

MYTHIC



BASTION

Afrocentric Sword and Sorcery

BASTION

HONOR • SACRIFICE • FIGHT • PROTECT

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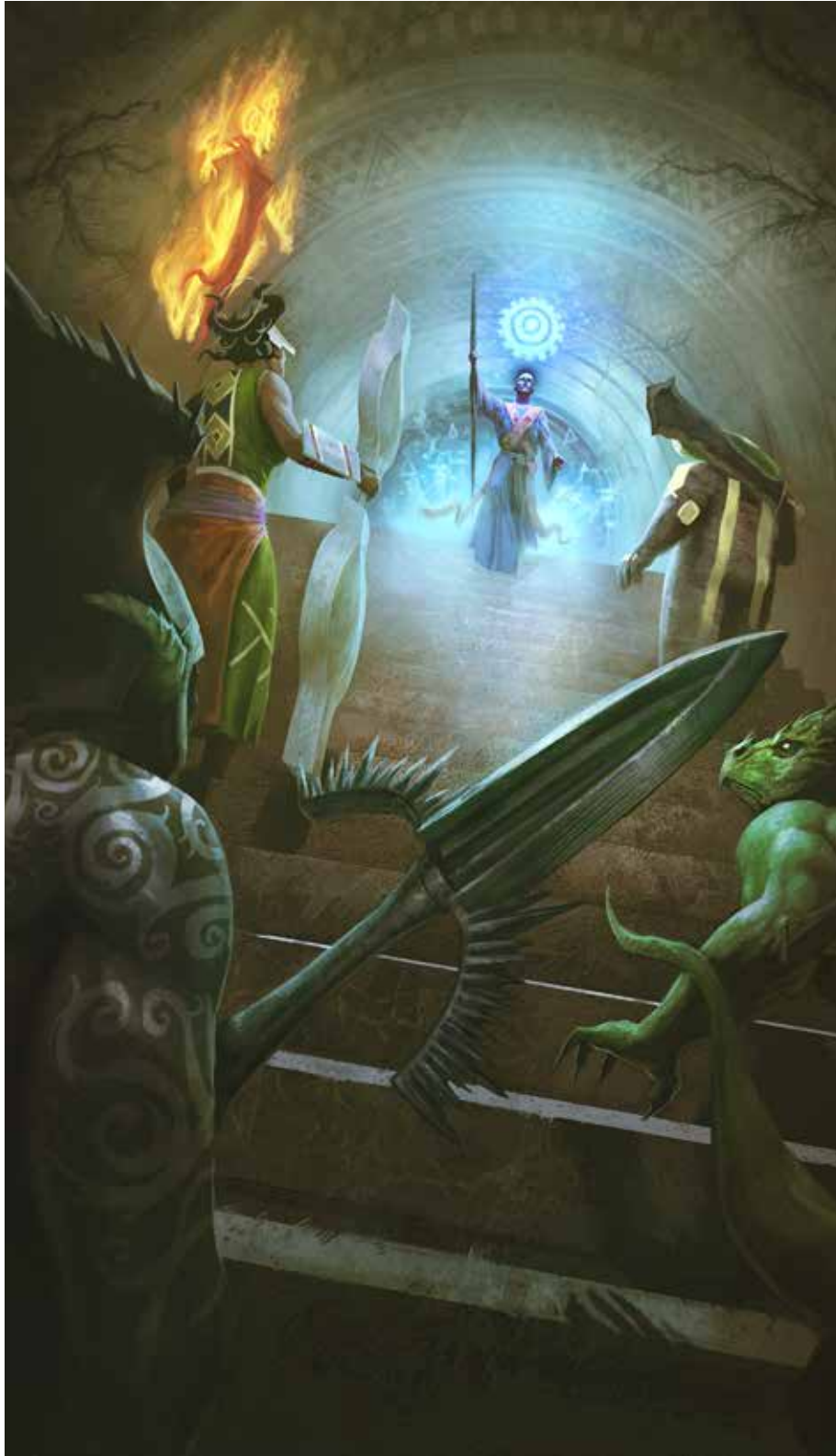
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BASTION

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WHAT IS BASTION?

BASTION is a fantasy game set in the last city at the edge of the world. Bastion consists of a post-apocalyptic setting where the heroes explore the wasteland to find survivors of the final great global holocaust. At its core, Bastion is about the sacrifice the heroes will make to defend the remnants of life left in a world corrupted by a wasting plague harrowing the land.

TWELVE REVELATIONS

1.) WHAT IS BASTION ABOUT?

This is a game about the last refuge of humanity on a dying world. Players take the roles of Fihankras that protect the city and travel outside the gates looking for hope and a cure to the slowly creeping plagues set loose by Obonsam.

2.) WHAT DO THE CHARACTERS DO IN BASTION?

Bastion is about the personal journeys of the Player Characters. They each have stories to tell, some of which are secret and self-serving, while others are grandiose and world-shattering. While some protagonists in Bastion are driven to save the world, most are propelled by their own ambitions (desires for fame, power, and wealth), but all have one thing in common: while some are petty, and some are noble, all are driven.

3.) WHAT IS THE RESOLUTION MECHANIC OF BASTION?

Bastion incorporates the MYTHIC D6 system, which uses a dice pool of D6.

4.) HOW DOES CHARACTER CREATION IN BASTION REINFORCE WHAT THE GAME IS ABOUT?

Heroes in Bastion all give up a piece of themselves and are augmented to become protectors of Bastion. All know that the wasting plague will someday warp them beyond recognition, but all believe it is a small price to pay to see those they love behind the walls live. Players make heroes that are a cut above, sent to fight the horrors beyond the wall.

5.) HOW DO PLAYERS CONTRIBUTE TO THE BASTION STORY?

The players and Game Master collaboratively create extraordinary stories as they adventure through the world of BASTION. Using the rules within these pages, players are able to actively add to the story and react to elements the GM throws at them. NO story happens in Bastion without the focus being centered on the Heroes. Because character creation infuses each character with multiple plot hooks, the players become proactive as well as reactive to the Game Master's plots. The Heroes are the story of Bastion.

6.) HOW DOES THE BASTION SETTING REINFORCE WHAT THE GAME IS ABOUT?

The setting models a fictional world where the great evil has won and driven the heroes' people to the brink of oblivion. Huddled behind a great and impenetrable wall, all life waits for the day Obonsam awakes and finishes what he started or, through attrition, every living thing dies or is corrupted.

7.) WHAT SHOULD BASTION MAKE THE PLAYERS FEEL WHEN PLAYING?

Players should get a sense of urgency and sacrifice. They should feel that every decision may cost them their lives or, worse, their very souls. The heroes of the game are the chosen protectors to give of themselves so that others may go on living.

8.) WHAT TYPES OF BEHAVIORS/STYLES OF PLAY DOES BASTION ENCOURAGE?

Player Characters are made in the vein of classic sword-and-sorcery Heroes; there is a tragedy for every triumph. Players are encouraged not only to succeed at their goals, but to bring their disadvantages into play. Renown is the primary source of character improvement, and therefore should serve to make the players proactive rather than reactive. To attain Renown, the Player Characters must accomplish goals or undertake daring exploits that catch the attention of their peers and the common man.

9.) WHERE DOES BASTION TAKE THE PLAYERS THAT OTHER GAMES DON'T?

BASTION is a front-loaded game, where the Heroes are accomplished and competent from the moment play begins. The goal of the game is not to amass power and skill but to use their existing skill to realize their goals and affect change in the world. The game is not interested in the amassing of wealth, but the accumulation of the Renown tied to great or infamous deeds.

10.) WHAT DOES BASTION DO TO ENGAGE THE PLAYERS' ATTENTION; WHY SHOULD THEY CARE?

The Player Characters are the central stars of the game. Nothing of importance happens without the characters' involvement. It is impressed upon the players that they are the movers and shakers in the game world, and that they have the potential to literally change the course of events as they unfold. Furthermore, players are motivated by the promise of Renown and the tug of their responsibilities to move their characters forward. Proactive play is rewarded; the penalty for idleness is no Renown gained and a forgotten life for their character.

11.) WHAT ARE THE PUBLISHING GOALS FOR BASTION?

BASTION is a micro-setting using the MYTHIC D6 system.

12.) WHO IS THE TARGET AUDIENCE FOR BASTION?

Goal-driven individuals who favor creative storytelling in a new fantasy world not tied to the Dungeon & Dragons fantasy tropes. BASTION is not made in opposition to D&D or games later derived from it. Instead, it is intended as an alternative play environment (and play style) for those looking for something different. In BASTION, Renown takes the place of gold and the Hero's deeds take the place of their loot.

My intent and goal with this setting

BASTION is my take on a fantasy game world with Elves, Dwarves and the standard races of a more traditional fantasy world. I've been playing RPGs since early 1980 and I loved D&D in all its iterations, but every time I sat down to run my own games they always skewed into wired non-D&D fantasy areas. There are tons of games that do traditional D&D fantasy better than I ever could and my intent is not to compete with those but to offer alternatives.

I can't help but want to do something different and I hope that my attempt here is appreciated.



INSPIRATIONS

Below is a list of inspirational media that helped in the formation of BASTION.

INFLUENTIAL WRITERS

The following writers have a great influence and impact on the game world of BASTION.

Charles R. Saunders

For the Imaro book series.

Michael Moorcock

His Eternal Champion and the odd description of the warping influence of chaos.

Clark Ashton Smith

For all the weird worlds of sword-and-sorcery fantasy he delivered in his time.

Glenn Cook

For the Black Company series.

Stephen King

For the horror novella, The Mist.

John Broome

For his work on my favorite reimagined superhero, Green Lantern.

Geoff Johns

For his work on the Green Lantern and his addition of the other colored lanterns.

Hajime Isayama

For his work on the Attack on Titan series.

Anne McCaffrey

For Dragonriders of Pern.

Jeff VanderMeer

For the Southern Reach Trilogy

PLAYER QUICKSTART

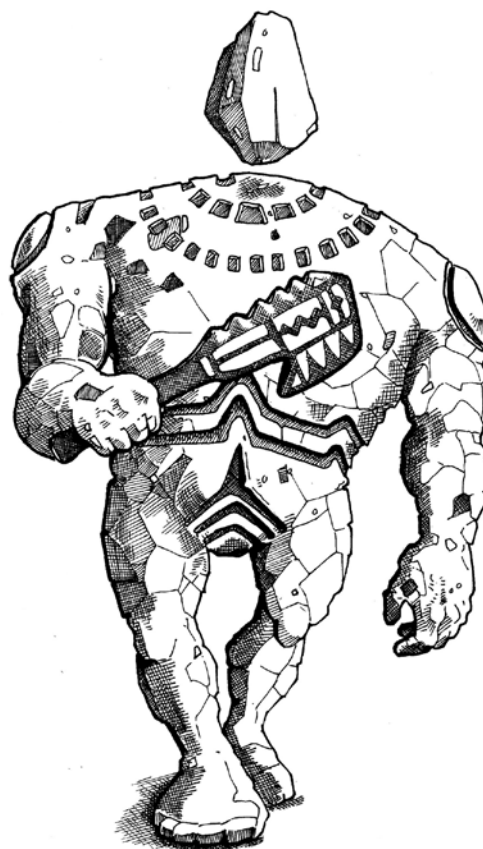
WHO ARE YOU?

Players each take the role of a Fihankra, a hero imbued with the power of the Adinkra symbol and enlisted to protect the city of Bastion.

There are many different symbols, and each is unique, giving the hero power beyond imagining.

QUICK START CHARACTERS

If you would like to jump right in and play now, choose one of the pre-made heroes starting on page 50. They are beginning level heroes ready to jump into the action.



GLOSSARY

Bastion is full of words unfamiliar to the Westerners. The small glossary is presented to make things a bit easier

Adinkra: (Ahh-ding-kwa) A symbol of power emblazoned across the head of the chosen protectors of Bastion.

Alaase: A person that can manipulate Ashe.

Alkimians : An alchemist, mechanics.

Ashantehene: (Ah-Shawn-Tee-He-Nee) The greater ruler of the land. Under the Ashantehene are they Ohene, local rulers or chief.

Ashe: (Ah-Shay) The spiritual power inside every living thing.

Busufo: (Boo-Soo-Foh) Accursed Thing. A general in Obonsam's armies.

Fihankra: (Fi-Han-kwa) The men and women that protect the city against the evils outside the walls.

Gyata: A professional warrior

Ife Oodaye: (Eye-Fa OO-Daw-Yay) The cradle of existence. The world. The land the things of the world live on.

Nyame Dua: (Na-may Doo-Ahh) A priest of the god, Nyame.

Nyame: (Na-may) The living god, creator of the universe.

Obonsam: (Oh-bow-sam) The embodiment of evil made flesh.

Ohene: (Oh-He-Nee) A chief or ruler of a land.

Sikaotu: a professional scout.

Wasting Mist: A gray mist that corrupts all that it touches.

Twilanguage and some cultural aspects

Twil (pronounced Tr-wee) is one of three Akan dialects spoken in Ghana. Most of the words here are my form of pidgin Twil, and I apologize when I make an egregious error. I don't have a formal education in any West African culture and everything I know, I learned through books, media, and, unfortunately, the internet. What I do have is a love of the myths that shaped the cultures of Africa, and West Africa in particular. I want to learn more, and I hope to share the small amount I've found. Many can do this better, and I hope someone does, but this is my attempt to honor the cultures.

Bastion is not a faithful retelling of any Akan story, but a fantasy world inspired by many different sources and seen through a West African lens. In much the same way that Dungeons and Dragons is a pastiche of Western Europe, Bastion is an amalgam of different myths, cultures, and fictions.

Take this work and move it forward, explore more. Tell me where I messed up and create your own stories.



CHAPTER ONE

Her name was written in the Book of Heroes; she would not survive this journey.

Chiasoka's name carried the weight of 11 souls before her journey even began, resolutely penned under that of her crew. Written into the Book of Heroes in case the team died in the Waste Lands—she alone bore the burden of leadership, a duty she volunteered for, as her father before her, and his father before him. Legacy sat at the forefront of Chiasoka's mind as she rode her steed through the giant gates of Kyem Abow, the Great Shielding Door; a Fihankra in her own right, she needed to prove herself, to shine beneath the shadow of her father's great legacy.

From behind her, Chiasoka could hear Tejumola's stone arm scraping along the last bit of the Kyem Abow, which had protected Bastion for decades. The stone woman's head vibrated with the resonance of the city, the song sung in their honor, the ritual held to bless them, but mostly the stone, the roots of which ran deep into the ground drinking in the strength of millennia. Stepping onto the vast bridge carrying them from the city to the Wastes wicked away the sounds of celebration. Before them, there was only the desolate wastes and a howling wind crying the pain of thousands of lost lives.

The heels of Tayo's steed clicked impatiently behind Tejumola, who'd taken up formation behind Chiasoka and her second, Kwento. Chiasoka was sure she could taste the Umbari's bitterness at being passed over for leader in every snap of his horse's step. Sensing her friend's unease, Tejumola sighed, "That was a good send-off," she said, stopping and lazily stretching her arms and blocking any attempt by Tayo to pass.

Chiasoka restrained any inclination of her mouth to smile, though her deep-umber eyes danced with delight. "They say the deeper the blessing, the more dangerous the mission." She swallowed a laugh as Tayo's steed struggled with the slowed pace.

Squinting her eyes toward the horizon, Chiasoka could barely make out where the beacon had come from. Atop Bastion's great walls, the beacon was bright as day, a signal of desperate refugees seeking Bastion in need of help, but now within the mists of the wastes, the light of the nearby city felt far off, distant and cold. "Io," Chiasoka called to the Solari Fikankra sent to aid her. "Can you still sense the light of the beacon?"

A groaning silence followed her request as they progressed over the bridge. Unwilling to ask twice, the Fihankra leader turned her mount toward her troops to see the Solari woman playing with a fragment of light between her fingers, utterly oblivious to her commander's words. "Io," Chiasoka called, more resolutely.

Shaken from her thoughts, Io started, dropping the bit of light in her hand and seeing it dissipate into shadows. Frowning, she turned to her leader. “Yes, I sense the light, She-of-her-father. I shall guide us when the time is right.”

Kwento sniggered at the Solari, his forked tongue licking between sharpened teeth as he turned to Chiasoka. Unwilling to untangle the Solari’s riddle to discern a slight or compliment, and ignoring her second’s laughter, Chiasoka nodded.

Ahead, the mist beckoned the crew, flirting with the edges of the bridge, as the young woman bravely led her squad into the dreaded unknown. Chasoka would see this mission to its end. She would prove herself once and for all.





THE GAME WORLD

IFE OODAYE (EYE-FA OO-DAW-YAY)

THE CRADLE OF EXISTENCE

Ife Oodaye, an ancient world, orbits a rust-colored sun and is surrounded by The Angry Sisters—five moons of varying hues and density. The Angry Sisters' fury shines brightest now in their weakened state, signaling the death throes of Bastion and the world. Ife Oodaye is a wilderness of churned seas, jagged coasts, striated peaks, and forests that stretch as far as the eye can perceive. Although several continents float on top of its mysterious seas, all of them are desolate and uninhabited, save one—Akan.

The continent of Akan, the demesne of men, is a land of endless plains, zigzagged hills, ancient forests and jungles, and sharply peaked mountains. The north of this great land is a frigid strait of mountains and bone-chilling tundra. Endless jungles steam and boil in the far south, and volcanos spew from crenellated archipelagos in the turgid Southern Sea.

Akan is a land scarred by the encroachment of empires and feuding kingships. For 10,000 years, the vast empire of the reptile race covered the land in crisscrossed walls of jade and fire. When this saurian race was finally overthrown, the ascendant race of men constructed their keeps of stone and wood upon the bones of their former masters.

Now, as the Wasting Mist stretches across the once-bountiful land of Akan, the last vestiges of all the races huddle behind a dark, bloodstained wall. Although these races are not particularly fond of one another, they appreciate the fact that they must rely on one another or perish. Ife Oodaye threatens to die. Although this fact has rooted in the hearts of the last of these races, the bravest of their ranks persevere, and refuse to relinquish hope.

THE TIME OF CREATION

Each race in Ife Oodaye has its own mythology of how the land came to be. Such lore reaches far into the annals of time to when all was new, violent, dynamic. However, one universal belief is that each race has its own moon—one of the Angry Sisters—which waxes and wanes as its peoples do.

The Rijal-Alhajar believe that the lands of Ife Oodaye are the manifested thoughts of their god, Nyame The Maker. First, Nyame willed himself into existence, giving himself a stony, endless body. Then he pulled the world from his thoughts and shaped his will into sigils, inscribing them upon the land. He understood all creation was of him and he was of stone, constant, steady, unending. Earth sprouted from each sigil he placed on the ground and when the whirling fury of Ife Oodaye was complete, he was at peace and leapt into the heavens to rest. It was Nyame the Maker who left the art of inscribing sigils to flesh, which is one in the same as stone, so that the great races of Ife Oodaye would eventually defeat Obonsam. The Rijal-Alhajar's Angry Sister is the Maker's Bed—the largest moon split in two by Obonsam's corruption and waiting to be made whole.

The imperious Tunannu believe that the world was sculpted from the egg that hatched their dragon god, Annu-ka, the Devourer of Worlds and Giver of Fire. Before Annu-ka, the lands were flat and barren, but with one blast of her fiery breath the mountains took shape and cried the seas into existence out of fear of his magnificence. The Devourer of Worlds beheld her own glory and realized only she could best herself and so she swallowed her own tail, then a leg, as she thrashed and fought against herself. Soon, all that was left of Annu-ka was a single egg created from her epic battle. There Annu-ka waits, ready to hatch herself into this world when a champion is born worthy enough to fight her. Annu-ka's egg rests in The Womb, the smallest of the Angry Sisters, ready to be devoured by Annu-ka to power her fight against the champion who will wake her.

The proud Akani believe that their god Nyame forged the skies, the shark-toothed peaks, the bone-soaked plains, and the forests and jungles that teem with spirits. When Annu-ka scorched the earth with his fiery breath,

he only created death and did nothing for life. It was up to Nyame's creations, the Akani, born of his blood, to tend to the scorched earth. To make it live, to thrive, and care in a violent world created by Annu-ka's ego. To punish Nyame and his creations, his children, the Tunannu, subjugated the Akani and took advantage of their kindness. Finding the suffering of his people impossible to bare, Nyame sacrificed himself, spreading his psyche overall under his care and over all generations to come, linking them as one forever. The Akan's Angry Sister is the Martyr's moon; it is the first to appear in the sky at night and the last to leave in the morning, vigilantly watching over its folk to this day.

The forlorn Umbari believe Ojiji was created from a drop of blood which plummeted from the branches of the thorn bush that writhes at the root of creation. This drop of blood spread over the realms creating shadows, land, and people. Life grew in shadow, before it did in light. When Obonsam first corrupted the lands of Ojiji, a fearful sect of Umbari broke from their brethren and fled into the realm of light. For their cowardice, they were cursed: their ears cropped, their skin growing scales of corruption, their wits dulling. And so, the Umbari tended the shadows and fought Obonsam for as long as they could until they were forced to leave too. When the Umbari left the Ojiji, they were cursed, just as the cowardly sect so long ago, but instead marked with blood and thorn. Umbari call the Blood Sister, the crimson Angry Sister, their own. When the Umbari return to Ojiji, the Blood Sister will cry her tears onto the earth and return the Umbari to the shadows.

The enigmatic Solari view Ife Oodaye as a coupling of gases that will disperse long after their sextants and thrumming crystals have charted their course, and they vanish in a glimmer of heat. When they first arrived in Ife Oodaye the many races said their coming was heralded by the Angry Sisters: the last moon finally had a caretaker. The Solari did not understand the strange, fleshy concept of ownership of celestial bodies—one cannot own eternity. Yet, as their race waned under Obonsam's relentless war on all that was good in Ife Oodaye, so did their Sister. The Brilliant Eye became thin and weak. Her body turned glassy, her light diminished. Soon rumors spread through the Solari; could the creatures of flesh speak true? Was their fate somehow tied to the Brilliant Eye? Only time will tell.

THE TIME OF SORROW

The Akani refer to the great enemy as Obonsam. No one knows where this enemy came from, but he first destroyed Ojiji, homeland of the Umbari, and then set his eyes upon Ife Oodaye. Arriving in the world of light, he enslaved, corrupted, and murdered his way across lands, scattering the races to the winds and rendered their lands uninhabitable. The kingdoms that have fallen beneath Obonsam's onslaught include Umbari from the shadows of Ojiji, the stoic Rijal-Alhajar, the ancient reptile men known as Tunannu, and the enigmatic Solari.

When Obonsam tore across the shadow realms of Ojiji, the Umbari had no chance but to flee. For many years they felt superior to the races of the light, having fought valiantly against Obonsam, while the soft creatures under the sun suffered no such hardships. But as with many great kingdoms to follow, the Umbari were unable to defeat Obonsam and fled from the lands of shadow. The Umbari clawed their way into light, suffering for their cowardice to find themselves cursed by the Root of Creation to have its thorns forever on their skin and for their tears to be stained with the blood of their dead lands. Despite this horrid curse, traveling to the lands of light would have been a reprieve...if Obonsam had not followed them into the light.

Unfamiliar with these strange lands, Obonsam led his forces into the jungles of Ife Oodaye where he encountered the Tunannu. He made short work of the lizardfolk, who had become accustomed to living in their jungle. The Tunannu once ruled over the Akani as great lords until they were driven back. Humiliated once again, they fought the battle against Obonsam alone. When the Tunannu lands were all but gone, only then did they flee from the jungles with the terrible news.

The last great land to fall was the home of the Solari and their great glass citadels. Rijal-Alhajar waged battle against Obonsam's creatures wherever they could. Long of memory, the stone folk knew the only way to stop such a terrible enemy was to work with one another. Rijal-Alhajar's bravest warriors traveled to the great glass citadels of the Solari to request their help in the fight. This was the war to end all wars and, while the Rijal-Alhajar were practical where the Solari were celestial, the stone folk begged to set aside differences and fight

the common enemy. However, they came too late, and as the mountain and stars finally stood as one, they watched as the great glass citadels fell to the forces of Obonsam. The vestiges of these races sought refuge in Akan when their lands were torn asunder. The Akani proved to be magnanimous and welcomed each people as they came to them upon bended knee, asking for aid, and warning of the inevitable arrival of Obonsam.

Obonsam did eventually reach Akan, but the Ashantehene (king) of the tribes Akani and the allied races opposed Obonsam's onslaught, led by the great Akani General Aba the Wise. In the battle the field reddened with blood and the death toll was so high the sanguine deluge spilled forth and mixed with dirt to make the battlefield a stodgy mire of blood-made mud. The withered ranks of the allied forces were eventually forced westward in retreat. Aba the Wise was mortally wounded in battle and with her great golden spear she sacrificed her last moments striking a devastating blow against Obonsam. Aba's sacrifice was not in vain; she was the first person to truly hurt Obonsam, revealing the creature could be harmed. Her heroic actions gave the troops the desire to survive, to run, to live another day so they may regroup and kill an enemy the previously believed unbeatable.

Spurred onward by Aba's sacrifice, the last of the great races refused to jettison their hope. The Akani shared ancient stories day and night, hoping they would reveal some wisdom. The Solari sang to the stars and the Umbari to the shadows. The Rijal-Alhajar sought wisdom in the ancient stone tablets they brought with them from their homeland.

In their most abject moment of despair, when Aba's actions seemed more a fluke than a reality, Nekot of the Tunannu dared look over the shoulder of a Rijal-Alhajar deep in study of the ancient stone tablets. Nekot read the tablet and discovered within the stone a message from Annu-ka of ancient power and a great enemy. One by one the other races read the tablets to reveal new wisdom—these ancient texts were not only for the stone folk but for all. Together they unveiled an ancient ritual dating back to the earliest tribes when sigils inscribed upon stone gave tremendous power. They decided to attempt to etch ancient symbols upon the foreheads of their greatest warriors, hoping that the symbols would invest these unlikely vessels with power great enough to

stop Obonsam.

Nine warriors were chosen, five Akani and one member of each of the other races, to undergo this ritual of inscription. No one was certain whether this ancient rite would work, but all were nonetheless willing to attempt it. The excruciating ritual took nine hours to complete. The warriors who endured the process experienced apotheosis. Their bodies swelled and flexed with arcane powers as sigils of blue flame glimmered from their brows and wreathed each of them in halos of colored fire. These warriors became known as Fihankra.

The Fihankra lead the remnants of the allies' brave legions and descended upon Obonsam and his Busufo like a wave of baleful fire. During the devastating battle, mountains shattered, skies bled, and seas boiled. Obonsam and his enforcers were defeated on the island mesa known as Nyame's Wound by this new breed of warrior. This decisive battle is referred to as The Battle of the Nine Cairns. When Obonsam fell, the bowels of Ife Oodaye shook, and the unified races rejoiced.

Although Obonsam was vanquished, the Fihankra were unable to kill him. They threaded adamant chains around his body and impaled him with nine silver spears inscribed with runes composed of Fihankra blood. Six of his Busufo, the brutal captains of his vast legions, were laid at his feet like dogs, paralyzed like their master for all eternity. Within a year of Obonsam's defeat, a citadel named Bastion was erected on top of the enemy's tomb.

A legion of stalwart soldiers was chosen from the wreckage of the allied army and stationed permanently within Bastion. Each of these soldiers was compelled to forfeit their former lives and liberties to guard the tomb. No one save the Akani ruler knows exactly where the entrance to this tomb is located.

THE WASTING MIST

For a time, the great races were at peace. Obonsam was defeated, and the last of his terrible creatures were hunted—sad things no match for the great Fihankra. Then, 500 years ago, a terrible mist rolled over the lands. The mist was called The Wasting, as every person stuck within it became a terrible, wasted creature. The only thing these wasting creatures care for is destruction. They travel silently through the mist, their shambling legs dragging them ever forward, hunting, scraping, hungering.

The Waste Riders

Fihankra who brave wastelands shrouded in The Wasting Mist. This lonely clutch of warriors is tasked with ferreting out survivors, hidden caches of weapons, and forgotten lore. The last three parties of riders that sallied forth beyond the wall have not returned from their journey into the mist.

The Riders gain their name from the Tunannu riding beast known as the Grootslang they ride into the Wasting Mist. These raptors are noble creatures coveted within Bastion for their keen minds and sheer endurance. Each Rider must have a bond with their raptor and so the noble mounts choose the Rider rather than the other way around. If a potential Rider is not chosen by a raptor, they are not worthy and rejected from the order.

Raptors can live for a few centuries and many outlive their Riders, picking new noble souls to bond with after the first has perished. The raptors are resistant to the Wasting Mist and are able to live far longer in the mist compared to other creatures.

Ashe and the world of Bastion

There is no such thing as magic in the world of Bastion. God, Nyame, gave man many gifts: free will, a clear and clever mind, and cunning. All power in the world comes from within a person, his heart and mind working together to change the world. Some are more adept than others at bending the world to their will. The people of the world use the power to make things happen and produce change.

The power to change the world with one's mind comes from the power of the Ashe. A person who, through training, experience, and initiation, learns how to use the essential life force of things to willfully effect change is called an Alaase.

BASTION

THE WOUND

Obonsam fell on a battlefield located on a great island mesa at the center of the great caldera known as the Nyame's Wound. The Wound, if legend is believed, was the place where Obonsam originally fell to earth when cast out of the sky by his masters. The impact shook the earth and created the caldera and the mesa. The wound was his home for many years, and this is where he fled when the tide turned against him in the many battles he fought. The mesa is over a hundred kilometers in diameter and the lake that surrounds it stretches for another five kilometers. A single bridge of stone and wood connects the mesa to the rising caldera wall, and the Starfall River bisects the caldera running east to west.

The Mesa itself rises for 40 meters out of the lake and was originally a verdant plain of fields, forest, and a single mountain that stretched vertically 1,500 meters. Bastion was originally built during the aftermath of the war between the unified races and Obonsam. It was composed of a single tower known as Citadel, which was positioned behind a wooden wall 3 meters tall. The tower, which then could be discerned for hundreds of kilometers, jutted like a fang from the flat plain on which it stood. The tiny wall encircling the tower was quickly expanded and replaced with a stone barricade.

THE CITY OF BASTION

When the Wasting arrived 500 years ago, the unified peoples of Akan were forced again from the East. As the Wasting Mist crept further and further westward, the unified races eventually congregated at Citadel of Bastion. Harnessing their ingenuity, population, and Ashe, the peoples constructed a wall encircling the great mesa. A bridge of stone and wood was erected to connect the caldera's edge to the wall. Thus, the city of Bastion was born.

Behind the wall, all the known races dwell within a tangle of districts that extend the entire length of the barrier. The city itself clings like ivy to the wall and fortifies it with towers, palaces, bridges, and other

structures. New districts sprout as quickly as old ones are forgotten. The administrators of the city have attempted a census, but their efforts have been stymied by the labyrinthine nature of Bastion and the migratory nature of the population. Despite these difficulties, the city functions, reasonably.

Deep in the city are scattered tracts of farmland and dense copses of tangled forests. Small streams run through the heavily fertile land before feeding the great lake that surrounds the mesa. Some distance from the city, the Starfall River itself spreads like the Wall and plummets over a vast cliff to feed an ancient swamp that is dotted with the ruins of the ancient past.

The folk who live off the land spreading away from the city are mostly farmers, wealthy landholders, husbandmen, and retired soldiers. Brigands are known to lurk within the forests. Hapless explorers sometimes stumble upon ancient ruins, as well as other oddities hinting of long-forgotten eras. Crime, in general, is less common than it is within the tangled districts of Bastion, but it does occur.

Peace in these townships is maintained by local militias, as well as members of the Akoben Brotherhood. The villagers are often suspicious of the Brotherhood and prefer to settle disputes and crimes via local customs and laws.

Bastion is populated by the Akani and a diaspora of the other races who lost their homeland to Obonsam. The Umbari settled behind the wall after their race was driven from Ojiji. The short, stone-hewed peoples who came from the north from across a great land bridge are known as Rijal-Alhajar. An ancient race of reptile men known as Tunannu migrated northward from their vast southern jungles when their homeland was destroyed by Obonsam. Lastly, the Solari, a sentient race composed entirely of light and heat, arrived after Obonsam devoured the light of their realm.

Physically speaking, Bastion is a massive tangle of streets, turrets, steep roofs, and districts that scuttle and crawl across the belly of the wall-like vegetation. Entire districts have been abandoned and left to rot, while others are overcrowded. There is no city planning to speak of, nor is there any rhyme or reason to the way the neighborhoods have developed over the last 500 years.

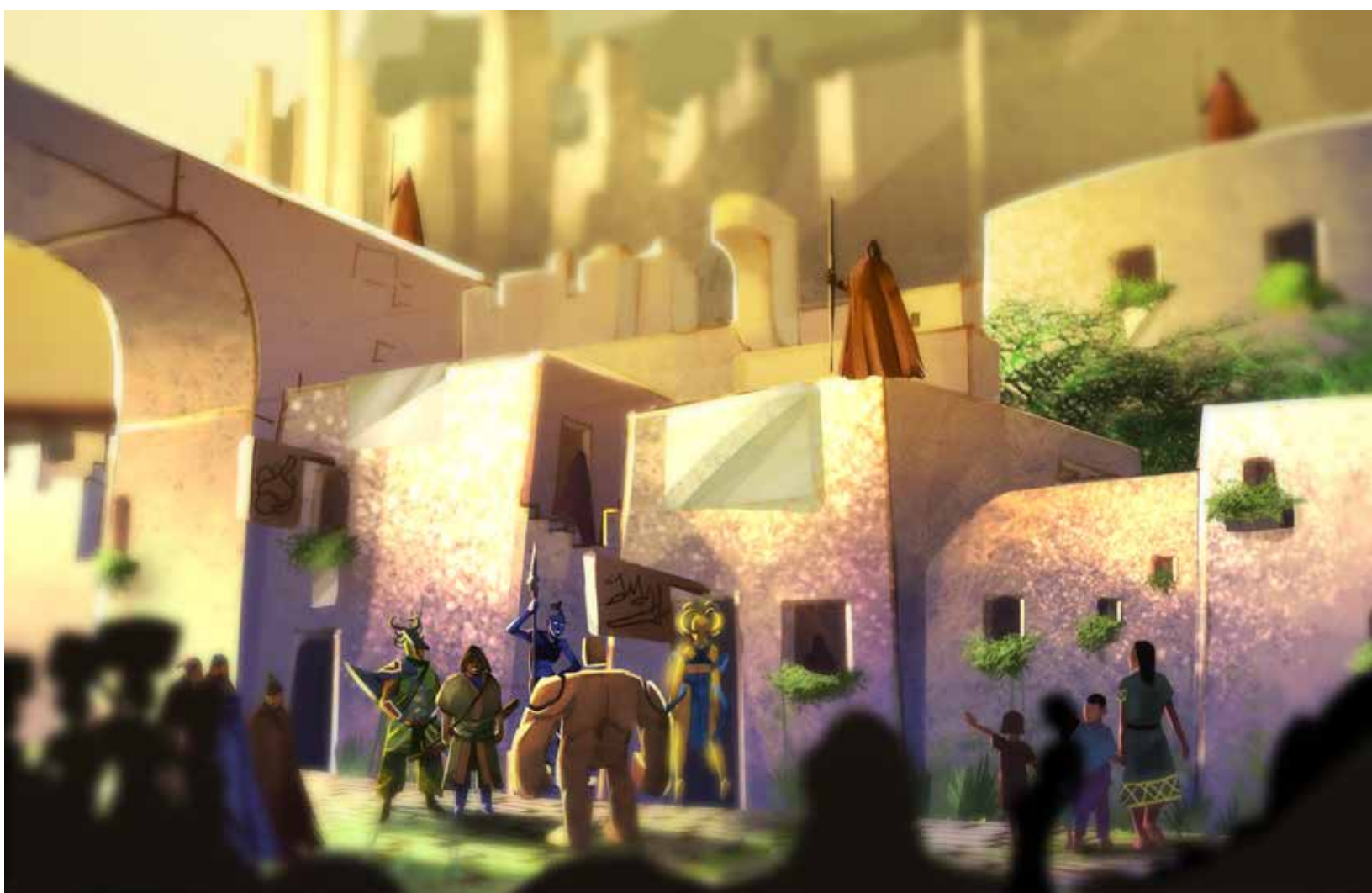
The city climbs along the wall, rather than outward and westward from it. Most of older buildings are composed of old, darkened stone. Blood-red tile covers the old steep roofs. Many of the newer buildings are composed entirely of wood, which is cheaper. Overcrowding is common, as are fires.

Since Bastion continues to grow, and new districts are created, destroyed, and blended, the number of representatives in the legislature changes, which causes a tremendous bit of consternation for everyone involved.

GOVERNMENT

Bastion's government revolves around organizations known as Guilds ranging anywhere from a Stonemasons' Guild to the Fihankra Companies. The Guild form an organization called as the Grand Council, which rules day-to-day life in Bastion. Each guild gains sway in the city based on the membership they hold—how prestigious their members are, what the members bring to the city, and, often, the sheer number of people present in the guild. Infighting between the Guilds is common, but they are all expected to uphold one basic principle—the defense of Bastion comes before anything else.

Ruling from far above the guilds is the Akani Royal Family. The family holds the right to overturn any decision made by the Grand Council that they believe does not serve the city. The current Ashantehene is Kol Ekeodun IV.



THE GRAND COUNCIL

The Grand Council is composed of representatives of the most powerful guilds. The most powerful guilds include the Tillers' Union, the Stonemasons' Guild, the Loggers' Guild, and the League of Merchants.

The Council has recently attempted to elect representatives from all races, but plurality remains more of an ideal than a reality. Although the Grand Council is tasked with adjudicating disputes, collecting taxes, and overseeing the guilds, this governing body answers to Kol Ekeodun IV. At the head of the Grand Council is the Great Speaker; they preside over all disputes and make sure every party gets a fair say. Since the Great Speaker often comes from a Guild themselves, the position is open to corruption and bribery. The current Great Speaker is an Akani woman by the name of Hijal Dressim. Notoriously honorable, she led a cleanup of the guilds the moment she became Great Speaker. While many Guilds presumed despite her appearances she could be bought like the past Great Speakers, they were proven sorely wrong. With three attempts on her life already, Hijal seeks allies to help her keep the guilds in line.

The Grand Council itself is an agglomeration of representatives chosen every other year in district-wide elections. The guilds, the elite, as well as other influential members of society, often influence the outcome of elections through bribery, threats, and extortion. Although Ashantehene Nandat IV is the nominal ruler of Bastion, the quotidian decisions are made by the Grand Council.

Council members are, as a rule, swayed by the individuals and organizations who fund their campaigns. Consequently, most of the resources in the city serve the wealthiest districts in the city. The poorest districts continue to languish. While the council is composed primarily of Akani and women, the Grand Council is changing composition. Representatives of all the races are fighting their way onto the council.

THE LAW OF BASTION

Law enforcement differs from district to district. The citizenry is typically left to fend for themselves in the poorer districts or pay what little they have to a guild for protection.

Citizenship is offered to anyone and everyone. The price of becoming a child of Bastion, as the term is called, is spending a term guarding the wall. The length of term is determined by lottery and can last anywhere from one to six years. Bribes are known to easily truncate the required term, and it is not unprecedented for those with money to buy their way out of this service.

Citizens can live anywhere they wish in Bastion. Location is contingent in large part upon one's means and station. The poorest, as well as most foreigners, live in a district which extends the entire length of the wall, known as The Hedge. It is disease-ridden, crowded, and dangerous. Fires are common, as well as murder, assaults, and theft.

The well-heeled guildsmen tend to live within the premier districts of the city. Most of these wealthy merchant families hire mercenaries who accompany them everywhere. The streets in these districts are well-policed and free of refuse, for the most part. One receives what one pays for, as the saying goes.

DISTRICTS IN BASTION

There are too many districts within Bastion to account for all of them. New neighborhoods seem to sprout up as quickly as older ones crumble and vanish within the tangle of streets and towers that lean against one another.

THE HEDGE

By far, the largest and poorest district is the Hedge, which stretches from one end of Bastion to the other. The Hedge is subdivided into countless warrens, precincts, and neighborhoods. It is argued that some become lost within the Hedge and never find their way out again. Other folks simply never leave of their own volition.

The Hedge suffers from overcrowding, disease, and crime. Foreigners crowd within rickety tenements that occasionally collapse or burn to the ground. Prostitutes lure the naïve onto the Avenue of A Thousand Pleasures and take more from them than their gold.

The Black Talon runs the brothels, the gambling houses, and most other organized crime. The syndicate also bribes the Akoben Brotherhood patrols. Although these men are formidable, they are not stupid. There are neighborhoods where no guardsmen dare enter.

The Umbari residing in the Hedge drove the residents from a small neighborhood called the Grove and took it over; it is now shunned by everyone save the Umbari. It is a labyrinth of crumbling buildings, narrow streets, and alleys. At the heart of the Grove is a great thorny bush writhing and hissing in anger. The Umbari tend to it, and each year it grows, despite the fact that it is always in complete shadows. In the Grove, shadows branch and snake from an abandoned temple and strangle the nearby buildings.

HIGH PEAK

In contrast, High Peak, the city-within-the-city, rises above the stink of the poorer districts and sits atop Bastion like a jagged crown. Its sharp roofs, secure behind a wall of impenetrable blue stone, gleam gold and red in the sunlight. Wealthy Akani noble families reside within this walled enclave. The broad, clean streets are patrolled by a private militia financed exclusively by the residents of this ostentatiously wealthy neighborhood.

Although Bastion's citizens are welcome to reside wherever they can afford, High Peak is beyond the reach of all but the most affluent families of the city. No one may enter without permission. Seventy-six great families reside within High Peak, and only six of them are not Akani. Most are ancient Akani families that can trace their lineage back to the founding of the city.

Unofficially presiding over these families is the patriarch of the Lendant family, Rashief. Together with his five daughters, Rashief has firm control over each and every family. He decides what districts to which they donate money, where the Fiend's Ball takes place, and who is in and out of fashion. Many families within High Peak view Rashief and his "flock" a necessary evil,

keeping order in the city-within; others simply give him a wide berth and fearful respect, knowing their reputations could be destroyed if they cross him.

In recent years, new affluent neighborhoods have developed in Bastion. The wealthy merchant families congregate in their own neighborhood called East Wall. Although East Wall is not as exclusive as High Peak, it is larger, and the merchants are exceedingly wealthy. Though East Wall itself is not cordoned off like High Peak, most of the houses are protected by walls and many households hire bodyguards.

STONE WELL

Most of the artisans live in Stone Well. The Rijal-Alhajar of Stone Well tend their gardens of minerals and cultivate their works of art from the Maker's Bounty, as they call it. Their homes are sculpted from the raw elements of Ife Oodaye. Only the Rijal-Alhajar know the secret of this process. Although their works of art are admired by many, some of their neighbors dislike their dwellings because they are disharmonious with the rest of the homes in Stone Well.

Many Solari are fans of the Rijal-Alhajar gardens. The race is able to hear an imperceptible, metallic-tinged song each mineral vibrates through the air. In exchange for passage through the gardens, the Solari singing the songs back to the artisans. Once a year, when the Maker's Bed and Brilliant Eye shine highest in the sky, the district holds a festival in honor of this unique friendship. Solari bards stand at every street corner, singing songs dedicated to the artist's gardens who inspired them over the course of the year, and Rijal-Alhajar artisans gift the greatest bards with mineral necklaces as a show of their gratitude. The festival is a bittersweet time for locals in the district—remembering the bounty they lost, but being thankful for the bounty they still have.

Death and Burial in the City of Bastion.

Because of the unique situation surrounding the City of Bastion, the city's inhabitants are not buried but burned. There is too much at stake with the omnipresent fear of corruption and reanimations. Local neighborhoods have special pyres built for such solemn occasions, overseen by Solari Priests using their special abilities to incinerate the corpses, turning them into a fine dust.

Recently, a small congregation of Tunannu attempted to join in the festivities. While many people come from all around Bastion to experience the festival, drink, and make merry, only the Solari and Rijal-Alhajar participate in the exchanging of gifts. The Dragon's Song is an ambitious bard group comprised of three young Tunannu who composed a song about how the Solari's incessant singing and the Rijal-Alhajar's gardens make it impossible for them to work in the neighboring district. The tongue-in-cheek ditty amused the audience and angered the Solari, who didn't believe their sacred festival should be mocked so. Tensions were eased by the Rijal-Alhajar mason Rendrick who noted there can be no true art without critics and invited Dragon's Song to participate in the next festival... but maybe with a different song.

THE NAKED CITY

This tangle of neighborhoods and districts is administered by hundreds of guilds that regulate the various trades with which they are associated. There are, additionally, several unsanctioned guilds of thieves, beggars, prostitutes, and assassins. Although the Grand Council does not condone these illicit unions, the councilors are not fearful of admitting that crime of an organized nature is preferable to disorganized criminality.

LANDMARKS IN THE CITY OF BASTION

A handful of landmarks that are nestled within Bastion's endless tangle of walls and streets are extremely important and known to one and all.

KYEM ABOW: THE GREAT SHIELDING DOOR

The great wall of Bastion may only be accessed by a single door called Kyem Abow. It is a round, glass door half as thick as the wall and requires 50 horses and twice as many men to open. When the sun sets, the light is amplified through the glass and projected into the waste. The light burns a passage through the mist that stretches for several kilometers.

THE GREAT SQUARE

The Great Square is a two-square-kilometer hub of markets and commerce. All manner of trade is practiced within the Great Square. Here, merchants, mercenaries, delvers, and thieves, to name a few, ply their trade. What makes the Great Square unique is the fact that the markets and shops stretch far into the underbelly of Bastion. Some even say the market reaches so far down it leads into Obonsam's tomb, but most dismiss this as mere hearsay.

The deeper one travels beneath the square the darker it becomes; the roads empty, the stores are boarded up. While a myriad of wonders can be found in the world above, a multitude of illicit goods can be found the deeper a person travels. Deeper yet within the belly of this great market is where the Whispering Thorn (page_) makes its home. The location of this shadowy organization is known only to members and from their dark seat the Thorn plans all future "businesses" for their crime syndicate.

THE GREAT WELL

The Great Well supplies the city with clean water. Access to water is not uniform throughout Bastion, however. Additionally, a system of pumps and aqueducts enables the western farmers to irrigate their land. Droughts are not infrequent, so irrigation is often required, and water rights are hotly contested.

Living within the Great Well are ancient creatures, which the local Akani of Bastion simply call "wellfish". The Tuanna have pointed out many times that this is largely a misnomer, as the gigantic creatures' forms are closer to dragons than fish. Wellfish range from a small 10 meters in length to an adult size of 30 meters. They have opalescent scales and long tentacle-like beards hanging from their chins. Unlike dragons, however, the great creatures have no teeth in their mouths, but a set of concentric filters that process any impurities in the water, providing the wellfish with sustenance. No one knows how long the wellfish lived in the Great Well before the people of Bastion discovered it, but all inhabitants are happy for their presence.

Rumors are spreading that recently a wellfish was born with a maw of teeth rather than filters. Aquaduct

engineers report hearing thrashing sounds in the deep reservoirs and, when the violent sound reached its climax, all the wellfish dispersed suddenly as if in fear. More worrying, two pump-workers have gone missing and no one can find them. The wellfish have always been a mystery to the races of Ife Oodaye, but any corruption of them seems more linked to tampering rather than evolution.

THE CITADEL

The Citadel and Tomb are the original structures that comprise The Fort of Bastion. The Citadel is vast, black building, which is given a wide berth by most of the citizenry. The Citadel sits on top of Obonsam's prison, nestled 500 meters beneath the ground at the terminus of an endless series of tunnels. The Citadel is surrounded by a large granite wall and is guarded by an elite group of men and women.

OBONSAM'S PRISON

Deep beneath Bastion lies Obonsam's Prison. Buried by a cairn, each rock inscribed with the name of a fallen soldier or loved one, with five other cairns raised in an array at the western end, the entire burial ground of Obonsam has been walled in, covered over, and now lies at the end of a winding series of tunnels. Over the centuries, those paths have been filled with traps and spells designed to confuse anyone or anything attempting to leave.

Those who dedicate their lives to guarding the tomb—fewer in number now than they once were—have memorized the safe paths. Younger recruits often only memorize a small portion, relying on other recruits to take over the next part of the trail, and so on to the surface. Older guardians often have slightly different tactics to remembering the proper paths and the most dangerous traps—some have child-like, sing-song rhymes that describe landmarks, others think of the path as a series of overlapping letters and sigils, while still others have counted out the paces as a form of extended and elaborate dance.

The overlapping spells, deliberately confusing architecture, and treacherous traps make the Prison a deadly place. It is said that the Ashe energy residue and the leakage of failing spells create an additional layer of danger that no one could ever anticipate.

THE VOID TOWER

The great structure known as The Void Tower houses the Alkimians and is the repository of all ancient knowledge—the original stone tablets used to first create the Fihankra are housed here, along with thousands of important texts from all the races of Ife Oodaye, including the song cylinders of the Solari, the Dark Writings of the Umbari elders, Akani heritage books dating back to the first woman, and Tunannu-inscribed eggs bearing the stories of their forefathers.

The tower itself is a tall, spiraling structure hewn from obsidian and decorated with all the sigils known to the earthbound races. The sheer power infused into this stone means, many believe, if Bastion was ever to fall the only two standing structures would be Obonsam's prison and the Void Tower. Within this dark tower, the décor is solemn with little decoration or luxury. Signs of wealth are unnecessary in the Void Tower, because the real treasure is the knowledge stored within the countless tomes stacked on shelves, resting on tables, and filling every corner of every room up to the very top spire of the tower.

The Alkimians are an order of scribes and scholars in charge of recording all living history and advising current generations on what occurred in the past. They are led by an ancient Umbari woman by the name of Alkminian Loth'den, who is rumored to have cared for the Tower since it was first built. Unlike her statuesque brethren, Loth'den is short and gnarled like a most twisted vine. It is possible to hear her coming, minutes before she arrives, as her thorn-clad cane drags slowly over the ground. Despite her body's failings, Loth'den's wit is as sharp as ever. When she recites ancient text, teaches long-forgotten sigils, and summons shadows for the most elaborate shadow stories, the woman is bright, cognizant, and energized. She speaks to all with the voice of a young woman, wise beyond her years and still hungry for knowledge and exploration.

TEMPLE OF THE ALKIMIANS

The Temple of the Alkimian is a windowless edifice in which the inscription of the Fihankra is administered. Located at the base of the Void Tower and crafted from the same stone, many consider the Temple of Scribes a sister building to the tower.

This ritual to transform someone into a Fihankra requires several excruciating weeks of infusion where a great sigil is slowly carved into the person's skin. Only the bravest souls and most dedicated Alkimian are able to undertake the ritual successfully. Anyone wishing to become a Fihankra must be strong of body and spirit or they will die during the ritual. The temple is not technically allowed to turn away any person from becoming a Fihankra, but a rigorous pre-screening process means many people who are not truly serious about the ritual are turned off before attempting it.

Alkimian train their entire lives to perform a single inscription. During the weeks of work, they are unable to leave their "potential's" side, nor sleep, nor eat. The extreme lengths they push their bodies to is seemingly impossible, if not for the training and dedicated study. Once the ritual is completed, and successful, the Fihankra and Alkimian form an unbreakable bond. This bond doesn't come from mystical powers or godly forces; it is the strongest bond forged by shared suffering to create something beautiful. Most Fihankra remain good friends with their Alkimian many years after the inscription, seeking their advice and wisdom for all battles fought and yet to come.

THE GUIDING TORCH

The Guiding Torch, a 100-meter-tall lighthouse, is perpetually lit with fire and functions as a beacon for anyone who may still be traveling through the Waste. The Torch is guarded by a constant vigil of rotating guards no matter what time of day it is or the weather. Bastion was built as the last hope for life in a world kissed by death, so the Guiding Torch is a representation of this hope.

Many Akani families in Bastion will volunteer their children who come of age to spend a single shift guarding the Guiding Torch. The job is simple enough and relatively safe as the lighthouse is far from the

outer wall. By performing this duty children learn the importance of all life in Bastion. Many take their first look out over the wall, behold the vast nothingness of the wastes, and realize how blessed their lives truly are.

THE LAST WATCHER

The Watcher, the last of the giants, stands behind the wall and has barely moved since he arrived with the free races 500 years ago. His single, red eye is fixed upon the Gray Waste, waiting for some unknown event to occur. Vines and roots entangle his legs, and houses are built upon him.

Three hundred years ago, when a Busufo raiding party attacked the wall, the giant climbed over and killed the thousands of undead monstrosities that awaited him. Once his work was finished, the giant returned to his original spot and became a statue once again. Many in Bastion leave offerings and prayers at his feet in thanks. He is a constant reminder that the forces of evil can be kept at bay.

THE PALACE OF THE AKANI ASHANTEHENE

Originally the large camp of the last Akani forces rallying against Obonsam, the palace sits at the edge of the cliffs overlooking the western mountains. In the past 500 years, the palace has grown upward and now towers as a cyclopean 10-story edifice to the power of the Akani Ashantehene. The current Ashantehene is Nandat Ekeodun IV. When he dies, his daughter, Emem Ekeodun, will take the throne and become ruler.

Bastion was once ostensibly ruled by a Royal Triumvirate. The Royal Families are all descended from surviving Akani noble families who became the first Fihankra and defeated Obonsam. Over the years the families intermarried and intermingled to such a degree that they are now one family with branching scions and bastard lines.

The Royal Family, even distant ones, are all marked by blue blood, a fact apparent in their eyes, which take on a faint icy hue. While the family's position is mostly ceremonial, the Council dealing with day-to-day manners of ruling Bastion, the icy-blue eyes of royalty command respect among the people. The inhabitants of Bastion have a long memory and know that, without

the Akani Kings, perhaps Obonsam would never have been defeated.

To maintain their grip on the city, the Royal Family rely heavily upon the various organizations, mercenary companies, and spies. Despite most people only being allowed one sigil, each prominent member of the Ekeodun family bears at least three each. Lesser family members may only have one or two sigils, but are still formidable individuals. The internecine plots and scheming within the family sometimes spill over into the city, destroying lives and changing the shape of entire neighborhoods.

Heroic souls may perform a great many deeds, but only the steel hearts of the Fihankra dare brave the lands beyond the wall. Refugees within Bastion whisper of twisted creatures who walk the Gray Mists and children dare not speak their names lest their words summon the foul creatures to their bedside. There are corrupted, twisted lands stretching ever off into the dark horizon and every ruined building is a reminder of Ife Oodaye's former glory.

ORGANIZATIONS OF BASTION

Countless guilds, brotherhoods, and organizations operate within Bastion. Some of the more prominent groups are outlined below. The GM and players are encouraged to create their own organizations. Bastion is large enough to accommodate just about anything that a group can imagine.

THE AKOBEN BROTHERHOOD

One of the oldest confederacies within the city. Originally an Akani mercenary company, the Brotherhood now functions as the city's military force. Although the Brotherhood was initially composed exclusively of Akani, it currently accepts recruits of all races. The Akoben are recognizable by their blue skirts and curved obsidian swords.

Lesser members of the Brotherhood act as guards around the city, known to locals as "Blues" for the skirts they wear, but also for the woe that often follows them. Blues in lesser neighborhoods are often just as corrupt as the criminal organizations they are meant to protect

Kings, Lords, Rulers

Terms of leadership and various positions are non-gendered in Ife Oodaye. Men, women, and people who identify as other all use the same terms to denote importance. For example, Ashantehene Nandat IV's daughter Emem will become Ashantehene Emem. A person who marries the Ashantehene never becomes a Ashantehene themselves; they are simply the Royal Consort. Blood relations pass on lordly titles and marriage simply means an improvement in someone's lifestyle.

Functional titles in Bastion, such as Alkimian are gender-neutral titles. How various functional titles are earned is based on the organization

people from. Particularly in the Hedge, skirmishes between the Black Talon and the Blues has reached bloody, violent heights.

THE ORDER OF ALKIMIAN

An order that preserves the secret of bestowing the Fihankra upon the foreheads of the warriors chosen to accept this terrible burden. Although legend and lore have enshrined the story of the Fihankra's defeat of Obonsam, the populace regards this order with fear and suspicion. Although peaceful and sworn to protect Bastion and its citizens, members of this mysterious order defend themselves and their secrets mercilessly.

THE NASAMANFO

A group of formidable shamans who derive power by trafficking with ancestral spirits. Controlling these powerful spirits requires tremendous discipline. These shamans can twist, subvert, and alter reality using the world's natural power, also known as Ashe.

Unlike many of the other organizations within Bastion, the Nasamanfo's alliance with one another is loose at best. They hold only a single seat on the Grand Council and many years their seat goes unfilled due to internal infighting within their organization. The shamans tend to be overly protective of the spirits they harness, which leads to various intrigues and plots among them as spirits are stolen, traded, and harnessed for raw Ashe.

THE BROKEN BLADES

The Broken Blades think of themselves as a confederacy of citizens welded together to protect Bastion from itself. Although this confederacy has multiple axes to grind, it directs its ire at the hereditary Akani monarch and the Akoben Brotherhood. The Blades accuse the monarch of all manner of oppression, and they criticize the Akoben Brotherhood of carrying out the monarch's bidding unquestioningly.

In recent years, skirmishes between The Broken Blades and the Akoben Brotherhood have erupted in the streets and back alleys of Bastion. The Blades' hatred has also been directed at the large population of foreigners who cling to the massive district known as the Hedge. These citizens are often accused of spreading The Wasting Mist.

THE BLACK TALON

The largest crime syndicate within Bastion, and arguably the most powerful. Its network extends from one end of the city to the other, and is said to be ruled by an obscure figure known as the Shadow Lord. No one living has ever seen this individual, and everyone describes the King differently. Some say he is a young man who recently usurped his position from the old Shadow Lord. Others argue she poses as a simple civil servant causing discord in the Grand Council so her organization can thrive. Some say the Shadow Lord doesn't exist at all, it is a title created by the syndicate to terrify anyone who would oppose it.

The syndicate has divided Bastion into several warrens each controlled by a "baron" who oversees all criminal activity within their jurisdiction. The Black Asafo is a mercenary company that is often linked to the Black Talon. They are distinguished from Talon members by the sigil of a raven with a chain woven around its beak pinned to their cloaks, jackets, and the like. No one knows the meaning of this symbol, but the Asafo wear it proudly. They also distinguish themselves by specializing in bounty hunting and refusing smaller, more brutish tasks, like assassinations or extortion. The Black Asafo are also known to offer their services as bodyguards.

The Omanhene is a part of a commission that meets regularly to arbitrate disputes and discuss all manner of issues pertaining to the Black Talons. The commission is controlled by a representative of the Shadow Lord known as The Mouth. The syndicate's criminal activities include extortion, price fixing, prostitution, assassination, blackmail, bribery, etc. Although there are countless freelance criminals within Bastion, the better of them are "asked" to join The Black Talon. These individuals are never asked a second time.

THE MAKERS




A guild of Rijal-Alhajar masons. When Obonsam drove the Rijal-Alhajar from their ancestral fastness and across the great land bridge of the North, the Rijal-Alhajar brought with them their craft and their wisdom. It was they who helped engineer the great wall, and it is they who know its secrets.

Few, outside the Makers, are fully aware of the extent of the caverns and passages which twist and turn beneath Bastion and extend like arteries from one end of the city to the other. It is they alone who know that portions of the wall are hollow, and that they too are filled with caverns, stores of supplies, and other secrets.

THE LIGHT BEARERS

These Solari men and women have developed a set of beliefs around tending the flame that illumines the Guiding Torch. Tending to the flame itself is exclusively a Solari practice, for it is they who ensure that the way remains illumined brightly enough for those survivors who claw and scrape their way through the Gray Waste. Tending the great flame approximately 20 meters in diameter requires tremendous discipline and sacrifice, which has become the hallmark of a race composed of pure light.

The beliefs of the Guiding Torch are simple:

-  Illuminate the way so all may come. The Great Flame is of us.
-  Fire is all and all is fire. We come from the great struggle and so shall we return.
-  Within fire there is hope and so the Guiding Torch must burn everlasting.

Light Bearers tending the great flame recite these three precepts to themselves, pondering on their meaning as they tend to the great flame. The Akani volunteers who often work alongside the Light Bearers in the Guiding Torch care for the Solari's needs and guard the tower itself from harm.

THE NYAME DUA

A religious sect who worship the Akani god Nyame and who are devoted to charitable work. Plagues, illness, and famine occur more frequently than the city leaders wish to admit. Thankfully, The Nyame Dua exists to attend to the needs of the most vulnerable. They staff the lazar quarantines, the rookeries, orphanages, and kitchens that feed the indigent living within The Hedge. Life, for some, is quite difficult in Bastion. Were it not for the tireless effort of the Nyame Dua, many of the most vulnerable would perish.

While Nyame is technically only the god of the Akani, who believe he is the only god, in recent years other races have joined the Nyame Dua. The sect is a group of pacifist healers and, as such, require nothing of a person who wishes to join besides a charitable heart and acceptance of Nyame. People who do not wish to covert, but still want to do charitable work for others are welcomed to volunteer with the sect and learn their healing arts.

THE RED SLAYERS

This secretive cult worships an incarnation of Death that followed the Umbari from the Ojiji when they fled. Gods, like the earthbound races, can die and the only constant in Ife Oodaye is Death. In the end, it comes for us all.

Shrouded from head to toe in the red garments of their faith, these cunning sword fighters support their cult by offering their services as killers-for-hire. Each murder they commit is a silent prayer to Death and a promise for more to come. Although no one has seen their visages, it is said that their crimson shrouds conceal the hideous mutilations required by their foul god, when truth is much more horrible.

With each life a Red Slayer takes, Death rewards them

by consuming part of their flesh. While the Slayer's wounds from Death heal, the necrotic flesh on their bodies stays dead. How successful a Red Slayer is can be marked by how much dead flesh they carry with them. The leader of the Slayer, Mox Igin, has no living flesh left—his body a mass of scarred muscle, sinew, and bones.

THE GRAY BROTHERHOOD

The Brotherhood are fanatics who believe the Wasting Mist is a manifestation of an ancient deity, the Gray God. They are also ardent proselytes, believing that the only way to appease the wrath of their Gray God is to attract Ashe-wielders to their curious faith. Some of the more eremitical of these monks have opted to leave Bastion and live within The Gray.

Citizens of Bastion often dismiss the Gray Brotherhood as a group of harmless, but insane, fanatics. The idea that someone would willingly give themselves to the Wasting Mist is sheer madness. Many refugees who flee to Bastion, who have seen the terrible wreckage left behind by the Mist, look on the Brotherhood with disdain and mistrust, even going to far as to petition the Grand Council to disband the Brotherhood. Until now the Grand Council has remained neutral in the conflict, but political pressures may soon force them to act.

A group of Tunannu, known as Annu-ka's Chosen, has recently infiltrated the Gray Brotherhood to attain their own goal—becoming dragons. They believe that in fact the Gray God is Annu-ka. The great dragon has awoken and the Wasting Mist is his punishment to all those too weak to survive it. Their plan is to slowly let the Wasting Mist into Bastion. When the Mist has overtaken the city, they will be transformed into great wyrms by Annu-ka and wreak havoc in his name.

THE WHISPERING THORN

A secretive guild of assassins. Although the Umbari became corporeal when they fled from Ojiji, they still possess the ability to manipulate shadow. The Whispering Thorns use this innate ability to move about unseen through the depths of Bastion.

The members of the sect are forced to endure a painful

ritual that enhances their ability to blend and meld with darkness. Similar to the ritual undertaken to become a Fihankra, the ritual ensures only the strongest Umbari join the Whispering Thorn's ranks. Shadowy thorns flower from the bodies of the Umbari who undergo the ritual required of them. It is also said that The Whispering Thorns have been at war with The Red Slayers for centuries.

THE FRATERNAL ORDER OF DELVERS

Explorers that search the hundreds of kilometers of caverns, dungeons, tombs, and warrens that snake beneath the city of Bastion. Their enterprise is fraught with peril, for unspeakable foulness lurks beneath Bastion's uneven streets. The Grand Council attempted to prevent the Delvers from plying their trade until they realized that it was easier and more profitable for them to force the Delvers to obtain expensive permits. Although most subterranean forays end in disappointment, these intrepid explorers have been known to stumble upon caches of wealth. This order is egged on by collectors who promise to purchase the artifacts that are sometimes unearthed within the lightless depths beneath the city.

THE FALL OF BASTION

What is the central focus or drive in your Bastion game? Each group is going to approach Bastion in a different way, but all games will have to have a reason for the heroes to act. The city will not stand forever, and the heroes are the last heroes the city may ever see.

Why is YOUR city of Bastion on the cusp of falling? What troubles on the horizon threaten to topple the last city in existence? It is suggested that the GM and the players pick one of the following Threats and make that the central theme of their Bastion game.

THE CITY IS DYING OF FAMINE

The city's food supply is tainted by Obonsam sleeping below. After so many years of sitting on top of a tomb holding the greatest evil known to Ife Oodaye, the crops of the city are blighted and corrupt. Many corrupted fields are burned to prevent the blight from spreading.

Those that eat the blighted crops fall sick and eventually turn into wasting, hungering husks as if they were exposed to the Wasting Mist.

Animals tainted by the blight produce tainted milk, bear twisted perversions of animals, and their offal taints the ground, creating more blight. Pyres burn the livestock day and night while farmers raze their fields. Bastion is starving.

Scholars project that the city has six months at the most and people will start dying much earlier. The heroes are tasked with going to the wasteland to a solution to the problem, to find food, to find hope.

THE CITY IS FALLING INTO A SLEEP

Many who fall asleep never wake. It began with the youngest in the city and now the oldest is sleeping and never waking. Their bodies atrophy and die with them never opening their eyes.

Days later they are seen walking naked in the streets, claiming that they dreamt of paradise and woke refreshed. There is something wrong with the newly woke, something sinister and off-putting. More and more people are falling into slumber and many believe it is the corruption of the sleeping evil below. More and more citizens fall asleep each day and scholars estimate within six months the entire city will be consumed by the malady.

DOOM WITHIN THE WALLS

From an old abandoned building in the city, the Wasting Mist has manifested and is starting to creep. The building has been closed off and the neighborhood cleansed with fire and walled off. The mist is coming from the dungeons underneath the city where Obonsam lays and it is estimated that, if left unchecked, it will consume the city within half a year.

THE RITUAL OF LEAVING BASTION

Before any Fihankra group leaves Bastion, they meet at the doors and given a solemn ceremony.

First, each member is blessed by a Nyame Dua. The Nyame Dua sips strong spirits and then blown onto the Fihankra's face. This is the Breath of Olodumare and is done to protect them against the mist. The Wiseman then recites a mantra that has callbacks from those in attendance.

The Nyame Dua Wiseman - Young sons and daughters of Bastion, why do you leave?

The Fihankra reply - I travel beyond the wall, but seek no doom or glory. I am blessed to protect and serve God.

The Nyame Dua Wiseman - In the mist, you will surely die.

The Fihankra reply - My heart is strong, and I persist.

The Nyame Dua Wiseman - The lost walk blindly in the mist.

The Fihankra reply - I use my arms to deliver those in peril.

The Nyame Dua Wiseman - Are the weapons you bare equal to the Lord of Hate?

The Fihankra reply - I use my sigil, born of God, and burned into my soul.

The Nyame Dua Wiseman - You go the way of those long past.

The Fihankra reply - I die so we may live.

Then the seneschal of the Great Shield Door records the names of each person leaving Bastion through the Kyem Abow: The Great Shielding Door. Each person is recorded in the Book of Heroes.

The final blessing is given by Bastion's youngest newborn baby available. This is a great honor for the family and the child. The child's hand is covered in a paste made from the ground dust of animal bone and snail shell. The hand is then pressed against the sigil on each person's head.

When this is done, a team of men pull the great door open, and horns are blown from the walls high

above. Across the great city of Bastion, words of praise and prayers of protection are recited by all that hear the horns. It is considered bad luck not to bless the Gray Riders as they leave, even if you do not like an individual among them.

RETURNING TO THE CITY

When returning to the city, the door is never immediately opened. The group must announce themselves to the seneschal of the Kyem Abow. At the door, the group waits for the sun to rise and when the sun touches the face of the group, the doors are opened. This means the group must spend a night in front of the door and be kissed by the sun before they can move beyond the walls into Bastion.

When the great door is finally opened, the heroes are greeted by guards that make them strip to nothing for inspection. Once this done, the group is welcomed as heroes, and the horns on the walls above the doors are blown. In the city, those that hear the horns must say a prayer thanking God that those from the wasteland are delivered into Bastion.

The Red Baobab Tree

The sacred Red Baobab tree grows in abundance within and without the walls of Bastion. Said to be blessed by a goddess when the world was new, the tree has several sought-after properties.

The tree has been known to grow to a height of 120 meters with a base of 4 meters in diameter.

The tree, when burnt, emits a fragrant smoke that has many medicinal purposes in the city.

The wood of the tree was used to encase Obonsam when he was imprisoned and enshrined in his tomb, withstanding the evil emanations of the dark lord.

The walls of Bastion are made of polished logs of the tree and reinforced with dark stone, keeping the Gray Mist at bay.

Several sacred groves are cultivated within the walls of Bastion, and most wooden weapons are made, at least in part, using wood from the Red Baobab tree.

CHAPTER TWO

A spray of blood, a glint of steel, Tayo sprung from the chest of one ravenous, undead creature to the next, digging his claws into its putrid eye sockets. The creature shuddered and ceased movement as the Tunannu spun around to grab his next target. It'd been two weeks since they left Bastion and every step was a non-stop fight. He was never more alive than in the heat of battle; among the blood and gore, life made sense and he was a liquid shadow—swift, silent, deadly. Outside, a fight wore on at a snail's pace—the mundanity of life—the ease at which he lived was one disappointing bore after another.

Chiasoka's words still stung and bit at his ears. "Protect the survivors!" She dared command him during the fight. However, Tayo had different ideas and would show this fledging commander who sought to take all the glory for herself. If she wanted to focus on the survivors, she would have to do it herself and leave the action to the true Fihankra.

A scream rang out over the battlefield as one of the bedraggled survivors who'd sent out the beacon was grabbed by an undead beast. For the briefest moment, a shudder of regret snaked down Tayo's spine, only to be relieved as Tejumola barreled past him, hurling Chiasoka at the beast. The Adinkra symbol etched into Chiasoka's head had been set ablaze as she speeded toward the creature.

The blinding light washed over her body and carried the leader high into the sky. With a great swoop of her double-edged sword, she grabbed the light around her and threw it onto the survivors, forming a protective shield around them. The shield thundered to the ground in a great wave, blasting back the undead who'd grabbed the survivor.

Chiasoka glided to the ground, landing on one knee and rising to meet Tayo's gaze. "I said, 'protect the survivors'."

CHARACTER CREATION

Heroes in BASTION are built using the rules in the core MYTHIC D6 book and the supplemental rules found here.

Heroes in BASTION start equivalent to Power Level 3 characters, but most of the points are incorporated into pre-prepared packages that the player buys to assemble their hero.

- 🐉 Pick a Profession Template
- 🐉 Archetype
- 🐉 Race
- 🐉 Sigil
- 🐉 Profession
- 🐉 Spend 93 additional Creation Points on attributes, skills, and Advantages
- 🐉 Create the Group's Fihankra Company
- 🐉 Begin Play

ARCHETYPES

Heroes in Bastion use the same archetypes found in the core MYTHIC D6 book.

THE RACES OF IFE OODAYE

- 🐉 Akani
- 🐉 Rijal-Alhajar
- 🐉 Solari
- 🐉 Tunannu
- 🐉 Umbari

ANATOMY OF A RACE

Each race is described in the same way

An Overview. The race is described with a small amount of history.

Attributes. This shows the minimum and maximum attributes that the character can have as a member of that race.

Racial Abilities. The special abilities that make the races unique.

NEW HERO SECONDARY ATTRIBUTES

Bastion incorporates two new secondary attributes to help emulate the dire circumstances of the setting. More can be learned about both attributes on page 90.

CORRUPTION POOL (CRP)

As a Hero travels in the Wasting Mist, he accumulates corruption, and once he passes a certain threshold, the corruptions will take hold and taint him in some way.

Example: Adigun has failed his last roll and now has a Corruption Pool of 1D.

CORRUPTION THRESHOLD (CRPT)

Corruption Threshold= PHY

A hero can withstand Corruption dice equal to his PHY before succumbing to the taint of the Gray Mist.

Attributes

The following races are presented with attribute minimums and maximums. When creating a hero, the player must spend several points to meet the minimum and can only exceed the maximum for the race by spending twice the amount of points.

For example, the Akani Coordination attribute has a range of 1D to 5D. The player must spend at least 8 points in the attribute, and if she wants to raise her Coordination to 6D she would need to spend 28 points.

Racial Abilities

Heroes have all the special abilities listed in the race description. This is because they are heroes—exceptional men and women. Mundane (non-heroic) NPCs may have none of the listed abilities or, perhaps, one at the most. Heroic or villainous NPCs may have all the abilities listed, just like player characters.

THE BASTION NAMING CONVENTION

For the Akan, stories, tales, and heroic legends of Valor are not told just in books, and in stories by the fireside on a cold night. But also, in their everyday lives - their clothes, their expressions, and their names. From the journeys that they had to take to the world they existed within, the names of the people within Bastion's walls and beyond stake a far greater claim to history and culture, than any well-kept document. And with the events from the Age of Creation, to the arrival of the Wasting Mists, the names of the people of Bastion has moved with the times, adopting their surroundings over the generations

When a child is born, they are given three names: the **Kradinn**, their formal name based on their day of birth, and sometimes the moon that rises for it. The second is their **Dinn** (Di-mm), their true name, given to them by their family. The final name, their **Owudinn** (O-wu-Di-nn) is the name passed down by the family, given in honor of the ancestors or famous people of that person's family line - famous Fihankra, previous warriors, a fabled celebrity, etc.

KRADINN - FIRST NAME

There are two forms of the name, the classical name based on the day of the child's birth. Initially, the names were used just based on the day, as detailed below:

BIRTH DAY NAME

Day of Birth	Masculine	Feminine	Variants
Dwowda	Kwadwó	Adwoa	M-Kodjó, Kojo, Jojo, Cudjoe F-Adjua, Ajwoba, Adjoa, Adjowa
Benada	Kwabená	Abenaa, Abénaa	M-Komlá, Komlā, Komlan, Kabenla Kobby, Ebo, Kobi Kobina F-Ablá, Ablā, Abena, Araba, Abrema
Wukuda	Kwakú	Akua, Akúá, Akuba	M-Koku, Kokou, Kweku, kaku, Kuuku F-Akú, Ekua
Yawoda	Yaw	Yaa	M-Yao, Yaba, Yawo, Ekow, Kow, Kwaw F-Ayawa, Baaba, Yaaba, Aba
Efida	Kofí	Afua	M-Koffi, Fiifi, Yoofi F-Afí, Afua, Efia, Efua
Memenda	Kwámè	Ámmá	M-Ato, Kwami, Kuwame, Kwamena, Kwamina, Komi F-Ame, Ama, Ami, Amba, Ameyo
Kwasiada	Kwasí	Akosua	M-Kwesi, Siisi, Akwasi, Kosi F-Akosi, Akosiwa, Así, Esi, Kwasiba.

Since the time of sorrow, with the presence of the various moons, the Akan people have adapted to their surroundings, invoking the moon of the night of the child's birth into their name. This style of naming has inspired the other people of Bastion, such as the Solari and the Tunannu, who initially had their Kradinn based on only the season of the moon. Now the people of Ife Oodaye have adopted a talent of combining both, using the day as a prefix, and the season of the moon as the suffix

Day of Birth	Suffix	Example
Dwowda	Dwo/Jo	Kojo, Adwoa
Benada	Bena	Kwabena, Abena
Wukuda	Ku	Kwaku, Akua
Yawoda	Aw/Yaw	Yaw
Efida	Fi	Kofi, Efia
Memenda	Mi	Kwami, Ama
Kwasiada	Si	Kwasi

Moon Color	Name	Prefix	Example
Gold	Sikor	Si	Sidwo, Sibena, Siku, Siyaw, Sifi, Simi, Sisi
Red	Kokor	Ko	Kojo, Kobena, Koku
Green	Ahaban	Ha/Ba	Badwo, Habena, Hoku
White	Fitaa	Fi	Fidwo, Fibena, Fiku
Black	Tuntum	Tum	Tumdwo, Tumbena, Toku

A Person's Kradinn defines them by day, and by season, but also ties their fates to those that share their name. It is not surprising to see a company of Kwakus or a traveling troupe made entirely out of Efias.



DINN - GIVEN NAMES

A person's true name is one given to them by their parents, in hopes of molding their child into their namesake. Most given names emphasize good virtues and habits, such as Morowa (Queen) and Tsoenamawu (Leave it to God). It is said that if you dared to name your child after a vice, such as Abree (Anger) or Jkymi (Stupidity), your line, and your family's line, would be cursed for the next three generations, even for nicknames.

Masculine	Meaning
Abam	The second child after twins.
Aboagye	One who is powerful and complete.
Abronoma	Dove
Acheampong	One that gave birth to the Ashantehene.
Addae	The morning sun.
Adekorafo	Treasurer
Adom	Help from God
Adric	one who is a blessed ruler
Adwenpa	One who gives good ideas.
Agyei	Messenger from God.
Agyenim	The great one from God.
Agymah	One who leaves his community.
Bediako	One who is in war.
Botwe	The 8th born.
Bubune	Honor to Him
Danquah	Everlasting
Danso	One who is reliable.
Dodzi	To persevere
Dziedzorm	I was glad
Elikplim	God is with me
Elolo	God is great
Kaatachi	Paramount chief or leader
Kafui	Praise him
Klenam	Shine
Kplorm	Guide me
Madonudenu	My confidence is in God
Makafui	I will praise Him
Malike	I will be established
Manorgbe	I shall live
Mawufeasi	God's hand
Mawuli	There Is A God
Nkrumah	The 9th born child.
Nyakpoo	A calm answer

Feminine	Meaning
Afafa	The first child of the second husband.
Afryea	The born during good times.
Akwete	Elder of the twins.
Antobam	The posthumous child.
Boahinmaa	The one who has left her community.
Dhakhirah	The one who remembers God frequently.
Dofi	The second child after twins
Efua	They are born on friday
Enyonyam	It is good for me
Haniah	Of happiness and bliss
Ikhlas	Sincerity
I'timad	Reliance or dependence.
Lumusi	One who is born face downward.
Mawusi	One who is in the hands of God.
Morowa	Queen
Nanyamka	God's gift
Nyankomago	The second child after twins.
Ozigbodi	Patience
Serwa	A noblewoman.
Tawiah	The first child after twins.
Tsoenamawu	Leave it to God
Veliane	Companion
Wafaa	Faithfulness
Woelinam	In God I trust
Xorlali	The savior exists
Ye	The elder of twins.
Yehowada	God's Day
Yomawu	Call on God
Zuhrah	Brightness

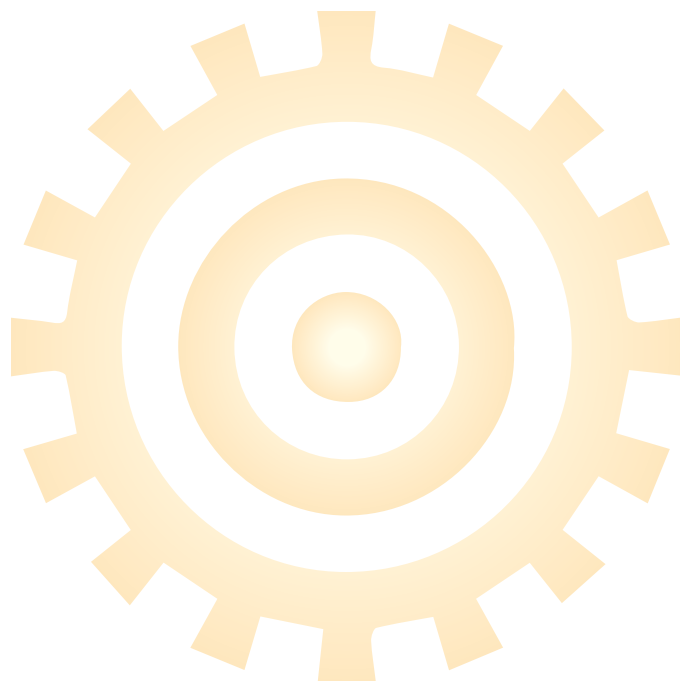
Unisex Names	Meaning
Ababio	Child that keeps coming.
Afuom	On the field.
Deladem	Redeemed by savior.
Dogbeda	Pray
Duku	The 11th born.
Dzidzorli	There is happiness
Dzifa	One is at peace
Elinam	He is there for me.
Likem	Establish me
Xoese	Believe

OWUDINN - SURNAME

The final name given to a child ties to their heritage, and honor onto those that came before them. Although last names are common in Ife Oodaye, to have them change between generations is common, depending on the actions of the family's lineage. An uncle called Antwi may find his nephew now shares his name as an Owudinn, as a homage to him for all the help he had provided them in their time of need.

Once you've determined the first name, chose a second name for the hero.

Adako, Aduana, Agona, Annan, Asakyiri, Asenie, Asona, Badu, Bonsu, Bretuo, Damte, Dokyi, Ekuban, Ekuona, Eshun, Fosu, Futa, Gbedema, Guma, Hamidou, Iddrisu, Issah, Kofi, Kwaku, Kwame, Lalai, Lamptey, Lokko, Manu, Mensah, Musah, Nana, Nii, Nikoi, Otoo, Owusu, Oyoko, Poku, Quaicoe, Quansah, Sabah, Sadami, Sowah, Takyi, Tawiah, Wiredu, Yakubu, Yamoah, Yaw, Zakari



THE AKANI

Once, the empire of the reptile monarchs spread from the festering jungles of the south and extended all the way to the ice-locked north, as well as east and westward to the coasts. This empire of stone and jade withstood the encroachment of time for over 1,000 years until their slave race overthrew their masters and drove them back to the festering jungles and archipelagos of the South.

Akani, in their native language, means “children of the sky”. It is fitting that these dark-skinned, hawk-faced people who cast aside the yoke of servitude would adopt this word as their name. For another thousand years, the Akani rose from their bondage and claimed the former holdings of their masters as their own.

Although they left the disease-ridden swamps for the Tunannu, the Akani chose from their swelling ranks a ruler with a keen mind, a noble heart, and a face as predatory as a hawk. Oba led his people from bondage and created a kingdom upon the bones and ruins of empire. Oba adopted the hawk as the symbol of his family. The line of Oba the Hawk remains unbroken since the first founding of the Akani kingdom.

The Akani, in general, are plainspoken and pragmatic. This expediency is evident in the colorful but straightforward robes that they wear, their architecture, and the manner in which they treat the other races of Ife Oodaye. The Akani will work with anyone, so long as they are honest. They tend



to judge others by their deeds rather than their words. They are excellent craftsmen, capable statesmen, and indomitable fighters. The family remains the foundation of their society.

The Akani have discovered the secret of smelting iron and have produced steel weapons for over a thousand years. Akani steel is forged into durable blades and suits of woven mail. Although the Akani men are the shortest-lived race that exists upon Ife Oodaye, and they are by far the least capable of wielding the Ashe as adeptly as the other races, they are the most adaptable of the races.

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
1D/5D	1D/6D	1D/5D	1D/5D	1D/7D	1D/5D

RACIAL ABILITIES

Stronger When We Act as One

The Akani Hero may fight against all the odds with an unmatched enthusiasm. When fighting in defense of the free people of Bastion, the Hero may draw on the strength of his nearby friends to turn the tide. The Hero and all that stand with him gain dice to their next action equal to the hero's PRE attribute. The Hero may do this once per game session.

Rivaled by None

The Akani Heroes are unmatched in their chosen field of focus. When making a skill roll, the Akani Hero may re-roll all failed dice. The Hero must choose a single skill to apply for this benefit and, once selected, may never be changed. The Hero may re-roll a few times per adventure equal to her KNO attribute.

DESCRIPTION

Akani people stand between 1.5 and 2 meters tall. Most wear their hair in braids held in intricate designs by metal rings.



THE RIJAL-ALHAJAR

Rijal-Alhajar believe that oaths are as solid as the stone from which their bodies are composed. Accordingly, a broken vow is a grave transgression. If a Rijal-Alhajar comes across another of their kind with the oath-breaker rune carved upon their body, they are likely to react violently. The preferred manner of dealing with oath-breakers is to ground them to dust.

The Rijal-Alhajar are a proud race, subject to legendary intransigence. They are also excellent artisans and builders. It is said that everything one needs to know about a Rijal-Alhajar may be gleaned from what he or she makes. Rijal-Alhajar, in truth, imbue the fruit of their labors with their soul. This, in their lore, is how they were created. When the Great Maker kneaded the stones of the earth, his spirit slipped from him like sweat from a brow and dampened the stones with life.

The first stone men were born in this way, so the legends say. There are Rijal-Alhajar of coarse stones as well as Rijal-Alhajar of glittering mica, and a few Rijal-Alhajar are fashioned of precious stones—diamonds and rubies. Some of these Rijal-Alhajar are so strong that they can crush a tree with their bare hands. Others carry great bludgeons of crystal.

They are a stalwart race often accused of stodginess and outmoded codes of conduct. The Rijal-Alhajar of Bastion are commonly found laboring as artisans. Rijal-Alhajar warriors are also common and eagerly accepted into the ranks of the standing army, for they are indefatigable and utterly loyal.



Physically speaking, Rijal-Alhajar are as wide as they are tall, and they are commonly seen carrying stones across their shoulders that would require the strength of several grown Akani to do the same. While most of the other races find solace in pleasurable pursuits, Rijal-Alhajar, in general, are happiest when working.

The Rijal-Alhajar are also known for the somber music they compose. It is vocal music composed of many parts. These somber polyphonies echo through stone chambers and seem to mimic the rhythms and the heart of the earth. This harsh music has crumbled the hardest heart and moved the most stoic to tears. It is grating music that is full of sadness and seems to convey the history of this enigmatic race in sound rather than words.

Rijal-Alhajar neither eat nor drink of any of the animals or plants of Ife Oodaye. They prefer nothing but water, cupped from cascading waterfalls. They are also sometimes known to ladle handfuls of rich soil into their mouths—stones, roots, bones, and all. Their voices are as harsh as the scraping of brittle rock.

They view Akani steel as a perversion and refuse to manufacture it. “If it is not found within The Maker’s halls, then it was not meant to exist.” Consequently, Rijal-Alhajar weaponry, stout and blunt, has been surpassed by the craft of other races that are not prescribed by superstition. The Rijal-Alhajar abhor items they deem to be perversions of the Maker’s bounty. Any alloy, of any kind, is shunned. Their materials must be as pure and unadulterated as themselves.

The Rijal-Alhajar are ageless, but all of them succumb to gravity. Over the centuries, their bodies crumble and weather. When a Rijal-Alhajar’s body surrenders to time and age—when the cracks and fissures spread across his or her body—a ritual is conducted that conveys the Rijal-Alhajar’s essence to another vessel. This could be another Rijal-Alhajar, an item, or another race entirely.

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
1D/5D	1D/5D	1D/6D	3D/7D	1D/5D	1D/5D

RACIAL ABILITIES

Know Thy Self

The Rijal-Alhajar knows stones and metals like no other. When attacking or attempting to do damage to a stone or naturally occurring metal item, the Rijal-Alhajar may add 3 points per 1D PER of damage to any attack.

Mineral Leech

The Rijal-Alhajar can take from the earth to replenish themselves. If standing on unworked earth, the Hero may draw upon the world’s lifeforce. The Hero may draw a number of Stress Points equal to half their PHY (roll as if acquiring Stress Points) or a number of attribute bonus dice equal to their PRE. The attribute dice can only be allotted to a single attribute.

Both the Stress Points or Bonus Dice last for a number of rounds equal to the Hero’s PHY. This power may be used once per day.

DESCRIPTION

Stone men born of the earth and raised up to walk the planet like their gods, the giants, Rijal-Alhajar are a squat, wide-shouldered race standing between 1.75 and 2.5 meters tall. Their dark-hued stone hides contain hunks of minerals, glittering mica, and other formations. Rijal-Alhajar have no head or neck and where their heads would rest, a large, colored stone floats.



THE SOLARI

The Solari are not from Ife Oodaye. They hail from another dimension or world altogether. They are voyagers of the spaces between the stars, and they are the children of empires older than time and perception. No one knows precisely when, but one of the vessels conveying Solari voyagers plummeted into the Western Sea of Ife Oodaye. The survivors of the catastrophe, cut off from their people, decided to build lives for themselves upon this alien planet.

They hoarded the shards of iridescent crystal from the hull of their ship and fashioned for themselves a glimmering palace that floated within the Western Sea. They were regarded with fear and trepidation by the other races, but the walls of their scintillating palace were unassailable.

The Solari palace was the first to be destroyed when Obonsam reached the world of Ife Oodaye. Unlike the Umbari, which crashed their gilded armada upon the jaws of Akani's unforgiving Eastern shores, the surviving Solari were conveyed across the gray waters of the Western Sea in a single ark of vermillion light. They bobbed in the water like candles until they were rescued by the Akani sailors who were transfixed by their delicate beauty and the chiming of their voices.

It is said that one should not stare at the beautiful Solari directly, for their beauty threatens to sear the eyes, if not the heart. They wear robes of vermillion and red that resemble tendrils of fire sweeping from their bodies. Although the Solari have grown adept at speaking the tongues of the other races, their own language is transmitted through heat and whorls of colored light. When they speak, their voices are as bright and clean as golden chimes.

These beings are not known for their martial prowess, but they can feel and express a broader spectrum of emotions than all the other races combined, and they are able to focus their pain and anger and direct it like a beam of light or a tongue of flame. Solari are also capable of healing the sick and the wounded by laying their hands upon the wounds. They cannot do this all the time; each time that they bestow this gift, they forfeit some of their essences.

It is believed that when Obonsam visited their land,



that he gathered some of the Solari to him and tricked them into bequeathing their light to him. They, in turn, became their opposite: beings of utter darkness that radiate despair like a shadow.

It is also thought that Obonsam was brought from wherever it was that they came, and it was meant to be taken to wherever it is that they were going. When the enemy awoke from its slumber, it destroyed many of the survivors. The Solari floated east upon a shard of their once magnificent vessel and arrived upon the western shore of Akani. They have been there ever since, making the best of their predicament and longing for a way home.

Many of them perished, for the effort required a tremendous outpouring of their finite essence. The elders of this race were said to have sacrificed their power to protect the young. When the shard broke upon the teeth-like rocks of the western shore, most of the refugees were children. Many of the adults expired during the long and arduous journey.

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
1D/5D	2D/6D	2D/6D	1D/5D	3D/6D	1D/6D

RACIAL ABILITIES

Sun-Kissed

Solari possess the ability to conjure the passion in their hearts and expel it in gouts of searing light. A number of times per game equal to their PHY, the Hero may emit a beam of light at a target (use ranged fighting to hit). The Hero fuels the attack with his own Stress Points, and the BDV is equal to twice the points the Hero wishes to spend. Points spent are taken from the Hero's Stress Points.

Example: A Hero with 30 Stress Points wants to attack a target using Sun-Kissed. The hit is a success, and the Hero expends 6 of his Stress Points to do 12 damage to the target.

The damage this ability inflicts may kill the Hero.

Enlighten

Solari have a knack for sparking inspiration in others. If a Solari stands at the center of a group, they may open their fiery hearts and bring inspiration to others. The area is lit with a golden light that extends in a radius equal to the Hero's PRE attribute in meters. While in effect, the group standing in the light (only allies) gains bonus dice to a single attribute equal to the Hero's KNO. The attribute is chosen by the Hero and is the same for the entire group. The bonus lasts for a number of rounds equal to the Hero's PHY. While Enlightening, the Hero's own KNO attribute is reduced by the bonus to a minimum of 1D.

DESCRIPTION

All Solari stand 2 meters tall and float just above the ground, resembling a man or woman engulfed in a cloud of flame and light. The sheath of flame is warm to the touch but never burns. Solari range in color from bright white to orange-red, depending on their mood and physical wellbeing. Each Solari has a set of fiery rings that stand behind their heads. Each set of rings is as unique as the Solari, and many consider the rings the Solari's true face.

THE TUNANNU

It is difficult to fathom that the diminutive reptile men once ruled an empire that stretched from the steaming jungles of the south all the way to the northern mountain ranges. This empire of stone, jade, and motifs of feathered dragons wreathed in tendrils of fire endured for 10,000 years.



It was vanquished by the ascendancy of man and the surfeit of the Tunannu themselves. The Tunannu have never forgotten the day their Akani slaves revolted and drove them back to the stinking swamps and jungles and put an end to their empire. The destruction of their domination remains such a bitter memory for them because they are primarily responsible for its downfall.

The last Tunannu emperor spent his years in a fugue of indolence, tending his toxic gardens and casting his image in bronze. When their empire finally fell, the bloated, three-toed dragons, drunk upon their lotus, were no match for their former slaves—men who'd become as hard as the steel they'd learned to manufacture.

The Akani drove the corpulent and lethargic Tunannu to the brink of extinction. The Tunannu spent years slogging through swamps, forming tribes, and cannibalizing one another. Slowly, though, they regained a fragment of their erstwhile pride and strength, so that when Obonsam descended upon their land and forced them northward, they could endure the cold winds that shrieked across the plains and seared their scaled hides.

The Akani men took pity upon this once-powerful race and allowed the last of their kind to remain in the north, far from Obonsam's lengthening reach.

Although arrogant, Tunannu are known to possess warm senses of humor. It is often said that Tunannu make the best allies and the worst enemies. The Tunannu are gracious hosts; they enjoy life to the fullest, and they don't take themselves very seriously. On the other hand, no self-respecting Tunannu will ignore a slight or insult. To do so would incur shame for themselves and their kith.

The Tunannu are naturally gifted warriors. Their diminutive stature and hollow bones enable them to move dexterously. Their small wings convey them short distances, and some of these creatures have developed the ability to fly longer. Their scaly hides protect them from sword strokes and their tails are lethal in combat, as are their teeth and claws. Their most lethal weapon, however, is their ability to spew caustic saliva capable of dissolving flesh.

Tunannu do not make particularly disciplined soldiers; they are loathed to follow orders, and they don't particularly enjoy drilling and other regimentation. They are more likely to find a home within one of the many mercenary companies within Bastion. Tunannu are also adept apothecaries, charlatans, and manufacturers of poison. Their knowledge of jungle remedies is exceptionally formidable.

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
1D/6D	1D/5D	1D/5D	1D/5D	2D/6D	2D/6D

RACIAL ABILITIES

Caustic Words

Some Tunannu still possess the ability to conjure the passion in their bellies and expel it in gouts of viscous spittle. Several times per game equal to their PHY, the Hero may spit a gout of caustic spit at a target with a BDV equal to 3 points for every 1D in PRE.

Weapons of a Reptile Warrior

Tunannu have very keen, hooked claws on the heels of their feet and backs of their elbows. The claws are so sharp that, when in public, they wear special caps on the tips so as to not scratch marble, wood floors, or anyone they might passively walk by. The BDV of the claws is 5 and are armor piercing (only use half the AV rating of armor).

DESCRIPTION

The Tunannu dragon men stand between 1 and 1.5 meters tall and range in color from black to olive green. Tunannu skin is leathery and thick, and often mottled by a darker shade of their primary skin tone. Neck, chest, and belly are usually a lighter shade of the dominant tone and large spikes crest their reptilian head and adorn their black snout-like beak. Bony spurs jut from the elbow and heel of the foot, and thick black claws adorn their three-fingered hands.

THE UMBARI

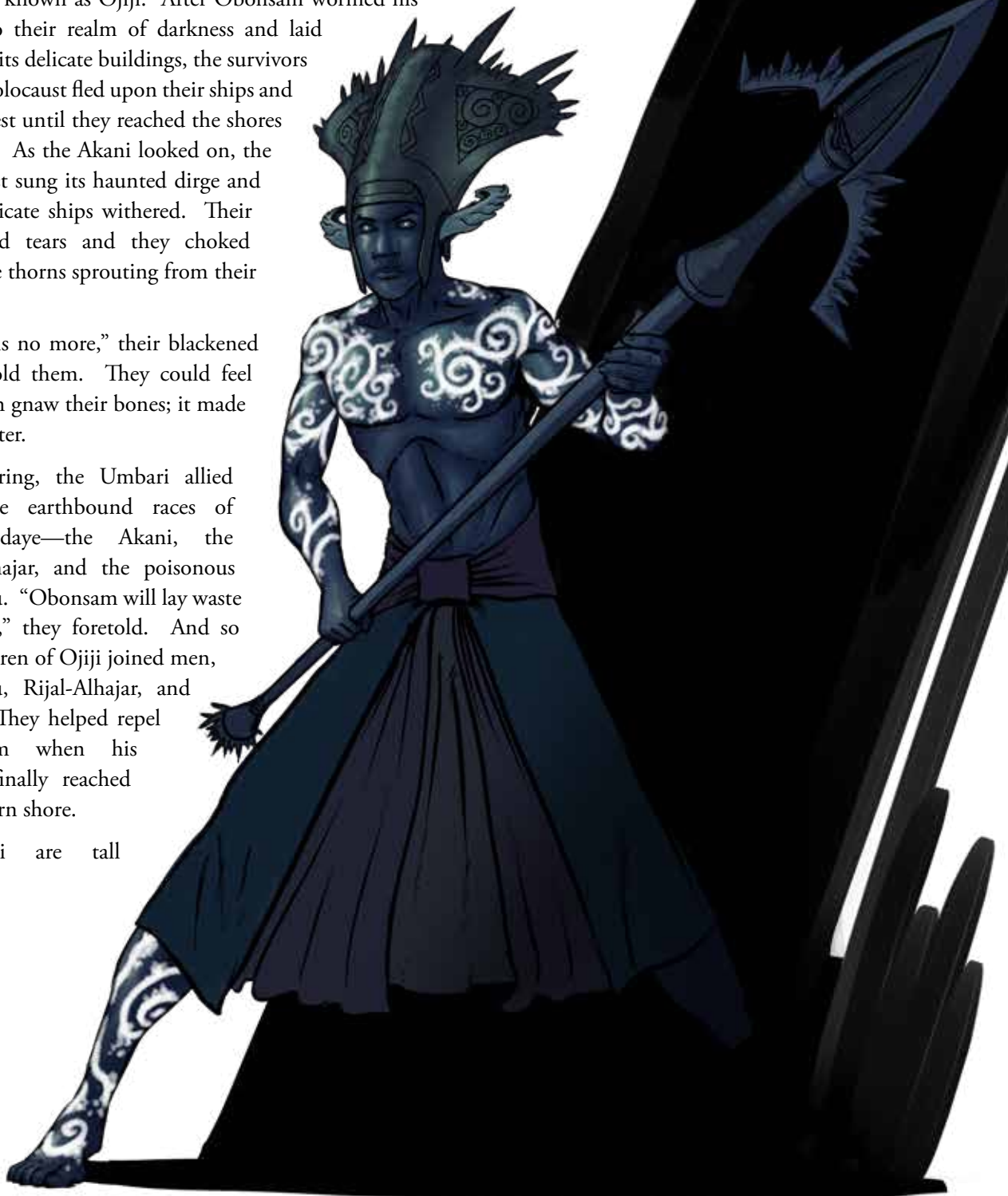
The Akani had always known that the Umbari exist, but their previous encounters with them were fleeting. Perhaps a hunter spied a shade loitering amidst an ancient cairn nestled within the depth of a forest, or a hapless peasant stumbled upon a cache of silvered weapons and was spirited away to Ojiji.

The Umbari of Ife Oodaye once lived in a realm of darkness known as Ojiji. After Obonsam wormed his way into their realm of darkness and laid waste to its delicate buildings, the survivors of this holocaust fled upon their ships and sailed west until they reached the shores of Akan. As the Akani looked on, the Ojiji host sung its haunted dirge and their delicate ships withered. Their eyes bled tears and they choked upon the thorns sprouting from their bodies.

“Ojiji is no more,” their blackened hearts told them. They could feel this truth gnaw their bones; it made them bitter.

Despairing, the Umbari allied with the earthbound races of Ife Oodaye—the Akani, the Rijal-Alhajar, and the poisonous Tunannu. “Obonsam will lay waste to Akan,” they foretold. And so the children of Ojiji joined men, Tunannu, Rijal-Alhajar, and Solari. They helped repel Obonsam when his armies finally reached the eastern shore.

Umbari are tall



and statuesque and their colorless eyes swirl with possibility. They are naturally subtle beings, for they are not corporeal like the other races and are made of shadow. They wear robes of shadowy-silk, and they forge weapons barbed with thorns and use them to ply their subtle trades. Shoes of any kind are unknown to them. They have cultivated their ability to adorn their bodies with silver tattoos that curl across their arms and legs like mist. Day or night the Umbari cast no shadow, and it is said that Umbari parents bury the shadow of their children to make them immortal. If ever sunlight touches the shadow of an Umbari, their soul will die and soon after so will their physical body.

The Umbari of Bastion typically keep to themselves. The clear majority of them live in a neighborhood nicknamed “The Grotto.” Darkness slithers like vines across buildings and chokes the ancient stone. Here, it said, the Umbari indulge secret pleasures. The Umbari are slowly rebuilding Ojiji within Bastion. As the darkness spreads from the center of The Grotto, it renders everything within it as insubstantial as the Umbari themselves.

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
1D/6D	1D/5D	1D/6D	1D/5D	1D/5D	3D/6D

RACIAL ABILITIES

Into the Void

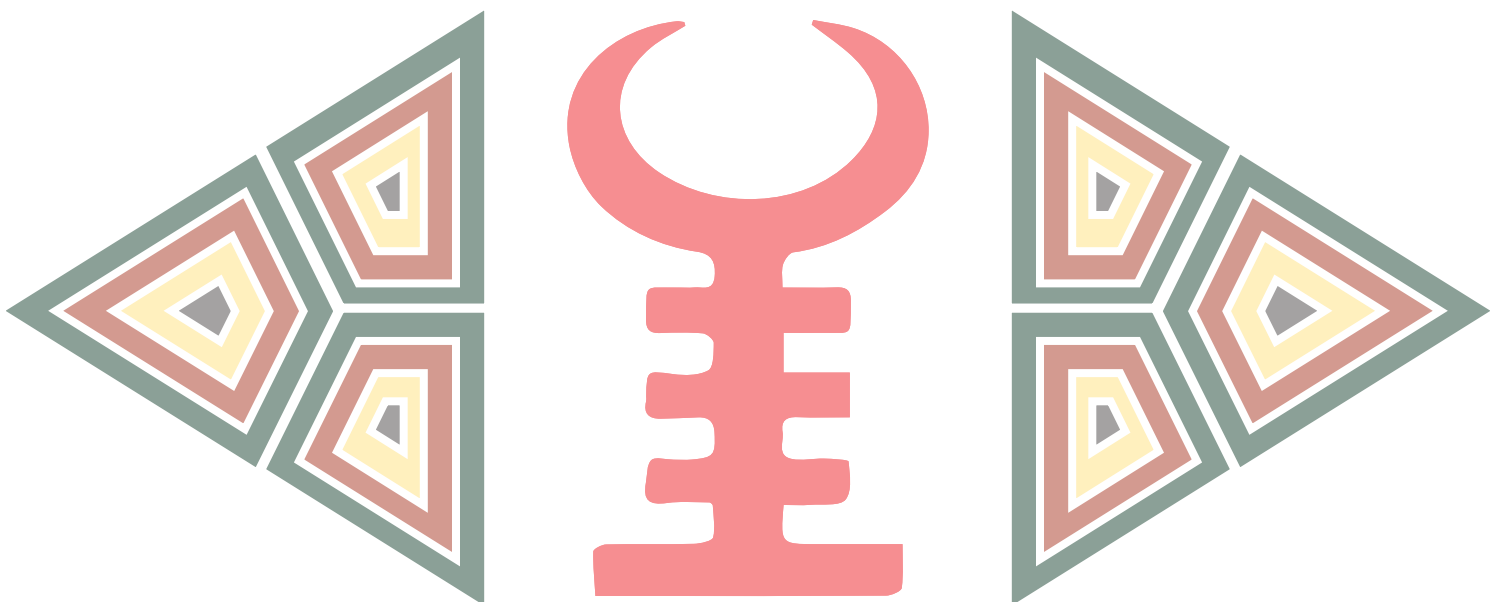
The Umbari are masters of obfuscation. A number times per game equal to the Hero’s PHY, the Hero may disappear into a shadow. The Hero may reappear from another shadow a number meters away equal to twice their REF.

Dark Sight

The Umbari do not suffer penalties from darkness, but incur penalties from bright light such as the noonday sun. In areas of bright light, they suffer -1D to PER. The benefit against darkness may be extended to some people equal to the Hero’s PER once per day, but all experience the same light-based penalty for some days after the ability is used equivalent to the Hero’s PHY.

DESCRIPTION

Umbari, the Shadow-men, stand 1.75 to 2 meters tall, just as the Akans do, with skin the color of the night sky and eyes like twinkling stars. Clothing and items on the person of the Umbari become muted when worn, and even the brightest color takes on a dark-indigo hue. Because they are one with their shadows, it always looks like they are standing in a pool of absolute black.



SIGILS

To activate a sigil, the hero must spend 2 Hero Points. The sigil stays activated for one hour; during that time the sigil glows furiously. At any time during the hour, the sigil may be deactivated. When used, the sigil blazes with color denoting what sigils are being used.

ADINKRAHENE (GOLD)

(Ahh-ding-Kra-Hen-ee)

The golden sigil of rulership, divinity, prosperity, and the spiritual glory of the undivided soul. The Adinkra of Adinkrahene is the sigil that inspires all others.

Enhancement 5, Presence 5D, Telepathy 5



AKOBEN (RED)

(Ahh-ko-ben)

The Adinkra of war blazes with the anger and rage of the universe. The Akoben sigil enhances the Hero's ability to make war on their enemies.

Fast Reaction 5, Ranged Power Attack (Flame Jet) 5, Physique 5D, Body Armor 5



Mechanically, what is an Adinkra Sigil?

The sigils are all powers possessed by the Hero. The special effect is that the sigil is where the power comes from. The sigil, once applied, cannot be removed or exchanged.

During play, more sigils can be applied or enhanced (using Experience Points).

The Adinkra Glow

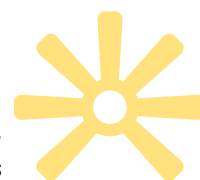
All sigils are evident when used. The more ranks of the power, the larger the glow. If an Adinkra Sigil is ever raised to ten ranks, the Hero's eyes constantly glow from within the same hue as the mark. At rank ten and above, the Hero has a perceptible aura signifying the sigil's power.

ANANSE NTONTAN (YELLOW)

(Ahh-Nancy Nwan-tan)

This sigil blazes with creativity, possibility, and the wisdom ages past. The Adinkra of Wisdom and Creativity grants the Hero the ability to see beyond the perceptions of ordinary people.

Cosmic Awareness 5, Luck 3



ASASE YE DURU (MAROON)

(Ahh-Saas Yah Duru)

This sigil harnesses the power of and the planet manifested. The bounty of this sigil provides healing, respite, and causes the blighted earth to grow once more.

Plant Manipulation 3, Healing 5 (Transference Healing Limitation)



BI NKA BI (BLUE)

(Bye Nkwa Bey)

The Adinkra of Harmony is used by diplomats and those wishing to influence others in a positive manner.

Empathy 5, Mind Control 5, Mind Reading 5



DWENNIMMEN (ORANGE)

(Jah-weeny-mehn)

This sigil grants the user dominion over the beasts of the earth and allows him to command them as he wills.

Animal Mimicry 3, Beast Calling 3, Beast Control 5



GYE NYAME (GREEN)

(Jee Na-may)

The green sigil manifests the power of the sky and the capricious gifts it bestows on the people below.

Weather Control 4



MMUSUYIDEE (WHITE)

(Muh-soo-Ye-Dee)

Nothing unclean can stand against the power of the Mmusuyidee sigil. The Adinkra cleanses and sanctifies the land with the cleansing purity of its light.

Light Manipulation 3, Force Field 5

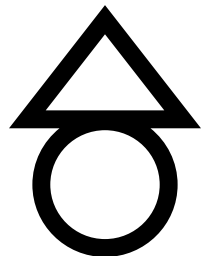


SEPOW (BLACK)

(Say-po)

The black sigil of justice, righteous retribution, and execution.

Natural Weaponry 5, Super Tracking 5, Invulnerability 2



Under the Hood

A MYTHIC D6 mechanics look at the Sigils

Each sigil cost 20 Creation Points and has the Power Limitation of Costs Hero Points to Activate -2, and Powers Signature Effect -1.

The Cost Hero Points limitation represents the spiritual power that's needed, while the Signature Effect represents the glow of the power.

Beyond this, the sigils are superpowers wrapped in a fantasy veneer.



PROFESSIONS

THE FIHANKRA

(Fi-Han-Kra)

The Fihankra are the greatest warriors that have ever treaded the dying land of Ife Oodaye. The sigil carved into the center of their foreheads resembles a slash of flame. The same fire glows within the pools of their eyes. Although this order was instrumental in preventing Obonsam from scattering the last of the great races of Ife Oodaye, it is nonetheless feared. Even the great Akani Ashantehene fears the power of this ancient order.

Along with sacrificing their bodies, the Fihankra forsake many things, in favor of protecting Bastion from the remnants of Obonsam's army. They are also instrumental in preserving the populace from the ravages of the Gray Mist.

How many Fihankra are there?

The ranks of the Fihankra consist of over 500 members. Most are support personnel or warriors, priests, or administrators. The Sigil-Bearers account for only 30 of the total, each given deference and respect. Each Fihankra is given a hooded cape of Kente cloth embroidered with gold thread. The primary color of the cloak denotes the profession of the Fihankra. The cape indicates the rank of the Doom Rider from the least glorious to the most magnificent, but each, no matter his status, is feared and respected by the common man.

In the city of Bastion, there were once 100 Fihankra Companies, but that number has slowly atrophied to 20.

The Doom Riders (as they are also known) continually venture forth into the depths of the Gray Waste. They search for survivors; they explore ancient ruins; and they hunt down prides of deformed beasts as well as the malingering dead. Many of the Fihankra fail to return from their lonely patrols. Sadly, some blame the Fihankra for the Gray Mist. They suggest that this ancient band of warriors brought forth the mist so that they could use it as a pretext to gain control of Bastion through fear and manipulation.


All the great races can become Fihankra. The annals of this order include Akani, Tunannu, Rijal-Alhajar, Umbari, and Solari heroes. These individuals have shouldered the burden of this terrifying power and use it to serve Bastion.

PROFESSIONS

All Heroes in Bastion are members of the Fihankra, but within that order the individual members all practice different professions. Some are the martial arm of the order (Gyata); others take care of the spiritual needs of the men and women (the Nyame Dua).

 Alaase (the manipulators of Ashe)

 Alkimians (alchemist, mechanics)

 Gyata (warriors)

 Nyame Dua (priests)

 Sikaotu (scouts)

ALAASE

(A-Lay-see)

INFLUENCE 2D

INTUITION 3D

INVESTIGATE 2D

RESISTANCE 2D

WILLPOWER 3D

The users of the mental and spiritual power of Ashe. With their minds and prodigious willpower, the Alaase can bend the world to their will.

NOTE: Alaase may spend Creation Points on any of the Mental Powers starting on page 104. What powers they buy, must have the following Power Limitations: Activation Roll (page 129), Extra Time (page 130).

STARTING EQUIPMENT:

Fihankra Starting Gear, and weapon of choice

ALKIMIANS

(Al-Key-Me-Ans)

INVESTIGATION 3D KNOW-HOW 2D RESISTANCE 2D SCHOLAR 2D TECHNICAL 3D

The Alkimian are the makers that create using what's available. The mechanics have kept the walls of Bastion strong and made marvels to help fight against the mist.

NOTE: Alkimians use the Gadgetry rules found on page 152 of the core book, and may only create Tools and Gear (page 156 of the core book).

STARTING EQUIPMENT:

Fihankra Starting Gear, and weapon of choice

GYATA

(Ga-Ya-Ta)

ATHLETICS 2D EVASION 2D FIGHTING 3D RANGE FIGHTING 3D RESISTANCE 2D

The Gyata are the defenders of the weak, and the martial arm of the city of Bastion. They have trained all their lives to hold the weapons and war, and each has their own reason to take up arms.

STARTING EQUIPMENT:

Fihankra Starting Gear, and weapon of choice

NYAME DUA

(Nia-Yahm Doo-Ahh)

INFLUENCE 2D INFLUENCE 2D INVESTIGATION 1D LANGUAGE 2D SCHOLAR 2D WILLPOWER 2D

The holders of vast knowledge and keepers of Bastion's forgotten wisdoms. The Nyame Dua are the conduits to speak to god; they are given insight and wisdom. The Nyame Dua hold the city together with their wise words and soothing parables.

All Nyame Dua begin with the following gift from God. The ability cost 8 points but allows the hero to imbue other with a blessing.

Luck 2 ranks (Blowing on Dice, Limitations- With Physical Gestures, Incantations, Extra Time) Cost – 8 pts

STARTING EQUIPMENT:

Fihankra Starting Gear, and weapon of choice

SIKAOTU

(Sika-Oh-Too)

INVESTIGATION 3D EVASION 2D MOVEMENT 2D SNEAK 3D THIEVERY 2D

The Sikaotu are the wasteland wanderers that move ahead of the host in search of danger and surprises that may befall the group.

STARTING EQUIPMENT:

Fihankra Starting Gear, and weapon of choice

FIHANKRA COMPANIES

The Fihankra is not one monolithic organization. The organization is divided into what are known as Companies. Each Company is known for a different specialty and flies a unique banner. Some are known for their martial abilities, while others are known for their compelling use of Ashe.

After the players make their characters, they will also make their distinct Fihankra Company. Each Company has a unique Benefit, Hindrance, and Sphere of Excellence. As a group, the players will build their Company and then give it a name.

BENEFITS

Players choose a benefit for their Company from the list below. The Company starts with one Benefit.

LAND ARK

The group possesses one of the last fully functional Land Arks. Built by Alkimian master builders half a millennium ago, the Land Arks are mobile bases of operations. The Land Ark is crewed by a group of 60 men that power the wheels by “rowing” the vehicle, plus a pilot and navigator. In the belly of the ark is enough room to hold another 50 men and their mounts.

DEEP POCKETS

The Company has fabulous wealth accumulated over 500 years through dealings with the city’s various guilds. When making Wealth Rolls, the Company has a pool of Treasure Points at their disposal equal to the players. Once the points are used, they replenish at the start of the next adventure.

BEST OF THE BEST

The Company is considered the best of the best and excel at what they do. The players, as a group, pick one activity that they as a company are good at. That effort becomes an Advantage at rank 1.

GLORIOUS ARSENAL

The Company has some of the best weapons ever made in its arsenal. Each Hero may have one Master Work item of their choice.

FRIENDS IN HIGH PLACES

The Company has made allies during its long and illustrious history. When dealing with the city’s various guilds and nobles, the Company receives a +2D bonus to Influence rolls.

FRIENDS IN LOW PLACES

The Company has made contacts during its long and sordid history. When dealing with the city’s various criminal elements, the Company receives a +2D bonus to Influence rolls.

OLD LORE

The company has a vast and expansive library filled with books and scrolls from before the Time of Sorrows. When traveling beyond the wall, the Heroes have knowledge of places where their travels and respites are made more comfortable. The DoD of Gray Mist resistance roll is reduced by one.

When looking for arcane or obscure information, the Heroes may consult the library once per game and receive 2 automatic successes for any KNO roll. This assumes the Heroes have access to the facility.

WISDOM OF THE ANCESTORS

Inside the Company’s citadel is a small, dark room with walls painted in friezes depicting great deeds and solemn occasions. At the center of the room is a low table with large crystal jars. Inside the jars are the heads of several great leaders of the Company, preserved by chemicals and powerful Ashe energies.

In times of trouble, the members of the Company confer with the Old Masters in the hopes of gleaned some bit of wisdom or insight. Once per game, one Hero may consult with the heads. They must make an XXX + Influence roll versus a DoD3. The “XXX” represents

a random attribute, representing the capricious nature of the Heads. COO + Influence maybe a juggling act and a KNO + Influence may be solving a puzzle. The EV+1 from a successful roll is doubled and taken as Hero Points that the Heroes may use during the Adventure. A failed roll means 1D points are added to the Aggravation Pool.

LUCKY TALISMANS

The Heroes each have a talisman made from the bones of ancestors. These bones can be used as an extra +2D to one roll per game or can be used to reduce the Aggravation Pool by 1 point.

BEAST MASTERS

The Heroes of the company all have some sort of animal affinity. In addition to being friends of beast, the heroes each has an animal companion that travels with them, and the company keeps several packs of attack dogs handy. When making Influence (Animal Handling) rolls, the Hero may add +2D.

HINDRANCE

The Company has some sort of shortcoming or disadvantage that hinders them. The Company is known for this shortcoming, and it is considered a weakness by many. Treat the Weakness as a Disadvantage that may be tapped for Hero Points. The Hero Points may be used by anyone in the Company (player characters) once per game session. Once activated, the shortcoming will encumber the group in some way. The Hindrance is treated as a rank 3 Disadvantage and may be used by the group twice during the game session.

Each group must have at least one Hinderance. For each additional Hinderance, the organization may have another Benefit. A group may have a total of 3 Hinderances.

REVEILED

The Company is vilified for some heinous act committed in the past. The act may have happened or

may just be a vicious rumor, but enough people know of it and give the Heroes a sour eye.

THE DREDGES OF THE SIGIL-BEARERS

The Company is known as the Company of Refuse. In the past, this was the Company where the least among the Fihankra were sent to live out the last of their day. It was also the Company that all the washouts were sent to stay out of the way. In the recent past, the Company made such a blunder that it has never recovered its good name. The Company has no glorious tales to tell, no members of great renown, and no drive to rise above its minor station. The Company is a laughing stock and the butt of every joke.

RULED BY AN IDIOT OR MADMAN

The Company is run by an incompetent that inherited the title and rulership of the Company but has never earned it. The Head of the Company continually makes terrible decisions that endanger the Heroes or put them in less honorable situations for his personal gain. Conversely, the leader may have spent too much time in the Wasteland and is now unstable.

DESTITUTE

The Company has fallen on bad times and has outstanding debts or suffered some setback that has depleted its resources.

SICKLY OR ROTTEN INSIDE

The Company is known for their poor health. This may be caused by a lack of hygiene or some curse the Company is under. No matter the reason, the Company is pitiable and foul to look upon.

DOOMED/CURSED

Long ago, the company fell under the curse of a witchdoctor or perhaps the founder looked Obonsam directly in the eyes. Since then the Company has had a string of bad luck. Others shun the group for fear that the unluck will rub off on them.

RASH

The Company is impetuous and foolhardy to the extreme. They are known as brash and reckless without a care for the property they damage or the innocents that get in their way. They leap before thinking and hope there is someone to land on at the bottom.

OLD RIVALRY

The Company is in a feud with another Company or guild in the city. When the two groups meet, heads are cracked and, in some cases, blood is shed.

UNDER SCRUTINY

The Company is being watched because of unsavory activity in which the Company is involved. The Company may or may not be guilty, but eyes are on their every move, and the authorities are waiting for a slip-up.

KNOWN DRUNKS & PHILANDERERS

The men and women of the Company are known as rampant carousers with loose morals and questionable characters. Fruits from all the company's "labors" are also a problem as the unruly children burden the city. Many of the men and women of the company can frequently be found in the drinking establishments or out back sleeping it off.

SPHERE OF EXCELLENCE

The company is renowned for something it does. Each member of the group knows the special skill and must learn it before becoming a full-fledged member. A Sphere of Excellence is a specialization at level one that each Hero gets for free. The players choose one from the following list.

ASSASSIN

Fighting specialty when attacking from a hidden spot or from behind

PROTECTOR

Specialty in fighting when parrying or protecting another

GROUP DEFENSE

Specialty in evasion when in a group

ASSAULT FORCE

The Company is brutal when attacking as a group in a melee

RESISTANCE TO THE WASTE

Specialty to resistance skill when dealing with Gray Mist Corruption

INFILTRATORS

Sneak specialty when sneaking into a building

BEAST RIDERS

The people of the Company are the best at riding any sort of mount

SPIES

Very good at finding information that wants to remain hidden

POWERFUL ASHE

The Company excels at using the power of the mind

CROOKED

The Company excels at nefarious activities

ERUDITE

The Company has a vast knowledge of the waste and the things that live there

COMPANY NAME

The players create a name for their Company along with a symbol that will represent them. The symbol will be worn as part of the Heroes' uniform and is emblazoned on their Kente cloth cloak.

COMPANY RENOWN

The Company has an average of the total player's Renown. The more famous the Heroes become, the better regarded the Company is.

For every 30 points of Renown, raise the Company Strength by 1.

COMPANY STRENGTH

The Company starts out with a Strength of one (1) and grows from there. The Strength represents how great the Company is at what it does, its luck, and its fighting potential. Each point of Strength is one die of Hero Points. At the beginning of each adventure, a designated player rolls dice equal to the Company Strength, and the sum of that roll becomes a Hero Point pool that the group may use for that adventure.

Strength also represents the size of the Company. NPC members will all be Power Level 2 and equipped to do their job. Remember, the more Renown the Heroes have, the more people will flock to their Company. Consult the following chart.

Strength	Members	Benefits
1	20 members	
2	30 members	
3	50 members	
4	100 members	
5	200 members	Gain a new Benefit
6	500 members	Gain a new specialty
7	1,000 members	Gain a new Benefit
8	5,000+ members	Gain a new Specialty
9	10,000 members	Gain a new Benefit
10	20,000 members	Gain a new Specialty

The Company's Personality Emerges

You may notice that by building the Company, a personality will develop. A group with deep pockets and a bad reputation with a specialty in assassination will look very different from a group of beast riders with glorious weapons ruled by an idiot.

THE LIEUTENANT

This is the person with whom the Heroes interface inside the Company. The Lieutenant may be friendly to the Heroes or antagonistic and is used as a roleplaying aid when dealing with the organization. If the Heroes need something, they talk to their Lieutenant; if the characters are chastised for something, it's usually the Lieutenant that does it. It's a good idea to ascribe a few adjectives as personality traits to the Lieutenant to better give the players a handle on how to interact with them.

Example: Donobey, the Heroes' Lieutenant, is: gruff, down-to-earth, and no-nonsense.

THE CAPTAIN

Who is this person? What is their name, do they have a name?

The Captain is the big boss who is rarely seen. She is the person that hands down orders to the Lieutenant and does not concern herself with the affairs or the needs of the Heroes. The Captain may have ulterior motives unknown to the Heroes or work in such a way to counter the effort of the Heroes. No matter the case, the Captain should be the ultimate authority within the Company, with the power and resources to execute any order or any person.

COMPANY ATTRIBUTES

The Company, just like Heroes, have attributes that show how effective they are. All attributes start at a base of 1D, plus 3x the Strength attribute in dice. These additional dice are allocated to the three attributes (Power, Agility, and Information), and increase as the organization's Strength increases.

ATTRIBUTES

Power: represents how much force and influence an organization can bring to bear on a project. When trying to attack another organization, getting someone out of jail, or getting a building quarantined, use the Power attribute.

Information: how much knowledge the organization has. How quickly can an organization access a library? That's all the purview of the Information attribute.

Agility: How quickly can an organization move to address a situation? How slippery is the organization when sidestepping trouble?

OTHER ATTRIBUTES

Stress Points: This represents the amount of damage the organization withstands. Once the points reach zero, the organization collapses and scatters to the wind. Stress Points are equal to the number of members of the organization. Stress Points "heal" at a rate of one per month.

PDV: Equals half the organization's Agility Attribute (round down, minimum of one)

BDV: Half the Power Attribute (round down, minimum of one)



COMPANY CONFLICT

SMALL-SCALE ATTACKS

There may be times a group calls for backup, or when the Heroes invade another organization. How many people the organization has at its disposal is represented by its Strength attribute.

An organization can bring operatives to bear equal to half its Strength attribute. Treat the group as a Horde.

ORGANIZATION VS. ORGANIZATION

Two organizations can do battle just like standard player characters using a different scale. Rounds for these types of conflicts are measured in weeks instead of seconds, and attacks are made using the organization's Power attribute. The abstraction represents maneuvers, espionage, or blatant raids on a headquarters.

COMPANY KENTE

The Story of how Kente was formed has changed, some of the stories lost in the time of Sorrow, others switched to suit the new world of the Akan. But what remains is this: Two brothers, out near their family farm, spotted a spider weaving its web. They watched it a whole season, as it made and remade its web for the passing times. By the time it was finally done, they had a secret within them, and created the first ever Kente Weave out of silver and gold lining.

In the world today, the Kente cloth has become the symbol of the Fihankra, their Kente cloaks one of the most prominent parts of their equipment. Within each company, amongst each member of the Fihankra, those in the know can quickly identify their fellow members by their Kente Cloth alone.

The colors of a Fihankra's Kente is a visual representation of their personality, and how they perceive the world. Most Kente cloaks worn by them tend to have three colors - the dominant color of their Sphere of Excellence in their company, and two more detailing their view of the world itself. Below is a list of the colors and their meanings:

When a Fihankra chooses his cloak, the colors, and their intensity on both the stitching and size, defines them. It is a great way to show your personality to your world, and your allegiance to the Company you keep.

Renown
Strength

THE COMPANY

NAME: _____

POW
INF
AGI
SP
PDV
BDV

.....

Benefits

Hindrances

Sphere of Excellence

Location

Notes/NPCs

NOTES:



KENTE SPHERE OF INFLUENCE

The Base color each Kente Clothes is dictated by the Sphere of Influence.

- Assassin - Predominantly Red
- Protector - Purple
- Group Defense - Blue
- Resistance to the Waste - White
- Infiltrators - Pink
- Beast Riders - Maroon
- Spies - Yellow
- Powerful Ashe - Black
- Crooked - Grey
- Erudite - Green



THE COLORS OF THE KENTE CLOTH:

- Black: Strength in Spirit, Maturity, Aging
- Blue: Unity, Adoration, Quiet
- Green: The Earth Itself, Harvest, Revival
- Gold: Wealth, Status, Glory
- Grey: Cleansing, Necessity, Solidarity
- Maroon: Health, Calmness, Nurturing
- Pink: Life, Passion, Emotion
- Purple: Bonding, Protection, Safety
- Red: Blood, Sacrifice, Devotion
- Silver: Serenity, Happiness, Reflective
- White: Purity, Celebration, Righteousness
- Yellow: Prestigious, Precious, Beauty.

CHIASOKA

ARCHETYPE: PROTECTOR

Power Level: 3 (125pts)

Profession: Gyata

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
3D	2D	3D	3D	4D	3D

AKANI RACIAL ABILITIES

Stronger When We Act as One

Rivalled by None

SKILLS

Athletics 2D, Evasion 3D, Fighting 3D (specialization- Shield Blade 1 lvl), Influence 2D, Intuition 1D, Investigation 1D, Know-How 1D, Movement 2D, Ranged Fighting 3D, Resistance 2D, Sneak 1D, Thievery 1D, Willpower 2D

SIGIL: ADINKRAHENE (Ahh-ding-Kra-Hen-ee)

The golden sigil of rulership, divinity, prosperity, and the spiritual glory of the undivided soul. The Adinkra of Adinkrahene is the sigil that inspires all others.

Enhancement 5, Presence 5D, Telepathy 5

ADVANTAGES

DEFENDER OF THE PEOPLE	FREQUENCY
...	1 2 3
...	1 2 3
...	1 2 3

DISADVANTAGES

DICE
REL: CAPTAIN FARKYL, LOST FATHER
INT: DUTY TO HER TEAM
EXT: LOUD AND OUTSPOKEN

SP	HP	REN	PD	CP
----	----	-----	----	----

34 8 0 1

BDV	PDV	WR	CrPT
-----	-----	----	------

3 1 3D 0

Weapon	ACC	BDV	Qualities
--------	-----	-----	-----------

SHIELD BLADE - 10 PARRY

Armor	AV	Enc	Qualities
-------	----	-----	-----------

BESENJI 5 - -



TAYO



ARCHETYPE: WARRIOR

Power Level: 3 (125pts)

Profession: Sikaotu

COO	KNO	PER	PHY	PRE	REF
2D	2D	3D	4D	2D	4D

UMBARI RACIAL ABILITIES

Into the Void

Dark Sight

SKILLS

Athletics 2D, Evasion 3D (specialization- evading multiple opponents 1 lvl), Fighting 3D, Investigation 3D, Movement 3D, Ranged Fighting 3D, Resistance 1D, Sneak 3D (specialization – Moving in darkness 1 lvl), Thievery 2D, Willpower 1D

SIGIL: AKOBEN (Ahh-ko-ben)

The Adinkra of war blazes with the anger and rage of the universe. The Akoben sigil enhances the Hero's ability to make war on their enemies.

Fast Reaction 5, Ranged Power Attack (Flame Jet) 5, Physique 5D, Body Armor 5

ADVANTAGES	FREQUENCY
MASTER SNEAK	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	DICE
REL: HIKU, SECRET DAUGHTER	1 2 3
INT: HATES AUTHORITY	1 2 3
EXT: UNTRUSTWORTHY LOOK	1 2 3

SP	HP	REN	PD	CP
32	6	0	2	

BDV	PDV	WR	CrPT
4	2	3D	0

Weapon	ACC	BDV	Qualities
DRAGON SPEAR	-1D	12	IMPA LING, ARMOR PIERCING

Armor	AV	Enc	Qualities
BESENJI	5	-	-

TEJUMOLA

ARCHETYPE: ICON

Power Level: 3 (125pts)

Profession: Nyame Dua

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
2D	2D	3D	6D	3D	2D

RIJAL-ALHAJAR RACIAL ABILITIES

Know Thy Self

Mineral Leech

SKILLS

Evasion 1D, Fighting 1D, Influence 2D, Intuition 3D, Investigation 1D, Know-How 1D, Languages 2D, Perform 2D, Resistance 1D, Scholar 2D, Willpower 3D

Nyame Dua Blessing

Luck 2 ranks (Blowing on Dice, Limitations- With Physical Gestures, Incantations, Extra Time)

SIGIL: ASASE YE DURU (Ahh-Saas Yah Duru)

This sigil harnesses the power of and the planet manifested. The bounty of this sigil provides healing, respite, and causes the blighted earth to grow once more. Plant Manipulation 3, Healing 5 (Transference Healing Limitation)

ADVANTAGES

WISDOM BEYOND HER YEARS **1 2 3**

1 2 3

1 2 3

DISADVANTAGES

REL: KWAKU, ENEMY BROTHER **1 2 3**

1 2 3

INT: NEVER A QUICK DECISION **1 2 3**

1 2 3

EXT: TOO BIG NOT TO NOTICE **1 2 3**

1 2 3

SP	HP	REN	PD	CP
52	6	0	6	

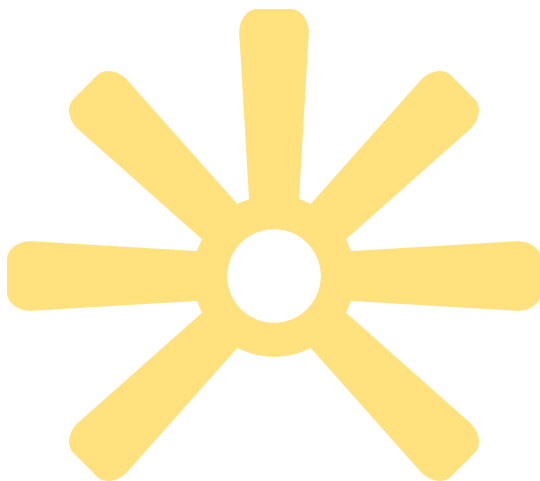
BDV	PDV	WR	CrPT
8	2	3D	0

Weapon	ACC	BDV	Qualities
AKRAFENA	-1D	12	KNOCK DOWN

Armor	AV	Enc	Qualities
BESENJI	5	-	-



KWENTO



ARCHETYPE: OUTSIDER

Power Level: 3 (125pts)

Profession: Alkimian

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
2D	4D	4D	2D	2D	3D

TUNANNU RACIAL ABILITIES

Caustic Words

Weapons of a Reptile Warrior

SKILLS

Athletics 1D, Evasion 3D, Fighting 2D, Investigation 3D, Know-How 2D, Languages 2D, Movement 2D, Ranged Fighting 3D, Resistance 2D, Scholar 3D, Technical 3D

SIGIL: ANANSE NTONTAN (Ahh-Nancy Nwan-tan)

This sigil blazes with creativity, possibility, and the wisdom ages past. The Adinkra of Wisdom and Creativity grants the Hero the ability to see beyond the perceptions of ordinary people.

(Cosmic Awareness 5, Luck 3)

Alkimian's Aduru Kotoku (Osebo Medicine Bag)

ADVANTAGES

ADVANTAGES	FREQUENCY
LORE MASTER OF THE WASTELANDS	1 2 3
	1 2 3
	1 2 3

DISADVANTAGES

DISADVANTAGES	DICE
REL: NULUKO, THE MONEY LENDER	1 2 3
INT: OVERT COWARD	1 2 3
EXT: A FACE YOU WANT TO PUNCH	1 2 3

SP	HP	REN	PD	CP
28	4	0	1	
BDV	PDV	WR	CrPT	
3	2	3D	0	

Weapon	ACC	BDV	Qualities
CRESCENT BLADE	+4D	7	WELL BALANCED

Armor	AV	Enc	Qualities
BESENJI	5	-	-

ARCHETYPE: SCHOLAR

Power Level: 3 (125pts)

Profession: Alaase

ATTRIBUTES

COO	KNO	PER	PHY	PRE	REF
2D	2D	3D	2D	2D	2D

SOLARI RACIAL ABILITIES

Sun-Kissed
Enlighten

SKILLS

Athletics 2D, Evasion 2D, Fighting 3D, Influence 2D, Intuition 3D, Investigation 2D, Know-How 2D, Movement 1D, Ranged Fighting 2D, Resistance 3D, Scholar 2D, Sneak 1D, Thievery 1D, Willpower 3D

Alaase Ailities

Cosmic Awareness 4, Mind Reading 3, Second Sight 3 (All powers have the Extra Time 1, and Activation Limitation)

SIGIL: BI NKA BI (Bye Nkwa Bey)

The Adinkra of Harmony is used by diplomats and those wishing to influence others in a positive manner.

Empathy 5, Mind Control 5, Mind Reading 5

ADVANTAGES

ADVANTAGES	FREQUENCY
MASTER OF THE MENTAL ARTS	1 2 3
	1 2 3
	1 2 3

DISADVANTAGES

DISADVANTAGES	DICE
REL: KWAKU, LOVER	1 1 1
INT: ALOOF	1 1 1
EXT: OLDER THAN SHE LOOKS	1 1 1

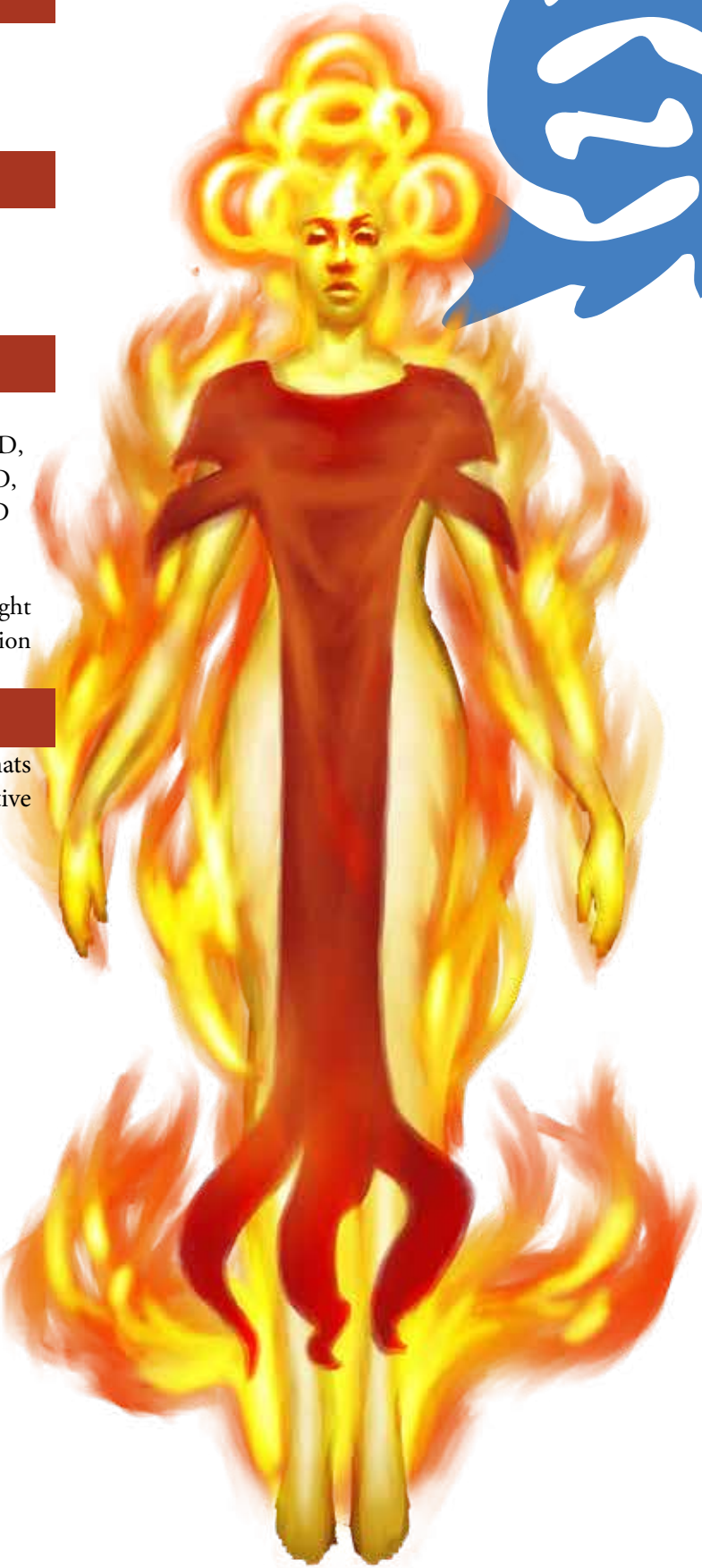
SP	HP	REN	PD	CP
29	4	0	1	

BDV	PDV	WR	CrPT
3	1	3D	0

Weapon	ACC	BDV	Qualities
SUN JAVELIN	+1D	7	

Armor	AV	Enc	Qualities
BESENJI	5	-	-

IO



SAMPLE COMPANY

Renown

Strength

1

NAME: WKRAMA COMPANY

POW **INF** **AGI** **SP** **PDV** **BDV**

.....2D.....1D.....3D.....20.....1.....1.....

Benefits

Best of the Best (Survivor Rescue)

Hindrances

Destitute

Sphere of Excellence

Group Defense

Location

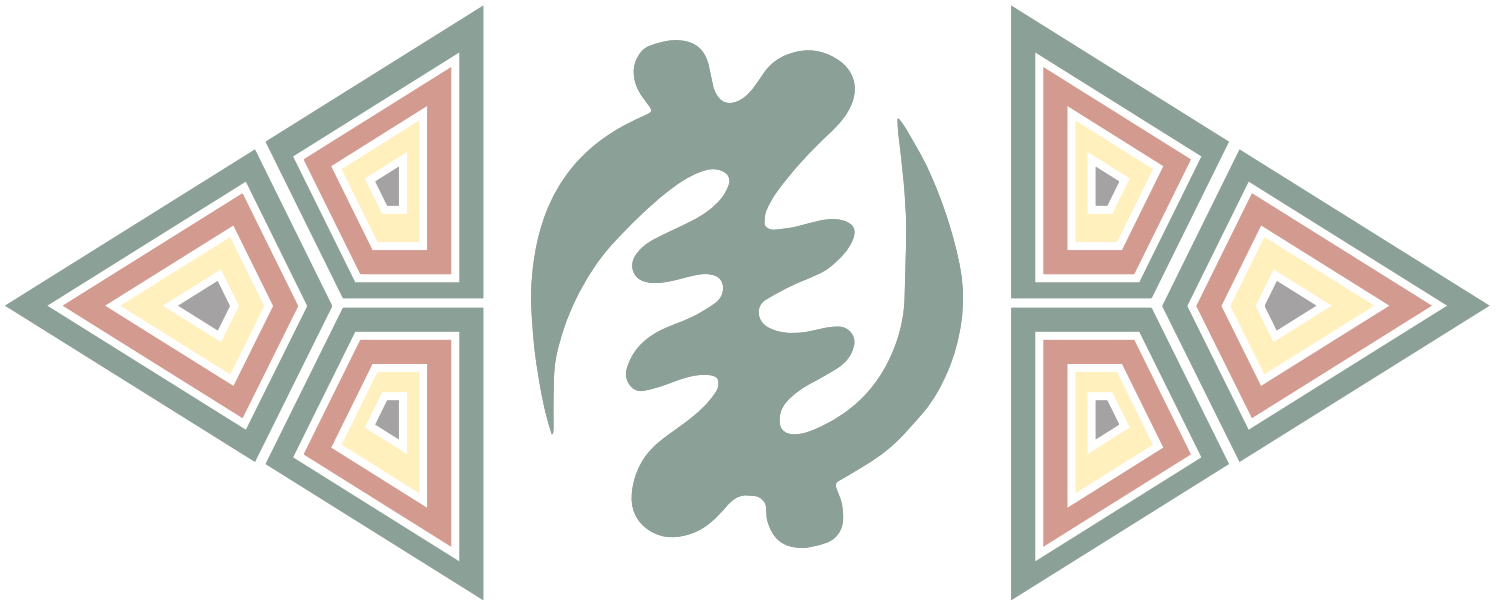
Overlooking the market near the Great Well

Notes/NPCs

Lieutenant Donobey

Captain Eo

NOTES:



CHAPTER THREE

When the undead recovered from the blast, they drove through the middle of the Fihankra troops, separating them into two groups. Two warriors died already and, rather than risk any more to death, Chiasoka ordered the soldiers closest to the survivors to retreat with them to Bastion as she and the other Fihankra led the undead away. This tactical retreat suited Kwento as well as it could. He hated getting his blade dirty, and running was easier than fighting.

However, the group had been running for a very long time—at least a week—and he was exhausted. “We should head back to Bastion, now. It’s obvious we’ve lost them.” A collective sigh came from his traveling companions—Chiasoka, Io, Tayo, and Tejumola were all tired of his complaining.

“Perhaps you should head back alone if you want to so badly, and save us all from your incessant commentary,” Tayo snapped.

Ready with a witty retort, Kwento opened his mouth to be stopped mid-sentence by Io, who murmured, “Corruption looms over us.”

“I think—what?” Kwento questioned.

Io looked to Chiasoka who slowed her steed, “Choices made bring the taint toward us; we will not escape it.”

“I love a riddle, but this is getting ridiculous,” Tejumola grumbled to herself.

“In that case, we will stop next to this stream. If we’re being tracked, we need to replenish supplies, rest, and get ready for a fight,” Chiasoka said, nodding to Io. Any choice she made she would have to live with now.

EQUIPMENT

Many of the items from the core MYTHIC D6 book are available here, but following items are unique to the Bastion Setting.

ENCUMBRANCE

Because Bastion is a game of survival and adventure, everything the Hero carries counts. All equipment will be listed as Light, Medium, Heavy, or Extra Heavy.

Light	A Hero can carry four of these items for every 1D of PHY
Medium	A Hero can carry two of these items for every 1D of PHY
Heavy	A Hero can carry one of these items for every 1D of PHY
Extra Heavy	A Hero can carry one of these items for every 2D of PHY

ALKIMIAN FLAME OIL

A closely guarded secret oil created by the Alkimians that burns without air. The oil can be ignited underwater or in the strongest of winds and will not be extinguished until it has consumed itself. The oil will burn brightly for one hour per ounce and cannot be extinguished by conventional means. Flammable materials will immediately catch fire and burn from the intense heat generated by the oil and an entire room can be flash-heated by a small amount. If splashed on an opponent, it hits 1D6 targets within a 2-meter radius, doing BDV8. At the beginning of every round for 2D6 rounds and can only be extinguished by spending an action and a Hero Point.

ALKIMIAN OIL FLARES

Flares created by the Alkimians using the Flaming Oil. The formula is diluted with other materials to make the flame last longer but burn less intensely. A flare will burn with the brightness of a candle for five hours before exhausting.

BREATHING MASKS

Masks that filter the vile and corrupting miasma outside the walls of Bastion. The mask offers the user a +2D when resisting the effects of the Wasting Mists. The downside of wearing the mask is -2D to Perception



checks or sight-based actions (melee and ranged attacks)

BINOCULARS

Gives the user a +2D bonus when making an Investigate roll to navigate through the Wastelands.

WASTELAND TENT

A specially sealed tent made to keep out the Gray Mist during expeditions into the Wasteland. The tent offers the user a +2D bonus when resisting the effects of the Wasting Mists.

Fihankra Starting Gear

All Heroes start with the following Fihankra items

The Kente Cloak

A cotton cloak of kente cloth. A handwoven multicolored cloth with the insignia of the company emblazoned on the front left side of the chest. The cloak falls to the ankle and is heavy enough to keep a person warm.

The Breathing Mask

Every Hero is given a Fihankra mask to protect them in the Wasteland. Each mask is customized to the Hero but uses the company colors. The headgear also doubles as a breathing mask.

The Basenji Armor

A suit of light armor accented with the company's colors.

ARMOR

THE BASENJI ARMOR

A suit of light armor used by many of the garrisons in the city of Bastion. The armor is common throughout the city of Bastion and used by scouts or lightly armored troops.

AV	Enc	\$ DoD
5	-	1

THE GUARDSMAN ARMOR

A suit of medium armor used by many of the garrisons in the city of Bastion. Made from leather and laminated wood strips. The armors are brightly painted with designs and symbols to denote status and affiliation.

AV	Enc	\$ DoD
10	-2D	3

Quality: Hardened

THE DOOM BRINGER

A suit of heavy armor made for the wars with Obonsam. A suit has not been made in almost two hundred years, but many still exist in the guild halls of the Sigil-Bearers. Each suit is a master-crafted work of art inscribed with the history of the wearer. All suits included a mask to help resist the Gray Mist.

AV	Enc	\$ DoD
19	-2D	8

Quality: Hardened, Master Work

WEAPONS

Many sorts of weapon exist in the world of Bastion, but the following are the most commonly used by the Fihankra.

ADA

A short, curved blade sharpened on one side. Primarily used for cutting and hacking, the Ada is the most common sword used in Bastion.

ACC	BDV	Qualities	\$DoD
-	7	NONE	1



SHANGO

The Shango is a large axe, ceremonially painted red. It is said years are spent honing the edge of a Shango axe it is ready when the blade easily cuts through the trunk of a Baobab tree. Shango axes are rare and none have been made in two hundred years.

ACC	BDV	Qualities	\$DoD
-	10	ARMOR PIERCING	3



HOOK DAGGER

Used for parrying and as a slashing weapon.

ACC	BDV	Qualities	\$DoD
+2D	7	PARRY	1



KHOPESH

Long sword with a crescent-shaped hooked blade.

ACC	BDV	Qualities	\$DoD
-	10	PARRY	1



SHIELD BLADE

Primarily a shield, the edges are sharpened to act as a weapon when used in a counter attack. The weapon is used most often by the Fihankra as both a defensive and offensive tool.

Akani are adept at using the weapon as both a shield and a blade at the same time. When using the Shield Blade, Akani add one (1) to their PDV.

ACC	BDV	Qualities	\$DoD
-	10	PARRY	2



MBOR SWORD

A short, double-bladed sword used for both slashing and piercing. Favored by the Umbari, the sword is usually made of a black metal.


ACC	BDV	Qualities	\$DoD
+2D	7	FAST	1



TAKOBA SWORD

Takoba blades are straight and double-edged with a pronounced tapering toward the tip used for piercing and impaling.


ACC	BDV	Qualities	\$DoD
-	10	IMPALING	2



AKRAFENA

Large, two-handed sword with a curved blade. The heavy sword is primarily used for hacking and is heavy enough to easily dismember a foe.

ACC	BDV	Qualities	\$DoD
-1D	12	KNOCK DOWN	1



TERRA HAMMERS

The large stone clubs made of corundum and sharpened on two sides are primarily used by Rijal-Alhajar. Warriors use the hammers to “nail” opponents down so that they may easily murder their foes. When the attacker rolls a six (6) on the Wild Die, the target must make a REF + Resistance roll or be stuck in place for a number of rounds equal to the attacker’s PHY. While “nailed down”, the opponent’s REF is reduced by the attacker’s PHY.

Rijal-Alhajar double the duration.

ACC	BDV	Qualities	\$DoD
-1D	12	KNOCK DOWN	3



IXWA SPEAR

A short, broad-headed fighting spear used for close-quarter fighting.

ACC	BDV	Qualities	\$DoD
+2D	10	FAST, IMPALING, WELL BALANCED	5



DRAGON SPEAR

A large, heavy spear used to bring down and hold dragons. The barbed edges insure that, when impaling, the blade will stay firm and the bottom of the spear is weighted to slow large beasts down. On an attack roll where the Wild Die result is a six (6), the blade reduces the opponent's REF by 1D.

ACC	BDV	Qualities	\$DoD
-1D	12	IMPALING, ARMOR PIERCING	4



CRESCENT BLADE

A curved blade held by a middle grip. When thrown it makes a slicing arc and can potentially take out multiple opponents.

On a Wild Die roll of six (6), the blade may hit another opponent and continue to hit for each Wild Die six rolled, and then returns to the user.

Tunannu are so adept at using these blades that they hit two targets without rolling a six on the Wild Die.

ACC	BDV	Qualities	\$DoD
+4D	7	WELL BALANCED	2



SUN JAVELIN

An Alkimian invention. The javelin is made of sturdy, hollow-cored quartz that explodes on impact, creating a bright sun-like flash. Targets standing directly near the target may take damage equal to half the BDV if they fail an REF + Evasion roll DoD2.

Against Ojiji and Ozu Aru, the damage is doubled.

Solari may add their 3 points per 1D in PRE to the BDV of the attack.

ACC	BDV	PB	S	\$DoD
+1D	7	-	-1	2
S	M	L	EX	
-1	+2	+6	-	

Qualities	IMPALING
-----------	----------



WHIP

A fighting whip of Alkimian design and used primarily by the Umbari. The whips are made from fine, hollow metal segments joined and resembling a rat's tail. Through the center of the whip runs a silk-like cord wick impregnated with Alkimian Flame Oil. The handle holds a reservoir of the fluid and, when whipped correctly, will not only leave a welt on an opponent, but a splash of oil that can be ignited by the whip. On a Wild Die roll of six (6), the whip not only hits but ignites the oil (see Alkimian Flame Oil). On a Wild Die roll of one (1), the whip hits the user.

Umbari have become very adept at using the whips and many prefer the use of the whip to more conventional swords. In the hands of an Umbari, the weapon may ignite once for free without the need of a six on the Wild Die.

ACC	BDV	Qualities	\$DoD
+2D	7		1

SOUL METAL

Soul Metal is a rare and supernatural metal forged long ago and brought to Bastion in the Time of Sorrow. Many items made of Soul Metal were used in the fight with Obonsam, but unfortunately the process for making the metal has been lost. All that is known of the process is that aspects of the user's soul fuel the potency of the metal and a weak-willed mind makes for a weak Soul Metal item.

There are two different types of Soul Metal, each enhancing a certain aspect of a person. Both types of metal look identical unless the one focuses on the metal while concentrating (PER + Intuition DoD 3); success means the person knows what the metal will enhance. Items forged of the metal are ornate, well-crafted, and glow with a subtle inner light. It is impossible not to notice the Soul Metal as it draws the attention of both the living and nonliving. Soul Metal items can only be hidden by wrapping them in cloth dusted with burial ash in addition to the holder's concentration (PRE = Willpower roll DoD 1).

EARTH SOUL METAL

The Soul Metal will enhance one set of skills from either Coordination, Physique, or Reflex.

SKY SOUL METAL

The Soul Metal will enhance one set of skills from either Knowledge, Perception, or Presence.

ENHANCEMENT MECHANICS

Hero Points spent on a skill enhanced by Soul Metal count as double the amount.

Example: A Hero has an amulet made of Sky Soul metal (enhances Perception-based skills). The Hero wants to make an Investigation roll and spends 3 Hero Points to Enhance the roll. The three Hero Points count as Six Hero Points because of the amulet.

ALKIMIAN'S ADURU KOTOKU

(Ahh-Doo-Roo Koh-Toh-Ku)

Aduru Kotoku means “medicine bag” and most learned Alkimians carry one when out in the field. The different serums, poultices, and potions concocted by the Alkimians are varied and numerous. Instead of listing every single item the secretive and arcane order has at their disposal, the Omni Gadget rules found on page 156 of the core book are used.

At character creation, the Alkimians may purchase satchels using Creation Points (CP). Each satchel is embroidered with an animal motif denoting its use.



OSEBO (LEOPARD)

Type:	Tool (Omni Gadget)
SP:	3
Powers:	Physical 3
Uses:	2
DoD to Create:	3
CP Cost:	6 pts
WR DoD:	2



OKODEAH (EAGLE)

Type:	Tool (Omni Gadget)
SP:	3
Powers:	Defensive 3
Uses:	2
DoD to Create:	3
CP Cost:	8 pts
WR DoD:	2

ASONA (CROW)

Type:	Tool (Omni Gadget)
SP:	3
Powers:	Mental 3
Uses:	2
DoD to Create:	3
CP Cost:	9 pts
WR DoD:	2

OBODOM (DOG)

Type:	Tool (Omni Gadget)
SP:	3
Powers:	Movement 3
Uses:	2
DoD to Create:	3
CP Cost:	6 pts
WR DoD:	2

RED BAOBAB WOOD

The sacred wood from the tree of the Red Baobab is used in many wooden weapons and is the preferred wood used in the construction of spears and some armors. To unlock the benefits of the tree's blessings, a Red Baobab struck by lightning must be cut down and blessed by a priest. A priest then prepares the wood and sings over it for one week (Performance roll DoD 3). A failed roll means the blessing could not be unlocked and a new tree must be cut down, and the process started again. Note that the entire tree must be cut down at the base and the parts not used must be burned in offering to god.

Cost

Add +2 DoD to the cost of anything created using the Red Baobab Tree.

WEAPONS

Weapons constructed of the Red Baobab want to find the heart of evil, breaking off on an attack roll Wild Die result of six (6). The wooden section will pierce the skin and dig into the flesh of the creature to burrow toward the heart. The fragment will dig for 1-3 rounds, doing 2 damage. The weapon will lose 2 points from its BDV each time such an attack is made. When the BDV reaches zero, the weapon is broken.

ARMOR

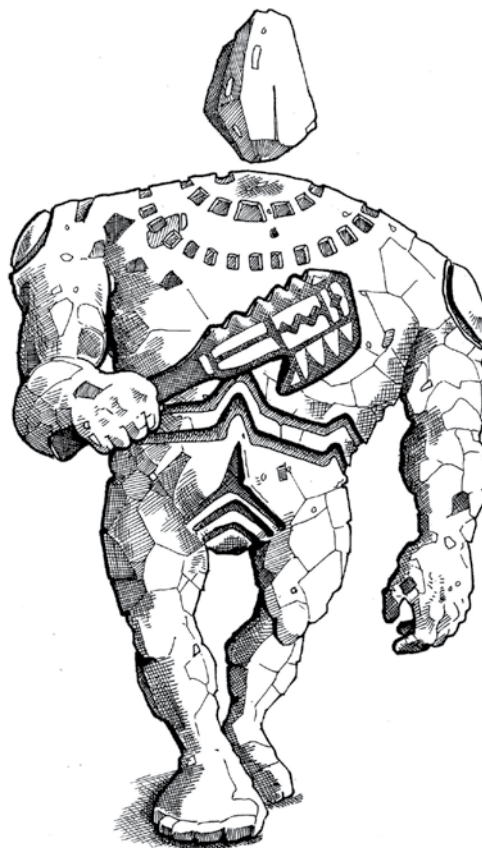
Only Medium or higher armors can take advantage of the Baobab's properties. When woven into or otherwise incorporated into armor, the wood will attack any Mist-tainted being. If an opponent makes an attack against the wearer with a Wild Die result of six (6), a piece of the armor splinters off, hurling toward the attacker to doing 2 damage. Each such attack reduces the armor's AV by 2. When the AV of the armor reaches zero, the suit is useless.

MEDICINE

The smoke of the Baobab helps in the act of healing wounds created by tainted creatures, doubling the skill level to any healing roll.

EQUIPMENT

Tents and masks made using the wood of the Baobab add an additional +2D to any resistance roll.





CHAPTER FOUR

It was less than half a day's ride to Bastion's bridge, but it was on the other side of the world to Io. Chiasoka led her troops successfully back through the Wastes and spirits were lifted; that is, until Io got a strange inkling at the very back of her psyche. The inkling became a whisper, and the whisper a scream so loud the Solari could not ignore it and her commander agreed to follow it.

This feeling led the group to the crest of a hill overlooking a valley behind Bastion; it was covered in the Wasting Mist. Straining to see through the darkness, the Fihankara could barely make out the dire scene below. A horde of undead gathered in the valley surrounding the dark shape of a Busufo—one of Obonsam's Lieutenants—twisted in hate and hewn in malice. Next to the Busufo was a giant cannon, feeding off the ambient energy of the mist, and surely powerful enough to breach Bastion's walls.

This must have been the death Io spoke of, Chiasoka thought to herself. Not some shadowy force stalking them through the night as they all thought, but an army before them. Chiasoka had two choices, make it to Bastion and defend the city from the walls or take on the horde here and try to stop them before they reached the walls.

She thought back to the last time she saw her father leave into the Wastes, the look upon his face when he repeated the last of the Fihankra's mantra during the leaving ritual, "I die so we may live."

Turning back to the situation before her, Chiasoka knew what she must do.

BESTIARY

ABIKU

Abiku are the angry spirits of abandoned children that seek in vain to find the love their parents never gave them. Abiku latch onto grieving parents and slowly drain the life from them over the course of days or weeks, leaving a dead husk behind. Most victims mistake the Abiku for their child and willingly give them the love that they crave, ignoring the damage to themselves. If the victim has a partner or other children, the Abiku may try to attack them out of jealousy. Abiku are usually invisible and can make themselves intangible, although they have a physical form made of ectoplasm.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
4	6D/3	8	2	40	20	+6

WEAPONS/ARMOR

Invisibility 4, Intangibility 4, Ranged Power Attack (Bio-Energy Blast, No Range) 5



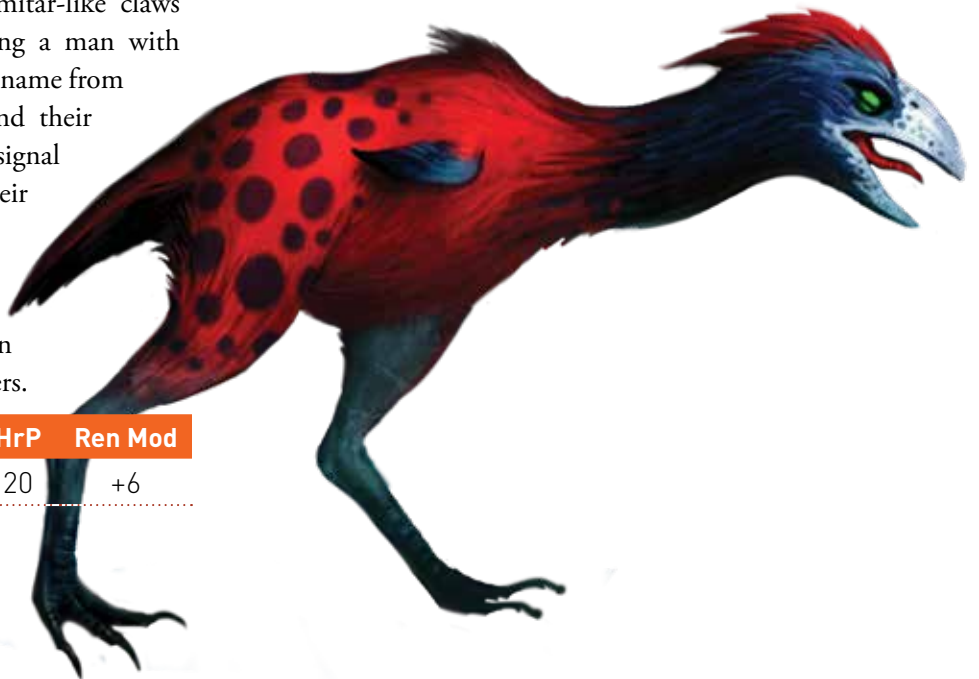
BONE CLACKERS

These giant, flightless birds are almost skeletal in appearance with a few mangy feathers and wickedly curved beaks. The creatures have scimitar-like claws on their feet capable of disemboweling a man with minimal effort. Bone Clackers get their name from a combination of their appearance and their habit of clacking their beaks loudly to signal information about prey to others in their pack. The last thing many scavengers outside of Bastion heard was the staccato clack of these creatures' beaks as they closed in for the kill. Few can outrun a ravenous pack of Bone Clackers.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
4	6D/3	8	2	40	20	+6

WEAPONS/ARMOR

Natural Weaponry 4 (adds to BDV), Enhanced Movement 2



BONE ROACHES

Found in tombs and other out-of-the-way places, Bone Roaches swarm and multiply with frightening speed if given the ideal conditions. The creatures cannot stand the touch of direct sunlight, which triggers a chemical reaction causing them to explode. These foot-long monsters feed on bone, using it to build their hard exoskeletons. Necropolises and old battlefields are their favored domains, but the crumbling cities of the wastes prove fruitful hunting grounds. If aggravated or cornered, Bone Roaches go into a feeding frenzy, burrowing through flesh and armor to get to the bone within. Bone Roaches are never alone—where you see one, there are dozen more hidden from view. The Mists block the passage of sunlight enough so that Bone Roaches can travel long distances under it during the day without dying.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
1	3D/1	2	1	10	0	-2

WEAPONS/ARMOR

Ranged Power Attack (Area Effect, only in sunlight, dies in the attack) 4. Use the horde rules for swarms of Bone Roaches

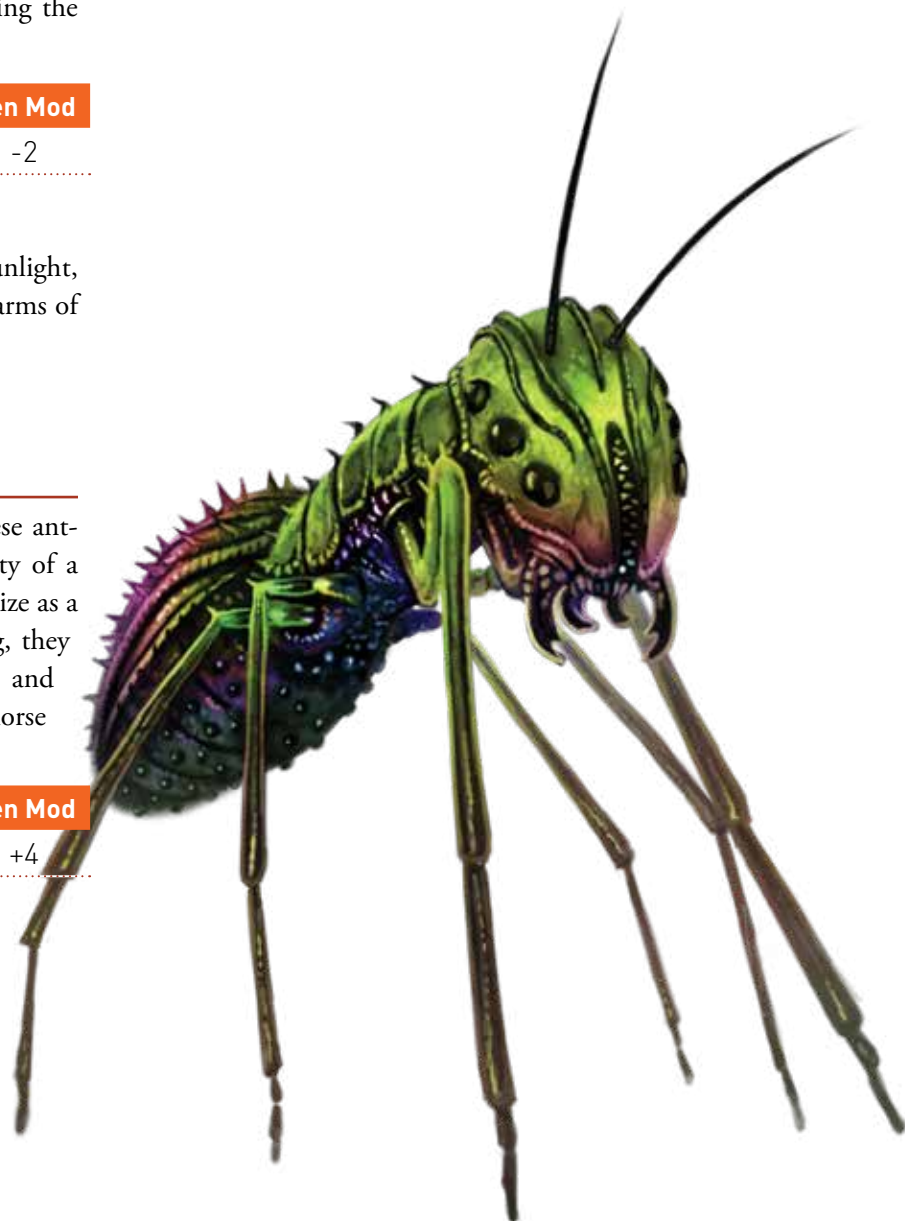
Crag Chitters

Ubiquitous mounts amongst the Umbari, these ant-like creatures can carry about twice the capacity of a horse and never seem to tire. Though the same size as a standard horse and slightly faster while walking, they cannot run. Crag Chitters are very surefooted and can climb slopes and take trails that a normal horse would never be able to manage.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
3	5D/2	12	2	30	15	+4

WEAPONS/ARMOR

Body Armor (protects against physical and energy) 4, Wall-Crawling 1



DEVIL ROOT

The Mists corrupt plant and animal alike. Devil Roots are malignantly intelligent, mobile vines that use humans as incubators for their young. Devil Roots lay seeds inside a human body, controlling the victim's mind until a new Devil Root bursts forth from the human swollen stomach. Devil Roots infiltrate communities, forming networks of mentally controlled humans, to spread its seed as far as possible. The Devil Root itself is a vicious combatant with no weak points and a maze of razor-sharp leaves and vines. Devil Roots grow over time, eventually reaching a point where they require whole buildings to hide their bodies. The creature below is a human-sized version.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
5	7D/3	10	2	50	25	+10

WEAPONS/ARMOR

Mind Control (only seeded targets), Natural Weaponry 4 (add to BDV)



DRAGONS

Dragons come in many forms, but nearly all fly and spew poison from fang-filled maws. Dragons are collectors of things, be that people, knowledge, wealth, art, or other things that bring them prestige. A dragon is a social creature among its kind, and each one judges its worth based on the value of its collection. Dragons are quick to anger and happily rampage against those that have slighted them. Sometimes a dragon will dream up an insult, convince itself that it was real, and go about punishing an innocent victim. More than one village has been drowned in poisonous rain because a nearby dragon thought their cooking fires were smoke signals intended to insult it, or their fields were arranged in some pattern the dragon found offensive while flying high above.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
10	12D/6	32	5	100	50	+110

WEAPONS/ARMOR

Scale 4, Extra Limb (tail) 4, Natural Weaponry 4 (add to BDV), Flight 4, Invulnerability 3, Ranged Power Attack 4 (acid blast, cone, add to BDV)



DREDGE CAT

These dark-green felines were once common in the Forest of Nuu before Obonsam destroyed it. The creatures fled en masse a month before Obonsam's forces arrived, thereby avoiding extinction. Dredge Cats tend to bond to a single person and are prized for their supernatural ability to sense danger. Once the person to which they bonded dies, the Dredge Cat wastes away and tends not to live more than a few weeks.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
1	3D/1	2	1	10	0	-2

WEAPONS/ARMOR

Scale -2, Enhanced Perception (Sight & Smell) 4, Second Sight 5 (future dangers only)



ERU HOUND

These mangy, wolf-like creatures are uncommon scavengers across with world. The animal has a unique defense mechanism—when attacked, they release a wave of psychic energy that induces terror in their assailants. In the past, they have been unleashed ahead of attacking armies to break enemy morale, but today they're rarely found in a domesticated environment.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
3	5D/2	12	2	30	15	+4

WEAPONS/ARMOR

Natural Weaponry 2, Enhance Perception 2 (smell), Empathy (Fear only, area effect) 4



THE GROOTSLANG

The riding beast of choice for the Fihankras. It's fair to say that the limited number of Grootslang in Bastion (totaling 75) aren't picked by a rider, but the animals choose who will sit upon their scaly back. When bonded with a rider, the Grootlang will bond for life. The beast is loyal to its rider and will protect and take orders only from the Fihankra companion (never "master"). The Grootslang are said to be divine creatures created by God and are immune to the wasting mist.

Grootslang are long, sinewy amphibious reptiles with long tadpole-like tails, stubby legs, dangerous tusked mouths, and a scaly, spikey hide.

The 4-meter-long beast stands almost 2 meters at the shoulder and ranges in color from browns and greens to blacks. They live an average of 75 to 150 years; the oldest recorded lived for almost 300 years. When their riding companion dies, the Grootslang goes into mourning and sometimes wanders into the waste to die. If a Grootslang does not make the journey into the wasteland, it can stay and rest deep underneath the tremendous watery grotto known as the "Den" to recuperate. Once it has mourned for its lost companion, it rejoins the brethren in the Den.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
5	5D/2	10	2	25	4	+10

WEAPONS/ARMOR

Amphibious 4, Natural Weaponry 4, Enhanced Movement 4





HAJAR-MORI

The traditional mount of Rijal-Alhajar warriors, the Hajar-Mori are heavyset quadrupeds three times the weight of a standard horse, twice as wide, and capable of carrying incredible loads over extended periods of time. The Hajar-Mori have a crown-like array of forward-facing horns made of a strange, fibrous crystal that changes color depending on age and time of year.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
4	6D/3	16	2	40	20	+6

WEAPONS/ARMOR

Scale 1, Body Armor 5, Natural Weaponry 3 (add to BDV)

HATEFUL FLAMES

Few mention what happens to those that fail to become Fihankra. Early botched attempts to instill power through ancient glyphs gave rise to the first Hateful Flames. The empyrean fire used to kindle the Fihankra's power combined with the minds of the Akani subjects, driving them mad and consuming their bodies. Centuries later, these spirits have multiplied, and now they travel from dead host body to dead host body, craving the life denied to them. The spirits reanimate the body of a recently dead person, playing at living for a time until the rotting corpse and their inability to speak gives them away. Hateful Flames continuously seek fresher hosts, and so are always on the lookout for someone to kill. The creature can open its mouth to breath blue flame, but tries to avoid this as it damages their host. They prefer to murder someone in a manner that allows them to use it as a host. The only way to truly kill Hateful Flames is to destroy their host somewhere where no other body is nearby to inhabit.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
4	6D/3	8	2	40	20	+6

WEAPONS/ARMOR

Ranged Power Attack (Fire) 5 (add to BDV), Possession 4 (requires corpse)





K'PELAK

K'Pelak are creatures of focused rage, driven to work together in tribes by some unifying anger beyond the understanding of man. Standing 2 meters tall on average, with flaking gray skin and goat-like eyes, these beasts focus on destroying anything that is not like themselves. Old K'Pelak are unknown, as their minds eventually explode in a violent cannibalistic rage that causes them to turn on even their kin.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
2	4D/2	4	2	20	0	+0

WEAPONS/ARMOR

Body Armor (scraps of salvaged armor) AV 3, Sword or other weapon BDV 10

MONGERS

These nocturnal giants stand over 4 meters tall and possess a striking intelligence. Mongers usually have bloated stomachs and oversized, flexible mouths. Mongers can usually be heard coming, as they always talk to themselves. Mongers continuously hear whispers of the past and seek to create “art” based on these events. The creature’s idea of art consists of terrible tableaux created with the impaled—ideally living—bodies of its victims. The most horrible aspect of Mongers is a secret to most; they can swallow a person alive, leaving them to stew in their paralyzing digestive juices, and slowly digest them over the course of days or weeks. They don’t actually talk to themselves; they are talking to their victims who they can hear and from which they sometimes steal knowledge.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
6	8D/4	12	3	60	30	+16

WEAPONS/ARMOR

Paralyze (Swallows victim as part of attack, permanent until released from stomach) 5

Ojiji

Nothing is so feared in the Wastes than a hungry Ojiji. These shadowy specters may be undead or merely dark spirits—nobody knows. The Ojiji hunger for the souls of the living, slaying a person, feeding on their memories and emotions, and moving to their next victim. Patient Ojiji may spend time with their victims before feeding, haunting them and tasting their souls, savoring the meal to come. Innocent and peaceful souls are a banquet to the Ojiji who survive on the twisted beings they find in the Wastes most of the time.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
7	9D/4	14	3	70	35	+26

WEAPONS/ARMOR

Enhanced Perception (Life Sense) 5, Drain 6

Ozu Aru

Former Akani and women who fell to cannibalism and corpse-eating in moments of desperation and insanity, and are cursed to a horrible undead existence. Ozu Arus prefer their meals long dead, although they are not above slaying someone for later consumption. A few ghouls are even capable of human speech, and fewer still may cooperate with mortals in exchange for decayed corpses. Ozu Arus live underground in burrows consisting of a maze of interconnecting tunnels linking old tombs and graveyards.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
3	5D/2	12	2	30	15	+4

WEAPONS/ARMOR

Natural Weaponry 2 (add to BDV), Burrowing 2



SPEAR SERPENTS

One of the most common hazards to those who travel outside Bastion, these giant snakes burrow under the earth and wait for an unfortunate victim to walk by before rising to attack. Spear Serpents can remain in a trance-like state for months. The creature gets its name from its spear-like, acid-coated tongue, which it uses to burrow through rock and stab its victims. The tongue extends over 3 meters from the creature's body and slices through armor with ease. Rumors of K'Pelak tribes using Spear Serpents to pierce defenses have not been confirmed.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
4	6D/3	8	2	40	20	+6

WEAPONS/ARMOR

Natural Weaponry 4 (Armor Piercing, add to BDV), Burrowing 5, Super Senses (hearing) 4



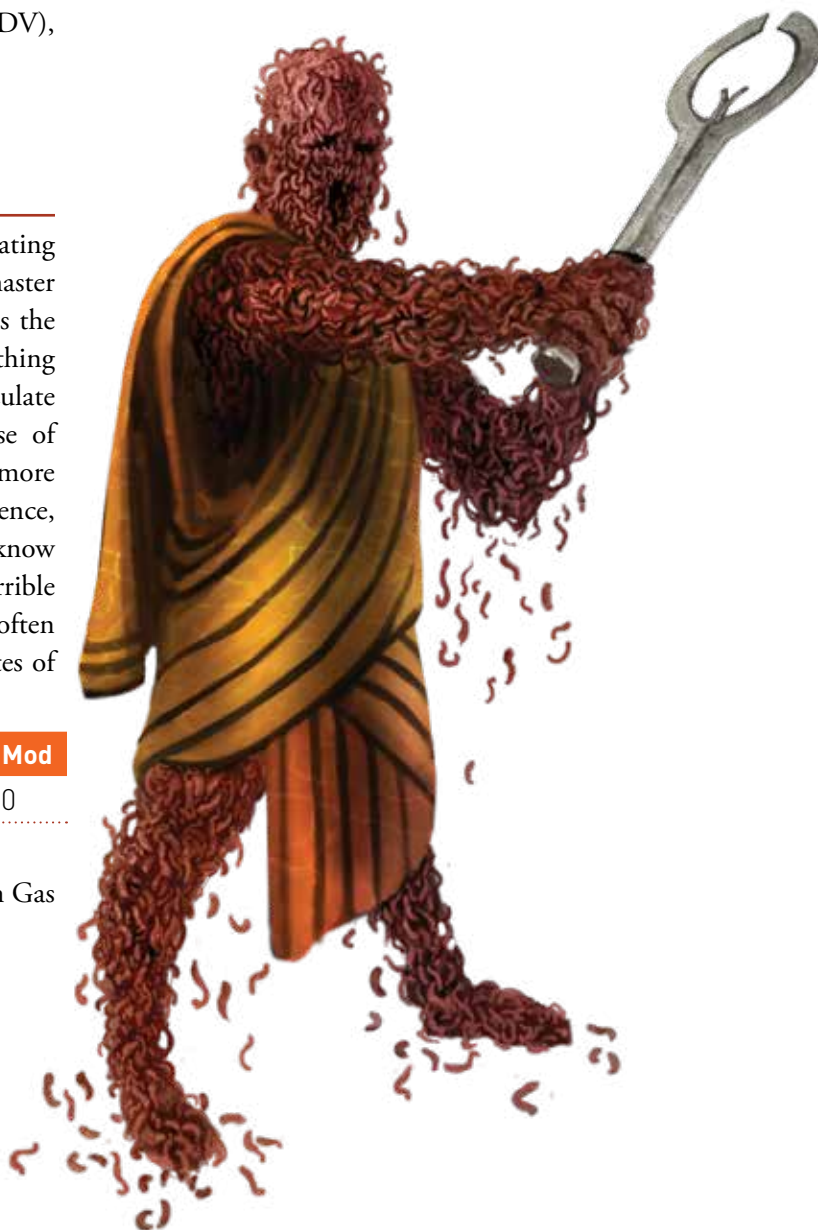
WASTE WORMS

Waste Worms are reeking colonies of flesh-eating maggots that have learned to walk as man. A master worm (a fat larva about 1 foot in length) controls the entire colony with the goal of devouring everything it can to grow stronger and multiply. Stories circulate of entire villages slain and devoured, giving rise of dozens of Waste Worms who went on to swallow more settlements. Waste worms have only basic intelligence, but learn quickly, can use simple weapons, and know how to sneak up on their victims despite their terrible stench. Close examination of a waste worm often reveals parts of its previous victims in various states of digestion.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
2	4D/2	4	2	20	0	+0

WEAPONS/ARMOR

Heavy Weapon BDV 12, Insect Sheath 4, Poison Gas Sheath 2





WILD SPIKE

A wild spike is a semi-sentient, mobile nexus of Ashe energy. A result of the apocalypse, Wild Spikes are primarily limited psychic singularities. Formed initially by various Ashe effects gone awry during the cataclysm, Wild Spikes may be effectively immortal or reproduce via fission. They generally wander Ashe-rich areas, “feeding” by absorbing small amounts of Ashe energy.

Wild spikes are drawn to upshifts in the psychic aura of the landscape. Continued use of Ashe effects, psychic capabilities, or the placement of long-term enchantments can draw a Wild Spike. While capable of absorbing and redirecting Ashe energy, including attacks, the Wild Spike’s worst trait is the explosion caused when it finally impacts a high-Ashe target.

Wild Spikes appear as semi-translucent clusters of Ashe Energy spikes and swirls, usually bobbing and hovering 1 to 2 meters off the ground. When absorbing energy, their form seems to be shot through with contrasting psychic static.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
6	8D/4	12	3	60	30	+16

WEAPONS/ARMOR

Ranged Power Attack (Entropy Blast, Area Effect*), Energy Absorption 5, Flight 3

* = Power only works when it comes into physical contact with an Alaase, or Soul Metal weapon





OBONSAM AND THE BUSUFO

No one knows what Obonsam is or from where he came. Ancient lore says that he is an amalgam of souls suffering its way through existence, its violent tantrums devouring worlds. This force somehow burst its way into the world of Ife Oodaye and intends to do to it what it has done to every other world with which it has collided.

During the Battle of the Nine Cairns, Obonsam is depicted as a towering colossus of scorched iron and blistered flesh. Flames twist from his eyes and fangs curl across his lips. The smoke and fire that blooms from his blade sears the sky's belly and makes clouds weep. To look upon him is to see one's death.

Others say that Obonsam is barely present at all. He, or it, has been described as a flickering darkness, a feeling of dread that roots in the heart and compels those who feel it—men, especially—to abandon hope.

Obonsam's power seems to manifest primarily within the hands of the nine captains of his legions—the Busufo. Although six of these fearsome warriors were imprisoned along with their master, three of them remain at large, somewhere in The Gray Waste.

THE BUSUFO

It is difficult to discern what the Busufo are, or who they were. Each one was culled from a race by Obonsam and rendered into a fearsome commander of Obonsam's legions. While no one knows their true names, each of these twisted souls bears a unique gift bestowed upon them by their master. The item or most identifiable aspect is what Obonsam used to corrupt and twist the soul of the Busufo and, in it, bound a piece of their soul.

Each Busufo had unique minions sired from their corruption and each manifested traits that reflected their sire's nature. Below are the Busufo captains.

DUKKHA THE HAMMER

Dukkha the Hammer is said to have snapped a bear's neck when he was a boy. Having grown up in the wastes of some frigid taiga, he is inured to the pain and suffering of his own body and seems to enjoy nothing

but inflicting harm on others. It is said that the sound of breaking bones is the only music to which he listens. Obonsam bequeathed him a cudgel of bone that radiates fear when he strikes it against earth.

BHAYA THE SOWER

Bhaya the Sower, nothing but stick-like bones wrapped in cerements, is a deceiver and a hoarder of whispers. She sows fear and confusion like a plague and was given a murder of crows with which to harry and harass the enemies of Obonsam.

KHRODA, BREAKER OF HORSES

Khroda, Breaker of Horses, wears blood-colored armor and is shrouded with a cloak of dead flies. His hymn is the reek of death and despair. He is the greatest warrior of Obonsam's host. More souls have fallen beneath the hooves of his lifeless horse than the rest of the Busufo combined. In combat, he wields the Anguish—a two-handed battle blade that bleeds perpetually.

VIRODHA, THE ARCHER

Virodha the Archer moves as gently as a whisper. His sea of archers is one of the most fearsome legions of Obonsam's host. It is said that the battlefield becomes transfixed when his archers draw back their taut strings and let loose their cloud of death. He carries a bow of bone that is strung with corpse hair.

NARD, WHIRLWIND OF RAPINE

Nard gathers about him a legion of killers and brigands. It is he who led the vanguard—a suppurating horde of marauders who despoil and plunder wherever they march. Corpulent and brash, Nard trumpets upon a great horn bequeathed to him by his master. It is the sound of arrogance and entropy.

URARA THE TERRIBLE

Urara the Terrible is a giant, pitch-black wolf. He is said to have emerged from Obonsam's shadow, and he gathers wolf packs wherever he treads. It is said that he will eat anything, but he enjoys man-flesh more than anything else.

There were others as well, and possibly more than the nine that confronted The Hegemony of the Free.

THE BUSUFO AT LARGE

Three Busufo survived the Battle of the Nine Cairns and have not been seen or heard in over 300 years. Many of the residents of Bastion have forgotten about them. Many also believe that they lurk somewhere within the depths of The Gray and that they are responsible for the Gray Mist.

OBONSAM'S NATURE

Obonsam could be any number of things, and he could have come from anywhere. Perhaps the Akani or the Tunannu stumbled upon an ancient ritual that summoned a long-forgotten god from beyond the stars? Perhaps the Solari ship was a prison freighter and Obonsam was some sort of being from another planet or dimension.

Perhaps Rijal-Alhajar angered The Maker, and Obonsam is the manifestation of its wrath. Or maybe the Umbari unleashed something from their shadow-realm? The GM and the players are encouraged to determine the origin of these creatures on their own.

The Tomb of Obonsam

The Lord of Evil's tomb was originally surrounded by a wall of Red Baobab trees and wrapped in chains of silver. So strong was the magic that kept Obonsam enshrined that, as he pushed to escape, the weight pushed him down. Over the years, the fiend's tomb has sunk lower into the earth, and his spirit has pushed forth, creating tunnels for his eventual escape.

At this point, no one knows the exact location of the tomb, and each year the tunnels beneath Bastion grow like roots deeper and deeper into the earth. The only solace the people of Bastion can take is the fact that Obonsam must still be in his tomb, or the people of the last city would surely feel the wrath of the evil fiend.

BLACK MARKS

Not only are heroes twisted by the Mist, but their sigils are corrupted as well.

When a Fihankra member falls to Obonsam's corrupting influence, the sigil scabs over and becomes a scar. After a time, the scab falls away, revealing the bloody, ruined scar called the Black Mark.

When activated, the sigil weeps sour pus and black smoke.

The Busufo usually have multiple marks upon them and it is rumored Obonsam has them all, plus one special mark that controls the Gray Mist.

THE MARKS' POWER

Unlike the heroic sigils, the Black Marks are as potent as the thing possessing it. Each has a rank in the power equal to the Ability level of the creature.

ABOA KESE

(A-bo-a Ke-si)

The Mark of the Beast twists any that use it into a vile mockery of an animal.

Animal Mimicry, Beast Calling, Beast Control

AKOM

(ee-Kom)

The Mark of Rapine. The mark allows the user to take the life force from another.

Drain (Powers are added to you), Vampirism, Astral Projection

ASOKYE

(S-su-ch-ee)

The Mark of the Mist recalls a polluted storm-filled sky. With this mark, the user can bring the Mist-filled clouds to bear.

Darkness, Weather Control

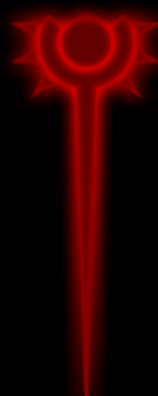


AWERETO

(A-Wi-ri-tu)

The black Mark of Vengeance.

Natural Weaponry, Regeneration



ABOA KESE



AKOM



ASOKYE

AWUDIE

(A-wu-o-di)

The Mark of Rampaging Murder.

Boost (PHY & REF), Size Control



AWERETO

JUMIDIE

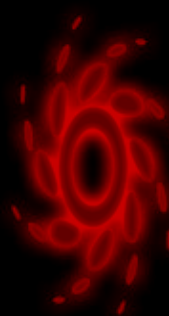
(Ju-mi-die)

The Mark of Madness and frenzy beyond the scope of the mortal mind. The mark opens the mind to the cosmic terrors that lie outside of reality and seep into being through nightmares.

Confusion, Hex



AWUDIE



JUMIDIE



OWUO

OWUO

(O-wu-o)

The Mark of Death. The symbol allows the user to raise and control the unclean, half-dead monstrosities that roam the earth.

Animate Dead, Summoning (Only the Dead)

TUMIDIE

(Tu-mi-Di)

The Sigil of Domination and control. The symbol invokes fear.

Empathy (Fear emotion only), Mind Control



TUMIDIE



YARE



OBONSAM'S SIGIL

YARE

(Ya-ree)

The Sigil of Poison pollutes the earth and those that live above and below.

CHAPTER FIVE

Many songs were sung about a few Fihankra against hundreds of undead, and they never ended well. At least Tejumola's would also have a Busufo in it—that would be a song to remember! Amidst the battlefield, the Busufo psychically dragged the undead corpses from the ground, crushing them against one another. Drawing up nearly twenty bodies, the Busufo forged them into a gargantuan, hulking beast, which let out a terrifying battle cry.

“Two can play at that game!” Tejumola roared. Refusing to be dwarfed on the battlefield, she activated her Adinkra, and the Rijal-Alhajar called the earth to her. Drinking in its power, she doubled, tripled, and then quadrupled in size.

“Let's go!” Tejumola yelled, running at the beast.

Chiasoka used the opportunity to charge the Busufo, challenging him with her sword. With a flick of his wrist, the lieutenant summoned his obsidian sword to his hand, gladly accepting the young Fihankra's challenge. The battle raged as Chiasoka fought the Busufo from one side of the valley to the other.

Gritting her teeth through blood and dirt, she summoned the spirit of the kudu to her and charged her opponent. Her body bent and bones broke as she ran at him. With one final cry, she leapt at the Busufo and the horns she grew speared the malicious creature with such might they threw his impaled corpse upon the battlefield.

Chiasoka stumbled back victoriously, only to realize her horns were not the only thing to strike true as she pulled the Busufo's sword from her side and fell to the ground. I die so we may live.

Upon the ground, the world became hazy. Chiasoka saw the battle unfolding before her, but the world was quiet, her body still. Undead swarmed from every angle and hope was a distant friend. Then, in the middle of the battle, a cry broke out. The warped shapes of warriors wearing Fihankra armor flooded into her vision. The sight of her father's shield flashed before her eyes, worn and dirtied with corruption. For a moment she heard her father's voice upon the battlefield—not a gentle welcome to the afterlife, but a furious cry to beat back the undead. Then, her world went dark.

Wreathed in sunlight, Chiasoka had accepted she had stepped into the next life only to realize she was landing gently on the ground in Io's arms. Placed within the walls of Bastion, her wounds healed by the Solari, and a great hero's cry rang through the city as the triumphant five were welcomed home. Bewildered, Chiasoka spun around looking for her father and his tainted legion who were nowhere to be found. Had she dreamed it all?

Getting her bearings and remembering her manners, Chiasoka took a deep bow before the Fihankra captain who welcomed them home. Just beyond the edge of his flowing cape, she spied within the crowd the refugees safe and sound within the walls. The heroes survived the Wastes, rescued the refugees, and their names would be wiped from the Book of Heroes...for now. They were alive. Tears of joy came to the young leader's eyes as a herald rider ran up to the captain, taking a curt bow behind her.

"Fihankra... in trouble..." the rider huffed, "ten days from the city..."

Listening to the Herald, the captain nodded firmly, "We must send out another team."

Chiasoka and her team rose from their deep bows, nodding to one another in agreement.

Chiasoka let out a laugh at the irony, turning back to the great gates of Kyem Abow, ready for another adventure.

"I die so we may live."

BASTION

HONOR • SACRIFICE • FIGHT • PROTECT

ONLY A WISE PERSON CAN SOLVE A DIFFICULT PROBLEM.

~ AKANI PROVERB



GAME MASTERING

HOW TO RUN BASTION

Bastion is a mashup of supers, fantasy, and apocalyptic survival. As the GM, it is your job to convey just how dire and wasted the world is outside the city wall, and how much decay and underlying hopelessness rest within the walls. The world outside is trying to consume Bastion and her residents, and the only thing standing in its way are the Heroes.

EVERYTHING HAS A COST

Nothing in the world of Bastion is free and every triumph comes with a corresponding price. Killing a foe may leave the Hero tainted and every gain comes at a lost. Sometimes, taking three steps forward means the Heroes must take two steps back.

The GM should make every hard-fought victory bittersweet. The Heroes will strive to do what's right, but will know that by acting they are pushing against a world that wants to punish them for their greatness, their hubris to defy Fate.

SOMETIMES THE ONLY WAY OUT IS THROUGH

It's easy to think that every horror can be thwarted, or every obstacle can be circumvented, but this is not always the case. Hard choices sometime must be made, and a problem must sometimes be met head on with grizzly sacrifices.

The world of Bastion is set up to be a meat grinder, a machine intending to tear the Heroes apart. As the GM, it is your responsibly to make sure the Heroes know that to move forward they will have to push against a world without their best interest, and the only way to succeed is to push harder in the other direction. Fortune will favor the Hero that forces the world to do so. Never punish a Hero for being bold. By all means tax her and push her to the limit, but remember the game is about being heroic and all sacrifices should bear fruit.

NO ONE WILL DO THIS FOR YOU

The Heroes are expected to do what the rest of world cannot and the only thing they can truly rely on is their own resolve. There will never be an easy way out for a member of the Fihankra, only an ill-fated end that will

hopefully pave the way to a better world for those on the path behind them.

When running Bastion, make sure to impress upon the players that only they can make a difference because they are the center of the fiction and nothing in the game world happens without it somehow being directed back at them. They are the active force in the game that can make a difference.

THE DOOMED HEROES

Protecting the city and keeping the Mist at bay has a price that all Heroes will eventually pay. Nothing in the world is immune to the corrupting force of the Wasting Mist. Every time the Heroes venture beyond the walls of Bastion, they leave a piece of themselves there and bring back corruption in the form of the tainting aspects of the Mist.

The Heroes know that the Mist is a blight on all things living and good and they stand as a shield to that; eventually they will be beaten into oblivion. When running Bastion, the GM's job is to portray this. The Fihankra are revered in the city but they are also feared. They are feared for the awesome power they possess and because everyone knows their lives never end well and idyllic. The Fihankra are created to protect and to die. None live to a ripe old age and all carry the scars and corrupting features of the never-ending fight with Obonsam.

It is the hope of every Fihankra to find a way to deliver the free people of Bastion to a place safe from the influence of Obonsam. None believe they can kill the sleeping thing chained in the bowels of the city, but all strive to leave the world better than they found it. This does not mean the Heroes are all dour and driven warriors set apart from the rest of the people of Bastion; in fact, many have loved ones and family that motivate them to defend the city and search for deliverance.

WHAT IS OUT IN THE MIST?

Short answer; *Everything that hates the world.*

Sometimes called the Gray Mist or the Wasting Mist, the Mist is feared by all that see it. A malevolent and hungry etheric entity that hungers to pervert and corrupt whatever it touches.

What we know is the Mist is a malignant form of Obonsam's corruption that moves unnaturally, even against the wind, and attempts to change anything living into a form more pleasing to Obonsam's jaundiced eye. Everything touched by the Mist is tainted and once it insinuates itself, not only into the body but the soul, the living thing is lost. It doesn't make a difference if it is plant or animal—if it is living and made by god, the Wasting Mist wants to pervert it.

REMNANTS OF THE OLD WORLD

The world beyond the walls of the city of Bastion still exists and many relics from that glorious past still stand. When the fall happened and the people moved west, they left in such a hurry that many items were left as if their owners would return. In villages or towns, place settings for dinners that never happened are still set, clothes are left on beds to rot, and pots now cold were left on the hearths.

SETTLEMENTS

There are many forgotten settlements in the world beyond the walls. Many are populated by twisted corruptions of their inhabitants, tainted by the Mist and perpetuating a parody of the lives they once lived.

Some of the settlements hold secrets and items that can deliver the people of Bastion to freedom; it is important to find and make use of these items and is one of the missions of any Fihankra Company.

STRAGGLERS AND SURVIVORS

By miracle or luck, there are still hidden settlements and groups of survivors in the Wasteland. They make their way by hiding or staying one step ahead of the Mist and the evils it creates. They wander looking for

some refuge that will allow them to lay their heads. The Fihankra looks for these people, as any living thing not corrupted is a blessing that must be cherished and protected.

MIST-BORN HORRORS

The Wasteland is full of things that were once good and whole but are now twisted and evil. Nothing living—or nothing that one time lived—is exempt from the vile effects of the Mist, which are varied but always horrific.

THE MINIONS UNDER OBONSAM

The Busufo and their Host still roam the wasteland looking for survivors to convert. Some of the Busufo are rumored to rule over several of the old cities, filled with remnants of survivors, kept alive and whole to do their bidding.

THE NATURE OF THE WASTING MIST

WHAT IS THE MIST?

The Mist, in the beginning, was the nimbus-like crown of hate and corruption that sat upon Obonsam's head. When he was felled by the Fihankra, the crown crashed to earth and blew away—or so the story goes. Because the Mist is the essence issued from the fiend, it holds all his vile corruption and twists what it touches into things like him.

When the Mist arrives, the area becomes almost impenetrable to see through. Line of sight is reduced to only 10 meters and a vague sense of dread permeates the area. Torches lit in the Mist glow with a baleful and unholy green nimbus and whispers of loved ones tickle the ears of the weak, beckoning them to move deeper into the miasma. Even in the warmest of seasons, the mist chills the bone and the breath of the living can be seen.

The Wasting Mist will move in unnatural ways—against the wind, up walls or stairs, and make odd turns to find its prey. It is fallible and can be tricked or hidden from, but is clever enough to lull a victim

into a false sense of security. The mist is a monster with an unrelenting need to corrupt and will stop at almost nothing to warp a thing's lifeforce.

THE MIST IS SENTIENT

The mist hunts and prowls for things to corrupt. Although the land is covered in a foul-smelling miasma, the actual mist is a force that moves and hides within it. It seeks and prods for ways into hiding places and contaminates all that it leaves in its wake. When it finds its prey, it poisons its victim's soul and slowly transforms it into a servant of the Dark Lord.

DURING THE DAY

The mist hugs the ground during the day and wells in low-lying areas. The suns weaken the mist but do not vanquish it. The world around the traveler is hazy and sunlight is diffused through the miasma, creating a pall of perpetual twilight.

During the day, the mist is sluggish as it prowls for things to twist and destroy; therefore, travel during the day is preferred.

DURING THE NIGHT

When the sun sets, the beasts in the Wasteland become more active and the Mist becomes emboldened to hunt for untainted prey. Those surviving in the Mist have said that the miasma pursued them, found their hiding places, and chased them with a slow but unrelenting pace.

KEEPING THE MIST AT BAY

Keeping the mist away from the city of Bastion are the nine tombs of the first Fihankra heroes. The bodies were enshrined in large stone monoliths adorned with Soul Metal of sky and earth. It is believed that the Mist fears the Fihankra, even in death, and never approach closer than 10 meters.

Ancient Holy Sites constructed of hollowed Baobab trees are the other sanctuary the mist will not enter. The old shrines dot the blasted landscape and still grow in the blighted land. Before the Time of Sorrow, the shrines grew large and strong, but none have been created since.

DESTROYING THE MIST

The Mist cannot be destroyed; however, the Mist can be driven back with a strong force of will. Making a PRE + Willpower roll vs a DoD3 to drive the Mist back 1-meter radius from the person for minutes equal to the person's PRE. Additional EV doubles, triples, quadruples, etc. the distance and time. After the period is over, the Mist will continue its movement.

MIST TIDE

The Gray moves with an ebb and flow that remind some of the sea. Normally, the Gray covers the tainted land like a dim pall, but at a moment's notice a roiling wall of Gray will move with alacrity, covering everything. This is called a Mist Tide.

CREATURES BEYOND THE WALL

Before the land was corrupted and the air became poison, every race lived as one. When the Gray Mist swept over the lands, it slowly changed all who breathed it into monsters. The changes were so subtle, so insidious, most never had a chance to run from their fate. They were warped monsters forever more.

Now the civilized races know better: spend too much time in the Gray Mist and have it take over your form, your mind, everything you are. Some creatures beyond the wall, like the K'Pelaks, have formed societies, living sad lives with one another in their madness. Others, like the dragons, choose to live alone, hoard their wealth, and wait for the next snack to cross their path. However, they choose to organize themselves, they are strange and alien to the people in Bastion—terrible reminders of how insidious the Gray truly is.

THE TWISTING AND RESHAPING OF SOULS

It is known that The Gray twists and perverts anyone who spends too much time within it. Although none of the races is immune to the effects of The Gray, each race is affected differently.

DRAGONS

The dragons soar the Mist-soaked skies of the Waste. They were once arrogant Tunannu warriors, but The Gray poisoned that pride and bloated their bodies and swelled their wings. They glide above the skeletons of trees and hills that rise like abscesses, spewing a toxic poison that roils within their distended bellies.

Dragons are giant, vicious, winged creatures who spew poison on anything living they spy below. Some dragons are tamed by K'Pelaks to become terrifying mounts for flying war parties; other dragons live in caves and hoard what they consider to be 'treasure'.

Fond of carrying off beautiful men and women, dragons take their bounty back to their homes. They watch as the Akani, Solari, etc. slowly succumb to the Wasting Mist. They spew their poisons upon their victim's beautiful visage and are sung to sleep by their anguished screams. Just as a person is about to turn fully into a corrupted creature, the dragon murders them and places them outside their home for all to admire.

Unlike the solitary Mongers, dragons don't mind being in one another's company—the more greedy, feral, and disgusting the dragon, the more they are loved by others of their kind. Beastly deeds only raise a dragon's standing among their peers and a dragon who tortures their victims is sure to win many friends indeed.

K'PELAKS

The K'Pelaks were once Umbari, but have succumbed to the Mist and have been warped by it. They are savage berserkers interested in nothing but sating their violent lusts. They have no shadow and they yearn to destroy the things that do. Although they congregate in tribes, the K'Pelaks are just as likely to kill one another.

K'Pelak tribes are organized from strongest to weakest. While one might consider them the most social of the creatures beyond the wall, their all-consuming rage means they are just as likely to attack one another as anyone else. These creatures cast no shadows and move almost imperceptibly through the Mist. Only when their victims hear a bloodcurdling cry do they know a K'Pelak warband is upon them and it is far too late to run.

The older an K'Pelak gets, the more their blood lust increases until it reaches such heights that the K'Pelak turns to cannibalism to sate their rage. Then, the howling tempest in their stomach quiets for a time and they can function normally. The strongest war chiefs, those K'Pelaks who have survived the multiple attempts on their lives, skirmishes with Bastions forces, and defeated many other creatures in the Mist hold warped ceremonies demanding all other smaller tribes bring them a blood tribute.

One night a year, when the Blood Sister shines brightest in the night sky, tributes are placed in a circle around a great bonfire at the center of tribal lands. The entire K'Pelak tribe dances wildly, bending backwards, beating themselves, moving in utter silence to the sound of a moon only they can hear. At the height of the dancing, the warchief moves over to a chosen victim and rips open their throat with their teeth, feeding on the tender skin of their victim's neck. If the tribe's dancing has pleased the chief, she will allow them to join her in her feast.

MONGERS

The Rijal-Alhajar who are warped by The Gray become twisted monstrosities known as Mongers. Mongers curse the sun and hide among the rocks during the day. They roam through blighted lands at night in search of flesh. They are known to prey upon K'Pelaks and Ozu Arus.

Mongers cannot bear the light and so they hide in caves and among rocks during the day. With no natural predators and an unnaturally long life, Mongers are perhaps some of the longest-lived creatures in the Wastes, aside from dragons, of course.

To occupy their boredom through the long years, Mongers create horrifying tableaux of stone and flesh. Still hearing the faint song of the earth through corrupted ears, they go to a place of great significance, where something important in the past occurred—a battle, a death, a wedding—and recreate it. They do not do this in the form of a painting, but instead use the corpses of their victims. Impaling the corpses so they stand in place, painting boulders red with blood, Mongers create their macabre art.

When a Monger happens upon a tableau they've never seen before, they stand to admire the dark work. If the land and blood sings to them, they add their own touch to the artwork—a new body, the breaking of bones, anything to add to its putrid beauty.

OJIIJS

The ghostly Ojijis are terrifyingly beautiful beings of darkness. They were once known as Solari, until The Gray stole their light and replaced it with its absence. These horrid creatures drain the souls from any beings that they encounter. They are feared and shunned by the rest of the perverted races.

As bright as a Solari shines, so shadowy and dark an Ojiji. Beings of pure darkness hunger for souls and warmth. Any creature who dares comes near to them has their soul sucked from their body to be consumed by the greedy wraith.

When a wraith consumes a creature's soul, for a moment they become something more than a hungering beast. Their shadowy visage takes on the features of the person whose soul they just consumed, and they live

through the person's memories in a blink of an eye. For one single, startling moment the wraith feels something. Ojijis are addicted to feeling and mercilessly hunt down any being they catch a whiff of.

The souls Ojijis favor most are those that are most innocent. Life in the Gray Mist is violent, brutal, and stained with blood. Ojijis are used to experiencing terrible emotions, because that is all to which they are exposed. When they have an opportunity to feel something different, such as joy or love, they leap upon it, not because they find those emotions better than others, but because those emotions are unique to a wraith.

Every other race in the waste gives wraiths a wide berth, lest their souls be taken and consumed.

OZU ARU

The Ozu Aru were once Akani, but The Gray stole their strength and dignity and left nothing but a desire to consume decayed flesh. It is said that if one listens from the top of the wall, one can hear Ozu Arus clawing the soil in search of graves and fighting one another for the remains that they unearth.

While most things in the Gray Mists crave living flesh, the Ozu Aru crave flesh of the dead. Their rotting bodies wander aimlessly through the wastes searching for corpses and feasting wherever they find something. Not much can be said about Ozu Aru, who were once proud Akani and women, save for keep your distance. If an Ozu Aru cannot find a dead body, it is not above making one, burying it, and coming back later to dig it up...if it can remember where the body was buried.

A sad few Ozu Aru remember their time as mortals—not who they were, who they loved, or anything a person would find truly important, simply the fact that they were once alive. These Ozu Aru are more vicious than most; they run while most shamble and hunt down any life that crosses their path. Some are even able to speak—they scream one word, a name—the name of the person most significant to them when they were alive.

THE MIST CORRUPTION MECHANICS

It is known that The Gray twists everything and anything that it comes across. However, The Gray is unable to ford running water, so it is not inconceivable that island settlements remain—especially in the South. In some areas that are significantly higher than sea level, it is possible to climb above The Wasting Mist and live beyond its reach. Many speculate that small groups of survivors have held out in the higher altitudes, where the air is thin and the weather is perpetually cold.

Criminals convicted of egregious crimes are often given the choice between death or exile in The Wasting Mist. Those men and women who choose The Wasting Mist are never seen again.

THE WASTING MIST MECHANICS

The Wasting Mist corrupts and twist everything it touches. It taints the body, corrupts and perverts the mind, and rends the soul. Prolongs exposure causes every living thing to make a PHY + Resistance roll versus a DoD 3 every week they are within the Mist.

Those that succeed at the roll manage to resist the corruption of the Mist while those that fail accumulate dice equal to the amount by which they failed the Resistance roll.

Corruption failed by	Corruption Pool
1	1D Corruption
2	2D Corruption
3	3D Corruption
4+	4D Corruption

Example: Adigun (PHY + resistance of 5D) has been in the wilderness miles away from Bastion looking for relics from the time before. The Mist is taking its toll on the young warrior and he must make a resistance roll vs a DoD of 3. He rolls and only gets 2 successes and adds 1D to his Corruption Pool.

CORRUPTIONS

Corruption Pool (CrP)

As a Hero travels in the Mist he accumulates corruption and, once he passes a certain threshold, the corruptions take hold and taints him in some way.

Example: Adigun has failed his last roll and now has a Corruption Pool of 1D.

CORRUPTION THRESHOLD (CrPT)

Corruption Threshold= PHY

A Hero can withstand Corruption dice equal to his PHY before succumbing to the taint of the Gray Mist. Once the Hero's Corruption Pool reaches this threshold, he rolls the dice in the Corruption Pool, counts the successes, and consults the chart below.

NOTE: as always, one die from the pool is considered the Wild Die.

Success	Taint
1-4	Add 1D to Corruption Pool
5-8	Minor Corruption
9-10+	Major Corruption

Example: After spending several weeks in the wasteland, Adigun (PHY 3D) has 4 Corruption Dice in his pool. Since the Corruption has crossed his threshold, he must now roll the dice, count the successes, and consult the Corruption Chart. He rolls and gets 3 successes and must add 1D to his Corruption Pool.

CORRUPTION RESULTS

The corruptions are all linked to the race of the victim. Minor Corruption are small mutations caused by The Wasting Mist. Major Corruptions manifest differently—a Solari will mutate differently compared to a Akani.

Minor Corruption	Roll 3D
3-5	Discoloration of the skin or lips
6-8	Loss of color in the eyes making them rheumy and lifeless
9-11	Raspy or guttural voice
12-14	Discolored gums
15-17	Wild, greasy hair
18	Strange smell of death emanates from the body

MAJOR CORRUPTION

Once a Hero has a mutation, they may not take that mutation again and move up the chart to the next highest mutation. Once the Hero has all the mutations they are lost and succumb to the taint, running off into the mist to meet oblivion.

NOTE: Each result can only be received by a Hero once. If the result comes up again later, move down or up the chart until the hero achieves a result he doesn't have.

Akani	Roll 3D	
3-5	Overly large and jagged teeth	+2 BDV when making hand-to-hand attacks
6-8	Red, piercing eyes that glow slightly	+1 Successes when making Perception checks at night or in darkness
9-11	Jagged, hard, black nails	+2 BDV when making hand-to-hand attacks
12-14	Swollen joints and hunched posture	+1 Success when making intimidating Influence rolls
15-16	Slack skin blackened and rotting	+2 Armor Value
17	Hunger for the dead flesh of mortals	When flesh is eaten, the Hero regains Body Points equal to twice his PHY and Hero Points equal to his PRE
18	Roll on the Wasteland Mutation Chart	

Umbari	Roll 3D	
3-5	Large tusks protruding from the lower jaw	+2 BDV when making hand-to-hand attacks
6-8	Long, bandy but muscular arms	+1D PHY
9-11	Black pits for eyes under a furrowed brow	+1 Successes when making Perception checks at night or in darkness
12-14	Hunched posture and bald pate	+2 Armor Value
15-16	Mottled, black skin blistering and coarse	+2D to Stealth rolls
17	Anger for all Umbari and a terrible fear of the sun	+2 DoD when dealing socially with Umbari and while active in open daylight
18	Roll on the Wasteland Mutation Chart	

Rijal-Alhajar	Roll 3D	
3-5	Black, putrid gums and needle-like teeth	+1 BDV when making hand-to-hand attacks
6-8	Black, bristly hair covering the upper body from the top of the head to the bottom of the belly.	+2 Armor Value
9-11	Hulking stature and a meter of twisted growth	+1D PHY and +1 scale increase
12-14	Sharp, gnarled nails	+1 BDV when making hand-to-hand attacks
15	Insatiable hunger for the flesh	When flesh is eaten, the hero regains Body Points equal to twice his PHY and Hero Points equal to his PRE
16	Fear of the Sun	-1D to action when operating during the day. +1D to action when operating at night
17	A hatred of Rijal-Alhajar	+2 BDV when attacking Rijal-Alhajar
18	Roll on the Wasteland Mutation Chart	

Solari	Roll 3D	
3-5	Burning, baleful eyes red and full of hate	+1 Successes when making Perception checks at night or in darkness
6-8	The lifeforce of the body draws from the surrounding heat, making the area cold	
9-11	Hunger for the lifeforce of the living	When flesh is eaten, the Hero regains Body Points equal to twice his PHY and Hero Points equal to his PRE
12-14	Flames changing from a bright gold to a sickly and eerier green flame	+1 Success when making intimidating Influence rolls
15-16	A cold touch painful to the living	+2 BDV when touching/attacking the living
17	A hatred of the Solari and a fear of the sun	+2 DoD when dealing socially with Solari and while active in open daylight
18	Roll on the Wasteland Mutation Chart	

Tunannu	Roll 3D	
3-5	Insatiable greed and paranoia	+2D to all wealth rolls, -1D to everyone around them
6-8	Elongated neck and bat-like wings	+2D to movement when in flight. May fly for rounds equal to PHY
9-11	Hard, scaly skin	+2 Armor Value
12-14	Burning gouts of bile	Caustic Words adds +1 to BDV and hits targets equal to the Wild Die Result (both friend and foe)
15	Crusty, red eyes dripping with hate.	+1 Successes when making Perception checks at night or in darkness
16	Hunger for the lifeforce of the living	When flesh is eaten, the Hero regains Body Points equal to twice his PHY and Hero Points equal to his PRE
17	A hatred of all living	+2 BDV when touching/attacking the living
18	Roll on the Wasteland Mutation Chart	

RECOVERING FROM THE MIST

Those touched by the Mist are forever tainted, but convalescence may mitigate some of the damage.

For every month of rest and recovery away from the Mist, the Hero may reduce their Corruption Pool by 1D. If the reduction takes the Hero below their Corruption Threshold they may remove a corruption.

NOTE: Once a person has been tainted by The Wasting Mist they are forever touched. The corruption pool can never be lower than 1D.

WASTELAND MUTATION

The following mutations can be added to flora, fauna, and inanimate items warped by the Wasting Mist. The more powerful the beast, the more times the GM rolls on the chart.

3D6	Corruption
3	The creature has bad mojo. Add 3 ranks of Hex power.
4	The creature releases spores that create new versions of itself. Gains the Duplication power at rank 3.
5	Creature has a second head; add one additional attack with no action penalty.
6	Creature Drains Life Force. Gains the Vampirism power at rank 3.
7	The Beast is covered in a sheath of fire, earth, insects, etc. Gains the Elemental Sheath power at rank 3. GM chooses the Sheath type.
8	Beast is a plague-bearer. Gains the Disease power at rank 3.
9	Monster heals quickly. Gains the Regeneration power at rank 3.
10	The monster can drain a Hero's abilities. Gains the Drain power at rank 3, with the ability to take a Hero's powers.
11	Raise the Ability Level of the creature by 1D6.
12	The monstrosity's howl causes all Heroes that fails a PRE + Willpower roll versus a DoD equal to the Ability Level to lose a number of Hero Points equal to its AL.
13	The corrupted thing is venomous. Add 3 ranks of Poison Secretion power.
14	The Monster can move without moving. Add 3 ranks of Teleport power.
15	The beast can control the minds of men. Add 3 ranks of Mind Control power (only works on men).
16	Creature can change its shape. Gains the Shape Shift power at rank 3.
17	Creature is giant. Add 1D6 to its Scale.
18	Wasting Beast! When the creature takes damage, it releases a store of Mist fumes. Each Hero takes 1D6 Corruption Points!



THE WORLD OUTSIDE

The map of the known world is left intentionally blank. As the game progresses, the Heroes and the GM will populate the map with locations, encounters, and features. Over the course of the campaign, the Heroes make their way to salvation, whatever that may be in your game.

Below is a list of plot hooks and encounters the GM can use. There are a few features on the map that the people of Bastion are aware of and these are well-known landmarks.

BEYOND THE WALL

Heroic souls may perform a great many deeds, but only the steel hearts of the Fihankra dare brave the lands beyond the wall. Refugees within Bastion whisper of twisted creatures who walk the Gray Mists and children dare not speak their names lest their words summon the foul creatures to their bedside. There are corrupted, twisted lands stretching ever off into the dark horizon and every corrupted building is a reminder of Ife Oodaye's former glory.

THE TAINTED LANDS OF AKAN






The land beyond the wall is known as The Gray, for a gray mist envelops all the land of Akan east of Bastion. The Gray perverts the land and the vegetation so that nothing grows under this grim canopy of fog, nor are beasts seen to wander. The sky remains perpetually gray as well; the air is cold and damp. Life within The Gray is grim, short, and tragic.

From on top of the wall, The Gray resembles an endless sea from which the points of mountains stab like icebergs. The talons of withered trees are visible as well. They remind observers of the claws of drowning beasts. It is no secret that terrible things lurk within The Gray—fell creatures that have been perverted by the Mist's insidious corruption. Most believe that the creatures that are sometimes found and destroyed by the Fihankra were once common animals. Others believe that the Mist drags creatures from other realms and deposits them on Ife Oodaye.

There are also those who believe that The Gray is the

Rumors beyond the wall

Here is a list of rumors of things that rest in the Wasting Mist beyond the walls of the last living city.

-  At night, a watchtower light like the Torch that guides survivors to Bastion can be seen. It is said to come from the lost city of Marduk.
-  The blue pool of the goddess Oshun is the only cure for the Wasting Mist. One sip from the pool will cure the evil that lies in the heart of Obonsam. If the waters were brought to the sleeping devil, and he tasted the liquid, the world would be saved.
-  A group of men walked out of the Mist untainted, but were refused entry into the city. They told the wall guards that the Mist only affects those with wicked hearts. They gave over a map and suggested the city send emissaries to speak with their lord.
-  Riders have brought back a story of a small village populated by the dead, kept alive by the Wasting Mist, who go through the motions of their former lives in quiet, peaceful harmony.
-  The Burning Fever, which killed scores of people in the city last season, was caused by some strange artifact brought into Bastion on the orders of a scion of the Ekeodun. The first cases of the Fever have just started up again.

manifestation of some ancient deity, and they worship it as such. These acolytes garb themselves in somber attire and venture forth into the mist. None of them has been heard from again.

Legends speculate that some of Obonsam's Busufo lurk within this opaque void. Each, in turn, is thought to bide its time as it gathers an army that will throw itself at the impregnable wall. No one has seen the Busufo in over 300 years; most of the denizens of Bastion have forgotten them.

In the past, it was very common for survivors to emerge from The Gray to seek sanctuary behind the wall. These folks were often regarded with mistrust and outright fear. Most of these wretched souls were eventually allowed to seek refuge in Bastion and become citizens if they were willing to take a turn at the wall. The number of survivors has dwindled over that last fifty years. Perhaps one or two emerge from gloom per year, presently.

SETTLEMENTS OUTSIDE BASTION

There are still some remote and fortified settlements hidden in the world outside the walls of Bastion. Some survivors have managed to find refuge in secluded and fortified locations. Most of these settlements are hidden and remote and find ways to safeguard against the Mist. In most cases, they believe they are the last remnants of civilization left in the world.

REMNANTS

This type of village is fortified and usually in a location protected from the mist, such as in the mountains, on a small island, large cave, etc.

The people of the village have grown accustomed to living in the bleak, savage lands corrupted by Obonsam. When they meet travelers from outside, they are wary, but happy to see new faces. They hunger for news or rumors from the Wasteland and aid if they are comfortable with the travelers. If the group they encounter shows any signs of corruption, they are usually turned away for fear that the entire village could be compromised.

OUTCAST VILLAGES

The outcast from Bastion have banded together for mutual protection from the mist and manage to eke out an existence in a remote, but safe location.

Most settlements are wary of new faces and take advantage of the weak where they can. Any authority figures from Bastion are reviled and never given assistance; the memory of their exile still weighs heavy in their hearts.

The Safoa Stones — The True Secret

Many believe the sacred stones have pieces of a map that leads to salvation, but the truth is more poignant. On the stones is written an equation that will open the locks to Obonsam's tomb and allow the Fihankra to kill the fiend once and for all. With the secrets inscribed on the stones deciphered, the sigils are empowered with enough divinity to finally wipe the evil from the land and truly deliver Ife Oodaye.

The Safoas' Description

The Stones stand three meters tall and are surrounded by the mature Red Baobab trees. The Fihankra symbols burn in eternal flame above the stones. The stones each have five sides, and on them are written in a language no one can read, but all understand the five riddles.

Solving the riddles is a KNO + Know-How roll DoD 3. When all stones are found and resolved, the whereabouts of Obonsam's tomb is revealed and the sigils upon the heroes' heads glow white.

When the riddle is solved, the heroes, as a group, receive 30 Renown for their effort.

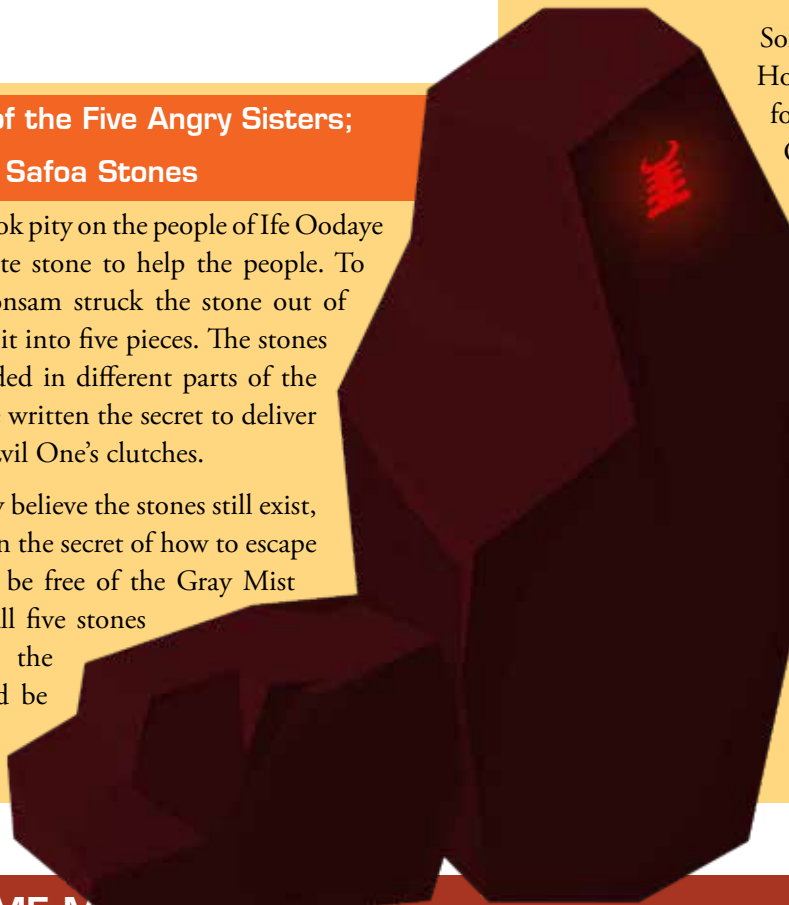
Obonsam's Attributes

There is not a write-up for the dread lord. This is intentional, and the GM should tailor the lord to the heroes in their game. Lord Obonsam is a Level 10 threat with powers beyond reckoning. He is defeated as an Event (found on page 202 of the Core MYTHIC D6 book).

The Final Gift of the Five Angry Sisters; The Safoa Stones

The Angry Sisters took pity on the people of Ife Oodaye and sent a large, white stone to help the people. To stop the Sisters, Obonsam struck the stone out of the sky and shattered it into five pieces. The stones were lost as they landed in different parts of the land, but on them are written the secret to deliver the people from the Evil One's clutches.

Many scholars today believe the stones still exist, and on them is written the secret of how to escape the cursed lands and be free of the Gray Mist once and for all. If all five stones are found and read, the city of Bastion would be delivered.



THE SKY AND THE EARTH

The Wilds outside the city of Bastion is savage and unpredictable. Because the soul of the land is broken by Obonsam, the weather and landscape rebel against reason and sanity.

Each day that the Heroes travel the Wasteland, roll on the chart below to determine the weather and geographic disposition.

Roll 3D6	Weather	Landscape
3	The air becomes so thick with water vapor that a person can drown while breathing. Heroes must make PHY + Resistance rolls DoD 2 or suffer a -1D penalty to all actions that day.	The land heaves and opens beneath the Heroes. All Heroes must make a REF + Evasion roll DoD 3, or take 6 Stress as they fall into a dark pit.
4	Electrical storms and dancing balls of lightning overwhelm the area. The Heroes must find shelter for the day. Any that try and move through the maelstrom must make a REF + Movement roll DoD 2 to move safely. Otherwise, take 5 Stress per hour.	The land quakes and trembles every 15 minutes. Boulders and trees tumble toward the Heroes. All Heroes must make a REF + Evasion roll DoD 3, or take 6 Stress from falling debris.
5	The area grows bone chillingly cold. The Heroes must make a PHY + Resistance roll or take 4 Stress.	Gouts of flame shoot from the ground, searing any in the area. All Heroes must make a REF + Evasion roll DoD 3, or take 6 Stress.
6	The sky grows black with clouds, leaving the area in darkness. +4 to any roll that requires sight.	Brackish water boils up beneath the Heroes and burns their skin. The Heroes must find higher ground or be dissolved. Heroes must make a PHY + Athletics DoD 2 to make it to higher ground in time; otherwise, take 5 Stress.
7	The weather is fine and it is easy to travel.	The ground heats quickly and turns to glass! Moving causes the glass to break or crack and the Heroes must make COO + Athletics roll DoD 2 not to fall and cut themselves (4 Stress).
8	The air becomes cold, and ice crystal spikes grow from the ground. Any movement or combat in the Ice Fields have an increased DoD of 1.	The land is swollen with Ashe energy. Sigils cost half as much to use, and Alaases' powers are doubled in rank.
9	The weather is fine and it is easy to travel.	The environment stays the same.
10	Rolling Thunder. A wave of loud and explosive thunder rolls through the area, bringing all in the area to their knees. The Heroes must make a PRE + Willpower roll versus a DoD 3 or suffer a +1 penalty on all actions for rounds equal to 10 minus the skill dice pool.	Rocks and trees around the Heroes burst and explode randomly. Every hour the Heroes are in the area, they must roll 1D. On a result of 6, something near them explodes with a howl, throwing debris at the Heroes doing 3 damage.
11	The weather is fine and it is easy to travel.	The land is swollen with Ashe energy. Sigils cost half as much to use, and Alaases' powers are doubled in rank.
12	The area become unbearably hot and humid. Heroes must make PHY + Resistance rolls DoD 2 or suffer a -1D penalty to all actions that day.	The trees and plants move toward the Heroes' camp and attempts to bury them.

13	Rain of Worms.	The earth splits open and gushes foul black blood. The flood of vital fluids is caustic and gut-turning, causing all that smell or taste it to wretch. Heroes must roll PHY + Willpower DoD 3 or violently vomit for a number of rounds equal to 10 minus the skill roll dice pool. Each round the Hero vomits, they suffer 2 points of damage.
14	The air becomes so thick with water vapor that a person can drown while breathing. Heroes must make PHY + Resistance rolls DoD 2 or suffer a -1D penalty to all actions that day.	The land is depleted of Ashe energy. Sigils cost twice as much to use, and Alaases' powers are reduced to half their normal ranks (round down).
15	The weather is fine and it is easy to travel.	The environment stays the same.
16	The area become numbingly cold. Heroes must make PHY + Resistance rolls DoD 2 or suffer a -1D penalty to all actions that day.	A landslide moves toward the Heroes' position. The Heroes must make REF + Movement rolls with a DoD 4 or be swept away, taking 10 Stress.
17	A swarm of bloated black flies chokes the sky and fills ears with a deafening sound of buzzing. The swarms are so thick they block out the sun and suffocate anyone not making a PHY + Athletics roll DoD 2. Those that fail suffers a -1D penalty to PER attribute and 3 damage.	The environment does not change today.
18	The area is free of any kind of climatic phenomenon.	The area is free of The Wasting Mist and peaceful.



MAP FEATURES

The following features are story hooks embellished by the GM. Take what little snippets you need and turn them into amazing adventures.

The Map is set up to provide story hooks and mini adventures that, when combined, can create an entire campaign. Not every square is detailed and much is left open for the GM to populate as she sees fit. Some regions are Noted with an Asterix (*), these areas are major landmarks and known to the people of Bastion.

NOTE: The Map is not set in stone and things present on it aren't gospel, but suggestions have been created to make the GM's life easier.

SQUARE SIZE

Each square on the map is 25 kilometers from side to side.

TRAVEL

It takes two days to travel through an area on foot; one day to travel by mount through each square on the map; or a quarter of the time if the square has been explored previously.

RATIONS

Each Day of travel requires one ration of food.

A person can carry 4 days of ration (food and water) for every 1D in PHY.

Going Hungry

Each day that a Hero does not get her allotment of food and water, she starts to starve. She has the option of temporally reducing one of her attributes by 1D or adding 2 dice to the Aggravation Pool. When an attribute is reduced to zero dice, the Hero falls unconscious.

When a Hero gets their daily ration of food, the lost attributes are restored, but the Aggravation Pool is not reduced.

Landmark: The River of a Thousand Moans

Two hundred years ago, a group of citizens and a company of Fihankra attempted to leave the city. They set off to the river and started construction of barges to take them further downstream. The small camp was set upon by a Busufo and its war band. All were killed and the moans from the battle could be heard at the wall of Bastion hundreds of miles away. It is said that ghosts haunt the rivers banks and the water is now briny with the tears of the slaughtered.

A11

Landmark: Spires of Nyame

Before Nyame rested, he created a spiral of five giant, rocky spires stretching far into the heavens. The first Rijal-Alhajar created homes in these spires and they were inhabited until the wasting Mist swept over their lands. Now the spires lay empty and abandoned, only habited by the occasional Monger.

With the abundance of rock, shade, and rooms, it would seem a popular location for the denizens of the Mist, but they never seem to stay long—on clear nights wind whistles through the spires and plays a strange song. The song can be so clear a person can nearly make out words on the wind. Some take off following the words, needing to know where they lead; others follow the sound enraged by how it taunts them so. No matter, whoever follows the song is never heard from again, lost within the Spires.

H-L, 15-19

Tamed Areas

These locations directly outside the city of Bastion are relatively safe from corrupted beasts and are patrolled during the day by a Fihankra company.

C16

Landmark: Mount Shango

A large, active volcanic mountain to the north of the Bastion crowned with a nimbus of smoldering black clouds and struck by frequent lightning. The volcanic activity is random, but many believe that the

occasional eruption is tied to one of Obonsam's Busufo's secret machinations inside the mountain. Deep in the mountain supposedly stands a keep known as Shango's Forge. Before the fall, many great weapons were created there using special techniques and a vast cache of Soul Metal.

D17

Location

A small ruined village reclaimed by the surrounding area. Each wood-and-mud home is overgrown by strange pulsing vines with razor-sharp flowers. Standing as if going about their business are fungal growths resembling the former inhabitants.

Situation

If the "people" are touched, the fungus falls apart, releasing spores of mold that make the Hero sick if they fail a PHY+ Resistance roll DoD 3. The victim will lose 2D6 dice from their attributes (chosen at random) for some 5 days minus the Hero's PHY (minimum of one day). Inside the homes, the Heroes can find shelter from the Mist.

D27

Location

At the base of a lonely mountain jutting out of the forest is a restored Akani fortress. The walls are high and strong, and the single building beyond is lit with golden light.

Situation

When the Heroes approach the iron gates, they are greeted by a heroic Solari woman with several sigils upon her head. Her name is Adwoma and she offers the Heroes respite from their long journey. She will offer the Heroes food, drink, and a place to rest their head in the place she calls Bastion.

Complication

Adwoma is quite mad and believes she is the queen of Bastion, and the fortress is her great city. If asked about other inhabitants, she will say that the council is busy in conference. If the Heroes investigate, they will find the rotting corpses of a group of Fihankra in chairs around a table. At the center of the fortress is a spear stuck in

the floor impaling giant corpse. If the spear is removed, the building trembles and the corpse will begin to reanimate. Attempting to replace the spear will not stop the process and within minutes the building collapses and a corrupted giant will rise from the rubble.

E13

Location

In the sky above the forest, the Heroes spy a large balloon.

Situation

The balloon is quickly losing altitude and crashes in the forest and catches the surrounding area on fire. Several Tunannu survivors manage to scramble from the wreckage and scream for the Heroes to find cover.

Complication

A small dragon swoops down into the wreckage and scoops up all the dead passengers. It lingers in the area looking for survivors but leaves as night approaches. The Tunannu survivors state they have escaped from a camp governed by a Busufo far to the south. They believe that an item in the Busufo's keep holds the secrets to escape for the people of Bastion.

E29

Location

An ancient tower

An ancient tower with a beacon light on top looms above the mist. These towers were once used as guideposts for souls caught in the Mist. The mad scholar who once lived in this tower lured unsuspecting souls within and performed horrible experiments upon them within a subterranean chamber accessible through a hidden door.

Although he aspired to cure the Mist's ravaging mutations, his efforts became nothing more than cruel experiments on unwitting souls. The surviving prisoners still lurk within the tower and are likely hostile to any interlopers.

Situation

Monstrous creatures lurking inside the tower attack the PCs.

E32**Landmark: Aba's Spear**

At the center of a great graveyard many miles from Bastion is the spear of the great warrior Aba, the first creature to ever wound Obonsam. The gold spear is set into a block of pure granite and impossible to remove. The spear is inscribed with forgotten sigils many Alkimians believe can imbue a Fihankra with lost powers if the spear were ever to be retrieved. Sadly, most Alkimians also believe that the spear may only be removed from the granite by a person of Aba's line, which died out many years ago.

However, most agree that the block of granite holding Aba's spear is not the largest obstacle to retrieving it, but rather the thousands of Ozu Aru surrounding it. Aba's spear lies in the center of the largest Akani graveyard outside of Bastion. Thousands of Ozu Aru have been drawn to this location, clawing at the dirt, throwing themselves against the tombs, trying desperately to get to the rotting bodies within.

By now, the Ozu Aru have all but consumed every last bit of rotting flesh in the graveyard. They are tired, slow, some have even fallen into a deep slumber from lack of food. All the Ozu Aru are waiting for is something living to come by, something they can murder, something they can feast upon.

F11**Location**

A lonely trail deep in the woods.

The trail is overgrown and wild, barely visible. The tree canopy is so thick that the woods are cast in perpetual twilight.

Situation

Strewn on the path is the carnage left by Ozu Aru raiders pursuing a wagon of wasteland survivors. At the end of the gory trail is the wreckage of an iron-bound wagon. All the inhabitants inside dead. A pile of small items is thrown next to the wagon. Upon the pile is a wooden box with a clay tablet inside. Written on the tablet are instructions on how to activate an item called the Ghost Lantern, a device whispered of in Bastion.

Complication

Pilfering the carnage is a band of Ozu Aru stragglers looking for anything left behind by the larger group, now moved deeper into the forest. When the heroes approach, they will ready themselves for battle.

F13**Location**

An ancient ruin of a Tunannu Inn

The PCs locate a ruin of a Tunannu inn. If the characters poke around in the rubble and retaining wall, they'll likely locate some gems, coins, and other items discarded and dropped by the ancient patrons of this tavern. If the PCs are diligent, they'll likely locate a door to a cellar. There are several casks of ancient Tunannu wine on rotting shelves, along with other items, tools, and other items that one might encounter in a tavern.

Situation

The PCs find a Tunannu noble who has been preserved for thousands of years by the effects of an exotic, Ashe potent wine once produced by this decadent reptilian race. The wine prolongs life indefinitely while simultaneously placing the imbiber into a deep, eon-long slumber.

F14**Encounter**

A group of Bastion Exiles

The PCs spy the light of a campfire in the distance. If they investigate, they encounter five souls exiled from Bastion. There are two Akani and one woman, a Tunnanu, and one Umbari. Although furtive, they welcome the PCs to join them around the fire.

Situation

The NPCs seated around the fire aren't exiles at all. They are Black Talon operatives investigating a nearby ruin rumored to contain a powerful weapon that the Talon wishes to use to further its ends within Bastion. The Talons believe that PCs are out for the same thing (they may be), and may attempt to murder them.

F15

Location

An old, ruined land ark

The PCs stumble upon a ruined land ark with a damaged hull. The ship is named Sorrow and was piloted by a famous Fihankra named Obedai One-Hand. The PCs have been tasked to find the vessel or they located it through dumb luck.

Situation

The Black Talon located in F14 are actively searching for the ark as well. They will likely attempt to kill the PCs if they both reach the vessel at the same time.

F16

Location

The tomb of a Fihankra Warrior

The PCs find the entrance to a subterranean tomb. The doorway to the tomb is finely carved stone engraved with an image of the great warrior named Akia Firstborn—a giant Fihankra famed for her swordsmanship and nobility. It was she who perished slaying one of the last of Obonsam's minions.

Situation

The PCs will find her sarcophagus looted, as well as the crushed skeleton of the graverobber who rummaged through her coffin. It appears as though the thief triggered a trap that launched a heavy stone from the ceiling. A gigantic gauntlet clutching a key lies on the floor next to the robber.

F17

Encounter

A lost company of twisted Fihankra

The PCs are set upon by a group of Mist-twisted Fihankra if they enter this lonely region. The PCs will smell the stench of their corruption long before the monsters appear, but this sordid group is enough to chill the blood of the bravest Fihankra. The group is comprised of a Monger, a Dragon, two Ozu Aru, and one K'Pelak.

Situation

The twisted Fihankra will likely attack—especially if they outnumber the group. GMs should scale the encounter based on the size of the PC group, as well as their experience.

F18

Encounter

A group of survivors

The PCs find a group of half-starved survivors living in a cave in the Mist. They are furtive and resigned to a painful death. However, they perk up when the PCs appear, and they welcome them to their refuge. Rumors often describe survivors lost in the Mist, or those who impose an exile upon themselves.

Situation

The PCs discover three of the survivors have become Ozu Arus. The remaining survivors are divided over what to do about their corrupted brethren. One faction wishes to kill them. The other wishes to find a cure for them.

F19

Encounter

A group of Ozu Arus

The PCs encounter a group of bloodthirsty Ozu Arus digging up shallow graves and fighting over the remains that they unearth. The PCs will have a fight on their hands if they're noticed.

Situation

One of the PCs recognizes one of the Ozu Arus. It may be a family member, a fellow Fihankra, a former lover, etc.

F20**Encounter**

The lone Umbari

The PCs encounter Kivuli, a lone Umbari with smoke-like tracery covering her ebony skin. She carries a pair of swords, and she is equipped to survive in the lands outside of Bastion for an extended period of time.

Situation

If pressed, Kivuli admits that she's hunting her twin sister, Kijala, who has become a K'Pelak. Kivuli won't ask for help, but she won't refuse it if the PCs offer to help her find her sister. It will likely be an emotionally wrenching ordeal if Kivuli encounters her fallen sister.

F21**Encounter**

The Invading Mongers

The PCs discover a group of ravenous Mongers bludgeoning their way into a dilapidated fort. The PCs are outnumbered, and will likely have a brutal fight on their hands if they intervene.

Situation

The PCs hear what sounds like Akani, women, and children screaming from beyond the rickety walls of the fort. They are likely doomed if the PCs fail to intervene.

G07**Location**

A copse of trees

A large area filled with trees that pulse with strange fruit and distant howls of anguish. Strange, butterfly-like insects fly in swarms and peacefully lay eggs on the sides of the large, 4-meter-diameter trees.

Situation

At the center of the large copse of trees, the heroes find a spectacular mutant specimen standing over 50 meters tall. Composed partly of a tree and a deer, the tree bays and howls. If the heroes approach the tree, it shrieks in fear and its leaves glow and fall to the ground. Any that touch its bare flesh burn for 2 points of damage. If

the tree is attacked, it will bleed a sweet-smelling liquid tasting of honey and the color of blood. Beyond the leaves burning, the tree puts up no opposition and dies from its wounds.

G13**Encounter**

A lone Busufo and its war band

The PCs have the misfortune of crossing paths with Khroda, Breaker of Horses. He stands almost eight feet tall, and wears ornate red armor that weeps blood onto a cloak fashioned from sinew and dead flies. Anguish, his massive, two-handed sword, is terrifying to behold. The dread warrior is surrounded by a cadre of formidable skeletal warriors.

Situation

Rather than attack the PCs, Khroda challenges one of the PCs to single combat.

G14**Location**

A hidden settlement

The PCs locate a hidden, subterranean cave system. The inhabitants are a mixture of the surviving races who worship an ancient god known only as the Mother. Their leader is a benevolent Akani named Onomi. The caves are lit by phosphorescent lichen. These people subsist on mushrooms and fungi, which grows in abundance in the caves.

Situation

A cave system was recently discovered by some of the settlement's denizens. The caves aren't natural and strange noises emanate from its depths. Worse, three children are missing.

G15

Location

An ancient settlement

The PCs discover an ancient town carved into the side of a mountain. The streets are wide and paved; the buildings chipped directly from the rock. Some of the structures are festooned with strange charms and fetishes.

Situation

The unnamed city is haunted by greedy Ojiji. The foul creatures will remain hidden and hope to catch the PCs as they wander the city's abandoned streets and tenements.

G16

Encounter

A dragon

The ancient, ornery dragon makes its home in the top of a ruined tower. It keeps its yellow eyes peeled for interlopers, and accosts any who invade its "territory".

Situation

The dragon considers intrusion onto its turf the worst insult imaginable. Despite its wrath, the dragon typically gives invaders a stern dressing-down before destroying them with claw and venom. The dragon is, however, a sucker for gossip. A charismatic PC may deescalate the situation with savory news from Bastion.

G17

Encounter

A band of K'Pelak

The PCs spy a group of K'Pelak arguing around a fire. The smell of the creatures is horrible, as is the scent of the rotting meat that hangs from trees on the outskirts of the fire. Observant PCs will notice that the "meat" hanging from the trees is in fact the bodies of several Akani and women.

Situation

The PCs notice several Akani and women piled into wooden cage. They are alive and have likely witnessed their kindred butchered and eaten by those foul creatures.

G18

Location

An ancient road

The PCs find the remnants of an ancient road of mosaic tile. Scholarly PCs will be able to discern that the road is a relic from the days of the Tunannu empire. The mosaics depict significant events during the history of their long reign. Tile crumbles under the PCs' feet.

Situation

The road is imbued with strange Ashe energy. Observant PCs will notice that the tiles not only depict the past, but the present, as well as the future.

G19

Landmark: Field of Standing men

Just outside Bastion is a field of thousands of upright corpses, the Field of Standing Men. They stand, impaled on large wooden rods, fighting one another in terrifying poses of battle. The Standing Men, as they are called, were erected by the Mongers recreating the Battle with Obonsam.

The only path left empty is the one leading in and out of Bastion, a road the Mongers never dare enter for the fierce patrols that guard it.

No matter how many times Fihankra patrols are sent out to clean up the fields outside Bastion, the Mongers always rebuild. In recent years, the City Council stopped issuing orders to clean the fields and the people in Bastion have watched as the sea of silent soldiers stretch far into the Mist.

It is unclear why the Mongers have done this, why they have been drawn so close to civilization when they hate being near others. Many assume it is to mock the inhabitants of Bastion, because the Mongers are wretched and covet what the non-tainted creatures have. Others believe the Mongers have a more sinister motive, that they are controlled by a creature greater than themselves. Without a full investigation into the Field of Standing Men, no one will ever know.

G20**Location**

A canopy forest

A village built within the canopy of a dead forest is revealed to the PCs while they wander between the bare trees. The forest is small, well-protected, and inhabited by Akani, Umbari, a few Solari, and one or two Tunannu. They inhabitants are relatively friendly, but they are concerned about the PCs' presence in the forest.

Situation

An old Akani named Akbar claims to have discovered a cure for the corrupting Mist. He claims that all he needs is some fungus; however, it grows within a region of the forest within which lives a huge, terrifying creature that kills anything it encounters. Akbar begs the PCs to help him obtain the ingredient he needs to create the antidote.

G21**Location**

A small lake with an island in the center

The PCs find a small, stagnant lake with an island in its center. An obelisk covered in strange sigils glows from the center of the island. The surrounding area is eerily quiet.

Situation

The obelisk emanates dread and attracts strange, ethereal creatures. Although the creatures won't attack the PCs, they will spend several hours circling the obelisk before disappearing.

G22**Encounter**

The Fihankra Expedition

The PCs encounter a fellow group of Fihankra returning to Bastion. They are led by Zarah, an Akani warrior with a disfigured face. The remaining Fihankra are grim in aspect, but they seem heartened to see others of their kind and they are eager to know the goings-on in Bastion.

Situation

If the PCs press the Fihankra, they will learn that Obonsam is risen, and he has gathered his remaining Bosufu to him, and he plans to amass an army of the twisted and undead and destroy Bastion.

G23**Location**

A tunnel leading down

The PCs discover a stone stairway leading into darkness. Tombs and barrows are common within the Waste, and are often inhabited by dangerous creatures and beings twisted by the Mist. Any PCs who venture within the cairn will discern a bizarre humming emanating from below.

Situation

The tunnel is full of strange technology from a bygone age—technology that whirs and churns and beeps. The nature of the strange mechanical wonders will baffle and likely intrigue the PCs.

H14**Location**

A farm

A dilapidated farm house is choked with creeping weeds. The house, water well, and barn are overgrown and falling apart.

Situation

Ransacking the area is a group of Umbari from Bastion. They've snuck out and are looting nearby areas for any artifacts or items of value.

Complication

The Umbari are all tainted and one, covered from head to toe, is a K'Pelak. If discovered, it will lash out and attack everyone before attempting to escape into the wilds.

H21

Location

River bank

In an open field near the banks of a great river, the Heroes come upon a group of men, women, and children.

Situation

All the adults wear black iron chains around their necks, and each is missing either a hand or foot. The children hold the chains and guide the adults along.

Complication

The adults are all blind and helpless, tortured by a band of Wasteland-corrupted brigands that took them all prisoner. Every night, to break their spirits, a piece of the adults was eaten in front of the children. This backfired as the children rose up to kill all the corrupted and help liberate their parents and loved ones. The children now search for Bastion, but are lost and in despair.

H22

Location

A waterfall

A waterfall splashes into a deep pool of water. The waterfall and its pool feed into the larger river to the south. A small hut with cooking smoke rising from a chimney sits next to the water. Surrounding the hut are posts with the twisted heads of corrupted dead impaled upon them. In the corpse mouths are small burning candles giving off an eerie glow.

Situation

An old crone sits on the porch of the hut holding a small knife. She greets the Heroes and invites them inside for dinner.

Complication

The woman is harmless but crazed. She is held to the hut by a meaty umbilical cord growing from her lower back. The hut and the crone are two parts of the same living organism and the entire thing can move on its own. She will feed the Heroes and give them shelter if they are kind and polite.

I01

Landmark: The Black Cliff of Dosha

To the west of the city of Bastion, the great Starfall River dives over the Black Cliffs of Dosha onto the craggy rocks a thousand meters below.

I25

Landmark: The Clot

Named when one of Obonsam's Busufo stacked the bodies of the dead at the fork of the Starfall and Widow Rivers. The bodies were stacked so high and wide that both rivers were dammed, choking Bastion's water supply. Three companies of Fihankra rode forth to meet the Busufo and its dark minions with the intent of breaking the dam. The Fihankra were victorious in their efforts and the waters of the Widow and Starfall flowed once again. For weeks after the action, bloated bodies filled with disease flowed down and around Bastion as they made their way to the Cliffs of Dosha.

I28

Landmark: The Eastern Tower

Once a guard outpost, but now overrun and dilapidated. The tower housed 50 fighting men and their mounts. When it was in operation 20 years ago, the tower acted as an early warning outpost in the Wasteland. Two decades ago it was overrun by a band of rabid K'Pelaks that forced their way in and consumed the flesh of all inside. Now all the tower's outside wall protects are the bones of the fallen.

I30

Landmark: The City of Baku

The forlorn sister city to Bastion, overrun during the initial flight from the east. When the living still walked the streets, the city was home to many different traders and a garrison for the soldiers guarding Obonsam's tomb. The refugees from the east begged the city's citizens to leave and join them but the people of Baku trusted the strength of their walls to protect them. When the Mist arrived, the last signal received from the city was "we are doomed".

The city now stands silent and is peopled by the undead and every manner of horror conceivable. Expeditions are still sent to the city to forage for items and supplies. It is rumored that at the center of the city, a building still stands unspoiled by the Mist and that powerful relics lie inside.

J25**Landmark: The Ruins of Oluso**

The actual name of the city is Oluso, a sister city 120 kilometers to the east. Oluso, Bastion's sister city, stood on a mesa and was thought to be better fortified than Bastion. When the Mist came, the city was consumed and overrun by the misanthropic monstrosities of Obonsam. On a clear day, the ruins of the city can be seen from the highest spires in Bastion. Many lost artifacts still lay hidden in the city vaults, guarded by terrible horrors that roam the avenues with hungry menace.

K09**Location**

A riverbank

Along the banks of the river, the Heroes find a settlement walled with wooden battlements.

Situation

When the Heroes are spotted, an alarm goes out and the small community readies for battle. When they find that the Heroes mean them no harm, the village folk will open to them and allow them inside. The community is populated by exiles from Bastion, and their descendants. The community could hold three times as many people but, like Bastion, is slowly dying. Only 30 men and women remain and all show sign of corruption.

Complication

The inhabitants beg the Heroes to petition the city to allow them to enter. They have suffered for years in the wasteland and now want a better life for their children behind the walls of the great city. If the Heroes refuse, the community turns violent and takes out their frustration in the grizzliest manner possible.

L29**Location**

A clearing

A large rock in a wooded clearing. The air in the area is sweet and the sky is clear; no Mist will move into the clearing.

Situation

Sitting upon the 10-meter high rock is an old man dressed in tattered clothing. He holds in his left hand a staff and in his right a small wooden bowl. The man smiles with a sublime peace and he whispers lowly to the twisted and mutated animals that sit at the base of the stone.

If spoken to, the old man will give the Heroes cryptic answers—all true, but mixed with metaphor and allegory. The Heroes may ask as many questions as they wish but at the end he will thank them and crawl down off the rock and is quickly consumed by the attending animals.

M09**Location**

A crag

A craggy span of sharp rocks and deep ravines. From fissures in the ground, caustic steam and smoke rise. At the center of the crag is a large, bubbling pond of mud.

Situation

Sleeping in the muddy pond is a dragon known as Dy'Nikki. It has made it home here for 70 years and will speak to the heroes. It will enjoy the Heroes' company for a time, but lets them know once it grows tired of them, it will eat them. It will offer the Heroes their freedom if they leave a gift on the island, and will keep its word if the gift is to its liking.

On a small island at the center of the pond, the dragon keeps a pile of belongings, some of great value.

N05

Location

Ozu Aru camp

A large, permanent Ozu Aru camp in an open field nestled near a lake. At the center of the camp is a large jut of stone with a single opening in the side facing the rising sun.

Situation

Inside the stone is a tunnel that leads down to a bronze door. Beyond the door is a room holding the artifact known as the Ghost Lantern, a device that can burn the Mist away in any direction for 100 meters.

Complication

The Ozu Aru camp around the tomb worship their dark overlord on the rock and frequently make sacrifices there. To get inside, the Heroes will have to sneak or fight their way in.

019

Location

A fallen tower

A toppled stone tower sits in a grassy field. The rock wall surrounding it has been breached on several sides. Scattered about the area are the bones of the free people of Bastion, and an ancient company banner hangs in tatters from an iron spear.

Situation

Anyone that enters the fallen tower, now a long tube laying on one side, feels a bone-chilling cold. PHY+ Resistance roll versus a DoD 3 or suffer a penalty of +2 to all dice actions. Fire will not help; in fact, torches will go out when moving inside the tower. The remains of soldiers are pinned to the walls using their own spears and all are missing their heads. At the center of the tower is a throne made of the missing heads and sitting upon it is an Ojiji named Tinomola, the commander of the now-ruined company. It invites the Heroes in and offers them food and drink, which he has in abundance. During the day, the Ojiji will behave peacefully toward the Heroes, but at night the area will become cooler and the creature will attack.

S28

Location

Busofo keep

Stronghold of the Busufo General. A sprawling keep surrounded by the camps of his soldiers. At the center of the camp is a large set of holding pens.

Situation

At the center of the camp is a large set of holding pens. Inside the pens are untainted Wasteland survivors, 30 in total.

Complication

Among the survivors, the Heroes recognize a Fihankra called Kwabena, a scholar and mapmaker of much renown. He and his group disappeared over 6 months ago. He will tell any Hero that will listen two things: one, the Busufo is planning to assault on Bastion in the coming days and has marshalled a large force meeting him somewhere near the River of a Thousand Moans. Two, inside the keep is a tapestry that shows a way beyond the valley and the reach of the Mist.

T28

Location

A ruined fort

A small ruined fort on the outskirts of a forest. The forest is reclaiming the outer walls of the fort and the single building inside is dilapidated and crumbling.

Situation

At night the Mist does not approach the small building and an eerie green light emanates from an upstairs window. Inside the walls is a small camp of men and women. All are corrupted and in the employ of the fort's lady.

Complication

Inside is a twisted Ojiji witch that controls the hearts of men and women, using her Ashe abilities to dominate minds. She will attempt to entice and corrupt the Heroes, but will ultimately desire to kill and eat them. In her possession is a horn that, when blown, grants those that hear it 1D Hero Points or gives the user a temporary boost of PRE equal to twice their normal die pool. The horn can only be used once per day and only works in the hands of a Heroic archetype.

T29**Location**

A lonely copse

A copse of trees in an open field. To the north, a trail leads to a larger forest beyond.

Situation

The screams and pleas of a young man can be heard in the distance and the laughter of others with every pained shriek. A group of Wasteland survivors plead for their lives as a group of fell men torture them for their pleasure.

Complication

A corrupt and twisted Fihankra expedition roaming the Wasteland stumbled upon a group of survivors looking for Bastion. They have stripped them of their belongings, and plan to eat them once they've had their fun with torture. The fallen Fihankra expedition have made their base of operation in the fort in T28.

M24**Landmark: Battlefield of 500 Spears**

The flat plain near the River of a Thousand Moans is a battlefield where the rear guard held the minions of Obonsam at bay while refugees made their way to Bastion. Three hundred years ago, a large group of refugees were found by Waste-riding Fihankra and escorted to the great walled city. Hounded at every turn, the Fihankra sent word to the city that the long train of survivors would not make it unless help was sent. To safeguard the 3,000 men, women, and children, the Fihankra Company called the Broad Spears sallied forth and made a stand as shields for the fleeing people. The Gray Horde of misanthropes threw themselves at the Broad Spears and wave after wave died on their blades until their Busufo master arrived and laid waste to the Fihankra. Not one member of the company survived, but all 3,000 refugees found safety.

P09**Landmark: The Blood Shrine**

Before the Gray Mist took over the lands, the Blood Shrine was called Makao Ya Mama, the Mother's Shrine. Made of twisted, thorny branches, the Umbari believed its roots reached from this land to the home they came from. When a new child was born, the mother made a sacred pilgrimage to the shrine to lay her baby in the thorns. The child slept a night on the shrine under the moon, unharmed by the thorns, and listening to the songs of their homeland sung by their mother.

Now, Makao Ya Mama is no more—swallowed by nearly half a square mile of nearly impassible thorny bushes. No matter where you walk near the thorns you hear bloody anguished cries. The K'Pelaks use the jagged Blood Shrine as a punishment for enemies they deem too treacherous to eat. Hooking their victims onto the giant thorns protruding from the shrine, the K'Pelaks water the shrine with blood, causing it to grow ever larger.

Anyone stuck to the shrine never dies. They gasp for air, they tear at their skin, they beg to be taken from the terrible shrine, but there is no respite to their suffering. They will forever live an anguished un-life, suffering and bleeding for all eternity.

Q05**Landmark: The City of Dunandi**

Nearly 300 years ago, the last of the Solari glass city floated into the area of Bastion, but was blasted from the sky by a Busufo. When it crashed to the ground, the hordes of the unclean swarmed inside and killed the refugees hiding within. Only a handful of survivors managed to make it to Bastion and they told stories of the bleak and blighted world outside. Inside the shattered city of glass was a jeweled lens of power. Many scholars speculate the lens could amplify Bastion's Beacon and illuminate the world, showing that there was still hope to be found. Many expeditions into the glass city have ended in failure and none have ever returned.

THE CALENDAR OF IFE OODAYE

There are 350 days in the Ife Oodaye year. There are 10 months in every year. Each month has a total of 35 days, divided into 5, 7-day weeks.

THE MOONS

The Five Angry Sisters each spend a month in ascendance with the others in various lunar phases.

Each moon represents one of the people of Ife Oodaye.

- ☾ The Gold Moon, the Sister of Prosperity: the moon of wealth.
- ☾ The Red Moon, The Sister of War: the moon of battle.
- ☾ The Green Moon, the Sister of the Field: the moon of earth and vegetation.
- ☾ The White Moon, The Sister of Purity: The moon of cleansing rites.
- ☾ The Black Moon, The Sister of Ashe: The moon of spiritual energy.

MONTHS

The months are divided into 4 seasons. Each month is named for the season.

THE MONTHS

- ☾ The Season of Warm Rains (3 months)
- ☾ The Hot Dry Season (2 months)
- ☾ The Season of Cold Rains (3 months)
- ☾ The Cold Dry Season (2 months)

DAYS OF THE WEEK

There are 7 days in a week as noted below. The full moon happens on the 1st day of each month.

Day of the week	
Dwowda	Quiet (peace) day; calm.
Benada	Birthday of the ocean; heat, boiling, cooking.
Wukuda	Birthday of Ananse
Yawoada	Birthday of Earth (Ife Oodaye's); power.
Efida	The Birthday of Fertility (woman)
Memenda	Birthday of Supreme or Sky God (a man); respected, ancient
Kwasiada	Under Day (awiasse = under the sun); the universe, everything.

THE SEASONS AND THE LUNAR PHASES

Seasons	Waxing Moon	Full Moon	Waning Moon	New Moon
1 st Warm Rains				
2 nd Warm Rains				
3 rd Warm Rains				
1 st Hot Dry				
2 nd Hot Dry				
1 st Cold Rains				
2 nd Cold Rains				
3 rd Cold Rains				
1 st Cold Dry				
2 nd Cold Dry				

One Square = 25km

1 2 3 4 5 6 A 7 8 9 10 11 13 14 15 16

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

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R

S

T

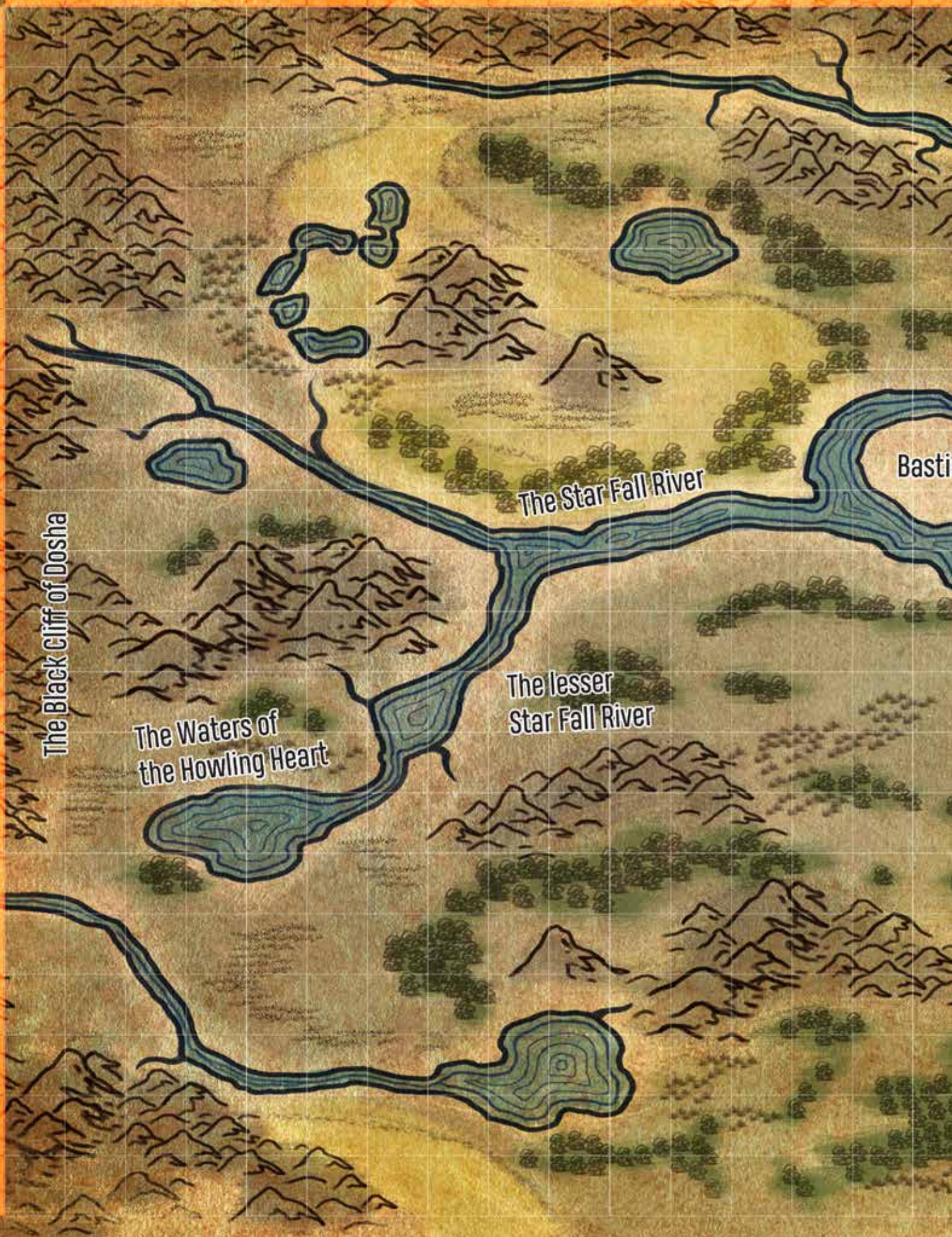
The Black Cliff of Dosha

The Waters of
the Howling Heart

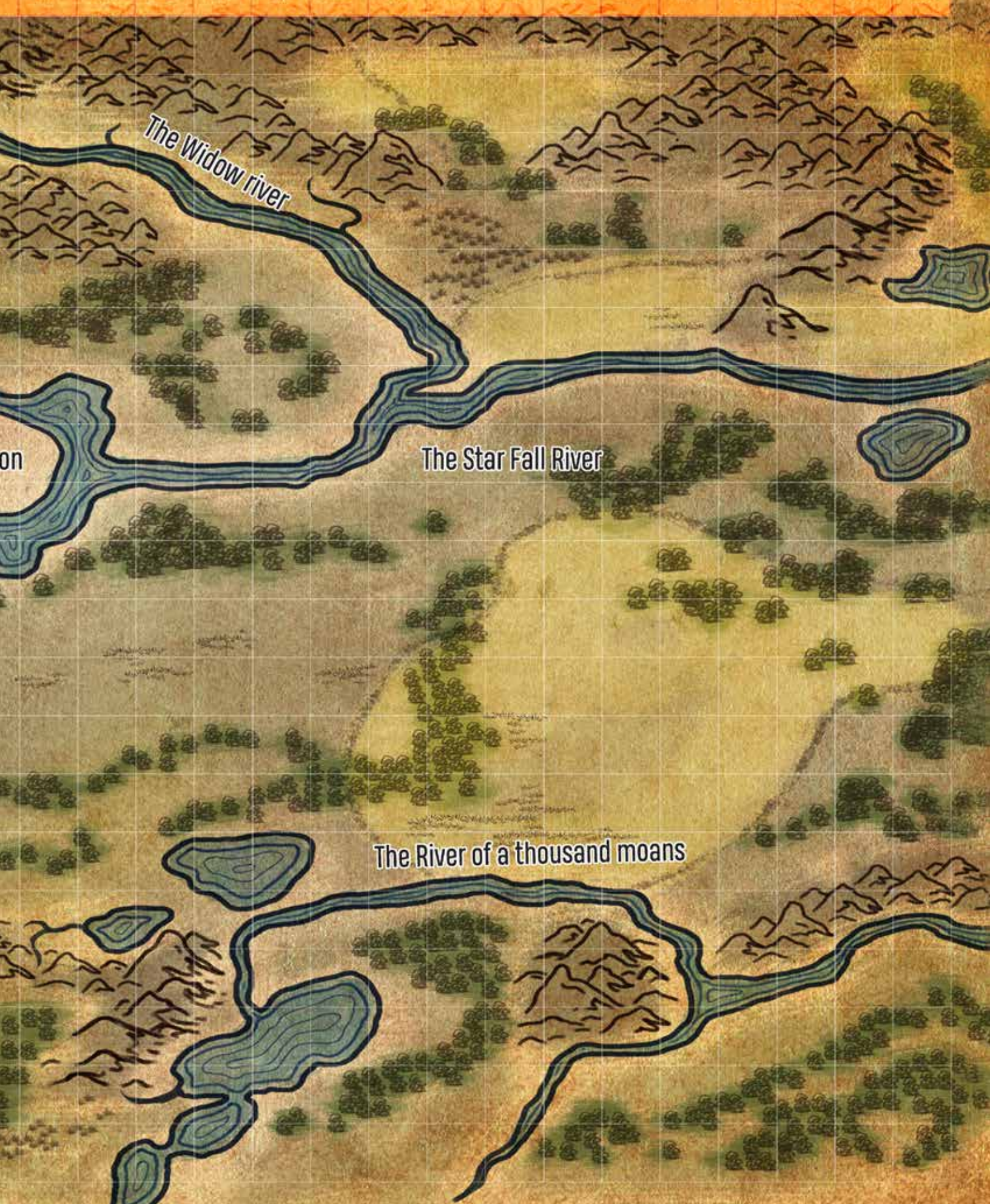
The lesser
Star Fall River

The Star Fall River

Basti



17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32



One Square = 3km

1

2

3

4

5

6

A

7

8

9

10

11

12

13

14

15

16

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

The Star Fall River

19

27

11

20

29

25

7

13

24

10

32

15

9

NOTE: Map not to scale

17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32



BASTION

THROW • SACRIFICE • FIGHT • PROTECT

CITY LOCATIONS IN BASTION

1-THE TOWER OF THE CHRONICLER

The Tower of the Chronicler is a large building standing next to the Kyem Abow: The Great Shielding Door. The building holds the Chronicles of Heroes, a series of books that detail all the heroes that have left Bastion and never returned. At the top of the tower, it is custom to recite the names of the most recent heroes before they go and to strike the names from the book when they return. The Library holding all 500 years of books is kept in the basement and guarded by dedicated clerical staff.

PEOPLE OF NOTE

Wukuda Kaatachi Owusu

The keeper of the Chronicle of Heroes. It is Wukuda Kaatachi Owusu's responsibility to write the names of all people venturing into wastelands into the ancient book. The small building where he lives and works is situated next to the Great Door and is staffed by 10 apprentice clerics that help in his bookkeeping.

PLOT HOOKS

- 🐉 It is said, for a price, Wukuda Kaatachi Owusu will strike the name of a hero from the book, leaving them unremembered and forgotten.
- 🐉 One of the many Books has gone missing, and the cleric believes it is in one of the Fihankra Company Houses in the city.
- 🐉 Angry ghosts attack the tower every morning before sunrise, and the local priest believes it is because they are mad at how their memory is presented in the Chronicles.

2-THE OHENE ROAD

The broad avenue of the Ohene is the main thoroughfare of Bastion and along its path, a person can find almost anything their heart desires. Food stands and carts cloud the street with smoke from cooking fires, merchants and courtesans yell and bark at passersby to sell their wares. Many of the great Fihankra Company Houses line the street, each with their favorite waterhole nearby. Along the road, statues to the great heroes and Chiefs are built to show respect for the fallen and those that gave their lives to protect the city.

PEOPLE OF NOTE

Old Wukuda

Old Wukuda, as he is known, is a fixture along the Ohene Road. He sleeps in alleys and passes along gossip, wisdom, and jokes for food and drink. Some believe that Wukuda was once a holy man that fell to the bottle and others think he is something more. Although Wukuda does not bear any of the Adinkra sigils, he has shown at times great insight and knowledge of affairs within and outside the walls of Bastion.

PLOT HOOKS

- 🐉 A brawl between two Fihankra Companies has left an innocent bystander dead. Neither Company takes responsibility and the local law enforcement asks the heroes to get to the bottom of it.
- 🐉 The entirety of the road becomes bone-chillingly cold at night, and the holy people believe it is a malevolent emanation of Obonsam. A small hole in an alleyway leads into a tunnel.
- 🐉 Two vendors with a dispute want the heroes to solve the conflict. Which has the best bowl of groundnut soup?

3-BAKIRI'S FINE USED CLOTHING

Everyone in Bastion knows there is no better place to grab a bargain or make some quick coin than Bakiri's Fine Used Clothing at the intersection of the Hedge and Stonewell districts. If your shoes have worn through and you need something to impress your new beloved, or if you found a trove of odd socks and need some quick coin, then visit Bakiri's. Everyone is welcome, and Bakiri never asks questions about where you found those bloodstained boots. The shop seems endless with tunnels of clothing stretching out in all directions. The smell of 10,000 former owners remains, only thinly disguised by a cloud of incense thick enough to obscure vision.

PEOPLE OF NOTE

Danenda Mabrutu

Danenda, an Akani woman, has owned Bakiri's for the last 20 years, since the last member of the Bakiri family perished to a disease contracted from fouled clothing. Danenda keeps an eye on goods coming in and knows every trick when it comes to finding hidden pockets and secret compartments in apparel.

PLOT HOOKS

- ❧ One of the heroes' allies had his boots, complete with a hidden treasure map, stolen by street urchins. Bakiri's is the most likely place to find them.
- ❧ Bakiri's has a hidden store where the upper class browses the finest of used goods away from prying eyes. What treasures might be found there?
- ❧ In the last two decades, Danenda has collected a dozen or more maps to secret troves located outside the city. She calls upon the heroes to act as her recovery agents.

4-THORNWATCH

Of all the guardhouses and watch precincts in the city, Thornwatch is the most famous. When people speak of violence, heroism, and corruption, they speak of Thornwatch. The watchmen stationed in this crumbling building patrol the most violent districts in the Hedge and are a combination of corrupt cops and desperate figures with nothing to lose. Thornwatch loses a watchman a week on average either to self-harm, drug misuse, or simple murder. The men and women working there are alternatively hated or feared by both the general population and criminals alike.

PEOPLE OF NOTE

Sergeant Nonoki Abdum

A tiny Akani woman, Nonoki has an arrangement with the watch captain that she runs the station while he takes bribes and keeps out of her way. The Sergeant does her best for the locals by fighting street crime, while leaving the higher-up gang members intact so they don't come down hard on her officers.

Yellow Skinny

An unsavory Akani slinks around the building, gathering information and brokering deals between the law and the underworld. His sister, Black Mercy, runs the street gang Red Hooks near the Moan vent. Together, the siblings run numbers and broker information about the city.

PLOT HOOKS

- ❧ Someone or something is killing watch officers; the Black Talon doesn't know anything about it, so Nonoki calls in the heroes.
- ❧ Reliable sources report a strange mist, akin to the Wasting Mist, in the depths of the Hedge. As the heroes investigate, they find someone experimenting with something they shouldn't.
- ❧ The heroes need to find someone hiding out in the Hedge and everything points to a corrupt watchman from Thornwatch knowing where to look.

5-THE NEST




No place in Bastion more closely reflects the city's three-dimensional aspect. The trap-riddled Nest neighborhood runs horizontally and vertically over 20 stories, linked by bridges, catwalks, ropes, ladders, pulleys, and crude lifts. This claustrophobic zone runs from the deep foundations of the wall up to the smog-strangled heights above. The Nest plays home to hundreds of children and their criminal masters. The gangs of child beggars, burglars, and pickpockets that infest this neighborhood all stem from a single source; they are all unwanted babies left to die. The gangs that live here take on these children and train them up to "earn their keep."

PEOPLE OF NOTE

Zin, master of wallets

This aged thief runs the biggest pickpocketing operation in Bastion. Legend says that once a child approaches adulthood, she must face Zin's scales; if she hasn't made enough money to prove her use in a criminal fraternity, Zin slits her throat as a worthless wretch and feeds her remains to the younger children.

PLOT HOOKS

-  Zin's pickpockets stole something they shouldn't have, and now supernatural assassins hunt them. They come to the heroes for protection.
-  A noblewoman abandoned her bastard child to the Nest 10 years ago. Since married and widowed, the noblewoman wants to find her child and rescue them.
-  A child pickpocket steals a vital clue or venerated object from the heroes. How do they get into the dizzying, claustrophobic Nest to recover it?

6-PALACE OF IGNOBLE RESENTMENT




This cramped (for a palace) building in High Peak once took up five times the space it now does. This was before the noble family of Isodu attempted a coup some decades ago. Their failure resulted in the stripping of lands and titles from the family and most of their sprawling palace being mined for building materials by other factions. The Isodu clan now claim the unhappy title of weakest of the nobility and suffer the indignity of living in a palace renamed by the Lendant patriarch as a badge of shame. The clan's low status has resulted in poor marriages and unhealthy levels of inbreeding.

PEOPLE OF NOTE

Mirco Isodu, Patriarch of the Isodu family

A spiteful little man filled anger and resentment, Mirco rules his remaining family with an iron fist. Mirco ignores the corruption seeping into the house, and more than one monstrous child prowls the palace's basement and high towers. Rumors of Mirco's use of dark power are only that for the time being, but how long that remains true is up for debate.

PLOT HOOKS

-  Mirco offers the heroes one of his daughter's hands in marriage in exchange for their help to recover wealth hidden outside the walls.
-  In exchange for a perceived slight, Patriarch Rashief chooses the Palace as the site for this year's Fiend Ball. The Isodus can't afford to host and call in favors for help.
-  Investigating horrible murders in the High Peak district, the heroes find clues pointing to the Palace of Ignoble Resentment. Has one of the corrupted children escaped captivity?

7-THE UNDER ROADS




The nobility doesn't want their glittering carriages slowed down by delivery wagons, nor do they want to see servants bustling about on the streets or hear their garbage being collected. This is what the Under Roads are used for. This maddening maze of tunnels interconnects the entirety of High Peak, carefully patrolled by watchmen day and night to prevent misuse. Servants and tradesmen move back and forth through the passages, making deliveries, removing waste, and generally performing all the tasks the nobility would prefer to imagine don't exist. Special passes enable people to use the roads and security here is nearly tighter than it is aboveground.

PEOPLE OF NOTE

Agyei and Agyei

This odd pair, a Umbari and Solari both of the same name, serves as the watch commanders responsible for keeping the Under Roads safe. The Solari takes the day watch and, under his command, the tunnel lights burn bright making sure few can escape notice. At night, the Umbari takes control and enemies fear to tread the nearly impenetrable darkness.

PLOT HOOKS

-  Many tunnels had previous uses, and one of these was a hidden cult temple. When corrupted creatures flood the tunnels, the heroes need to find and cut off the source.
-  Someone has managed to subvert the access controls on the tunnels and is using them to assassinate key members of the nobility. Who is it and can they be stopped before the city leadership crumbles?
-  A doomsday cult plans to use the ancient, monster-filled waterways beneath the Under Roads to undermine and collapse the entire district. What do the heroes do?

8-THE CHORUS WAY




This small alley in the Stonewell district plays home to a strange and eerie event. Many years ago, three traveling Solari singers were lured down this narrow street by assassins and murdered. Now, on seemingly random nights, the spirits of these three singers rise from the grave and sing an uncanny choral song in a language unknown to any that live. Some Solari who have heard the song claim it is a lost language from their original homeland, but attempts to record the words for examination have caused madness in those that tried.

PEOPLE OF NOTE

The Mad Minstrel

This Tuannu bard attempted to sing along with the chorus and was driven insane for his trouble. Now the poor creature dwells in the alley, resisting all attempts by those to drive him out or offer him shelter elsewhere. Occasionally, the Mad Minstrel whispers secrets and prophecies to those his cracked mind deems worthy.

PLOT HOOKS

-  The Mad Minstrel whispers a prophecy involving the death of one of the heroes to a visiting noble. Is this a misinterpretation or a future waiting to happen?
-  A friend of the heroes makes the mistake of singing along with the Chorus while walking home drunk and receives a strange vision of somewhere outside the wall.
-  An unstable sage believes that the Solari song contains instructions for creating a crystal ship to carry the people of Bastion far from the clutches of Lord Obonsam.

9-Nobody's Square

This dark plaza, measuring no more than ten yards across, sits near the heart of the Naked City. Through a weird series of jurisdiction overlaps and ancient legal wrangling, Nobody's Square lies outside of all official law. In theory, anything done in this square cannot be persecuted officially under the statutes of Bastion. For this reason, the plaza has no windows facing onto it and is a favorite place for duels to the death. Four archways allow entrance to the plaza, each leading to a different alley. A single iron door, scarred and weather-stained, stands at one corner, but nobody has ever entered or exited through it, and it does not lead to any of the neighboring buildings.

PEOPLE OF NOTE

Donkor the Bloody

This violent psychopath appears to be a weedy Akani man, but is one of the city's worst serial killers. Donkor lures his targets into a duel in Nobody's Square and slays them with his rather deadly knife skills with no fear of repercussions.

PLOT HOOKS

- 🐉 A rumor says that the iron door in Nobody's Square leads to Lord Obonsam's tomb. Do the heroes dare to open the door?
- 🐉 One of the heroes' noble allies agrees to an honor duel with a man only to find out too late that it is Donkor the Bloody. What do the heroes do?
- 🐉 A criminal gang starts up a slave market in Nobody's Square, but no one can figure out how they get the illegal slaves to and from the plaza.

10-FLAMEGRAVE HOUSE

This copper-clad stone building looks out over the Naked City and a good deal of the surrounding neighborhoods. The structure serves as home to the "firewatch"—firefighting crews who are trained to deal with the ever-present danger of fire within the city. Flamegrave is one of several such firehouses scattered throughout the city, but is notable as one of the busiest due to the many industrial sites within its range. Flamegrave House contains all manner of firefighting gear, such as Alkimian gear used to extinguish fire or create fire breaks. A large sign above the door says, "Solari Not Welcome."

PEOPLE OF NOTE

Firewatch Engineer Otuo

A hulking Rijal-Alhajar whose body is dotted with red garnet chips. Otuo, as a gifted engineer, is responsible for deploying the Alkimian gear used by the fire teams, and it is his decision as to how and when to collapse buildings to prevent the spread of fire.

PLOT HOOKS

- 🐉 A fire rages out of control for days, endangering the entire city. The cause is clearly unnatural, and the heroes are tasked to help the firewatch commanders do something about it.
- 🐉 During a drought, someone is diverting water from particular regions of the city. A fanatical member of the firewatch decides that certain parts of the city need to burn.
- 🐉 Someone demolishes a building killing several nobles; suspicion falls on the firewatch. The heroes go undercover as a special Fihankra team assigned to the firewatch to locate the perpetrator.

11-PELARI BRIDGE

Pelari Bridge stands over a river that no longer exists. The ancient stone edifice rivals the nearby mansions of High Peak in terms of size and its solid construction speaks of a solidity that perhaps inspired the Wall itself. Despite this, Pelari Bridge is only half complete, trailing off just before reaching the top of its arc. The structure is older than Bastion, and none of the races recognize its construction techniques as their own. Rumor says that the bridge is a gateway to another world, and the key to operating it lies hidden somewhere in the wastelands.

PEOPLE OF NOTE

Xoese the Wise

This Umbari sage studies the strange glyphs that cover the bridge in the hope of uncovering new forms of Ashe. So far, the alien sigils have eluded the elderly woman, but she perseveres, and many Fihankra companies pay her a small stipend in the hope that one day she might succeed.

PLOT HOOKS

- 🐉 A pair of star-crossed lovers, pursued by their parents, leap from the Pelari Bridge and vanish. Is this proof of a gateway or merely a trick?
- 🐉 Xoese manages to decipher part of an inscription and engraves the newfound sigil into the body of a volunteer. All seems well at first, but then things start to go badly wrong...
- 🐉 A strange metal being appears on the bridge, something akin to a Rijal-Alhajar but nobody can understand his language. Who is this being, is he a trap or trick, and where did he come from?

12-THE DEAD FIELDS

This small farmstead lies within sight of a dozen larger tracts of farmland and the innermost portions of the city. The Dead Fields are a reminder of the power of the corruption to all that see it. Nearly a hundred years ago, a great flying beast born of the Mist assaulted the city and was brought down by the Fihankra. The creature's remains fell from the sky as a black rain that poisoned the farmland as it fell. The infection threatened to grow and was only fended off by potent alchemical elixirs spread on the land. To this day, the infection tries to grow and requires regular patrols and management.

PEOPLE OF NOTE

Agutae, Master of Poisons

This Umbari Fihankra has spent the last 20 years managing the regular purging of the Dead Fields. A lifetime of dealing with terrible toxins destroyed his health, and he actively hates the Dead Fields as if they were a living being. At night, he dreams of the poisoned land.

PLOT HOOKS

- 🐉 Someone attempts to sabotage the ingredients required for the regular purge of the Dead Fields. Can the heroes find this madman before it is too late?
- 🐉 Agutae becomes increasingly unstable and his mind unravels. He now sees the Dead Fields as his lover and, instead of poisoning, he plans on freeing her.
- 🐉 Agutae is a source of vast knowledge when it comes to poisons; when a companion is stricken by an assassin's needle, he may be the heroes' only hope.

13-**THE SILENT MARKET**




The quiet streets of this dusty Umbari market swallow any sound louder than a whisper. Hungry shadows hide in corners, between cracks in cobblestones, lurking, waiting for any person to get near. Only a few merchants make their home in this market and have few wares in their store. A lone earthenware pot, a length of rope, maybe, but the real wealth of this market comes from the secrets the merchants know. For a few coin and a secret of your own, you can learn nearly anything you want from the merchants of the silent market. But, buyer beware—everything you share eventually comes at a price.

PEOPLE OF NOTE

Nisa Lemma

This slight Umbari merchant has no stall in the market, but trades secrets on a bench next to a broken fountain. Nisa accepts no money for her services, but expects hefty secrets from anyone wishing to glean knowledge from her. She possesses the unique ability to speak with shadows and listen in to conversations over great distances. Crossing her would be unwise.

PLOT HOOKS

-  The shadows in the market street have taken a local Akani boy by the name of Aklili Tewoude; his mother wants him back.
-  An Akani noble made use of Nisa Lemma's services, but told her a lie in exchange. She wants someone to take the information she's gleaned about him and blackmail him.
-  A merchant gains secret knowledge of a forgotten passage into the city used by smugglers. He tells the Fihankra to seal it before it's too late.

14-**THE CELESTIAL TEMPLE**




Fifteen interlocking crystals tower above the houses below, forming the Celestial Temple. Built by the Solari when they first came to Bastion, this glowing structure reminds them of their home. Within the temple, no matter the time of day, hundreds of stars refract from the crystal walls. Large shards of glass hang from the ceiling, peppering the room with celestial light. If Solari spends too much time in the temple, they become "stardrunk", unable to leave its walls and escape the pure bliss of viewing their old home. Luckily, the keeper of the temple keeps a close watch on visitors to ensure nothing of the like happens.

PEOPLE OF NOTE

Keeper of the Celestial Temple

The Keeper of the Celestial Temple wears an eyeless black mask and a black robe, the one dark spot in a sea of light. The Keeper never speaks and, when a new Keeper is chosen, they forswear any personal signifiers, living wholly in their new role. To see in the temple, the Keeper is a Fihankra bearing an inscription of Sight; this allows them to navigate the Temple without gazing into the light and becoming stardrunk.

PLOT HOOKS

-  A local Solari woman recently lost her Fihankra wife on a mission. She came to the temple for solace and now refuses to leave, stardrunk and sorrowful.
-  The Keeper has spotted a seed of darkness in the temple's crystal walls. Something is corrupting the crystals, and it must be stopped before it spreads.
-  Nobles have hired mercenaries to take a piece of the temple as a curiosa for their home; the Solari want it returned.

15-THE PITS OF ANNU-KA

The Pits of Annu-ka, dedicated to the Tunannu goddess who will one day hatch from a moon, hosts all manner of martial sporting events. More religious Tunannu see these fights as honor matches, trying to prove themselves worthy of Annu-ka so she may awaken and challenge them to a fight. However, most inhabitants of Bastion see “the Pits” as an excuse to gamble, drink, and watch a good fight. The most promising warriors of Bastion are expected to perform at least once in the pits, especially if they want any glory attached to their name.

PEOPLE OF NOTE

Nek-tor, Master of Ceremonies

Nek-tor, a silver-tongued Tunannu, runs the Pits having inherited them from his father. Along with his duties as Master of Ceremonies for every fight, he runs the illegal gambling racket at the Pits. Nek-tor makes sure he has enough hired thugs to beat anyone into submission who dares try to stop him. Nek-tor sees himself less a criminal and more as a businessperson who must sometimes make “hard decisions”.

PLOT HOOKS

- 🐉 An Akani woman named Gebesia is late on her payment for Nek-tor after losing big at the Pits, and he’s sent a few of his goons after her.
- 🐉 One of the fighters at the Pits is using a poisoned dagger to win matches. Nek-tor needs to find out who before all his best fighters are out of commission.
- 🐉 Alemse, a member of the local guard, is looking for proof of Nek-tor’s gambling ring. He wants to stop the Tunannu once and for all.

16-THE BLOOD WALL

When families lose a warrior to the Wastes, their name is remembered forever in the Chronicles of Heroes, but for some that is not enough. The book is for a celebration of life, and the Blood Wall is to mourn death. When a family loses a member, they head to the wall and bathe it in red wine. The wine seeps into the ruddy wall, bleeding tears onto the ground. Pouring the wine is a time of mourning and tears. Inhabitants torn by the passing of a loved one may also give of their own blood, the ritual leaching sorrow from their veins and providing solace in ritual.

PEOPLE OF NOTE

The Maroon Mourner

When the Maroon Mourner lost his wife to the Wastes, he made a pilgrimage to the Blood Wall every day. When he died, his spirit tied itself to the wall. When a mourner comes to the wall engulfed by sadness and rage, the Maroon Mourner sits silently next to them, comforting their pain with his calming presence.

PLOT HOOKS

- 🐉 The Maroon Mourner disappears from the Blood Wall one day with a bloodcurdling cry; locals want to find out what happened to him.
- 🐉 An Akani man is found dead, pinned with a note reading, “He was not lost.” The local guard needs help finding the culprit to this crime.
- 🐉 A new gang called the Blood Street Corner Gang has taken to extorting people for money when they want to visit the Blood Wall.

17-LE-MAT'S FORGE

Le-mat's Forge is a unique smithy run by a Rijal-Alhajar Ibsko Le-mat. There is no fire billowing from a hearth, no clang of hammer against steel, no smoke choking its hall; instead, there is a quiet meditation. Le-mat uses his skills as a smith to connect with stone and metal, shaping it into unique forms for his clients. To prove yourself worthy of a weapon by Le-mat, you must not only be brave but exercise the virtues of self-control and kindness.

PEOPLE OF NOTE

Jemi Abassa

Jemi Abassa is Le-mat's hot-headed apprentice. Ibsko found Jemi living on the streets molding rocks with her mind for fun and, realizing the raw talent in the girl, took her in as an apprentice. Jemi appreciates everything Ibsko has done for her, but often has trouble mastering her more turbulent emotions.

PLOT HOOKS

- ❧ A few local good-for-nothings goaded Jemi into a fight and lost. Now they're saying she attacked them and she needs to prove otherwise to clear her name.
- ❧ A Fihankra gifted with one of Le-mat's weapons was corrupted in the Wastes and now performs unspeakable deeds with it. Le-mat wants it returned.
- ❧ Le-mat will make a hero a weapon if they bring him a block of stone from the Wastes and three tales of their deeds protecting Bastion.

18-THE THORN HEART

Deep within the Grove is the Thorn Heart—the epicenter of the thorny labyrinth. Those who manage to make it to the Thorn Heart, dodging the hungry shadows and escaping impalement upon the thorns, may enjoy the darkness it holds. The Thorn Heart is the only link the Umbari have to the root of creation and the unmaking of all things. Offering a blood sacrifice to the bush grants the supplicant the power to mend something that was destroyed—a friendship, a promise, a life. If a sacrifice is not significant for what a person asks, they are unmade themselves, taken into the Thorn Heart and back to the roots of creation.

PEOPLE OF NOTE

The Rose Warrior

Mindless skeleton-like thorny creatures patrol the Grove protecting the Thorn Heart; only one has sentience—the Rose Warrior. If the Rose Warrior finds someone within the labyrinth, she protects them from the others of her kind and issues a dire warning: “turn back ye who is unworthy lest the Thorn Heart subject you to the unmaking”.

PLOT HOOKS

- ❧ A young Umbari girl heard the voice of her lost brother in the Grove, she wandered in and now she is lost.
- ❧ A Solari scholar believes the Thorn Heart holds a lost key linking the Umbari and Solari lineages to one another. She needs help on her expedition into the Grove.
- ❧ A group of Akani have burned part of the Grove encroaching on their homes; the Umbari returned this action with violence. A war promises to break out in the Hedge if nothing is done.

19-SHRINE TO THE ANGRY SISTERS

The Shrine to the Angry Sisters lies atop one of the highest hills in Bastion. Under the blanket of night, the shrine comes alive with action. Inhabitants from all walks of life come to pay homage to their patron moon. Each shrine is unique based on the Angry Sister it represents, but each is well-kept by the visitors who come to worship. Toward the end of the night, the talk at the shrine always turns to a good-natured debate spurred on by Bastion's greatest philosophers who use the shrine as a forum for their newest ideas.

PEOPLE OF NOTE

Siku Bishara

Siku Bishara is an Akani philosopher and the de facto leader of debates at the shrine. An unlikely peacekeeper, Siku loves nothing more than to spur conversations to new and exciting heights, always willing to offer a counterpoint to even the most polished argument. If talk turns to fists, he is always the first to attempt to soothe tempers.

PLOT HOOKS

- ☞ A crack has appeared in the egg-shaped shrine to Annu-ka Tunannu; fanatics believe this event heralds her coming and have taken over the shrine for themselves.
- ☞ During the last debate at the shrine, a fight broke out and a philosopher was murdered in the process. Siku searches for the guilty party.
- ☞ Someone stole the crystal atop the Solari shrine in broad daylight; it must be returned immediately.

20-GROOTSLANG BREEDING CAVES

In order to reproduce, the grootslang—raptor-steeds Fihankra use to ride into the wastes—need a warm, moist environment. The Tunannu and Akani see to this in a series of caves deep within the heart of Bastion, picking the eggs of the strongest, most fearless raptors to hatch. Before they're bonded with a Fihankra, the grootslang babies are voracious predators who hunt in packs. Usually kept well-fed on goats and other animals, they aren't above hunting for sport. The keepers within the Breeding Caves are often retired Fihankra inscribed with enough runes to keep themselves safe.

PEOPLE OF NOTE

Nagela Deba

Nagela Deba is a retired Fihankra and lead keeper of the caves. An elderly Akani woman who has more scar than flesh, nothing shakes Nagela anymore. She's quick, sharp, and blunt, refusing to suffer fools in her presence. A fool in the caves means death in the caves, and she won't have that on her conscious.

PLOT HOOKS

- ☞ Teenagers are using the caves for parties and Nagela needs their party-spot found before the baby raptor sniff out the teens and hurt them.
- ☞ Labaan is a wild grootslang who never bonded with a Fihankra. Too wild for most to even dare, Nagela seeks a warrior with a strong heart to finally connect with the raptor.
- ☞ A clutch of grootslang babies have escaped the caves and are wreaking havoc in the Hedge. Nagela needs them found and returned.

21-IMO'S FANTASTIC WARES

Appearing in a different location in the city every night, Imo's Fantastic Wares is a cart's worth of all manner of artifacts recovered from the Wastes. Even stranger, many items sold by the illustrious Imo always seem to have a connection to the person perusing his merchandise. The lost bracelet of an ancestor, a scroll inscribed with family markings, the list goes on. Imo's Fantastic Wares is always gone by sunrise; it seems to disappear in the light until the next evening, when it reappears in a new location.

PEOPLE OF NOTE

Imo

Imo is an Akani man dressed in colorful, flowing robes. He refuses to speak about himself and never reveals who his artifact supplier is (if there is one at all).

Jos

Jos is Imo's pet horned monkey who sagely watches over Imo's wares while he is dealing with clients. Nothing happens at Imo's Fantastic Wares without Jos seeing it and, if the monkey could talk, he would likely have much to say.

PLOT HOOKS

- 🐉 Someone stole Jos and is ransoming him back to Imo for an exorbitant amount of money. Imo wants his monkey returned.
- 🐉 Imo's cart has something tied to a hero's past. They must go into the Wastes to retrieve an object of similar value if they want it from Imo.
- 🐉 The corrupt member of the local guard "confiscates" Imo's cart. Imo and Jos now wander the streets, lost and forlorn.

22-THE NASAMANFO ARCHIVES

Most ancestral spirits are neutral beings; neither good nor bad, they simply are and should be respected. However, there are some spirits who cross the barrier between life and death who become cruel, twisted things. These spirits are trapped by the Nasamanfo and placed into the Archives for the good of everyone in Bastion. The Archives itself is a large, stone building made of interlocking vaults with any number of inscriptions only legible to the Nasamanfo themselves. The Archives are left mostly unguarded; any person stupid enough to enter the Archives without knowing what they are doing will be devoured quickly enough.

PEOPLE OF NOTE

Wanyika Tarambo

Wanyika is a powerful Nasamanfo who dedicated her life to hunting corrupted spirits and locking them in the Archives. Wanyika wears the most wicked spirit she ever faced in a necklace, refusing to remove it from her person for one second. The spirit grants Wanyika immense power, but comes with the great burden of carrying its corruption.

PLOT HOOKS

- 🐉 Since capturing the spirit around her neck, Wanyika has sought to destroy it. She's heard of a temple in the Wastes where this can be done and needs an escort.
- 🐉 A Nasamanfo who went into the Archives to seal in a spirit noticed one of the oldest vaults was opened. He needs to find the ancestral spirit before it is too late.
- 🐉 A spirit was wrongly imprisoned in the Archives. Its descendants want someone to fight through the Archives and release it.

23-**THE WHITE WARREN**

The White Warren is a quarantine area nestled among the warrens of the Hedge. When approaching the White Warren, one quickly hears the wailing and cries of the suffering who wait to die. There are four streets that lead to the White Warren, each of them blocked off by large gates that are guarded night and day. There is an order of Nyame Dua and Alkimians called “The Gentle” who enter and tend to the sick. They give final rights, doing their best to heal what they can and easing the suffering of those they cannot help.

PEOPLE OF NOTE

Yaw Sono Sowah

An Akani of The Gentle, Sono struggles with the Grand Council to maintain this place. There are those in the Council who periodically push to have the area shut down. He believes that the Grand Council should do more to help the sick and poor in the area.

PLOT HOOKS

- ☞ One of the watering wells the Gentle use treat the sick keeps getting poisoned. They need help tracking down the source.
- ☞ Several sick people have come up missing. The Gentle report whispers about something called “the Raw Man” that stalks at night and takes people.
- ☞ A fugitive is hiding in the White Warren. The authorities threaten to come in and cleanse the area to find him.

24-**THE BRIGHT**

A group of refugees arrived recently at Bastion and reported that they had found an area in the Waste where a brilliant orb shone like a small sun, and the Mist would come nowhere near it. They called it the Bright and knew not where it came from. They eventually had to flee its protection for, over time, it grew too hot for them to be near. They found Bastion because the Bright spoke of the place in their dreams. They came here by following the memories of those dreams. Now they hear it no more and feel empty.

PEOPLE OF NOTE

Ama Xoesle Nii

Ama is an Akani that appears to be the only one of the refugees who remembers the way back to the Bright. She longs to return, for her heart grows sadder the longer she is away from it. However, the way is treacherous and filled with terrible creatures.

PLOT HOOKS

- ☞ The Bright refugees have begun dying. Some fear they carry sickness while others speculate that the Bright kept them alive unnaturally.
- ☞ Some Solari have begun whispering that the Bright may be a place for them to build a new Solari home and escape Bastion’s confines.
- ☞ A number of Alkimians theorize that the Bright is a wild spike that will continue growing, exponentially, eventually become a real threat to Bastion.

25-THE MOAN VENT

This hole, in the tunnels beneath the Grotto, draws attention due to an otherworldly moan that can be heard coming out of it from time to time. The gap appears bottomless, and its darkness denies even the senses of the Umbari. A few brave investigators have ventured down the hole to analyze the sounds. So far, no one has come back. The Umbari have sealed the hole a few times, but eventually, every seal has decayed. For the most part, everyone has learned to avoid it. Even the criminals give the shaft a wide berth, fearing what may lie deep below.

PEOPLE OF NOTE




Agwei the Mad

Agwei is an outcast Umbari Alkimian that has done an extensive study of the phenomenon, to the point of becoming obsessed with it making him a danger. Agwei is certain that sealing off the Vent will have disastrous ramifications and has been arrested multiple times for vandalizing seals.

Black Mercy

A large woman in stature and personality runs the street gang called the Red Hooks near the Vent. Black Mercy is currently on the move to consolidate power in the city. With the help of Thornwatch, she may very well do it.

PLOT HOOKS

-  Recently, there have been reports of a deep chiming bell sound resonating up from the Vent. Many are concerned with what this new sound means.
-  Agwei was recently imprisoned for trying to enter the Vent. He claims he wasn't entering; he was exiting, and people need to listen to him.
-  A thief stole an artifact from the Lendant family and they want it back. Before his capture, he threw the artifact down the Moan Vent.

26-QUAICOE GOODS AND DRINK

This Store and Drink House is a new arrival in the East Wall neighborhood. It was previously located in the Naked City, but Mama Akosi Afryea Quaicoe, the Tunnannu proprietor, apparently came across a sudden inrush of wealth and moved to a better neighborhood. It has not been well received in East Wall, however, as Afryea still welcomes her more rough customers from the Naked City. There have been a few attempts to oust her and buy her out. However, since she supplies so many Fihankra companies with work and resources, she has proven impossible to budge, politically or economically.

PEOPLE OF NOTE




Akosi Afryea Quaicoe

Afryea is a shrewd businesswoman with eyes set on becoming one of the few non-Akani families within High Peak, by any means.

Yoofi Morowa Agona

Morowa is a shady, rival merchant in East Wall that questions Afryea's place there. She continually seeks to disrupt Afryea's business.

PLOT HOOKS

-  Afryea knows secrets beyond the walls of Bastion. One of those is the location of a dragon's treasure, but she'll only share it for big favors.
-  Afryea believes recent accidents at her establishment are the result of Agona's sabotage. She'll pay handsomely to any who can bring her proof of this.
-  Mama Morowa's oldest son was found dead in an alley in the Naked City. She believes Afryea is behind it and is looking for revenge.

27-THE HONE CHAMBERS




This is an excellent training hall for those who want to walk among the ranks of the Fihankra. It is run by a family of retired Rijal-Alhajar who have become too wounded to return to duties beyond the Wall. They endeavor to ensure that new warriors do not make the same fatal mistakes others have. Training at the Hone Chambers is vigorous and not for everyone. The Hone Masters will not train anyone who they think doesn't have the physical, or mental, stability to be entrusted beyond the Wall. Those that graduate are members of The Honed Company.

PEOPLE OF NOTE

Baaba Duku Bonsu

Duku is headmistress. She appears to be made of variated malachite. Her many battles have disfigured her form with visible cracks and splinters. The other Honed Masters are her life partners. They have lived long enough to have grown weary of watching lives fall to the Mist.

PLOT HOOKS

-  The Sifting is an exam held yearly by the Hone Chambers. Applicants enter heated competition to be accepted to train with the Honed Masters.
-  The wealthy often ask the Honed Company to do work for them, and Duku usually refuses. Some shady, privileged people have developed grudges in response.
-  The Honed Masters' bodies are nearly spent. Soon they'll begin the process of transitioning and will need to be protected during the ritual.

28-EQUINOX THEATER

This theater, near the Stonewell, is a well-known spot for spectacular entertainment. It is home to a Solari and Umbari who have joined forces and use their light and shadows to enact unique plays. The theater is an effort toward peace within the city, and the owners travel the city listening to the stories of the people, which they then turn into spectacular plays of shadow puppets and brilliant colors reminding the diaspora of Bastion that they all struggle together. From time to time, they have been known to meddle and bring to light nefarious doings in the city.

PEOPLE OF NOTE:




Dogbeda, the Dancer

Dogbeda is Solari and one half of the unusual couple that leads the theater. She is a dancer and conversationalist who passionately enjoys people.

Xoese the Watcher

Xoese is an Umbari and the other half of the couple. He is a storyteller, investigator, and shadow puppeteer with exquisite attention to detail.

PLOT HOOKS

-  Dogbeda and Xoese are looking for actors for a new play that, rumor has it, contains information that is embarrassing for some powerful guild families.
-  The theater duo can't investigate every interesting story they come across, so they employ others to dig up exciting tales in the city.
-  Periodically, the theater does street procession plays for which they hire guards to protect them and their actors from crowds and people with grudges.

29-FOSU GROVE

This grove of dense trees and pathways covers a large hill that stretches for about four blocks and rises nearly 15 meters high. The trees themselves are old and full of flowers and leaves of vibrant colors. It has a quality about it that is very calming and many peoples from all over the city come to it and enjoy its beauty. The grove is tended by Ebo Kplorm Fosu, an Akani Nyame Dua, who works tirelessly to keep the forest clean and safe. Many Rijal-Alhajar are drawn to the grove and remark favorably on Kplorm's connection to nature here.

PEOPLE OF NOTE

Ebo Kplorm Fosu

This Nyame Dua is a remarkably calm person. He offers counsel to any who would come seek him out. Many are lovers who have come to his grove to have him bless their union and families will confer with him for naming ceremonies for children. He treats rich, poor, and all races equally.

PLOT HOOKS

- 🐉 Some plants of the grove don't grow easily in the city walls. Kplorm asks the Fihankra to retrieve new specimens for him from outside the wall.
- 🐉 There are merchants that covet some of the exotic flowers of the grove. They can't replicate Kplorm's success and pressure him to work for them.
- 🐉 Some Rijal-Alhajar suggest that Kplorm is one of them, evidence that their essence can transform into other races. They can't ascertain who he was before.

30-ODOOM HOUSE

Odoom House is the mansion of a wealthy Akani family in the East Wall neighborhood. They have many workstations scattered throughout the Hedge and the Naked City. As a family, the Odoom are notorious for being smugglers at best and killers at worst. They are known for making their money selling things scavenged from abandoned remnant villages and forts outside the wall. Some refugees claim the locations weren't "abandoned" until the Odoom arrived. Fihankra suggest they must be careful in reporting discoveries in the Wilds for fear that the Odoom will send mercenaries to exploit it.

PEOPLE OF NOTE:

Dwowda Gyamfi Odoom

Gyamfi is the current patriarch of the Odoom family. A callous and cruel Akanii, he is only concerned with wealth and controls his family mercilessly.

Yoofi Sisi Odom

Sisi is Gyamfi's oldest daughter. A spoiled and greedy person, she conspires to take over the family while doing her father's bidding.

PLOT HOOKS

- 🐉 The Odoom are gaining great sway over the Blues of the Hedge. There are non-corrupt Blues who are trying investigate how deep the influence runs.
- 🐉 An up-and-coming guild of Rijal-Alhajar stonemasons find themselves the target of an Odoom protection scheme and want to hire guards of their own.
- 🐉 One of the Black Talon leaders has come up dead, and they blame the Odoom. Their fighting is threatening to spill out to the streets.

31-THEMA'S SHOP




Thema's is an herb shop in the Great Square. All manner of medicines, charms, and tinctures may be purchased for a price. Additionally, the proprietor, an old Alaase named Araba Thema Eshun has powerful visions and deep connections with ancient spirits. Many Fihankra come to her for supplemental blessings and protections before venturing forth. Most of her clientele are people needing to speak to an ancestor or lovers looking for potions and charms to enhance their chances of finding happiness. Once a month, for about seven days, the shop is closed, and Thema disappears. No one knows where she goes.

PEOPLE OF NOTE

Araba Thema Eshun

Thema is a retired Fihankra who has seen more beyond the Wall than she cares to share. Some believe her powerful charms are fueled by secret things she gathers from the Wilds on her secret excursions. Many have approached her to become apprentices but, so far, she has turned them all away.

PLOT HOOKS

-  Tawiah Lendant, a daughter of the Lendant family, recently approached Thema for an apprenticeship. She was turned down and has taken it as a personal affront.
-  The Gentle of the White Warren ask Thema for assistance with an outbreak. To assist, Thema needs people to go collect ingredients from the Wilds.
-  An influx of refugees with sick children has Thema exceptionally busy. Some people want her to stop helping the refugees for fear of spreading contagion.

32-BLOSSOM ROAD

Blossom Road is less of a single road as much as it is a path across multiple roads, twisting and winding through the city where street artists have thrown up murals. The murals are typically beautiful to behold, though all of the art is illegal and defaces property that belongs to other people. Much of the art is also political, depicting images critical of the Grand Council, the Royal Family, local governments, and constabulary forces. The Grand Council has demanded for the images to be painted over, but that only caused the rogue street artists to redouble their efforts.

PEOPLE OF NOTE




Sunshine Spirit

This is the moniker of an unknown artist who regularly depicts images of the slow dimming of Solari culture in the growing shadows of Bastion.

Hedge Brat

This is the tag of a notorious artist who paints the houses of shady merchants known to be exploiting the people in the Hedge.

PLOT HOOKS

-  Some Solari have taken extreme offense to Sunshine Spirit's work, saying that it is exciting discontent among the younger Solari who believe they are becoming dimmer.
-  Someone has been marking various merchants as members of the Whispering Thorns. The Blues are pressing everyone for information about the artists' whereabouts.
-  High Peaks is nearly impossible to get into. There is a rumored reward for getting in and adding Rashief Lendant's house to the Blossom Road.

THE SMALL DEATHS BELOW

THE HOOK

The Heroes are sent into the wasteland to look for a group of survivors in the mist. An Alkimian Oil Flare went up six hours before, and the heroes have ridden hard to get to the location. By the time the heroes arrive at the destination, it is dusk, and the mist is rolling in massive and malevolent. In the distance, the heroes see an ancient tower.

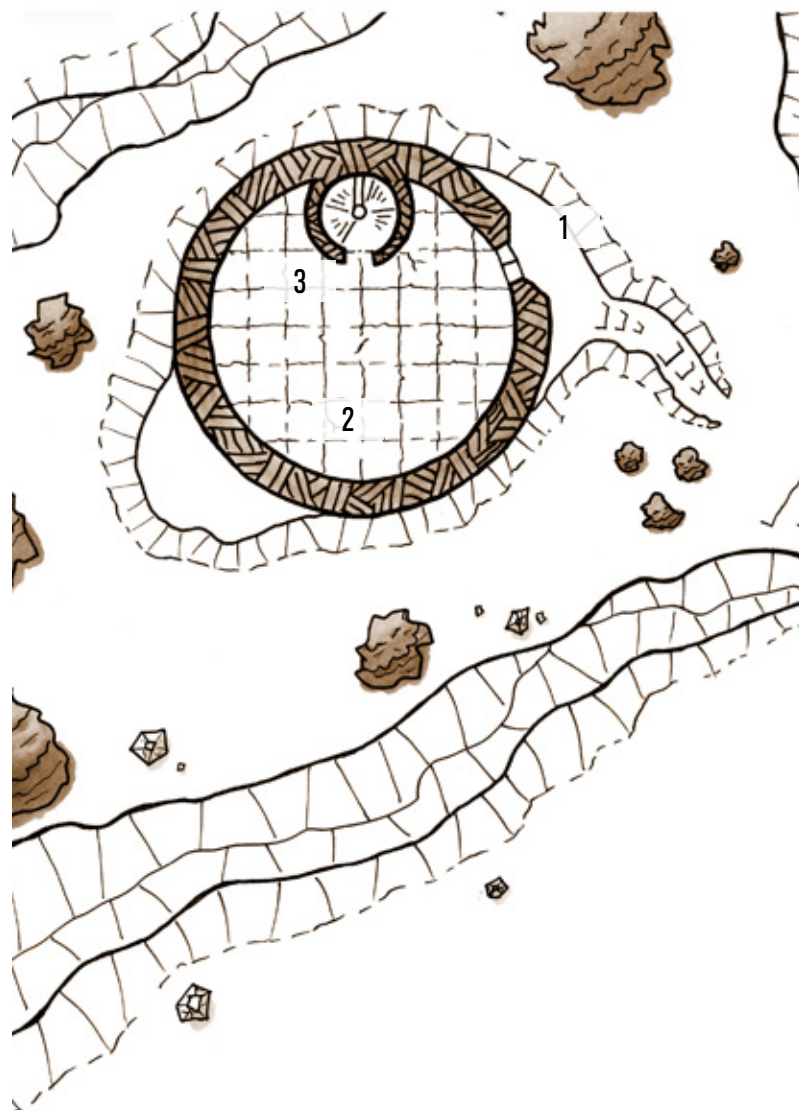
What the heroes don't know is under the tower are caves inhabited by a group of Ozu Aru.

AREA ONE: THE TOWER

On a high ridge overlooking a copse of trees is an ancient, ruined tower, 30 meters tall. At the top, gray smoke from an extinguished fire still lingers.

The wasteland survivors took refuge in the tower and shot their flare in hopes of rescue. They waited for help to arrive but were unaware of the Ozu Aru living below in the caves. The survivors were soon overrun and taken below for a macabre feast.

1. The door to the tower is made of wood and is blocked from the other side. To open the door, a hero needs to make a PHY + Athletics roll DoD 3. Two people may try and force the door at once; this gives the stronger (highest PHY attribute) of the two a +1 success.
2. Inside the tower, the heroes find travel equipment and two dead mules. The mules are gutted, and their blood paints the floor, making it slippery. The traveling supplies and sundry goods are enough for a group of ten men. No one is in this room.
3. The stairs lead up to the roof and down below into the darkness. There is a slick trail of blood leading down.



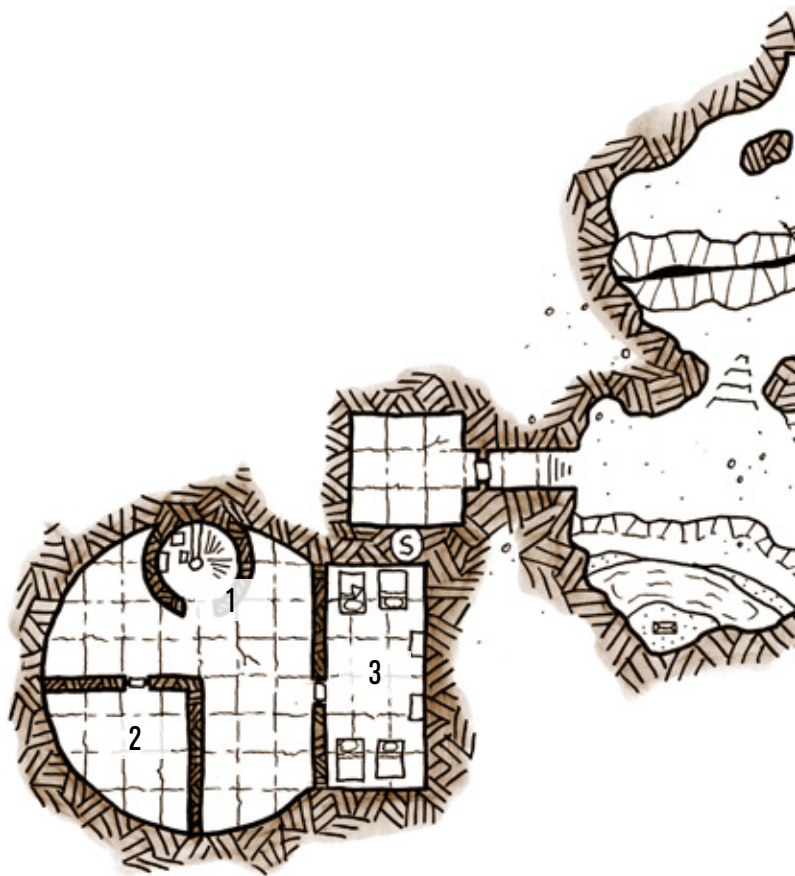
AREA TWO: THE TOWER ROOF

1. There are two sleeping bags and an exhausted Alkimian Oil Flare. In the corner is a backpack with some clothes and food; next to it is a spear.



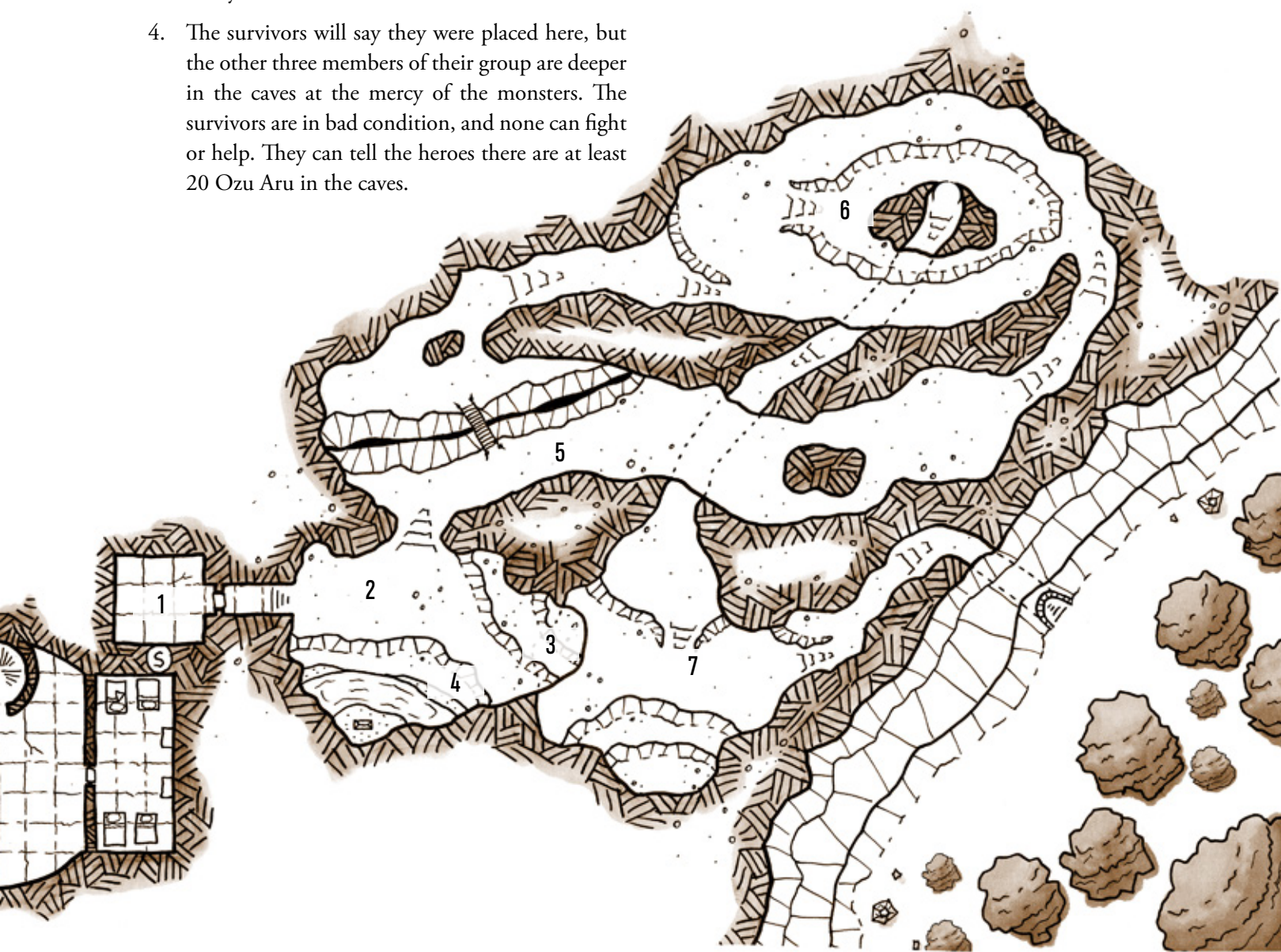
AREA THREE: THE BASEMENT LEVEL

1. The stairs open to a storage room with rotten food and the bodies of two Akani. The place is dark and, unless lit with a torch or lantern, will cause a -3D penalty on all sight-based rolls. The men's chests are cracked open and their entrails torn and ruined. A group of rats is finishing the job of devouring the men, but the heroes, with a KNO + Investigate roll DoD2 can tell the rats didn't disembowel them—something more substantial and more vicious did.
2. The storage room is full of broken barrels and boxes full of long-rotten supplies. Large rats scurry from the heroes as they enter the room. Among the detritus are two young children, an Umbari boy named Kwado and an Akani girl named Adwoa. Both managed to escape and hide from the monsters when the fighting started. They say there were 15 of them traveling in their group and, as they rested, the creatures came from below the main room and attacked the travelers. This all happened 3 hours ago.
3. A barracks room. The door of the room is busted out from the inside into room 2. In the room, the heroes find one Ozu Aru, dead with several slashes and a dagger sticking out of its chest. In the place, the heroes find 2D points of Treasure. With a PER + Investigation or PER + Intuition roll DoD 4, the heroes find a secret door leading to Area Four.



AREA FOUR: THE CAVERNS BELOW

1. When the heroes enter this subterranean room, two Ozu Aru are interrupted from their grizzly meal of an Akani woman and attack. If not killed in two rounds, one screams out and, in the distance, the howl is returned with yips and barks of other Ozu Aru.
2. A cavern with a small stream in it. Grouped are five survivors tied together with dirty ropes and watched by two Ozu Aru. Beyond the stream is the “treasure” of the Ozu Aru—a chest with 3D Treasure and an ingot of Soul Metal (enough to make a small item or weapon).
3. The eastern area of the cave overlooks a deeper cavity 12 meters down.
4. The survivors will say they were placed here, but the other three members of their group are deeper in the caves at the mercy of the monsters. The survivors are in bad condition, and none can fight or help. They can tell the heroes there are at least 20 Ozu Aru in the caves.
5. A vast chasm dominates this area. A rotten ladder is used to cross the pit. Anyone using the ladder to pass must make a REF + Athletics roll DoD2 or fall 10 meters. The heroes may move to the lower levels by going deeper in the cave.
6. Ten Ozu Aru are rallying up out of a pit toward the heroes. Beyond the Ozu Aru are roughhewn stairs leading down, or the heroes may jump to the lower level.
7. The heroes find the three survivors and seven Ozu Aru, plus their War Chief. This room leads lower and eventually out of the side of a cliff wall into a grove of trees on the plains below.



THE BURIED GOD

While out patrolling, the heroes stumble across a group of exiles that attack the group. The exiles all exhibit superhuman abilities and have the brand of an open hand burned across their faces.

If the heroes track the exiles back to their living area inside a small, broken tower, they surrender and pose no threat. They tell the heroes their gifts come from a nameless god that lives beneath the ground. When an offering is made, the god's servant comes to the surface and leads the faithful below to the god and brands the faithful with its burning left hand.

It is up to the GM what the offering is, but it should be something, or someone, of great value.

THE HOOK

What the heroes don't know is that the "Buried God" is a mutated Hateful Flame. The thing was once an Akani man with Alaase abilities, but in the wasteland mutated into the twisted, burning thing that is worshiped by the exiles. It is accompanied by one "pet" Ojiji.



THE BURIED GOD'S TOMB

The Buried God's home is all that remains of a once large tower. The upper half spanning 50 meters broke and fell to the west 200 years ago. Inside the tomb are the supplies and treasures of the Rijal-Alhajar stationed there long ago.

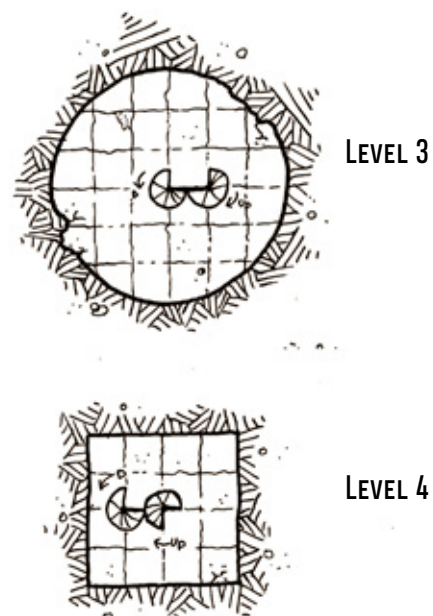
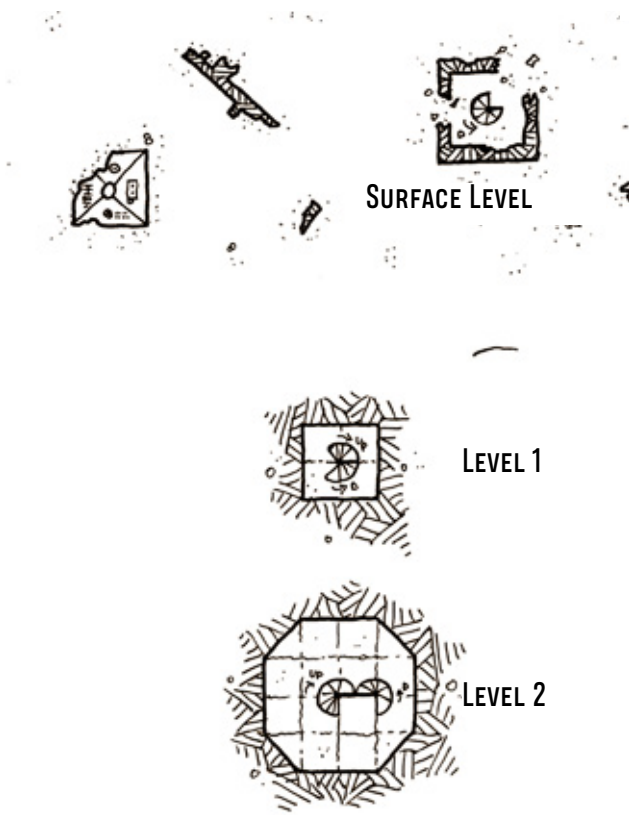
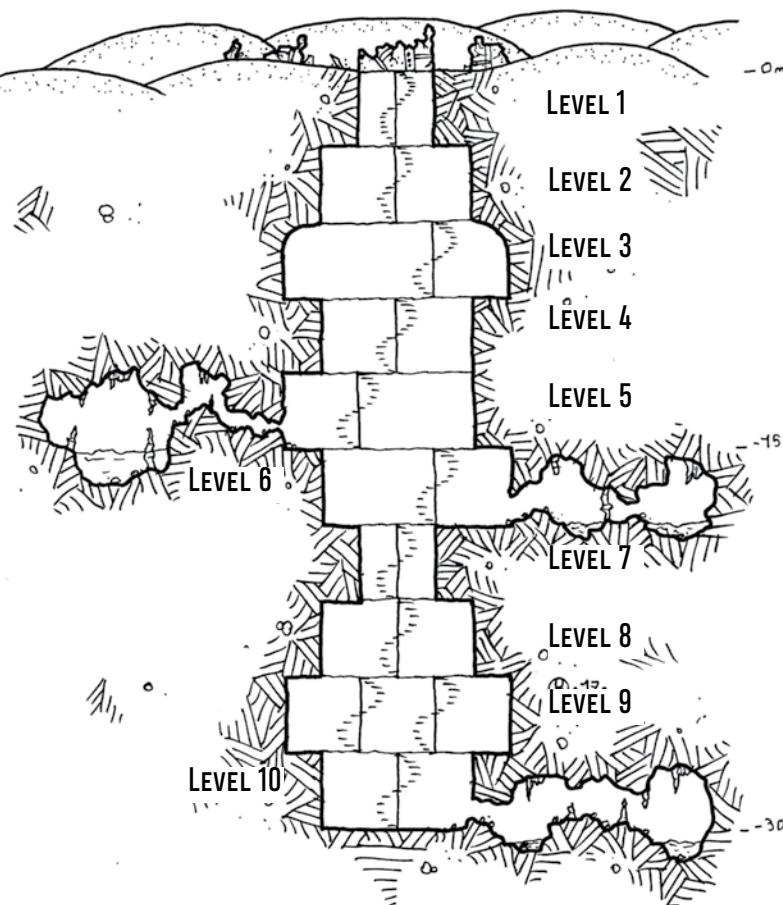
The exiles use the upper portion of what remains of the standing tower as their home, but below the fifth level, they keep the stairs secure for fear of what lies on the other side. Only when they make an offering do they unblock the stairs and allow access to the Buried God.

LEVELS 1—4

The living area of the exiles.

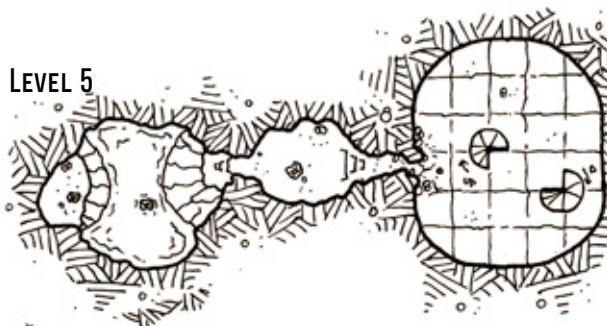
The exiles are composed of all the people of Bastion and all now show visible signs of corruption. It is only a matter of time before they completely fall to the mis and change into wasteland creatures.

They have meager belongings, but an unscrupulous person could squeeze +3 Treasure out of the group.



LEVEL 5

This level is reserved for the collection of the fresh water that runs underground in the adjacent cave. It is also a holy shrine to the God Below. The entire level is damp, stinks of rot, and covered in mold, moss, and mushrooms.



LEVEL 6

The lair of the Ojiji. The level resembles level five and is moist and littered with the bodies of the dead. In a hole in the wall, the heroes can hear running water and see the faint glow from a glowing blue globe, powered by Ashe energy.

The floor and walls are slippery, making movement in the area dangerous. Any action requiring movement reduces the heroes' actions by 1D. If they throw caution to the wind, they may act as usual, but anytime they roll a one on the Wild Die, they slip and fall to the floor and slide out of control in the muck around them. They must spend an entire round getting back to their feet.

In the cavern adjacent to the room, the heroes find a small cache of 1D+1 Alkimian's Aduru Kotoku (medicine bags), plus an additional +2D Treasure.



LEVEL 7—9

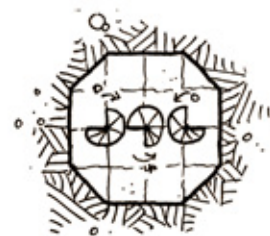
Nothing but detritus and corpses litter these levels. Among the trash, the heroes can find 1D6 Treasure.

What is notable about these levels is the amount of wild Ashe energy in the area. On each level, the heroes must make PRE + Resistance rolls, versus a DoD1 on level 7, DoD2 on level 8, and finally DoD3 on level 9. Each failed roll. The hero takes 5 points of Stress or adds 2D to the Aggravation Pool.

In the back of their minds, each hero hears a small, resonant voice of a child calling to them by name, asking them to drop their weapons and become one with the god below. The voice makes all sorts of obscene promises of power, comfort, and wealth to the hero.



LEVEL 7



LEVEL 8



LEVEL 9

LEVEL 10

THE LAIR OF THE BURIED GOD

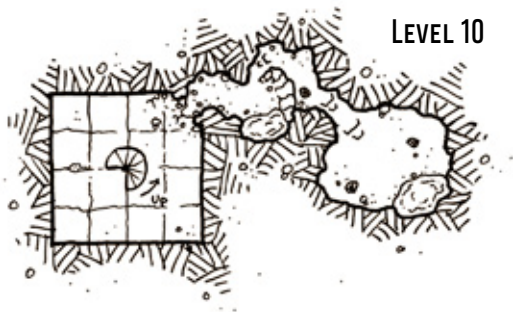
The heroes must make a final PRE + Resistance rolls versus a DoD 4 or suffer 10 points of Stress or put 3D in the Aggravation Pool.

The level is clean and well-lit by fires fueled by Ashe energy; each burns a baleful green color. At the base of the stairs is a heap of bodies, rotting, and burning. In the corner of the room is a hole in the wall leading into a cave. The sweet voice of the child can be heard beckoning the heroes, asking if they want to be touched by the hand of God.

Inside the cave, the heroes find the Hateful Flame. Even though the voice from the immolating naked body is of a child, the body is that of a man.

The Hateful Flame will attack anyone that states they are Fihankra.

Inside the cave are 3D in Treasure, plus a map that leads the heroes to the J3 location on the world map. Next to the location is the word "Salvation." What this means is left up to the GM, but the new adventure is there.



THE "BLESSED" EXILES

The exiles "blessed" by the Buried God can burst into flames when fighting. Of the exile community, only 5 have been blessed in this manner.

PL	AL	BDV	PDV	SP	HrP	Ren Mod
2	4D/2	4	2	20	0	+0

WEAPONS/ARMOR

Body Armor (scraps of salvaged armor) AV 3, Sword or other weapon BDV 10

Elemental Sheath Fire: 2 (Cost 1 Hero Point to Activate)

KENINDE, THE HATEFUL FLAME

PL	AL	BDV	PDV	SP	HrP	Ren Mod
4	6D/3	8	2	40	20	+6

WEAPONS/ARMOR

Ranged Power Attack (Fire) 5 (add to BDV), Possession 4 (requires corpse). Elemental Sheath Fire: 8 (Transferable to Others, Cost 1 Hero Point to Activate)

NAME	POWER LEVEL
SIGIL	DICE BANK
PROFESSION	RACE

ARCHETYPE: ADVENTURER

Helping Hand

The Adventurer has seen and experienced many things and is always ready with a solution to a problem. A number of times per game equal to the Hero's KNO they may augment theirs or another's skill roll by a number of dice equal to their PER attribute.

Concept Penalty

The Adventurer adds 2D to the Aggravation Pool when she refuses to, or through inaction, allows a person in need or dire situation go unattended.

COO	KNO	PER	PHY	PRE	REF
-----	-----	-----	-----	-----	-----

SKILL		
ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES	FREQUENCY
	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	DICE
PERSONAL:	1 2 3
INTERNAL:	1 2 3
EXTERNAL:	1 2 3

POWERS/NOTES

	Rnk	Cost

WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF

EQUIPMENT/NOTES

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STRESS POINTS (PHY +20)

CURRENT	
HERO POINTS (PREx2)	
CURRENT	
CORRUPTION POOL	
CORRUPTION THRESHOLD (PHY)	
RENOWN	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
WEALTH	
TREASURE	

*Always round down

ARMOR	AV	EV





ARMOR	AV	EV



NAME	POWER LEVEL
SIGIL	DICE BANK
PROFESSION	RACE

ARCHETYPE: BRAVO

Reckless Abandon

Bravos are constantly in motion, moving from one outrageous activity to another. A number of times per game equal to the Heroes PER, the Hero may double the skill dice of any REF+ skill roll.

Concept Penalty

The Bravo adds 2D to the Aggravation Pool when she plans or takes part in planning actions before taking them.

COO	KNO	PER	PHY	PRE	REF
-----	-----	-----	-----	-----	-----

SKILL		
ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES	FREQUENCY
	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	DICE
PERSONAL:	1 2 3
INTERNAL:	1 2 3
EXTERNAL:	1 2 3

POWERS/NOTES

	Rnk	Cost

WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF

EQUIPMENT/NOTES

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STRESS POINTS (PHY +20)

CURRENT	
HERO POINTS (PREx2)	
CURRENT	
CORRUPTION POOL	
CORRUPTION THRESHOLD (PHY)	
REOWN	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
WEALTH	
TREASURE	

*Always round down

ARMOR	AV	EV



5)	NOTHING	VARIABLES (SEE LISTING)
----	---------	-------------------------

NAME **POWER LEVEL**

SIGIL **DICE BANK**

PROFESSION **RACE**

ARCHETYPE: PROTECTOR

Aegis

The protector may protect a number of others equal to his REF from any type of attack (physical, mental, or social). The Protector uses an action to reduce the number of the successes of the attack by the skill dice in his PER + willpower skill. The Hero may do this a number of times equal to his PER attribute per game.

Concept Penalty

The Protector adds 2D to the Aggravation Pool when she refuses through action or the expressed action of those around them to protect someone/thing in his charge.

COO	KNO	PER	PHY	PRE	REF

SKILL

ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES

FREQUENCY

	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	DICE
PERSONAL:	1 2 3
INTERNAL:	1 2 3
EXTERNAL:	1 2 3

POWERS/NOTES

	RNK	COST

WEAPONS

	ACC	BDV	PD	S	M	L	EX	AMMO	RoF

EQUIPMENT/NOTES

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STRESS POINTS (PHY +20)

CURRENT	
HERO POINTS (PREx2)	
CURRENT	
CORRUPTION POOL	
CORRUPTION THRESHOLD (PHY)	
RENOWN	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
WEALTH	
TREASURE	

*Always round down

ARMOR

AV EV



NAME	POWER LEVEL
SIGIL	DICE BANK
PROFESSION	RACE

ARCHETYPE: ROGUE

Slick

The Hero is slippery and can usually find his way out of any problem. A number of times per game equal to his PER the Hero may add double his skill dice in any COO + skill.

Concept Penalty

The Rogue adds 2D to the Aggravation Pool when she gives of herself without regard to personal gain or reward.

COO	KNO	PER	PHY	PRE	REF
-----	-----	-----	-----	-----	-----

SKILL

ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

POWERS/NOTES

[illegible]

WEAPONS

[illegible]

EQUIPMENT/NOTES

ADVANTAGES

1 2 3

1 2 3

1 2 3

DISADVANTAGES

PERSONAL: 

INTERNAL: 

EXTERNAL: 

STRESS POINTS (PHY +20)

CURRENT	
HERO POINTS (PREx2)	
CURRENT	
CORRUPTION POOL	
CORRUPTION THRESHOLD (PHY)	
RENOWN	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
WEALTH	
TREASURE	

*Always round down

ARMOR

ARMOR	AV	EV



NAME **POWER LEVEL**

SIGIL **DICE BANK**

PROFESSION **RACE**

ARCHETYPE: SCHOLAR

Deductive Reasoning

Scholars excel at making leaps of deduction or thinking creatively. The Hero can double the number of dice in any KNO skill a number of times per game equal to her PER attribute.

Concept Penalty

The Scholar adds 2D to the Aggravation Pool when she to delve into the unknown or probe to uncover secrets.

COO **KNO** **PER** **PHY** **PRE** **REF**

SKILL

ATHLETICS KNOW - HOW RESISTANCE

EVASION LANGUAGE SCHOLAR

FIGHTING MOVEMENT SNEAK

INFLUENCE PERFORM TECHNICAL

INTUITION PILOTING THIEVERY

INVESTIGATION RANGED FIGHTING WILLPOWER

SPECIALIZATION SPECIALIZATION SPECIALIZATION

ADVANTAGES

FREQUENCY

..... **1 2 3**

..... **1 2 3**

..... **1 2 3**

DISADVANTAGES **DICE**

PERSONAL: **1 2 3**

INTERNAL: **1 2 3**

EXTERNAL: **1 2 3**

POWERS/NOTES

..... **RNK** **COST**

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WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF
.....									
.....									
.....									
.....									
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EQUIPMENT/NOTES

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STRESS POINTS (PHY +20)

..... **CURRENT**

HERO POINTS (PREx2)

..... **CURRENT**

CORRUPTION POOL

..... **CORRUPTION THRESHOLD (PHY)**

RENOWN

PD (½ PHY attribute *)

BDV

PDV (½ REF attribute *)

WEALTH

..... **TREASURE**

*Always round down

ARMOR

AV **EV**

.....

.....

.....



NAME	POWER LEVEL
SIGIL	DICE BANK
PROFESSION	RACE

ARCHETYPE: WARRIOR

Signature Attack

The Warrior has perfected a single attack maneuver that he is known and feared for. The move can be performed a number of times per game equal to the Hero's KNO attribute. When the attack is executed, the Hero may add twice their Fighting or Ranged Fighting skill dice (picked at character creation) to their attack roll.

Concept Penalty

The Warrior adds 2D to the Aggravation Pool when they refuse to settle a dispute with action rather than reason and words.

COO	KNO	PER	PHY	PRE	REF
-----	-----	-----	-----	-----	-----

SKILL		
ATHLETICS	KNOW - HOW	RESISTANCE
EVASION	LANGUAGE	SCHOLAR
FIGHTING	MOVEMENT	SNEAK
INFLUENCE	PERFORM	TECHNICAL
INTUITION	PILOTING	THIEVERY
INVESTIGATION	RANGED FIGHTING	WILLPOWER
SPECIALIZATION	SPECIALIZATION	SPECIALIZATION

ADVANTAGES	FREQUENCY
	1 2 3
	1 2 3
	1 2 3
DISADVANTAGES	DICE
PERSONAL:	1 2 3
INTERNAL:	1 2 3
EXTERNAL:	1 2 3

POWERS/NOTES

	Rnk	Cost

WEAPONS

	Acc	BDV	PD	S	M	L	EX	AMMO	RoF

EQUIPMENT/NOTES

STRESS POINTS (PHY +20)

CURRENT	
HERO POINTS (PREx2)	
CURRENT	
CORRUPTION POOL	
CORRUPTION THRESHOLD (PHY)	
RENOWN	
PD (½ PHY attribute*)	
BDV	
PDV (½ REF attribute*)	
WEALTH	
TREASURE	

*Always round down

ARMOR	AV	EV



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