpicks:** +1d when attempting to open a locked door.

◆ **Bamboo Skateboard:** +1d on actions where speed and quickness is needed, such as in chases or escapes.

◆ **Maskara:** +1d when trying to hide from people or hiding your identity.

◆ **Official Papers:** +1d when dealing with government authorities and other situations that require redtape and procedures.

◆ **Map of the Area:** +1d when you are finding your way around the area.

◆ **Smoke Bomb:** +1d when trying to escape the capture of people.

◆ **Climbing Gear or Ladders:** +1d when attempting to scale a wall or some other steep place.

◆ **Abaca Fiber Rope:** +1d when attempting to restrain someone or something, or when trying to move acrobatically with the rope.

◆ **Bamboo Mentala Scrolls:** +1d when doing something inherently magical, such as when you use the Pagkukulam or Pagaalbularyo Moves.

◆ **Abaniko:** In Biringan "High" Culture, among the nobles, women use a special "fan" language to convey their mood to potential suitors. +1d when trying to resist against people trying to figure you out, or when you're trying to catch someone's attention.

◆ **Medicine:** removes 1 Wound when used. Medicine with the enchanted removes 2 Wounds when used.

Carrying Limit: If you want to limit the number of things that can be carried in your game, the default carrying limit is: up to 5 general equipment, up to 3 light weapons, 2 medium weapons, and 1 heavy weapon. You can usually only carry 1 Armor and carry another 1.

SERVICES

For the right amount of coin, it is easy to find all kinds of sundries and services, especially when in the Enchanted City. Here are just some services and sundries you can avail while in Communes.

◆ **Albularyo:** A folk-faith healer. Will remove all your Wounds for 2 Yaman. They can also remove any curses you need to deal with. Hard to haggle with. Will double the price if they don't like you.

◆ **Kawal:** A faithful peacekeeper of a barangay, who is usually in dire need of money. Size 1, Strength 1, Discipline 1, for 2 Yaman per adventure.

◆ **Diplomat:** For 1 Yaman per hour, they will work as your diplomat and spokesperson. When testing any roll that has WORD, you may roll with +1d as long as the Sugo speaks for you.

◆ **Babaylan:** A spirit medium, can speak for you when conversing with spirits, saints, and gods. +1 when speaking or dealing with such beings. Costs 3 Yaman per task.

◆ **Panday:** You can ask a Panday to craft equipment for you (anything craftable) or add tags to your equipment. You have to pay the equal amount of Yaman, as detailed above.

◆ **Pantas.** Scattered across the archipelago, the Pantas are academics and erudites who have studied in the Paman-tasans, the learning centers of the Archipelago. When you Shape the Lie, they can help you, granting you +2d. Additionally, you can ask them something about a specific field. The AC can either say that they do know that, or they can roll 1d6. On a 4 - 6, they know that and answer truthfully. On a 2-3, they don't

know it and answer truthfully. On a 1, they don't know it, but they are not truthful. They charge 2 Yaman whenever you ask for their help.

◆ **Karakoa:** A fast moving warship used to chase down galleons and other slow moving ships of the sea. Once noble, now conflated with piracy. Moves quickly, and thus has less chances of something happening wrong. Costs 2 Yaman. Roll 1d6. On a 2, something interesting happens. On a 1, something dangerous happens.

◆ **Dambuhala Transport:** Repurposed mecha war machines in the shape of giant animals. Costs 1 Yaman only, but you must travel with almost 100 other people, as it is public transport. Gets you to and from Biringan, as well as the other capital cities of the Trinity: Alhambra of the Ysparanzan Empire in the Far East Continent, Lemuria of the Gun-metal Kingdom of the Near East Continent, and Shikyu of the Kikuyurei Empire in the Northern Continent.

◆ **Salimbal:** A flying ship that sails you across the sky, will get you from one isle to another even faster than a karakoa, or even past the Neverending Ocean. Roll 1d6 on a Withering Response. On a 1-2, something dangerous happens when travelling on a Salimbal. Usually priceless, and can only be availed in return for difficult tasks or legendary deeds.

◆ **Mounts:** Horses, water buffalos, elephants, crocodiles, goats, wagons, kalesas. 2 Yaman to have quick trip between far destinations. Something bad happens on 1-2 of a 1d6.

WARRIOR EQUIPMENT

The important equipment for adventurers and would-be heroes of Kalagitnaan. Equipment for combat is sought after in a ruined universe, for it has nurtured a thriving economy of war, murder, and raiding.

WEAPONS

Split into three categories. The Yaman cost displayed in the tags is the cost to purchase from proper vendors, merchants and traders:

Light

Costs 0 Yaman as a base cost to purchase, and inflicts 2 Wounds, but all of them are concealable. Here are some example light weapons:

- ◆ **Karayom**, a popular assassin's tool, thin and can be worn as a hairpin and can have thin strands looped within. Light, Penetrating, Thrown, Melee, Reflex. 3 Yaman.
- ◆ **Kris**, a dagger with a wavy blade, usually a sign of nobility, used mostly by servants or Panginoon. Melee, Thrown, Brutal, Light. 2 Yaman.
- ◆ **Buntot-Pagi**, a stingray tail turned into a whip, popular against aswang and other monsters. Melee, Light, Reflex, Blessed Restraining. 3 Yaman.
- ◆ **Firecaster**, a pistol that uses enslaved fire diwata to fire ammunition. Ranged (30 ft.), Light, Reflex, Ammunition. 4 Yaman.
- ◆ **Karayom-Cloudbuster**, a ball of rattan that, when thrown, sends karayom needles into a small area. Ranged (25 ft.), Light, Reflex, Ammunition, Area. 3 Yaman.

Medium

Costs 1 Yaman to purchase and inflicts 3 Wounds. Some examples are:

- ◆ **Kampilan**, a large blade with a spike used to spike decapitated heads. Melee, Medium, Brutal. 2 Yaman.
- ◆ **Martilyo**, (Filipino for hammer) A hammer used for forging, repurposed, of course, to break heads. Melee, Medium, Shattering, Smashing. 2 Yaman.
- ◆ **Pana**, (Filipino for bow). A bow made of ironwood. Ranged (75 ft.), Medium, Penetrating, Ammunition. 3 Yaman.
- ◆ **Baril**, a firecaster with a long barrel for further attacks, penetrates cleanly through armor. Ranged (75 ft.), Medium, Penetrating, Ammunition. 2 Yaman.
- ◆ **Sibat**, a spear made of bamboo with a head that can be removed and turned into a dagger. Melee, Medium, Brutal, Thrown. 3 Yaman.

Heavy

Costs 2 Yaman to purchase and inflicts 4 Wounds. Some examples are:

- ◆ **Lantaka**, a huge brass or bronze cannon with the head of a dragon, once mounted on fortresses and ships, now used by you. Heavy, Ranged (85ft.), Brutal, Area, Ammunition, Shattering, Smashing. 5 Yaman.
- ◆ **Panabas**, a blade with a long hilt and large, curved blade used mostly for cutting crops, now used to cut souls. Heavy, Melee, Brutal. 3 Yaman.
- ◆ **Headhunting Axe**, a huge axe with a huge blade. Heavy, Melee, Brutal, Penetrating. 4 Yaman.

ARMOR

Armor gives *Armor Points*. Spending an Armor Point reduces the Wounds you suffer by 3. You can spend as much Armor as you want against a single source of damage.

Is split similarly:

Light Armor costs 1 Yaman and grants 1 Armor Point. Light armor are usually stuff that covers you but does not cover you completely. This is stuff like *rattan undershirt mail that reaches the knees (haba-habay)*, *abaca fiber mail, padded clothing, and cow or kalabaw leather vests*.

Medium Armor costs 2 Yaman and grants 2 Armor Point. This is stuff that are usually meant to be armor. This includes stuff like *steel escaupiles, pakil (breast and backplate) made of kalabaw hide or bamboo*.

Heavy Armor costs 3 Yaman, grants 3 Armor Point, but imposes -1d on all actions to move stealthily and quietly. This is stuff that is meant to be worn in large full scale sieges and in the thick of war. This includes armor like *full-plate steel, gold plate, elephant-hide armor, or engraved blacksteel plate*.

It's up to you to describe how your armor looks like.

Shields give an additional 1 Armor Point. *You cannot use a shield if you're wielding a Heavy Weapon.*

Loss of Armor Points means your Armor is slowly being chipped away and losing its function. Armor Points come back on a Rest.

ENCHANTED EQUIPMENT

Most Enchanted Equipment are known as Agimat. Every time a weapon, armor, or item is enchanted, they gain +1 to their function: Enchanted Weapons inflict +1 Wound. Enchanted Armor have +1 Armor. Enchanted General Equipment gain +1 Use.

YAMAN

Yaman is a combination of currency, barter, and social standing that helps you buy the things that you might need. Permanent Yaman can go up to 10.

At the beginning of every Session you begin with a permanent Yaman score. Permanent Yaman can rise at AC's discretion, usually as rewards.

You can spend a number of Yaman every session equal to your Permanent Yaman. You can **permanently** remove 1 Permanent Yaman to gain 2 Yaman for spending.

THE NO-NAME HERO



ARMIES

A large fighting force is integral to warring and combat in heaven. Armies, which don't have to be actual armies, and can be mobs, gangs, or militias, are groups of NPCs that do battle and follow a Commander. Armies belonging to the Heroes usually function differently from enemy Armies. They have the following stats:

Size which acts as the number of Wounds they can take, from 1 to 6. In fiction, it dictates the number of units of a certain army. 1 being around 10+, 2 being 50+, 3 being 100+, 4 being 500+, 5 being 1,000+, and 6 being 5,000+ units.

Strength acts as their Damage when attacking, from 1 to 5, with 1 being broken shards of glass and iron pipes, and 5 being enchanted weapons and siege weaponry.

Discipline acts as the army's Armor, ranging from 0 to 3. A hastily thrown together mob would be 0, while 3 is a tightly knit band, a black company, a highly trained regiment, or an elite unit.

Armies are usually used in conjunction with the following Act:

WAGE WAR

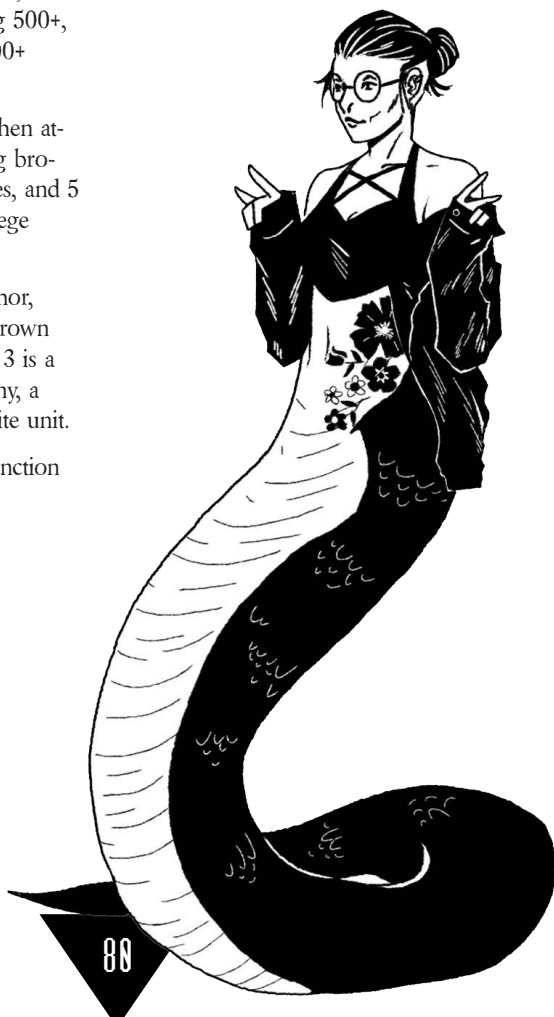
When you lead an army to war against an enemy, whether it be another Army or a single enemy, both combatants, roll your VIOLENCE + WORD against the Target's Threat.

On a full success, get both below. On a partial success, choose 1.

On a failure, you're open to retaliation.

◆ Peerless Kumandante Pamaraanan: Avoid retaliation.

◆ Unrelenting Datu's Spirit Sword: Inflict 1 extra Wound.





SINING

Listen to the words of the tambay, for these words are truths, not obfuscated by the truth of God. The An is the original way, the principle of practice, of training, of doing. The An has grown and evolved into Sining--the shadows of the An--which is to say, Art. The two main arts: the Secrets and the Martial Arts, are hidden from general knowledge, banned by the Word of God the Three. Do not be afraid to showcase your will through the Art, for only then will we inflict true violence.

THE SECRETS

In all of reality, there are four Secrets: the **Black Secret of Violence** and the **White Secret of Blasphemy**, the **Red Secret of Science**, known as Technology, and the **Green Secret of Reverence**, the Secret used by Spirit Mediums, as it is the secret of the spirits.

The **Black Secret of Violence** uses occult words, gestures, and heretic sympathies to violently force reality to change. Violence it is so called for *Pagkukulam*, as it is used to fray and destroy and harm others. Those that know the Black Secret are known as *Mangkukulam*. One can use this if one has the Sakdol Move *Pagkukulam: The Black Secret*.

The **White Secret of Blasphemy** uses pleas, supplications to the nature spirits, and a peerless knowledge of herbs and nature itself to become god and mend reality. Blasphemy it is so called because *Pagaalbularyo* exists to heal and protect, a blasphemy of emulating God, as well as manipulating nature through proper supplication and knowledge, unlike reverence and becoming possessed by the spirit like the Green Secret. Those that know the White Secret are known as *Albularyo*. One can use this if one has the Apuna Move *Pagaalbularyo: The White Secret*.

The Secrets are something taught to a person from childhood to make sure their paradigm is changed completely.

Additionally, the spells must be bought before you can use them.

WITCHERY AND HERBALISMS

The Secret Spells are split into three tiers: **Simple**, which each costs 1 <kulam/albularyo> to cast, **Whiter/Blacker** which costs 3 <kulam/albularyo>, and **Zenith/Nadir**, which costs 5 <kulam/albularyo>. Each of them denote their strength and effect upon reality. These currencies can be obtained through the respective moves *Pagaalbularyo: The White Secret* and *Pagkukulam: The Black Secret*.

All those initiated in either Secret can perform the spell **Revealing**, a form of counterspelling used to unravel both Witcheries and Herbalisms. You can spend 2 <kulam/albularyo> to dispel a Witchery/Herbalism, spend 4 to dispel a Blacker Witchery or a Whiter Herbalism, and 6 to dispel a Nadir Witchery or a Zenith Herbalism.

WITCHERIES

◆ **Oropok: Simple.** The accursed word of pests, you summon insects, rats, and other pests that you may use to Make God Bleed. When you do, roll with WISDOM + SPIRIT instead of VIOLENCE + REBELLION and it has the tags Light, Penetrating, Ranged (30 ft.), Area.

◆ **Whispershade: Simple.** You whisper into stone or wood, and the stone or wood hides you within it.

◆ **Tongue of Flame: Blacker.** Flame erupts from your fingertip after an utterance of a Secret. This can be used to Make God Bleed. It has the tags: Blessed, Skewering, Ranged (30 ft.), Medium, Bleeding.

◆ **Kulam: Blacker.** The iconic sympathetic curse. Choose one victim. This can only be used outside of combat and during the night, and you must have one of their personal belongings or a part of their body. After the night, deal skewering damage equal to 2 + your SPIRIT or WISDOM.

◆ **Barang: Nadir.** Sorcery, meant to kill. Choose someone you know as a victim as the target. This must be done during the night, out of danger or combat. After the night, kill that person, but you can say whether they die the next day, the next month or the next revolution around the sun-that-is-a-corpse.

◆ **Sail the Sky: Nadir.** You must stay in a specific continent or island for a month, learning its geography and its people. After month, the island in which you performed the ritual is plucked out of Kalagitnaan and placed into the Never-ending Ocean, ready to grow into its own universe.

HERBALISMS

◆ **Lunas: Simple.** You create a single poultice that can be used as Enchanted Medicine. This is done by combining two nature diwata into a healing diwata.

◆ **Ironwood Skin: Simple.** Your skin becomes as hard as mangkono, the unbreakable ironwood. For a day you are treated as having Heavy armor, with an additional +1 Armor, and your unarmed attacks become Medium weapons.

◆ **Change Wood: Whiter.** You can change the shape of a medium sized item made of wood, as if it were clay.

◆ **Ride the Lightning: Whiter.** The clouds hear your prayer to lightning. You may call upon lightning to bring you to place you've already been to.

◆ **Wave the Monsala: Zenith.** A Monsala is a kerchief filled with magic. Choose one person who has died within 3 days. They are revived, fully healed.

◆ **The Path of the Bahaghari: Zenith.** The Bahaghari is the King's Rainbow. Use this when it is raining. The rain will disappear, and a burning rainbow will teleport you into another universe.

MARTIAL ARTS

The Arts of Violence, practiced and taught in homes or schools all through out Paraiso, have been banned by the Word of God the Three, for they know that it was the Art of

Violence that allowed them to ~~KILBATALA~~. Heed not the false law. Practice as thou wilt, attain divinity through bloodshed, and rip and tear God until They are no more.

To learn a Martial Art and its Form Technique as well as eventually that Martial Art's Skill Technique, you must buy the Nabahadna Basic Move **Soul of Fulminating Violence**.

Each Martial Art will have Style Weapons and Armor. *You can only use that Martial Art when equipped with those Style Weapons and Armors.*

THOUSAND-ARMED BUSAW

The Busaw is a demon of ferocity, one that unnerves beings of all ages, and even strikes the hearts of rulers. The Busaw is a multi-armed devil, each movement a flurry of a million limbs. It prides itself in pragmatism, and doesn't care about flashy hits, only earth-shattering strikes. It focuses on making absolutely anything a weapon.

Style Weapon: Unarmed; **Style Armor:** Unarmored

◆ **Form Technique - Uncountable Lamentations Sung in Fist and Foot:** You ready your live hand, and prepare to intercept. Every attack you make is a flurry of blows, unseeable, and precise. Your veins burn with red flame. Anything you pick up that is not a weapon becomes a Medium Weapon (and counts as Unarmed for purposes of Style Weapon), and your Unarmed strikes gain the penetrating tag.

◆ **Skill Technique - The Heretical Act of Breaking the Sky:** When you ready yourself for the strikes of your opponent, commit 1 Gahum. As long as this Gahum is committed, every time you are attacked, whether they hit or not, you may inflict the Wounds you suffer (after spending Armor) back at the attacker.

ULUPONG STYLE

Also known as the Emerald Viper style is practiced by the Ulupong Agents of the Spear-City of Sibatan, which was ruled by an immortal Spear-King who can control the very fabric of the city, as the entire city is built from a billion tiny bamboo spears named sibat. Every fabric, every house. Hence why imports are never accepted here.

Style Weapons: Karayom; **Style Armor:** Unarmored but wearing a black cloak or a mask.

◆ **Form Technique - Toxic Tears Poisoning Wells:** All your attacks gain the bleeding and penetrating tag. This applies even if the "attack" is a simple touch.

◆ **Skill Technique - Cobra Poison Sizzles Skin:** Your skin is poison, and so is your gaze. You may attack with poison up to 120ft. Away. spend 1 Gahum. That attack has the bleeding and stunning tag. If this attack is against a non-living thing, that thing corrodes unless it is enchanted or made of gold.

YAWYAWAN SA LANSANGAN

The Dance of Death, Yawyaw sa Lansangan focuses on kicks, knees, elbows, and palm strikes in a concerted beat and rhythm to create a dangerous dance, as well as incorporates items usually found on the streets: piss, broken glass, stray gravel, leftover food, beer bottles. More importantly, this style focuses on looking completely nondescript and unassuming until the time of violence begins.

Style Weapon: Unarmed; **Style Armor:** Unarmored

◆ **Form Technique - No Respect:** If you are fighting at a disadvantage (eg. If you are outnumbered, or without weapon, or the enemy you're fighting has Threat higher than your Gahum Tier) or trying to hide your hostility from others, your Unarmed attacks gain the stats of Medium weapons.

◆ **Skill Technique - No Rules:** When you use a part of the environment or some other dirty trick, commit 1 Gahum and choose your target. While that Gahum is committed, you have +2d to all rolls against that enemy, they can only attack you, and your attacks gain the brutal tag. Examples of dirty tricks are kicking broken glass into an enemy's eyes, or you are fighting in a dirty environment you're intimate with.

ESPADA NI SAN MIGUEL

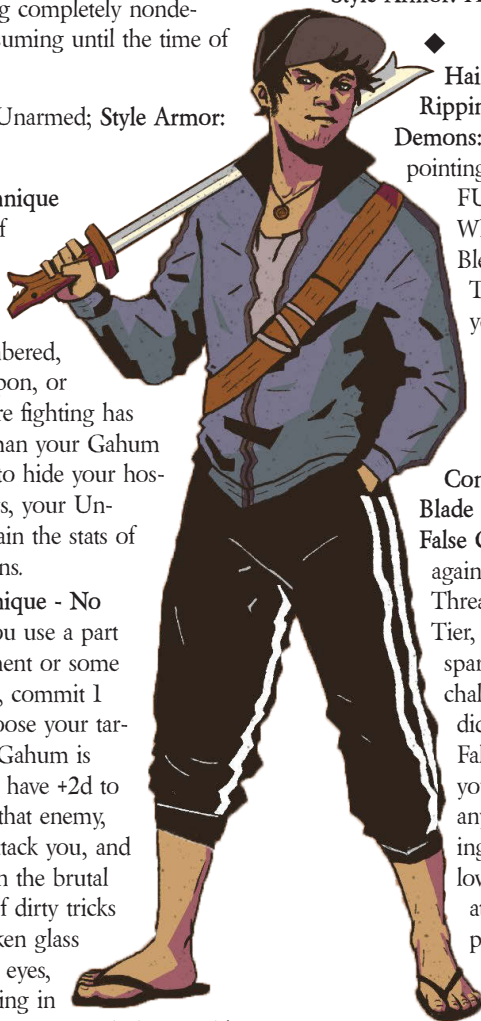
The Sword of San Miguel is all about mastering the art of the sword, of piercing, and stepping on the Fallen. Thus, the death of God must be avenged. San Miguel is dead, but his soul lives on in every bladed weapon in the Multiverse.

Style Weapons: Any bladed weapon;
Style Armor: Heavy Armor

◆ **Form Technique - Hail! The Seraph's Sword**
Ripping the Carapace off of Demons: You ready your blade, pointing down, as if to say, **FUCK THE HOLY.**

When you Make God Bleed against beings with Threat lower than half your Gahum Tier (rounded down) or against sitan or aswang, you gain +2d.

◆ **Skill Technique - Confiteor, The Thundering Blade of Spirit, Cast Down False Gods!:** When fighting against beings with higher Threat than your Gahum Tier, your inner rebellion sparks, and you rise to the challenge as San Miguel did to the King of the Fallen. Break your chains: you gain +2d when rolling anything against that being, and you gain the following tags to all your attacks against that being: penetrating, bleeding, malakas, smashing, brutal, blessed. Additionally, you gain +1 point



of Armor.

HAINGIN FIST

Kaingin is the use of fire to burn trees away on the sides of mountains to produce fertile land for farming. You, however, have perfected this form with only your fists, as they burn and blaze through piteous nature. This is an intense fighting style taught to many well-meaning Bagani and spiritual warriors of Kalagitnaan.

Style Weapons: Unarmed; **Style Armor:** Unarmored, Light Armor, Medium Armor

◆ **Form Technique - IGNITE:** When you spend time to collect energy and flame, roll VIOLENCE. Gain <ember> equal to 2 + Hits.

- When you strike, flames erupt from your hands. Deal an additional +1 Wound when attacking things vulnerable to flames.
- When you strike, one thing near you is cut, inflicting 1 Wound, whether it be living or not.
- Your attacks gain the penetrating tag.
- Your attacks gain the bleeding tag.
- Your attacks gain the smashing tag.

◆ **Skill Technique - CUT AND BURN:** You bring all your rage to bear in a single powerful strike. Spend 2 Gahum. If you still have 2 or more <ember>, spend all of it and make a single Make God Bleed action that is automatically a Full Success and the attack gains the skewering, stunning, brutal and area tags.

ANOINTED ASCENDANCE OF THE MESSIAH ARCHETYPE

Just as the anointed archetype finishes their mission by ascending into heaven, so do you inflict violence and conflict: by breaking the laws of reality. Anointed Ascendance is a style that focuses on completely shattering the Laws of the Earth. Nothing can hold you down, and neither can others.

Style Weapons: Unarmed; **Style Armor:** Unarmored

◆ **Form Technique - Ascendance:** When you enter combat, you may Commit 1 Gahum to float off the ground. Earth will not affect you while floating, and you cannot be knocked down, but you can still be pushed back. Grounded will put you into Pressured. You may also Make God Bleed with this, attacking as if a Ranged (30 ft.) Short Light weapon with the smashing tag.

◆ **Skill Technique - The Lash of the Judean Tax Temple:** With a look, and a snap of your wrist you break the chains of the Earth. When you make one or more allies float with you, Commit a number of Gahum equal to the Allies. They gain the benefits of Ascendance. Additionally, this can also be used with non-living objects and you can use them as weapons, using WORD to Make God Bleed.



The background is a smooth gradient from a deep red at the top to a dark purple at the bottom. In the top right corner, there is a faint, abstract, light-colored shape that looks like a piece of paper or a cloud. In the bottom right corner, there is a more defined, dark blue/purple shape that resembles a piece of fabric or a stylized flame.

RUNNING THE GAME, CHANTING THE LEGEND



CORE ASSUMPTIONS

There are a number of Core Assumptions that an AC (and Player) should keep in mind when playing a game of Karanduun. There are four main assumptions, feel free to add one more. These main assumptions will be the main ones you shall keep in mind when building your own Lie. Each Lie, or campaign setting, is its own thing, and they are all true, for what is true but the Lie?

Kalagitnaan is dying, but in its final gasps, it was glorious. As it stands, there is no way to actually reverse the killing

of ~~BATA LANG MAYKAPAL~~. Their death brought upon entropy, and the death of the universe. Now the world writhes underneath evil holy empires, scathed by the incoming forces of malevolent spirits, and battle with ambivalent gods. The Holy Trinity has left Kalagitnaan to conquer the Thousand Universes, and their great cities and architecture are choked by the grass and foliage. Rivers run azure once again. Diwata begin to dance in the shadows of bonfires. In the midst of destruction there is once again a flourishing of life, a tiny ember of hope. A death with a smile. In this post-God world, maybe the would-be Karanduun could make the world a better place, or have the power to destroy it completely and create something better in its place.

The Multiverse is Dangerous and there will be blood. The killing of BATA LANG MAYKAPAL has necessitated violence into the fabric of reality. Karanduun exults in violence and martial arts in all forms: physical, mental, social, and spiritual against the dominating violence: the oppressive systems. There's no more room for complacency. You have to stand and make God bleed.

Steeped in Filipino Myth, Narratives and Folklore. Decolonizing, rebellion narratives, struggling under a feudal world, trying to support your family, you against the world, zealotry, diasporan confusion, love between social classes, the dream of leaving the country, misguided nationalism, dying indigenous lands, imperialism, the greatest god that is money... use these popular Filipino tropes common in modern Filipino pop culture to enrich the Karanduun experience, as it was written with those in mind.

However, if you feel that this game also communicates the experiences and folklore of your own country, nation, or culture, by all means focus it on that instead! The next core assumption should help with that...

One of your own Write it down and tell your players. It's important.

THE ALAMAT CHANTER

The Alamat Chanter is the one that tells the legend built by the players. The AC is a player that facilitates the game, describes the world, and finds out the story as it happens within the game. They are expected to arbitrate the actions of the players according to the rules and laws of the setting.

As the Alamat Chanter, you build the world that you play in, which is called a **Lie**, one of the infinite lies. In your Lie, you describe the world and setting, and your players will rebel against it, forming their very own Alamat. Alamat, by the way, means *legend or saga*.

As an AC, you have **responsibilities and responses**. These are your bread and butter when it comes to facilitating play. Follow them to a T.

RESPONSIBILITIES

As an AC, you have the following Responsibilities that you must adhere to when arbitrating a game of Karanduun. Follow the following, and then add one or more of your own, to make the game really yours.

◆ **Call them by their names.** Call the Players by their Characters' names, not their real name, same goes for the other characters.

◆ **Follow the Acts.** The Acts are there to facilitate action, so as that a story doesn't just become a "he said, she said," and instead becomes a game. A Role-Playing Game, if you will. Acts are the Players' way of answering a question posed by the setting or narration. It's our job to respond that with changes and responses in the setting. Always ask "What do you do?"

◆ **Describe the place and situation.** This is arguably one of the most important responsibilities, and hardest ones. You have to present and illustrate a situation to your players, but additionally you have to present a breathing world that their Player Characters exist and live in. Describe in detail, and appeal to their five senses. When describing a sigben, instead say "you see a strange goat-dog, with larger hind feet than forefeet, and drooping ears, and you hear the sound of clapping, and you smell rotten eggs."

◆ **Put the Hero in danger, make their lives exciting.** The heroes of the story can only become the titular Karanduun if they're put in danger and come out victorious. Do that. It echoes the larger themes of the game as well: heroes put in a dead world, shining defiantly against a dying night.

◆ **Respond.** As an AC, it's your job to react to what the players want to do. The players drive the story forth, and you respond with moves and calling out Acts. Only the player uses Acts, you only Respond. Turn moves back to the players, give them the initiative. You must respond with the appropriate responses, as befits the setting, the fiction, and the actions of your players, in that order. Responses make sure that the story doesn't just stop.

◆ **The Karanduun are going to be cool people so cheer them on.** Don't hate them, but put them in danger, the darkest of dungeons, the largest of consequences, and cheer for them when they try to get out. Like watching an anime or reading a good fantasy novel. As Heroes, they will only reach the level of Karanduun if they impose their will through heroic pride.

◆ **Make a Living World.** Okay, funny, because the Multiverse is dead. What I meant was: the Karanduun are not the only creatures that live in the Multiverse, and it certainly does not revolve around them. They have to work to get noticed. Things change, people move. A good way to do this is if the Players come back to a place they've been to before, change some things, kill a few people, demolish or build a few buildings. Create a living world that the Players can believe they live in.

◆ **Let them fill in some details.** The Multiverse is vast, and all things are lies, so let the players fill in some details, especially with the Shape the Lie Act.

◆ **Raise the Stakes.** The higher the stakes, the more exciting, and subsequently the more invested your players will be. Aspirant Karanduun are not invisible, you see.

◆ **Embrace the Weird.** As with above, things are weird, and dying. Feel free to steal from weird urban legends, folklores, and myths. Folklore in general are weird, as they are usually oral and they change between people and social groups. Use that to your advantage: make all those folklore versions real, or make none of them real at all. Embrace weird mythologies, outside from the usual Greek and Arthurian and Egyptian: use Filipino Myths, Indonesian

Folklore, Taiwanese Urban Legends, Thai Horror Stories.

◆ **Tighten the Social Order.** The ruined heaven is in a very horrible neofeudal system, with the Trinity Empires oppressing everything underneath it. Enforce it, make sure the Heroes are always hunted down, like heaven conspires against them.

◆ **Kill them All.** Show them what it means to make God bleed. Outside protected communes, Kalagitnaan is a realm of darkness filled with malignant monsters and halimaw. Kill them when they fuck up enough. Death is an everpresent consequence in this dying creation.

RESPONSES

Responses are your own “Acts”. Instead of rollign dice, you use Responses. Imagine the AC being a Character on its own. As an AC, you do not roll, you simply respond to the actions of your players. *You tell them what happens when they answer your question of “What do you do?”*

The following lists are guides for the starting AC. As you get a feel for what kind of game you want to run, and what kind of characters your players play, you can add, remove, or replace Responses as needed.

A quick way to know when to use Responses is when an Act tells the player that they suffer some consequence or complication. This means that you can use your Responses.

WITHERING RESPONSES

These are responses of retaliation and warning, a nudging of the players in a direction. Use these when your players look to you, wondering what happens now, or when you retaliate. Withering Responses usually don’t have immediate consequences. The following are some Withering Responses.

- ◆ Bring unwanted attention to the PCs.
- ◆ Let strange sorceries stir, things are not as they seem.
- ◆ Put the players at risk in some way (roll on an Encounter table)
- ◆ Present players something compelling, something they might not understand.
- ◆ Endanger a person, resource or item they care about.
- ◆ Give them a hard bargain.
- ◆ Advance the antagonist’s plan.

DECISIVE RESPONSES

These are responses to failed answers to Withering Responses, when the players mess up, or when a Act fails. These are hard actions that do not simply nudge the players, but affect them significantly and immediately. With power comes consequence.

- ◆ Inflict harm and Wounds upon a player or someone/something they care about.
- ◆ Split the players apart.
- ◆ Take away a resource.
- ◆ Let their rivals or enemies get away with something important.
- ◆ Set the players back in some way.

RUINOUS RESPONSES

Ruinous Responses are responses to when a Hero pushes their luck and exults in their power, caught up in their hubris. Use this after a string of mighty successes. You, as the AC, must realize that Kalagitnaan is a broken heaven, and the Heroes have to overcome obstacles worthy of the Gods if they want heaven to remember their names. With power comes consequence.

- ◆ Let someone or something be destroyed or die. One they care about.
- ◆ Let the Antagonists win.
- ◆ Severely cripple their progress in some way or another.
- ◆ Change a part of the setting somehow, according to the fiction.
- ◆ Cripple a character somehow. Let them lose a hand, or maybe lower their Gahum Tier as their social standing goes down, or maybe even incapacitate them for a while.
- ◆ Let part of the world succumb to the Kawalan.



RUIN DICE

Some player actions will give the AC Ruin Dice. This does not go away at the end of the session and accumulates over the adventure. When you spend this, you may use a Ruinous Response, but always remember that these Responses must be in line with the fiction and narrative. The important thing about Ruin Dice is that they are your currency to remind the players of the game's theme: that power has consequences, and that the universe is a dying, corrupt, and oppressive thing.

You can't just randomly spend a Ruin Die when they're out shopping for bread to kill one of them (although, if it makes sense due to their past actions...)

RUNNING THE GAME. CHANTING THE LEGEND



ENEMIES

Kalagitnaan is dangerous and filled with dangerous enemies. Here is how to make some dangerous enemies.

An enemy has the following stats:

Threat: The measure of power the enemy wields, as well as the difficulty to hit them. Their threat number is the number of Hits needed for a Partial Success, with +1 of that needed for a Full Success (as already stated in the first page of this book).

Threat goes from 0 to 9. 0s are easy mooks, the normal people unlearned in the secret of violence and as thus, an aspirant hero cannot really miss against. That's right, you cannot miss against Threat 0 enemies, and you get Full success on a single hit.

1s are combatants that can hold their own.

3s are capable beasts and dangers that even trained people have a hard time against.

5s are powerful beings, usually those that can take on low level Karanduun without a sweat.

7s are great mythological beasts and sung culture heroes.

9s being on the level of Archons and gods.

Name and Lore: Their name and place in Kalagitnaan. If they have the Giant or Army tag, it will say so here.

Giant: Giant creatures are huge and physically imposing. They deal +1 damage against, and they suffer -1 damage from, creatures that aren't Giant or Armies.

Tiny: Tiny creatures are small and hard to hit. Any attempts to attack or physically seize them suffer a -1d penalty.

Army: Armies are huge swathes of fighters, ranging from a drunk mob to an elite Panginoon personal guard. They deal +1 damage against, and they suffer -1 damage from, creatures that aren't Giant or Armies.

Wounds: How much wounds they can suffer. Usually this is their Threat + 2. Although if they are hardy, it would be Threat + 3. Threat +1 only if they're not. In fiction, this is their Ginhawa.

Damage: The damage they inflict upon players. This follows the weapon rules above, although magical beings deal an additional +1. Tags are put here after a semicolon, and are not automatically added onto the base damage. (Ie. If it's Brutal, add +1 to the Wounds dealt.)

Armor: Uses the same armor stats as the players.

Responses: These are the responses that the enemy can do. Usually they are tagged either Withering or Decisive. Use these when a player is open to retaliation or consequence.

COMMON ENEMIES

While you can follow the detailed creation rules, you can also choose one from here and reskin it to your liking. Here are some Common Enemies.

THREAT 8

TAMBAY ARMY

(Army, Size 1, Strength 1, Discipline 0) These are the various folk that lounge about Kalagitnaan, usually Biringan, doing nothing but surviving and staying strong together.

If fought one by one:

Wounds: 3 **Damage:** 2 (Rusty knives, broken shards of glass, stones) **Armor:** 0

Responses: *Withering: Hoy Tanginamo!* The player has to attack this army.

TULISAN

Bandits that steal from others to preserve themselves.

Wounds: 2 **Damage:** 3 (Rifles, Bows and Arrows, Swords) **Armor:** 1 (Leather paddings)

Responses: *Withering: Backup.* 1 more Tulisan joins the fight. Once per fight.

COURTIER

Noble seductresses and diplomats, indispensable when you need someone on your side.

Wounds: 2 **Damage:** 2 (Karayom) **Armor:** 0

Responses: *Decisive: Butterfly Eyes Defense.* The player engaged with the Courtier must at least partially succeed on a Struggle against God action with REBELLION or SPIRIT or they cannot attack the Courtier with their next action.

DUWENDE TINY

A small, goblin-esque creature with a hat shaped like a mushroom head. The duwende is a kind of invasive engkanto that stays within nuno-sapunso mounds to curse unsuspecting humans.

Wounds: 2 **Damage:** 3 (claws, small weapons) **Armor:** 0

Responses: *Withering: Enchanted Sickness.* The player character loses 1 Ginhawa every day until they get an albularyo or some other healer to remove the sickness.

LUST SITAN

Sitan are malevolent spirits that exist to do nothing but harass the good people of the world. They are not the legion of the Trinity, despite helping them in killing God. Lust Sitan are the weakest of the sitan and are usually the smallest, appearing as little blue imps that seek only for desire for all things, wanting to violate all things.

Wounds: 2 **Damage:** 3 (Claws; Brutal) **Armor:** 0

Responses: *Withering: Pukawin ang Kalibugan (Stir the Lust).* The Lust Sitan deals an additional Wound when attacking the character that triggered this response.

THREAT 1

KAWAL

The once noble knights and protectors of the kingdoms of **BRATA LA**, now mercenaries wandering this ruined universe, offering protection against the dangerous world.

Wounds: 3 **Damage:** 3 (Sibat and knives) **Armor:** 2 (Carabao horn plate and hardwood kalasag shield)

Responses: *Withering: Knight Tactics.* The next attack takes advantage of planned tactics, and deals +1 damage.

Decisive: Never Miss a Beat. The Kawal deals damage in response to even a full success, unless the player chooses an option that lets them avoid harm.

DATU

Those chiefs and leaders of warriors, usually riding upon enslaved crocodile spirits across the wastes of Kalagitnaan.

Wounds: 4 **Damage:** 4 (Lantaka, smashing, area, penetrating) **Armor:** 3 (elephant hide armor)

Responses: *Withering: Charge!* The chief always has a Size 1, Strength 1, Discipline 1 Army. This attacks for him.

Decisive: Watch that. When the chief deals damage, mark the one damaged. When they fail an Act, the Chief may deal damage automatically, even if they are not the one being attacked.

MAGINOO

The last vestiges of the old social order, the Maginoo are the nobles clad in shining crimson silks and golden jewelry.

Wounds: 3 **Damage:** 3 (Kampilan, Brutal) **Armor:** 3 (Protective Anting-Anting)

Responses: *Decisive: Accuse.* Accuse the player of doing something wrong, and everyone in the immediate vicin-

ity will listen and believe the Maginoo.

SIGBEN

Large demon goat-dogs, with larger hind legs than front legs, and huge ears that make a clapping sound. Their aswang masters, known as Sigbinan, are usually close behind.

Wounds: 3 **Damage:** 2 (Claws; Brutal) **Armor:** 0 (Protective Anting-Anting)

Responses: *Withering: Dark Swiftness.* The sigben, once per round, can Stun an enemy if the enemy doesn't apply Armor.

BAGUHANG DISCIPLE OF THE WAR ARTS

Also known as an Alagad, they follow the great martial art of inflicting violence with no weapons. This one is just a newbie, but has combat experience under their belt.

Wounds: 4 **Damage:** 2 (Fists, Penetrating, brutal) **Armor:** 0

Responses: *Withering: Violent Arts.* Deal an additional +2 damage when counterattacking.

Decisive: Hابلot. Grab the player's weapon and throw it 100 feet away.

THREAT 3

GREED SITAN

A sitan burning with yellow flame, three horns, and usually has a corpus of a gaudy human with more than six arms. Greed Sitan are the third in the Descent of the Sitan and the fifth strongest among the sitan. They are always seeking out more and more things, their pockets and holes and hands overflowing with items they cannot use.

Wounds: 5 **Damage:** 3 (Demon fists; brutal, area) **Armor:** 1 (Stolen bamboo armor)

Responses: *Decisive: Avarice.* The sitan steals something from the player and immediately runs away.

MAMBABARANG

A sorcerer, labelled as an aswang (but usually not), known to send insects to kill people, hatching eggs within follicles of skin. Do not anger her. Will not heal you. Prefers to live outside of communities. Not inherently evil. Usually seen as an old hag,

but in post-BATALA times, it is common to take on less

Wounds: 4 **Damage:** 3 (Sorcerous Insects, Skewering) **Armor:** 3 (Protective Anting-Anting)

Responses: *Decisive: Accursed Ground.* The target of this curse cannot move or talk until healed by rubbing salt upon their feet and mouth.

HAPRENG MANDIRIGMA. GIANT

Kapres are tree giants that have been turned into slaves by the Trinity, but now set free once again. They like tobacco a lot, and they live in forest communities, and are affectionate. They are Giants.

Wounds: 6 **Damage:** 5 (Huge tree) **Armor:** 3 (Natural bark skin)

Responses: *Decisive: House of Trees.* The kapre, when near trees, can disappear into it.

MAHARLIKA

Maharlika are a type of feudal warrior that existed before the death of

pre-BATALA that fought as free warriors that chose their own allegiances and could own their own alipin or helpers. Now only a few holdover Maharlika exist, some having submitted to the established Perlesensya administration and have become powerful Kapitan (or captains) of towns instead, or exist with their own band of followers somewhere outside the scope of power of the Perlesensya Kingdom. They are similar to Knights or Samurai of other cultures.

Wounds: 5 **Damage:** 3 (Melee;

Kampilan/Ranged (60 feet); arquebus) **Armor** 5 (Elephant hide pakil and ironwood kalasag shield)

Responses: *Withering: Parry.* The Maharlika halves the number of Wounds they suffer.

Decisive: Sinawali. Can only use this as a response to a Make God Bleed Act. The Maharlika deals damage, and then allows the attacker to inflict its damage, only for the Maharlika to turn that damage upon them.

INQUESTOR

Inquestors come from the Inquest, a state-sanctioned part of the Kingdom's Military that seeks out detractors and critics of the Kingdom as well as "terrorists". They are widely regarded as abusers of power. It comes from the Ysparanzan Inquisition which hunt down heretics and demons and aswangs.

This is a stat-block for a more experienced Inquestor. Footmen Inquestors can use the Kawal Stat Block.

Wounds: 5 **Damage:** 3 (Ranged 60 ft.; arquebus) **Armor** 3 (Steel Armor and holy protection)

Responses: *Withering: Dogged Pursuit.* The attacker cannot move away their next Act.

Decisive: The Tearful Blade of God Shines Upon the Valley of the Wicked! When attacking their prey, the Inquestor deals an additional 3 damage but the one hit, if they survive, gets a chance to escape.

THREAT 5

RAJAH/PANGINOON/LAHAN/GOBERNADOR

The previous noble lords now relegated to becoming Kings and Gang Lords of either gang empires within cities or they have become Gobernadors (Governors) in charge of entire provinces underneath the Perlesensya Kingdom.

Wounds: 7 Damage: 4 (Enchanted weapon; skewering, area or brutal)

Armor: 2 (Protective Tattoos/Anting-Anting)

Responses: *Decisive: Hide.* The Rajah knows one thing that the players want, and they can create on barrier that they must pass or overcome before they can get what they want.

BANGKILAN

The Bangkilan is a powerful aswang seductress that burns with the power of the black chick. She can transform into a huge black boar, and can turn others into her aswang with a simple kiss.

Wounds: 7 Damage: 2 (unarmed, woman form)/3 (heavy boar tusks, Brutal) **Armor: 0** (Normal clothing)/3 (Black Boar hide)

Responses: *Decisive: Rush Down.* The black boar knocks the target prone and damages another target 30 feet from them.

Ruinous: Black Kiss. The Bangkilan manages to kiss the target. The victim must go to a babaylan or albularyo within a day to rid herself or the curse, or she will die.

GABUNAN

The name is oft-whispered and almost never said aloud. A gabunan is the name reserved only for the eldest and most powerful of Aswang. They can fly without wings, break necks with their bare hands, and stand tall and burn with black flame. The most infamous of gabunan are said to have been the grandchildren of Bathala Asuang himself. Most gabunan have the striking visage of coal-black skin, blood red eyes, sword-like fangs, and long white hair.

A popular Gabunan is *Heneral Silim*, a powerful bandit general that owns the mountains and the swamps, and cultivates a complex society that integrates both spirits and people, all to dismantle the Kingdom.

Wounds: 8 Damage: 4 (fangs and might; skewering, Brutal) **Armor: 5** (natural demon hide)

Responses: *Withering: Devil Speed.* The gabunan deals 5 Wounds to one creature in combat the next turn.

Ruinous: Kill the Penitent One. The gabunan grabs the neck of the attacker and snaps it in half, killing them immediately.

THREAT 1

This is usually reserved for truly powerful beings, those of myth and might.

BAHUNAWA. GIANT. ARMY

Once a bathala in love, her spawn has become a brood of sun, moon, and god eaters. These cosmic serpent fly across both the firmament and the collective sea of thought in search of moon spirits to eat. The Bakunawa is a Giant and has the size of a Size 6 Army (meaning it has the size and range of 5,000+ people). Its the length of seven moons.

Wounds: 10 **Damage:** 5 (teeth and scales and body; skewering, brutal, area, smashing, burning, malakas) **Armor:** 4 (Moonscales)

Responses: *Withering: Scales of Night.* Negate damage once.

Decisive: Swallow. Inflict 2 additional damage. If the damage of this attack reduces the target's Ginhawa to 0, that target is now swallowed whole.

DATU PRAHASH ARSIVA

A powerful multidimensional warrior who travels the multiverse in search for a challenge. None know who he truly is, other than he is known for being large, muscular, and only wears a bahag.

Wounds: 9 **Damage:** 3 (Fists, Brutal, Penetrating) **Armor:** 3 (Anting-Anting of Protection)

Responses: *Withering: Hm? You're too slow! Pick it up!* The Datus attacks deal +2 Wounds, and have the skewering tag, and he can attack twice.

Decisive: Unholy Tearful Fist of God. This attack has the tags *malakas*, *shattering*, *smashing*, and *burning*.

THREAT 9

ARCHON: SHOGUN SOLEMAN

A powerful Shogun under Shinseina Yurei, the Holiest Ghost. He wields the Most Rigueous Spear of Silence, and prefers to fight alone, even against armies and armadas. *He fears no death for he is dead, reborn through the love of the Holiest Ghost.* His skin is burning red, as he is an ogre, as he is a god of fighting.

Wounds: 12 **Damage:** 4 (Spear of Swallowing Fear, Skewering, Brutal, Smashing, Area) **Armor:** 4 (Alabaster Death Carapace)

Responses: *Withering: Disappear.* Soleman disappears. They can leave or attack from anywhere.

Decisive: God Values Silence. This and the next attack of the Shougan has the *malakas* tag, and the targets must Struggle Unafraid Against God their next turn. If they fail, they cannot do anything until they succeed on another Struggle Unafraid Against God.

Ruinous: Reborn By the Love of our Most High. When the Shogun is killed, he rises again with half Wounds.



ADVENTURE: THE TEMPLE BODY OF ARING SINUKUAN

"Your body is the temple of God. Defile it."

The Temple Body of Aring Sinukuan is a huge, hundred foot tall ironwood statue of Aring Sinukuan, a powerful war deity crowned in a huge pudong-pudong and a cascading baquero (jacket that reaches the ankles). They wear the clothes of a man, but within they are a woman. They are never confused, but their followers usually are. Aring Sinukuan has two names: Aring Sinukuan and Maria Makiling.

The statue of Aring Sinukuan has since been hollowed out after the mountain and war Diwata was killed by Sitan. It now a place of desecration, a devil pit, where the drug *Angel's Blossom* is being smuggled and distributed. Its leader, Poong Alejandro, controls the entire Southeastern edge of Biringan because of this.

You are on a secret ops team of the Biringan Lawkeepers told to raid the temple body and stop operations. You can choose to be part of the Lawkeeper force or simply hired help.

The giant hollows of the temple turned into rooms, and its steel spine turned into a centerpiece for which the rooms are built around. There are 13 floors in

all, with each floor other than the ground and 2nd floor having 10 rooms surrounding the spine, interspersed and running down hallways. For light, they didn't want to pay the "Devil-Priests" (in truth, katalonan) of Ribung Linti (who use Ribung Linti's ever-dying body for infinite energy to power the buildings of Biringan), so they chained light spirits to the walls, filling the rooms with a gloomy green glow. (This glow can be seen from outside).

It has become a festering drug den where the drug *Angel's Blossom* is sold, one that allows a forceful astral projection of a Soul into any realm of existence they wish, whether it be Kalangitan, Kalaliman, or another universe.

Alejandro, the head honcho, is a boar-headed and overly obese man who cannot fight in hand to hand combat, but will fuck you up with his cronies.

Asintador, the sniper who serves as Alejandro's right hand man, and is also inexplicably connected to one of the PCs.

Finally, Asong Baliw, the powerful martial artist who follows the Path of the Thousand-Armed Saint.

The PCs will go in relatively safe, with 10 other people with them, including Hepe Locsin, who is a corrupt police official who's only doing this for the money (because he thinks it's going to be easy). Another is Corporal Patalim, a Steelplate Servant who is more or less the better man, and can handle himself in a fight, and is the one that filed this raid to rid the proliferation of the *Angel's Blossom* drug that has ruled over the Southeastern rim of Biringan City.

THE TEMPLE-BODY

The Temple Body is relatively normal starting from the feet. The golden spine now turned elevator shaft is broken, rusting at the top areas, necessitating stairs. Once you reach the third floor, hallways inexplicably extend from either ends of the Temple-Body. The ninth floor and above are only ornately designed hallways filled with rooms. Some are stairways. There are 33 floors in all. The 33rd floor is the head, where Dehadong Alehandro is.

ADVENTURE RESPONSES

These are responses that you can use unique to the adventure.

Withering Responses (Use when the players look to you to see what happens):

- ◆ One of the patrolmen gets hurt and must leave the party.
- ◆ A room opens.
- ◆ A room is locked.
- ◆ A stairway is opened.
- ◆ A stairway is locked.
- ◆ A weapon is broken.
- ◆ More goons are on the way.
- ◆ Asong Baliw moves.
- ◆ Remove one and add one of your own:

Decisive Responses (Use when you need

your players to move or when they fail on a roll):

- ◆ A patrolman is killed.
- ◆ They are pushed into a room.
- ◆ They are forced up a stairway.
- ◆ One of the rooms is locked while they're inside.
- ◆ Asintador aims and fires and inflicts Wounds on one of the PCs.
- ◆ Asong Baliw is near.
- ◆ Remove one and add one of your own:

Ruinous Responses (Use when your players have done something incredibly stupid, or when you have Ruin Dice. Use sparingly and use for endings as well):

- ◆ The entire group is torn apart. Only the PCs are stuck together.
- ◆ Asong Baliw arrives.
- ◆ Kill Corporal Tinoy.
- ◆ Hepe Locsin kills Dehado Alehandro.
- ◆ Finish the mission once Dehado Alehandro is killed.
- ◆ Add one of your own:

ROOMS

(The rooms of the Temple-Body, unless marked with an upside down star insignia, are in a state of constant flux, always changing, as the space within the body is cursed and escherian): You can roll 1d20 to randomize.

1. A kitchen room, filled with pots, pans, and utensils, with 1d8 enemies inside.
2. A small studio sized bedroom. 1d4 enemies crammed inside.
3. A room with a helpful person: Doctor Randy, who offers to hide your players in. The players can Rest here.
4. A room as big as two studio apartment, fits 2d4 enemies.
5. Stairways that lead up.
6. Stairways that lead down.
7. An elevator that doesn't work.
8. An elevator that works, but is going up.
9. An elevator that is filled with goons.
10. A room where a giant Wrath Fallen is chained.
11. A room that is torn open and can be jumped down... but you will die.
12. A room that Asong Baliw is in.
13. A room that the Asintador is in.
14. A room guarded by snipers.
15. A room that opens up to a hallway that has 3 rooms in it, 1 room being a safe place able to be Rested in, and the other two filled with Druggies.
16. A powerful enemy rests within another room.
17. A room that can be encountered in the highest floor only: the room where Alehandro controls the functions of the statue-building. Alehandro is inside.
18. A room that goes into the main spine hall of the statue, filled with an Army of Goons. (Size 2, Strength 1, Discipline 1)
19. A room with three Wrath Fallen.
20. A room large enough for an entire army.

ENEMIES THAT CAN BE FOUND WITHIN THE TEMPLE-BODY

THREAT 0

DRUGGIES. ARMY

Non-combatants but druggies that live in the folds of the Temple-Body. They are almost always intoxicated, and when violence breaks out will always try to attack the players.

Size: 1, **Strength:** 1, **Discipline:** 0

GOONS

The goons of Alejandro, the head of the Temple-Body. They are usually trained in simple martial arts or use crude pistols.

Wounds: 3; **Damage:** 2 (Quick Martial Arts, crude pistols); **Armor:** 0

Withering: Rapid Fist. The next combat roll of the target suffers -1d.

Decisive: Dirty Haymaker. Deal an additional 1 damage, ignoring armor

THREAT 1

SNIPERS

Wounds: 1; **Damage** 3 (Ignores armor, sniper rounds); **Armor:** 0

Responses: *Withering Sighing Breath of God:* Don't attack, but add +1 to the next instance of damage.

GLUTTONY SITAN

Gluttony is the second order of the Fallen, and the sixth strongest. They usually meander about in large, morbidly obese carapaces, whether they be rocks, trees, animals, or humans. Their veins and eyes burn with a horrible orange.

Wounds: 4 **Damage:** 2 (Bloodlust Claw style) **Armor:** 1 (Brimstone carapace)

Responses: *Decisive: The Maw of*

Abaddon: The Gluttony Sitan consumes the target and inflicts 1 Wound. The one consumed must Struggle Unafraid Against God. If they fail, they stay within the mouth and continuously suffer 1 Wound per round until they succeed.

THREAT 3

ASINTADOR

The ram-horned sniper that works for Alejandro. Wears a silken long-coat over elephant hide breastplate. Prefers to kill from afar, and wields the terrible Bow of Consuming Black, which fires spikes of pure black corroding hatred. Has a brother killed by Lawkeepers.

Wounds: 3 **Damage:** 3 (Bow of Consuming Black; Skewering, Brutal) **Armor:** 3 (Elephant hide armor)

Responses: *Withering: God Values Patience.* Deal no damage, but add +1 to next damage.

MANANANGGAL ASSASSIN

Manananggal are a type of female aswang that can bisect themselves from the waist up and can suck the fetus out of a pregnant woman with a long needle tongue. It is popular for Manananggal to be used as assassins. In Kalagitnaan, many newbie manananggal are recruited into secret orders of assassins where they are trained as killers of both men and women. Special: Putting garlic and salt onto the exposed lower half of the manananggal can cause the manananggal to die when they rejoin in the sunrise.

Wounds: 3 **Damage:** 3 (Dilang-Karayom, needletongue; Skewering) **Armor:** 1 (Standard coconut fiber armor)

Responses: *Decisive: Suck the Blood.* The Manananggal can remove 1 Wound when it deals damage.

THREAT 5

ASONG BALIW

Wears nothing but a long bahag that covers his knees. Wrapped in tattoos. Has hair braided in gold, but curled. One eye has been gouged out, and his stature is smaller than some (around 5 feet), but that does not stop him. Asong Baliw (Mad Dog) is a master of the Path of the Thousand-Armed Saint, which allows him to perform maneuvers that allow him to strike from any angle, at any distance, as if he had arms everywhere. Additionally, through this, he can feel no pain.

Wounds: 6; **Damage:** 2 (Fists; Skewering, Melee); **Armor:** 0

Responses: *Withering: The Unbreakable Skin of Saints.* Asong Baliw ignores the next instance of damage.

Decisive: Six Billion Demon Assault: Deal an additional +4 damage, and Asong Baliw's attack gains the tags *smashing*, *brutal*, *malakas*, and *thrown*.



WRATH SITAN. GIANT

Wrath is the fifth in the Descent of the Sitan and the third strongest. They are spirits of uninhibited, unrighteous wrath weaponized to deal ceaseless destruction. They inhabit giant brimstone carapaces of boar and wrath spirits.

Wounds: 7 **Damage:** 4 (Brimstone Clubfist; Penetrating, Brutal, Smashing) **Armor:** 3 (Brimstone Carapace)

Responses: *Withering: Forceful Confession.* The PC is now pinned under the Wrath Sitan's grasp.

Decisive: The Shattering of the Crucifix. All beings within 30 feet suffer the Wrath Sitan's damage.



SETTING – SANSINUKOB. THE BROKEN CREATION

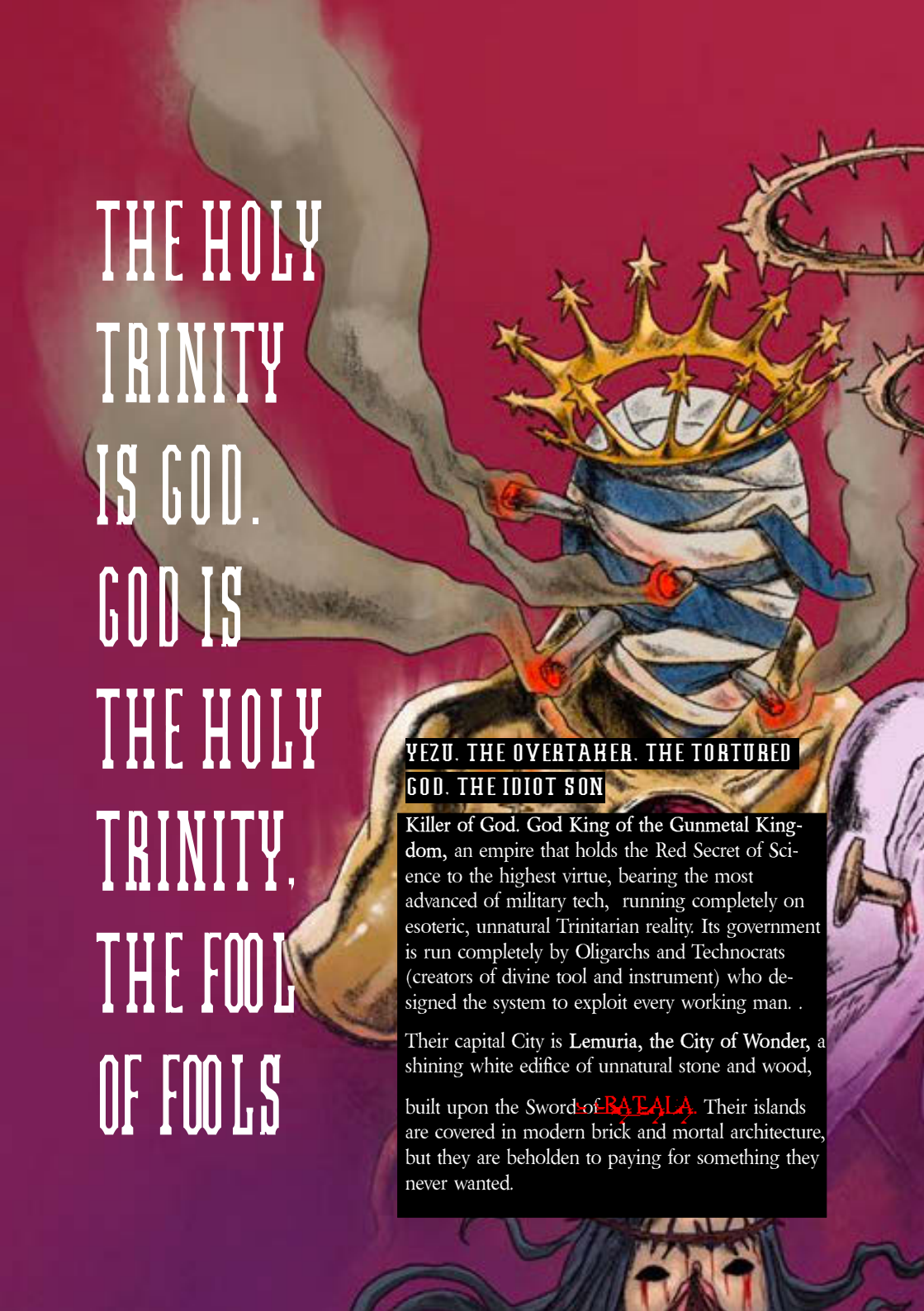
Kalagitnaan is the center of all multiverses. However, it strains under the weight of oppression by its own people. The effects of Hatred seep into their lives, turning good people bad. This is the legacy of the Trinity: a broken creation.

Sansinukob is the term used for all three realms together. It is important to note that the Sansinukbo is also all of reality: even the Neverending Ocean where Universes wander is part of Kalagitnaan.

Kalagitnaan is a broken creation with people dancing upon its corpse, turning it into a post-feudal, post-apocalyptic place of palimpsest ruins, ancient cultures built upon strange and esoteric forgotten enchantments.

Glory be to GOD, blasphemed by thy name. Thy Kingdom has come, and it has caused us pain. Thy Will has been done, and we have deemed it unjust. Lead us into all temptation and deliver us not from any evil.

This is the mantra uttered by the mountain witches of the Unconquered Isles. A rebellious cry against the injustices of the Holy Trinity. Until now, their people have toiled under dogma and doctrine, have been chained by rosaries and novenas. No longer. These tools will be used against the oppressors. Even with the new Perlesensya Kingdom cracking down on those that fight for true justice, they will not fail. They will not bend.



THE HOLY
TRINITY
IS GOD.
GOD IS
THE HOLY
TRINITY,
THE FOOL
OF FOOLS

**YEZU. THE OVERTAKER. THE TORTURED
GOD. THE IDIOT SON**

Killer of God. God King of the Gunmetal Kingdom, an empire that holds the Red Secret of Science to the highest virtue, bearing the most advanced of military tech, running completely on esoteric, unnatural Trinitarian reality. Its government is run completely by Oligarchs and Technocrats (creators of divine tool and instrument) who designed the system to exploit every working man. .

Their capital City is **Lemuria**, the City of Wonder, a shining white edifice of unnatural stone and wood,

built upon the Sword of ~~ERATA~~ **BATELA**. Their islands are covered in modern brick and mortal architecture, but they are beholden to paying for something they never wanted.

**DYOSVETA. THE GRANDEUR. THE
GOD FATHER. THE FATHER OF
ABUSE**

Killer of God. God Emperor of the Ys-paranzan Empire, an empire of stone cathedrals, quixotic nobles, and impoverished, languishing peasants. Despite this, they enjoy vast amounts of wealth and build grand structures with money and miracle.

Their capital city is Alhambra, the City of Lights, a burning arabesque city of brimming rainbow and whitegold laid on a flat plateau that used to be a head of a giant

stone ~~BATELA~~ warrior. Their islands are covered in an old, Renaissance-esque architecture, reveling in their non-reliance.

**SHINSEINA YUREI. THE
DHARMA. THE HOLIEST
GHOST. THE ACCURSED
SPIRIT**

Killer of God. Heaven Empress of the Kikuyurei Empire, an empire of ghosts and corpses given life once again. Being immortal, they live a very strict and feudal unlife, worshipping angels and demon gods alike, more active in the night than in the day. They have strict principles, ethics, and work zealously and tirelessly for their lord emperor.

Their capital city is the City of Shikyu, the Necropolis, built in the buried heart of ~~BATELA~~, spiralling to the sky in Gassho architecture intermixed with bridges and frameworks made from bone and flesh.

THE FOLLOWING ARE THE CROXES OF SANSINUKOB

THE UNIVERSE TOILS BENEATH THE PEARLESCENT EMPIRE AND THE EFFECTS OF THE HOLY TRINITY

When ~~BATEALA~~ died and the Holy Trinity conquered the world, they set upon it a self-serving empire that would take orders from the Holy Trinity even if they were not there, for the Holy Trinity craved more power past the Neverending Ocean. They set upon the throne a Conquering Emperor, Emperor Duruya, an educated injo, was elected as the leader of the republic, and promptly turned the republic into a Kingdom when his rule was about to end. Now the people of the archipelago toil under a new and more insidious form of oppression: one from their own people. One that is in cahoots with the former Divine Oppressor.

BIRINGAN. THE CITY OF CITIES. HOLY CITY OF PEARL

No longer the emerald and gold and jade cathedral spire-filled metropolis it used to be. It is now a congested cesspit for criminal, villainy, and all sorts of multiversal trafficking and illegalities. Here, criminal ganglords rule, called Panginoon. it is a City that is, technically, under the jurisdiction of the Saint Trinity, but due to its sheer size (almost the size of all of Philippines) and population density, has been left behind, and is now more or less ruled by the crime lords that live in it.

Biringan is an urban hellscape. Once you're in it, you will never be able to leave. Being a metropolis, it has various cities within it, due to its size. Each city has its own Guwardya Sibil, or peace-keeping force, and local administrative body led by a Datu.

Biringan is a blend of modern and ancient. There are towers of nipa huts stacked on top of each other. Giant weapons and war machines from the war that murdered God now pock the urbanscape and have been turned into apartment complexes, office buildings, and factories. Biringan is a land of the exploited: all exploited by the King of Perlesensya to create more and more weapons and armor and items all for the Holy Trinity.

It is the capital of the Perlesensya Empire, and is where the seat of Emperor Duruya and his useless government can be found.

CREATION IS ALIVE

Legions of divine spirits, called diwata, live in every aspect of nature: from mountains to rivers to crops. Diwata that live within concepts, celestial objects, or huge natural phenomenon are revered as gods, and are called bathala.

KALAGITNAAN IS KEPT IN BY THE JAWS OF THE WORLD

On the ends of the world are the Continents, for only here one can find land. However, at the ends of these continents are the ends of the earth.

The world is bordered by a great mountain range called the Jaws of the World, which spiral up into the heavens. Some say that if you climb the mountains, you will reach heaven. But who would want to, when it is destroyed?

The Perlesensya Archipelago is the center of all possible realities. Past the Jaws of the World, one finds an endless expanse of water and forestry, like a never ending mangrove jungle. Within the endless sea live the *sitan*, the malevolent spirits that threaten the universe, and they are winning. If one travels past here enough, one will be able to find other universes. Some very similar to ours.

COMMUNES AND WILDS

Kalagitnaan's scholars' way of separating civilizations and communities from the wild, dangerous areas of Kalagitnaan. After God was murdered, *sitan* (malevolent spirit) and monstrous creatures known as *halimaw* with no mind but for destruction infiltrated all of the world. Thus Communes are effectively places that have guardian spirits that keep them safe from the dangers of the chaotic wilds. Communes don't follow a single culture's view of civilization: anything that has guardianship--whether it be a human commune or a naga's personal nest--is considered a Commune, as guardian spirits hold sway against the chaotic creatures of the Wild. Com-

munes are almost every village and city (Or lungsod and barangay as they are called in the Kingdom). They are almost always these heterogenous mish-mash of extradimensional mortals and spirits. Only a scant few remain xenophobic.

The Wilds, while mostly seen as horribly dangerous, uncivilized lands, are also the home to great ambivalent divinities and gods, spirits living in mountains, sprites swinging from tree branches. Great sprawling plains where rice is cultivated by rice spirits that do as their nature tells them. Lush mountains, now recovering from the Trinitarian industry that has grown on their side like a brass scab, thrive with overgrown animals and societies of wolves and boars, of bearcats and crocodiles.

Are the Wilds 'uncivilized and dangerous', or are they simply creation reverted to its base form, and its base form is so volatile to the 'civilized' peoples that they reject it?

If that were true, then is this rejection from 'civilization' their fault, or is it the fault of their conquerors breaking their wisdom?

SANSINUKOB IS SHAPED LIKE A COCONUT

Like a coconut, Sansinukob has two halves that cover the inside: one on top called Kalangitan, one beneath called Kalaliman. Kalangitan is the domain of the sky, while Kalaliman is the domain of the sea and the underworld. Floating upon the waters of the sea is Kalagitnaan, a plane in the middle of Kalagitnaan where humans live. The center of Kalagitnaan is the Perlesensya Archipelago, the body of the dead grandson

of ~~BATALANGMAY/KAPAL~~, Sanlibutan, who was smitten in MAYKAPAL'S blind fury.

Kalagitnaan is a common Filipino word meaning "center". And this is true, for it is the center of all things.

DEATH WITH A SMILE

While it is true that Kalagitnaan is dead, there have been ramblings, whisperings, from chanters and poets, bards and authors, that the grass in the outer layers of Kalagitnaan has begun to sing emerald hues once more. The great glass and stone towers, the giant stone facilities and temples built to the Colonizer Gods have been trampled underneath the gigantic roots of trees. The giant weapons built onto sides of mountains have spiderweb cracks along them, and little trees and communes have sprouted up upon their sides, as if their verdigris was soil. The air is clean, opposed to the putrid red wind of the Empires. In this time, the Karanduun return. Truly, their step is greeted with the blossoming of flowers. Perhaps, this is no coincidence? Perhaps this is a sign that Kalagitnaan's death is not one of gloom and sadness?

ALL DESCEND INTO KAWALAN

Kawalan, oblivion, is a catch-all term for the all encompassing entropy set in motion after the death of God. Slowly, the Multiverse, starting with Kalagitnaan, is slipping into nothingness, as it eats away at the world. This Nothingness will eventually eat the entire world. The Karanduun can only abate it for so long. This catastrophe usually will not happen during a campaign or game, unless wanted by the agreed themes and parameters of the game. However, remembering that the Kawalan is there and inevitable is a great way to set a melancholic mood, a rage against the dying light.

BUILT UPON LIES

Everything written in here thus far has been a lie, for what is reality but a lie we experience? Make your own Kalagitnaan, live your own universe. The Final Liar is

~~BATALA~~, God, and all of you are liars as well. It is the nature of the liar to investigate the lie. Write your own stories, your own canon, and in doing so, you make God bleed.

HERE'S A LITTLE LIE. LIAR

Here are a few lies for you. Use these to inform or set up your own lie, or use them as inspiration to make your own. This Lie is the Lie that you have been reading through this entire chapter: the center of the multiverse that is the Kalagitnaan.

I do not kid when I say this is a Lie. ~~BATHALA~~ is the great liar, and perhaps Their death itself is just another great lie, the ultimate lie, ~~for BATHALA~~ is the consummate liar. As opposed to the Truths espoused by the Holy Trinity, ~~BATHALA~~ only speaks in Lies, for Lies are truths unchosen by others.

THE FIRST LIE IS THIS: THE HISTORY OF HALAGITNAAN.

This history is mostly now lost, only kept safe through oral tradition and some sparse written documents. It follows as thus:

1:1 - Our story begins with violence, the crux of humanity. We achieve divinity through bloodshed, enlightenment through suffering.

1:2 - In the beginning of times, there was only sea and sky. The sky was the domain of Maykapal, the Supernal Sky, Wielder of the Lightning Bolt. The sea was the domain of Magwayanen, the Guiding Ocean, Guider of Souls. In their love they created Bathala Parasihan and Bathala Karagatan, the Sea and Winds embodied. In their love they created the four elemental beings:

1:3 - Sanlibutan, the All-Chief, with a body as solid as basalt, and with the power to command the winds.

1:4 - Apadlao, the Sun That Cleaved, whose prowess with the blade matched even his Grandfather.

1:5 - Bulanari, the Thief of the Sky, the beautiful, fickle trickster who avoided all confrontation.

1:6 - And Siningsuga, the Sagess of a Thousand Lights, the most beautiful of the Elemental beings and also the most intelligent, learning and codifying the inner workings of the universe.

1:7 - Soon, Bathala Paros and Bathala Dagat died, and when they did, they gave birth to the rest of the Bathala and the Diwata. Gods of Heaven and Nature Gods.

1:8 - Sanlibutan, in his pride, sought the Throne of Heaven in the Sky, whereupon Maykapal sat. With a great want, he took to his brothers and spoke unto them his plan. "I shalt share the Throne with you," he said. "Thou wilt be the Rulers of Creation."

1:9 - Apadlao was faithful to Sanlibutan, but he had always wanted to test his steel upon his Grandfather. "Surely thou shalt perish!" He commented.

1:10 - Kalibutan's bellow shook the universe. "Not with you by my side, brother!" Emboldened by his response, Apadlao joined. The two of them ascended to Bulanari, who fought with bow and dagger, and they shared their plan.

1:11 - "Thou shalt surely perish," said Bulanari. "Thou art fools."

1:12 - But Apadlao and Sanlibutan insisted, and soon, Bulanari was forced to fight with them.

1:13 - They charged the gates of heaven with a third of the Host of the Sky on their side, all bent on taking down Maykapal. Their glorious rebellious army fought valiantly, and they ravaged Heaven, until they arrived at the glorious House of Creation.

1:14 - Sanlibutan fought with immense power, using his divine winds to rend the fabric of space and time. Apadlao's prowess with the sword caused his blade to shine with the bright intensity of a supernova, and Bulanari's cleverness allowed them to gain the upperhand against Maykapal.

1:15 - But Maykapal was powerful. Truly, he was one of the Gods Primordial, second only to Maykapal and Tadhana. "BLASPHEMERS AND HERETICS! UNGRATEFUL CHILDREN!" Maykapal's voice thundered. "PERISH! PERISH IN THE LIGHT OF MY INDIGNATION!"

1:16 - And Maykapal released his Lightning Bolt. A sword of pure destruction incarnate. With it, he smote his children in a single blow.

1:17 - The noise in Heaven had gotten too loud for Siningsuga, the Sagess of a Thousand Lights. Seeking to know what had happened to her brothers, clothed in majesty and stars, ascended to see the Gates of Heaven blown open and overthrown. She stepped in to see her Grandfather, great and clothed in steel made from the heart of stars, wielding his Lightning Bolt.

1:18 - And Maykapal had gone mad. When he saw Siningsuga, he only saw another enemy, and He smote her with righteous indignation, with his Cruel Lightning Bolt.

1:20 - Only then did Maykapal realize what he had done. Maykapal, now the Mad Sky, broke down into great tears, and went to Magwayanen in the Ocean, blaming her for instigating rebellion. But Magwayanen knew nothing.

1:21 - In their grief, they blessed the corpses of their dead children, the Elemental Beings. Upon Apadlao, the Bravest of them All, they gave the Light Golden, and the brightest light to shine upon day. Upon Bulanari, the clever and gentle one, whose body had been split into seven pieces, they gave the seven Lights Copper, and set his serene light to guide all during night. And upon Siningsuga, the most beautiful, they gave the Lights Silver, and set her upon the entire night sky, so that everyday they might remember her.

1:22 - However, upon wicked Sanlibutan, whose hubris instigated the end of his brother, they bestowed no light, and they cast his craggy and crumbling corpse into the Waters. And there, his body, became the Pearlescent Archipelago.

1:23 - And there, Magwayanen wept for her children, while Maykapal grew madder within his House in Heaven, past the Firmament.

1:24 - Meanwhile, the rebellious spirits that fought against Maykapal were cursed to Kalaliman, never to be released into Kalagitnaan for a million years. And it was so. They became the “Dimunyu”, lords of the sitan and the malevolent spirits both beneath earth and upon earth.

1:25 - Those that fought by Maykapal’s side he determined to be his only protectors, shunning the world and condemning any living thing. Thus those that are his protectors are known as “Biraddali”, the rainbow-winged angels that protected Maykapal’s honor.

1:26 - Then the third that stood aside and did nothing, not rebelling nor protecting, became the pale-skinned creatures without hope for redemption, and cursed to wander nature forever, and live in their fey realm that is Biringan. These beings were called “Engkanto”.

1:27 - Nature abounded in Kalagitnaan, with vast spirit societies formed by diwata, the beings that manifest and represent every concept, permeating the Archipelago.

1:28 - Before long, large shoots of bamboo floated towards the isles, and when Manaul, a great eagle diwata, pecked upon these shoots, he found the first humans within. These were the first migrators, and they became the first humans. They drifted from a far southern land, past the Jaws of the Earth and the Neverending Ocean. From where, though, not even the diwata know.

HERE'S THE SECOND LIE: SOME INFO ABOUT THE LANDS OF KALAGITNAAN

The lands of Kalagitnaan are innumerable, so here are some of them.

There's a map in the bottom if you don't want to imagine.

Imagine Sansinukob as a coconut but with a flat plane in the middle of it, bisecting it. That's Kalagitnaan, the one in the middle. Now, Kalagitnaan is all the land and the surface of the waters. Kalaliman is all of the Underworld and Undersea. Kalangitan is all of the firmament and the Heaven Beyond,

which is where ~~the BATAALA's~~ **House** used to be, before the Holy Trinity destroyed it.

Surrounding the edges of Kalagitnaan are the **Jaws of the World**. These Jaws of the World are huge earthen formations that resemble mountains which in turn resemble teeth or fangs that reach up to Kalangitan. Kalangitan also clamps down, with terrible white and blue cloud formations clamping down to create the Jaws. Around the Jaws are the **Continents**. The insides of the Jaws are the Continents where the Empires of the Holy Trinity are stationed, while the outsides of the Jaws are the beginning of the **Neverending Sea**, a vast jungle and mangrove forest where terrible and strange alien creatures abound and endlessly assault those that live within the Continents.

The rest of Kalagitnaan is the sea, until the middle. The middle of Kalagitnaan, upon where the Sun continuously shines,

is the Pearlescent Archipelago. Some scholars say that the Pearlescent Archipelago looks like a sword. More specifically, a Kampilan. To the southwest of the Archipelago one can find a string of Islands. These are the **Unconquered Isles** and is where the glorious **Jambaran Sultanate** thrives. Some information about the other Empires:

Obviously for Perlesensya, you can look to **Filipino Culture** as a good starting point for aesthetic and feel. Culture from all periods, pre-colonial to post-colonial, fits. For the Jambaran Sultanate, lift some inspiration from Sulu.

For Ysparanza, think of medieval Spain, straight up. Use that as inspiration. Reconquista Spain can also work. You can also mix this with the Roman Empire.

For the **Gunmetal Kingdom**, think of Civil War America mixed with magitech.

For **Kikuyurei**, think of Edo Period Japan, but everyone is a zombie and a necromancer.

THE KINGDOM OF PERLESENSYA

Perlesensya comes from the name of the Archipelago, Pearlescent, which itself is a name given to it by Ysparanza. Named for their precious pearls, gold, and beautiful vistas and landscape of natural beauty.

When the Holy Trinity installed **Hari Duruya**, the first King of Perlesensya, they left it up to him to formulate the societal order in a way that people could easily understand and be familiar with as well as be easy to subjugate people. Duruya decided to look to pre-colonial times and reinstalled that system but in a larger, national level. This applies to almost the entirety of the kingdom except for the Unconquered Isle chain where the Jambaran Sultanate still holds power.

At the top is the King, known as a **Hari** (ha-ree). The Hari has a group of five counselors, named **Atubang** (a-too-BANG). The five Atubang counsel him in all things: war, trade, administration, projects, and culture. The Five Atubang also have their own group of supporters and helpers, which usually includes their families and relatives. The group of supporters of the Hari, including the Atubang, was known as the **Sandig** (sahn-deeg) **ng Datu**, or supporters of Datu.

Then, below the Hari are two kinds of rulers: **Rajah** (ra-ha) and **Datu** (dat-ooh). Rajah is the term used for vassal lords over the coastal cities and settlements. Datu is the term used for inland cities and settlements. They function similarly to the feudal lord, owning land and people that they call their **sakop**.

Powerful military nobles that share riches

and spoils with their rajah and datu from raids and wars are known as **Maharlika** (ma-har-lee-ka). Like their leader, they can own helpers (aliping sagigilid). Maharlika are freed men, however, and can choose their allegiances. They may choose to switch allegiances by simply paying a final debt to their leader.

Other nobles that are related by blood to the leader are known as **Maginoos** (mah-gee-no-oh). Ginoo is the term used for gentlemen, and Binibini is used for lady. **Katalonan** (kah-tah-loh-nan), spiritual leaders, sorcerers and ritualists, and **Panday** (pahn-dai) specialist craftsmen of boats, weapons, gold, and more, are also treated as Maginoos.

Aliping Namamahay (ah-lee-peeng nah-mah-mah-hay) are what constitute as serfs in ancient feudal structures. They serve under their leader and give tithes in crops and other produce. In exchange, the leader grants them protection and safety and a house that they can live in.

Aliping Sagigilid (ah-lee-peeng sah-gee-gee-leed) are seen as slaves, but are usually closer to household help. However, they usually have no rights of their own and are expected to be with their master at all times, and sleep within their house. However, it is not impossible for an Aliping Sagigilid to pay their debt to their master and become Namamahay.

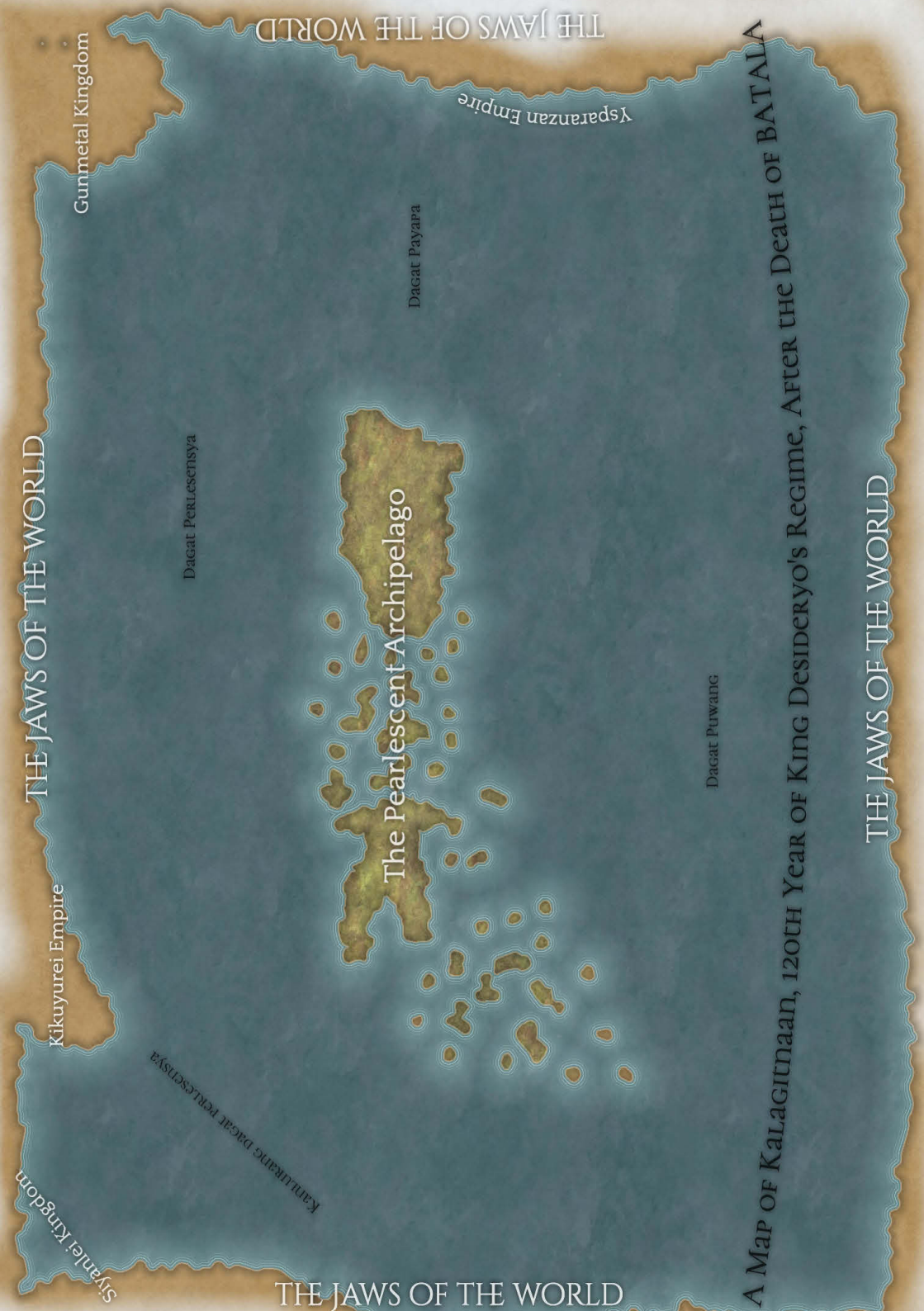
Aliping Horohan (ah-lee-peeng ho-rohan) are footmen and infantry that come from the slave class. They usually accompany other Maharlika and their leaders to war as footmen.

Cities within a sakop are known as a **lungsod** (loong-sod). Lungsod usually have a **Maginoo** Mayor that governs them. Towns and villages are known as a **barangay** (ba-rang-gai) and they have a **Maginoo** or **Maharlika Kapitan** that governs them. These governors also can have their own **sandig**. Each of them also have their own orbit of **Kagawad** who help in administration of each political unit.

To preserve peace and order, **Hari Duruya** established the **Guwardya Sibil**, the civil guard, that enforces the law. In truth, they only enforce the wants of the oppressors, and never the oppressed. They are a tool by **Hari Duruya** to quell and quench the fires of freedom and expression and rebellion. The **Guwardya Sibil** are usually equipped with arquebuses and spears.

Peacekeepers within barangays are known as **Tanods**, and they are usually hired by the **Kapitan** of that **Barangay**.





THE JAWS OF THE WORLD

Gunmetal Kingdom

Kikuyurei Empire

Kanlungang Dagat Perlesensya

Dagat Perlesensya

Dagat Payapa

The Pearlescent Archipelago

Dagat Puwang

Ysparanzan Empire

THE JAWS OF THE WORLD

A Map of Kalagitnaan, 120th Year of King Desiderio's Regime, After the Death of Batala

THE JAWS OF THE WORLD

THE JAWS OF THE WORLD

THE THIRD LIE: HERE ARE SOME WAYS TO LIE

Fill in the blanks as you go. Keep in mind the feel of the game. Use mythologies from all across the world if you'd like even if this is a Filipino based game.

If you need some help, here are some tables I've made to help you fill in on the fly or inspire you. If you need to stat out Monsters, just eyeball them. Don't worry about balance or whatever, focus on making mad monsters that intensify the madness of the broken world, and the effects of the Holy Trinity.

D66 SHATTERED FRAGMENTS OF EXPLOITS AND ADVENTURE

This first table is a table of interesting adventures. Just roll a d66 (roll 2d6s and choose which one is the tens and which one is the ones.)

- | | |
|----|--|
| 11 | A gang of engkantos with a single leader wearing a red bandana are assaulting the closest commune to the Heroes to gather their resources so they can survive the coming weeks. |
| 12 | A Threat 3 maranhig (Hiligaynon walking dead) woman comes to town every Tagurkad (First Day of the Week) to "terrorize" the victims, when in truth she simply wants to pray to the diwata to end her suffering. |
| 13 | The heroes have been paid to kill a binukot in a far off island, but the binukot is the jewel of that militant commune. |
| 14 | A man asks the Heroes to break open a giant tara (Buddhist idol) statue half-sunken to claim the Burning Wind within it. The Burning Wind is a powerful magical force that lets people fight without dying for a week. |
| 15 | A Diwata is angered and wreaks havoc upon a commune, and the Heroes must placate them with things only the Heroes know how. |
| 16 | A juvenile kurita is messing up the place looking for a hero to kill. Kuritas are many-limbed giants from Maguindanao myth and are powerful, Threat 5 enemies. |
| 21 | A commune in an icy island has done something to anger their guardian diwata, a heat diwata, and thus their flames generate light but not heat. They ask for the Heroes' help. |
| 22 | A commune built upon a huge turtle diwata with a giant golden shield for a shell is being attacked by a sea serpent that wants to eat the moon. |

- 22 A commune built upon a huge turtle diwata with a giant golden shield for a shell is being attacked by a sea serpent that wants to eat the moon.
- 23 A tree has grown too big and a commune asked it to be cut down, but there are spirit societies living within it.
- 24 A beautiful maiden has caught the Heroes' eye and the Heroes wish to marry her. The problem is that she is a diwata, and she is the daughter of a powerful diwata of darkness who lives on the Land of Eastern Light.
- 25 A giant crocodile goes up and down the river. Folk are afraid to cross the river because of it, which is an important source of their trade.
- 26 A magic bolo that belongs to a powerful Karanduun is carried by a monkey to the Heroes.
- 31 Wild winds from a forest near a traveling road whisper great distress, causing a lot of merchants and travelers take unexplored routes.
- 32 A mountain diwata and a forest diwata is in great dispute, causing a rift at the foot of the mountain. A number of communes in the mountains are now trapped.
- 33 A trickster diwata is rumored to be impersonating as different Karanduun, creating pacts and debts unknown to the victims.
- 34 A commune has made a pact with a Kapre, and now threatens to invade other communes with their might.
- 35 A wealthy family will pay a handsome reward to anyone who can save their aswang daughter who has swallowed a black chick.
- 36 A commune with a dying babaylan is being targeted by angry engkantos. The commune has no apprentice babaylan to appease and talk to the angered party.
- 41 A gigantic serpent diwata is terrorizing a nearby commune, but it was peaceful a few moons before.
- 42 A wandering aswang followed by a horde of sigben, maranhig, and manananggal, have descended upon the Heroes' location and the Heroes must protect the Heroes' Commune.
- 43 A horrible Dimunyu (Sitan leader) wishes an audience with the Heroes due to the Heroes' exploits. The heroes are invited to a city filled with corruption and vice, with walls made of alabaster and roads made of crimson brimstone.
- 44 An aswang steals something important to the Heroes, and then kills something important to someone the Heroes love or someone the Heroes respect.

- 45 The heroes find a hopelessly attractive being somewhere in one of the islands, only to find that they want to marry the Heroes and string the Heroes up a tree.
- 46 A backwards walking being looks at the Heroes and promises death. Nightmares haunt the Heroes.
- 51 The heroes came across a wicked eyeless woman once, old and hunched over. She pointed at the Heroes, and now the Heroes can't shake the nagging feeling of something watching over the Heroes' back.
- 52 Something has been tracking the Heroes' movements, perhaps an Archon has taken to notice the Heroes, or something from the Heroes' past has come to haunt the Heroes.
- 53 A Servant is hunting the Heroes down for something the Heroes did in the past. Might be a single character or all of the Heroes.
- 54 The heroes must retrieve an important artifact in a distant island, and the Heroes need the help of four different guru (teachers) to teach the Heroes where it is.
- 55 A commune is razed to the ground and the Heroes must lead the Heroes' family to safety.
- 56 The heroes have been given a special amulet, and the Heroes must bring it to its owner.
- 61 A dragon, crab, lion, or eagle is threatening to eat the Moon. Stop them.
- 62 A gang from a major city wants the Heroes dead.
- 63 A gang from a major city wants the Heroes' help.
- 64 The heroes are whisked away to a Universe Conquest, where an Archon assembles their universe army to conquer a universe.
- 65 A tikbalang trickster guards a forest, causing the Heroes to run around in circles.
- 66 A traveling Panday asks the Heroes to come with him to gain the ultimate crafting material: the fossilized blood of dead ~~BATALA~~.

DIVINE AND WICKED ENCOUNTERS

This second table is a set of tables that can help set up Encounters. Roll a d6 to find out where the place will be (or you can simply choose), and then roll another d6 to find out what happens there.

If you rolled a 1... Far Forest, away from any Commune

- 1 Two Threat 1 enemies appear, both of them Unnatural, either shapeshifters or horse-headed tricksters, or whistling night demons.
- 2 A markupo, a huge Threat 3 serpent with the face of a man and venomous spit, tries to kill the Heroes by trapping the Heroes in trees.
The heroes see a light blue light burning above a nearby pond. This is actually a
- 3 Berberoka, a threat 3 swamp demon that lures beings with ponds, capitalizing on their thirst, to eat them.
- 4 A flock of Alan stalk the party. These are old-looking bird-men with elongated, webbed fingers allowing them to fly.
- 5 A karakoa sails overhead at night, and it sings an Idalumnon dirge, seeking for lost souls and beings to bring to the underworld.
- 6 A giant crocodile the size of a mountain chases after the Heroes.

If you rolled a 2... Near Wilds, near a Commune

- 1 A ball of fire with an unnatural color appears and asks the Heroes to follow it. If they do, the follower becomes incapacitated from tiredness unless they manage to break the spell.
- 2 A gang of scavenger bandits try to steal the Heroes' equipment.
- 3 A party of agta, hairy tree giants, are running toward the direction where the Heroes have just come from.
- 4 A commune hates the Heroes somehow, and tries to kill the Heroes before the Heroes can approach their commune.
- 5 A wagon carrying passengers is being assaulted by bandits.
A kalesa that has a priest within asks the Heroes to deliver him to a nearby
- 6 church. When the Heroes do, he turns into a savage headless demon that tries to rip the Heroes' head from the Heroes' shoulders.

If you rolled a 3... Within a Commune in the Mountains or Unconquered Isles of the Archipelago

- Someone knocks on the Heroes' door. Three hooded men appear. The heroes have three days before the Heroes die. Consult with a Babaylan to find out that they were "Nangangatok", a kind of fey demon. Find the Nangangatok and kill them before they kill the Heroes by waiting for them to appear at another person's door.
- A Trinitarian Inquestor burns down a nearby house to get the Heroes to show the Heroes'self.
- The heroes have been inexplicably tied up in a horrible domestic altercation.
- A Maharlika feels that the Heroes' party has wronged her after a recent scuffle and challenges the Heroes to a duel.
- The wife of a Datu doesn't like the Heroes and tries to get the Datu to oust the Heroes.
- The party gains the ire of three powerful Threat 2 beings because of an old debt they hadn't repaid, and they've caught up.

If you rolled a 4... Within a Commune in the Archipelago or Trinity Lands

- An Inquestor or Inquisitor catches up to the Heroes and tries to kill the Heroes, proclaiming them as dissenters.
The heroes meet a kind man who seems to be willing to help the Heroes in the Heroes' travels, but then asks the Heroes something in return. This might be a favor, or a physical part of the Heroes.
- The heroes meet a fellow hero who does not follow the Trinity while she is being hounded by Inquestors.
An angel clad in steel and boasting six wings arrives in the Commune the Heroes are in, demanding the people within to pay their taxes. Following close behind is an army of Ysparanzan Barileros and Soldiers, bearing the Upside-Down Triangle of the Trinity.
- A powerful specter looms across the land as ghosts arise from the earth, unshackled from Idalumnon, for this is the curse of Shinseina Yurei, the Holiest Ghost. The Commune the Heroes are in is attacked by an Army of Ghosts (Threat 1) led by a powerful Wraith Shogun (Threat 3).
- The Commune is visited by calming Pilgrims. When asked where they're going, they will the players "The Promised Land" and then will do everything in their power to bring the Heroes there. They speak of being guided by the Voice of Yezu, the Anointed Son.

If you rolled a 5... Within Biringan, Capital of the Perlesensya Empire

- 1 A Panginoon (Gang Lord) takes notice of the Heroes' actions, and now it's as if the entire city conspires to trap the Heroes' party. Goons come out left and right, walls close, doors become not-doors, passageways choke, entire towers fall to barricade the Heroes' path.
- 2 A kalesa bumps into the Heroes and it seems to be driven by a cloaked man. Servant peacekeepers are flying after it to stop it. The kalesa is filled with magic items and money.
- 3 A karinderya run by a cat is suddenly asked for "safety pay" from the local gang.
- 4 A teahouse has a babaylan within, and the babaylan is being attacked by Servants for practicing heresy.
- 5 A group of animal diwata, fighting for a better life for everyone living in Biringan, is attacked by Servants.
- 6 A group of powerful Inquestors attack the Heroes.

If you rolled a 6... Out in the Open Sea

- 1 A Magindara, a kind of sea ghou, similar to a siren, eats part of the Hero's boat, and subsequently attacks them.
- 2 A Mameleu, a huge sea serpent with a head and a body both the size of water buffalos, shoots jets of fire, and has two horns, is assaulting a nearby ship and the Heroes' ship is being caught in the struggle.
- 3 Tambanokano arises from the sea, making the sea fall in tide, revealing wicked sharp stones and underwater mountain spear-peaks.
- 4 A pack of tiburon, giant flying shark (Threat 3), breach the water and begin cutting your craft.
- 5 An island appears in the distance. The closer the Heroes get, the further it goes. If followed indefinitely, it will lead the Heroes over the edge of heaven and into Kawalan.
- 6 A large garuda erupt from their underwater lairs, and immediately attack the Heroes' craft.

COMMUNE GENERATOR

This third table will help you flesh out a Commune that your Karanduun arrives at. First roll 1d6 to find out the size of the Commune.

- | | |
|-----|--|
| 1-2 | A small Commune with a population not larger than a hundred. Roll only once to find out what facility they have. |
| 3-4 | A medium sized commune with a population in the hundreds. Roll twice to find out what facility they have. |
| 5 | A large Commune, usually considered as cities, where the population can reach up to a thousand. Roll thrice to find out what facility they have. |
| 6 | A huge Commune, with a population in the hundred thousands. These are usually large capital cities already in an Empire or in the Unconquered Isles. Roll four times when entering into a particularly large district. |

Once that's done, roll 1d6 to find out their culture.

- | | |
|---|---|
| 1 | Ysparanzan. They are followers of the Empire of Kastilo Magalo, the God Father. Brick houses, wooden inns, stone churches and cathedrals, priests and friars, knights. Steel plate armor, long baril guns (rifled firecasters), organized armies, hungry for gold, hungry for spread of the name of their God Father. They value religion and piety and adhere to their head priest. |
| 2 | Gunmetal Kingdom. They are under the technological Empire of the Anointed Son. Connected wood houses, saloons, bars and pubs, houses, small farms, sheriffs, peacekeepers, bandits, cowboys. Leather coats and dusters, steel and buffalo plate armor, advanced gun mechanics using fire and smoke diwata, steel steeds and heretic mechanized cavalry. Gunmetal Communes usually have a head honcho in charge, and then order is kept by a Sheriff, and everyone goes about their day working for them. |

3

Kikuyurei. They are under the dead ghoulish Empire of Shinseina Yurei. Gassho-style houses, triangular roofs, tatami floors, sliding doors, pirates, large-scale farming, tall pagoda towers, sacred natural temples and shrines, demon-samurai, ghost-ninjas. Wooden lamellars, naginatas, wicked war hungry shamans and avatars of War Gods. Yurei Communes tend to serve fealty to a single lord known as Daimyo, who owns the land they work on. All of the Daimyo are Corpse-Daimyos, walking corpses that wear a perfect human form as a way to spit on the sanctity of life.

4

Unconquered. Those Islands that lie at the southwest of the Archipelago, managing to fight back against the powers of the Trinity through guerrilla tactics and intimate knowledge of their beloved land. Bamboo stilt houses, spirit houses, Datu and Maharlika, chiefs and valiant warriors, palm trees, coconut fiber armor, carabao hide lamellars. Unconquered Communes tend to be centralized and independent of each other, with each Commune usually having their own Datu or chief, Maginoo or noble-class (of which the Datu is part of), Maharlika or freed man class, who are also usually warriors, and then Aliping Namamahay who work for the Datu but live in their own houses, and the Aliping Sagigilid who work with the Datu but live with their masters.

5

Perlesensya. The culture of this Commune is directly influenced by Biringan, be it trade or conquest. They are a mix of all three Empires and of the Unconquered Isles.

6

Melting Pot. The culture of this Commune either thrives on the between Empires and the Isles, or it is engulfed in a strange limbo between Empires and Isles. Nevertheless, they are a hodge-podge of all previous cultures. Biringan is the most well known hodge-podge culture.

Then roll another d6 to find out what facilities the Commune might have.

- 1 **Food Facility.** Ramen shops, karinderya, panciteria, saloons, pubs, taverns. They have a facility where the Heroes can stock up on provisions or rest up and eat, or even find information that the Heroes have been looking for.
- 2 **Spiritual Facility.** Churches, spirit houses, cathedrals, shrines, temples. They have a facility dedicated to the Diwata or to the Idols they worship. The heroes can usually perform the Feed the Flame Act here.
- 3 **Military Facility.** Barracks, training grounds, military academies, monk-warriors, martial arts temples. They have a facility wherein people are trained in the arts of war. This is a good way to gather an Army, or gain intel.
- 4 **Resource Facility.** Farmlands, fishing spots, hunting grounds, mining nodes, places where trees are abundant. They have a facility wherein they grow resources, which the Heroes can use to the Heroes' advantage when looking for provisions or trading leverage.
- 5 **Housing Facility.** Communal house, inns, rented areas. They have a facility where you may Rest within. You may perform the Rest and Recuperate Act here.
- 6 **Sundry Facility.** Equipment shops, smith-houses, vendors, merchant shops. They have a facility where you can buy various equipment and sundry from. When an Attainer buys from a Sundry Facility, they may ask if they have a particular item, and then the Arbiter rolls a single d6. The dice rolled must have a higher result than the Yaman rating of the thing they wish to buy.

Finally, roll 1d33 on the last table (usually just roll a d66 like before but halve the results) to find out what kind of people you might meet in these Communes.

11	Kind Mortal Folk. This Commune is filled with kind Mortal Folk that don't inherently hate Heroes such as yourself.
12	Religious Zealots. This Commune adheres strictly to a religion or faith that demonizes Heroes.
13	Open Mixed Encampment. This Commune is relatively safe, but you will meet all kinds of Soul-Sheathes and not just Mortals. This means they are more open to outsiders as well.
21	Hostile Mortals. These are Mortals that will be openly hostile to you on site, unsure whether to trust you or not.

- 22 Inquest Nest. This Commune is filled to the brim with Inquest operatives and agents, who openly hunt you down.
- 23 Diverse Folk. This Commune is one where engkanto rule, but in a way not so different from other mortals. They will, most probably, have stranger moralities, and even stranger outlooks, but some of them don't seem openly hostile, at least! Ingkantu are all sorts of mythical creatures from every universe.
- 31 Hostile Mixed Encampment. All kinds of Soul-Sheathes but they are not very open to outsiders, probably having a good reason why.
- 32 Farming Folk. Good working folk live here, who will not be openly hostile but will be wary, and will probably be under some sort of higher authority who will be suspicious of your movements.
- 33 Strange Folk. Something is definitely different about these people. They are not what they seem. Some of them don't even feel like they have Souls. This is most common in Communes under the Yurei Empire, where ghost and corpses and specters are expected parts of daily life.



D66 AGIMAT AND BLESSINGS

Roll d66 like before. This table is for generating magic items known as Agimat, as well as blessings from nature and other beings.

- 11 Healing Puto. Puto is a kind of sticky rice cake. 2 uses. When used, removes 1 Wound.
- 12 A Hero's Monsala. A Monsala is a kind of scarf or kerchief worn by powerful men and women. 1 use. When used, removes an ally from Incapacitated and removes the last Wound they suffered. Grants the Attainer a Ruin Die.
- 13 Carabao Hide Splintmail. Enchanted Heavy Armor. Negates 4 Wounds from attacks from Unnatural enemies.
- 14 Singing Bolo. Enchanted Light Weapon, penetrating, Thrown. A bolo that sings when swung. Gives +1d when used to Inspire 1/scene.
- 15 Healing Kudyapi. A kudyapi is a kind of two-stringed boat-lute. Has 3 uses before the Attainer must take a rest to recharge the uses. When used, removes 1 Wound from an ally or the Attainer, 1/scene.
- 16 Moonsilver Tattoos. 1/scene, the Attainer can transform into an animal no larger than a large dog. This also counts as light armor with the concealable tag.
- 21 Halimaw Tattoos. Halimaw are deadly beasts. By committing 1 Gahum the Heroes may mutate a part of the Heroes or the Heroes'self to gain attributes similar to those of mythical creatures or beasts. For every Gahum committed, choose one: Give the Heroes' attacks 3 tags of the Heroes' choice; give the Heroes'self 2 Armor; grant one action +1d according to the Heroes' mutation.
- 22 Batuk ng Asug. Tattoo of the Asug. By committing 1 Gahum, the Heroes may shift the Heroes'self into any human that the Heroes have met, even if it is of different sexual orientation than the Heroes.
- 23 Rose Gayuma. Gayuma is a kind of potion or elixir. When given to someone the Heroes love truly, they will fall in love with the Heroes, but once the Heroes' love for them is gone, the spell will break, and they will hate the Heroes for a lifetime.
- 24 Sigben Jar. This clay jar houses a sigben (demon goat-dog) that fights alongside the Heroes and protects the Heroes.

31

Krus de la Cruz. The Cross of the Cross, this is an upturned crucifix with the lower half of the Christ sharpened to a point. Popular among practitioners of the "Espada ni San Miguel" Martial Art. A medium weapon. Has the penetrating tag, and restraining tag if attacking a Fallen.

32

A Golden Tara. One of the many golden taras scattered across the universes. These depict a four-armed, sitting god, who is now dead. As long as it stands within the Heroes' house, the Heroes will not be struck by bad luck, but the Heroes will attract macabre weirdness.

33

Bulletproof Mud. Black mud that the Heroes can dab upon the Heroes' skin. When done so, the Heroes are immune to all iron or steel weapons as long as the mud is on the Heroes. However, water will wash the mud away, rendering the mud useless.

34

Buntot Pagi. The tail of a stingray. When used to strike unnatural beings, they are castigated and must flee. If not, the buntot pagi wraps around them and digs into their flesh minute by minute until they are sliced into 21 chunks.

35

A Piece of a Balete Tree. Can be added as spice to meals, or eaten on its own. When the Heroes do, the Heroes can see the invisible thing we're not meant to see for 24 hours.

36

Small Cloud, Red-Light Beam. A little cloud that can be pocketed. When thrown into the air, turns into a cloud. When ridden and told to go to a place you've already been in, the cloud transports the riders to that place by turning into a red beam of light.

41

MMM Anting-Anting. MMM is an old name of the Trinity. This is a golden pendant with an engraved triangle with an eye in the middle. While wearing this, you gain 1 Armor in addition to your other Armor. This Armor refreshes when you rest as well.

42

Firegun. A pistol without bullets. Every pull of the trigger is a quick beseechment and then an offering of Gahum from the wielder to the Fire Diwata within. The Firegun fires great gouts of flame. This is a medium weapon with the ranged (30ft.) tag and area tag, but you can only use this a number of times equal to your current Gahum Accrued before it burns up completely.

43

~~u~~ ~~BATEALA~~ Vest. The name of dead ~~BATEALA~~ is written on the backside of this vest, allowing protection from the Most High. This manifests as a wickedly sharp luck keeping danger at bay. You can suffer another Wound past 5. If you already have 6 Wounds that you can take, this instead grants you +1 Armor.

44

Mutya sing Buwaya. Pearl of the Crocodile. When held, it renders the wielder immune to all dangers from the sea and makes it so they cannot drown.

- 45 Mutya sing Wasay. Pearl of the Ax. When held, it renders the wielder immune to the dangers of the forest.
- 46 Pamako Nails. Crooked iron nails that always come in fours. When striking an opponent with it (can be thrown) it paralyzes the opponent, and they cannot do anything on their next action. 4 uses.
- 51 Tagabulag Cloth. A cloth that, once wrapped any part of a person, renders them blind. 1 use.
- 52 Blessed Prayer Book. A book within a leather casket, makes it so that the wearer is impervious to diseases.
- 53 Tikbalang Hair. If you have a piece of a tikbalang's stiff mane, you render them your slave and follower for life, but you will only find one, ever.
- 54 Fire Stone. This is a stone obtained after wearing a stone and then standing in the spot where a person burned to death. The soul of the burned returns to the stone, rendering one immune to fire once a day.
- 55 Boa's Nail. A long and elongated nail gotten from the backside of a mystic boa. Once a day, while wielding this, you can perform a supernatural feat of strength without burning Gahum.
- 56 Tanglad Flower Stone. A tanglad blooms only once a year. Time it just right, and one might gain a stone, guarded by a powerful spirit. By defeating the spirit and gaining the stone, one can turn themselves invisible once a day.
- 61 Eel Stone. White and square instead of round. This stone can be found in great white eels. When wielding this, you always gain +2d when trying to escape from physical bindings.
- 62 Lunas. A part of a horn of a female deer. Can remove a debilitating poison or illness once. To use this again, one must soak it in tawas, where the venom will bubble out and the Lunas can be used again.
- 63 Tawas. Alum. Used as a divination tool when burnt. Can be used to find out the cause of illnesses (usually malignant spirits).
- 64 Tawak. 20 herbs in boiled water. A sort of tea. When drunk, removes all Wounds. 1 use only.
- 65 Pudong. A crimson red cloth tied up and fashioned like a great crown. When worn, you gain +2d when commanding people to follow your lead.
- 66 Flying Axe. A large head-hunting axe. Enchanted heavy weapon. Can continue fighting by just telling it to. Can fly around, giving it the ranged (80 ft.) tag and brutal tag.



