

RIKIART A PLAYER'S GUIDE



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What is this Roleplaying stuff?

- **Cooperative story telling** is the core of Roleplaying games, people sit around a table, taking turns to verbally share their character's story in a shared game and setting.

Over the course of 5-20 sessions they tell an ongoing story about their character's journey or journeys within the chosen setting, be it fictional fantasy world or solar system.

If you want to hear people Roleplaying you can listen to actual play podcasts like thatdndpodcast or GM Showcase. If you want to watch them Roleplay there are youtube series such as critical role and dice, camera, action.

This book is a resource for players to use with the Rikirta setting, and covers it's civilized species, equipment, deities and some notes on the setting itself.

What is Rikirta?

- **Rikirta** is a setting for roleplaying games. It is a fictional world with moons and many denizens that are designed for fantasy middle ages stories, through games such as Dungeons World and other systems.

This is an integrated setting, where many things affect other things. While you can travel to and from the moons in this setting, it is fantasy genre and not hard science fiction. There are no mobile phones, computer terminals or spaceships. But there is magical spells and items, a wide variety of creatures, strange locations and mysterious world features for your group to experience and enjoy.

While you can use sections from the Player guide or the Gamemaster Guide to enhance other settings, each piece of these books has been designed to work with all the other pieces.

If you are a fantasy genre veteran and this all sounds the same, please read on. Much effort has been undertaken to ensure Rikirta achieves a balance of variety, integration, style and inspiration.

- For more about the Dungeon World system, go here - <http://www.dungeon-world.com/>

Welcome to Rikirta -

Here is what most people know about the world of Rikirta...

If you perform magic during twilight, the orange grey misty time when night turns to day, and again when day turns to night, there is a strong chance odd creatures will visit you. Some want to chat, some want to eat you, others are escaping from elsewhere.

Rikirta has a collection of fantasy lands and nations, of similar technology to Earth's historical Middle Ages Europe & the Edo period of Japan.

The planet itself is large and mostly water covered, the size of Neptune and like Neptune has 14 moons. Three of those moons are earth sized and have a great effect on the weather. There are many portals linking Rikirta and the first five moons, and a few to the outer moons.

This is the Fire Era, the third era of the world, archives and ruins from previous eras lie scattered around the land and under the sea.

There are twenty civilized species, the most common being Agamar; the amphibian Lizardfolk, the Dwarves, Humans, Lugat; the Bat folk, Nichav; the busy short folk, and the Wysto; who resemble large sea horses.

Opposing civilization are the Demons, they came to the civilized lands 500 years ago. Demons are aquatic and raid the mortal lands, gathering things for foul rituals, as if they strive towards a greater and sinister goal...

Many other creatures come from the moons of Vandyr (van-dir) also known as the Fire realm, and from Myrkr (mir-kir) also known as the realm of night. Vandyr is a hot realm of deserts and volcanos, its creatures such as Manticore & Naga are bent on consuming everything. Myrkr is a stormy realm of caverns and chasms, its creatures such as Bugbears & Harpy strive to corrupt and conquer. It is known Myrkr & Vandyr creatures hunt each other.

With all these creatures wandering around I suppose we should mention what happens if you suffer from death. If you die and are not blessed by Holy Water or Prayer within 1 day you will rise as an Undead Spirit in the Underworld. While it is possible for people to retrieve your spirit from the underworld, very few return from that place for demons & undead crawl its many caverns.

Like other fantasy worlds there are a variety of civilized, wild and hostile creatures throughout the world, including those dwelling in the subterranean caverns known as the underworld, and the vast expanses of Rikirta's oceans.

All of this may seem like great reasons for people to never leave town, but fear not, there are temples of light, arcane orders and ninja ryu who strive to keep the civilized nations from being torn to pieces. And of course, there are a few groups of heroes known as Adventurers...

World of Rikirta

Regions and Locations:

- North:** Tetrac Isles, Forest of Stars, Storvan, Loch Hagala, Meervald, Tasek, Arcane Badlands, Tír na saar.
- West:** Dagaz Ocean, Dagaz Mangroves, Tír na grian, Eboridian Peaks, Muersa, Forlog Woods, Vordal Mountains, Sarron's Isles, Sarrigen Swamp, Nehrad, Jauram.
- Center:** Hagalaz Sea, Hagalaz Hills, Night Swamp, Xenek, Vocher Woods, -Tír na skia, Varokaj, -Illirvidir.
- East:** Mammaz Ocean, Losna Sea, Haunted Hills, Obass Sea, Rehik, Akronas, Hexen Mountains.
- South:** Sowilo Ocean, Lisandre, Vokahheim, -Imnan.

Races of Rikirta

Ragnarok brings a huge flood... um, the sky is on fire... and all life gets swallowed by wolves. Which if you're a wolf, that's good news.

- The Grimm, TV Series.

Player Character Species

- Agamar (ah-gam-ar) Lizard folk.
- Cambion (Cam-be-on) Offspring of Human and Incubus or Succubus.
- Dryad (Dry-ad) Four-armed plant folk.
- Dwarves (Dwa-orvs) Descended from Badgers, stout and hardy.
- Elves (El-ves) Descended from Stags, forest folk are fast on foot.
- Faerie (Fair-ee) Small Fairy folk.
- Gnomes (Noh-mes) Descended from Raccoon, nimble tinkerers.
- Grakar (Grak-arr) Echidna & Pangolin folk.
- Humans Yes those people.
- Kitsune (Kit-soo-nee) Fox folk & Wolf folk.
- Lugat (loo-gat) Bat folk.
- Merfolk (mur-folk) Descended from Starfish, aquatic folk.
- Nekomata (Ni-ko-mat-a) Cat folk.
- Nephilim (Nef-ill-im) Offspring of Human and Celestial.
- Nichav (ni-chav) Tasmanian devil folk.
- Ranik (ran-ick) Frog folk
- Satyr (sat-ire) Goat & Moose folk.
- Tengu (ten-gu) Hawk-Raven folk.
- Varin (vah-rin) Panda folk. They dig the music.
- Wysto (wis-toh) Sea Horse folk.

Around 500 years ago the various folk of the lands signed an agreement to outlaw slavery and not eat each other. In Rikirta a great variety of creatures roam the lands...

Agamar, Dryad, Merfolk, Ranik & Wysto can survive underwater and on land, while Cambion, Faerie, Lugat, Nephilim & Tengu can fly.

Dryad, Elves, Faerie and Satyr evolved on the moon of Skogyr, and retain some of their fey nature. For example, the plant humanoid Dryad have four arms, while Faerie have four legs.

Kitsune, Nekomata and Tengu evolved on the moon of Jarri, fleeing to Rikirta after a massive Vandy fire beast invasion.

Grakar, Lugat & Nichav evolved on the moon of Vorda, and migrated here to assist against the Demons of the sea and Undead of the Underworld that threaten regular folk.

Dwarves and Gnomes dwell far below the surface in their citadels, while the Human civilization on their home moon of Dreyri was destroyed by meteor showers.

Note – This section completely replaces the Races section of rule system. The races in this section are balanced against each other and designed for the world of Rikirta. While you can use them for your own settings, your Gamemaster is encouraged to tweak what fits the setting or campaign style.

Siblings : D6 siblings each. Gender roll D8; 1-3=He, 4-6=She, 7-8=They.

- Roll D8 for each sibling. 1=Died, 2=Missing, 3=Strong rival, 4=Family orientated one, 5=Career minded one, 6=Twin, 7=Strong ally, 8=Triplet.

Languages of Rikirta

- Agamar & Ranik – Oceanspeak & Common.
- Cambion, Humans, Nephilim – Common +1 other language.
- Dryad, Elves, Faerie, Satyr – Elven & Common.
- Dwarves, Gnomes & Varin – Dwarven & Common.
- Grakar, Lugat, Nichav – Starspeak & Dwarven.
- Kitsune, Nekomata, Tengu - Forestspeak & Elven.
- Merfolk, Wysto - Oceanspeak & Lytyr.

New language - Lytyr : Color changes in skin, varying speed and pattern. Does not work in darkness. Only certain creatures can use or learn this language due to biology.

Demons from the deep

- Fomorians, Hags, Merrow & Succubus speak Oceanspeak.

Marid Oligarchy

- Anacanth, Kelp Treants, Octocanth & Selkie speak Oceanspeak.

Myrkr Alliance

- Bugbears, Ettins, Minotaurs & Ogres speak Orcish.
- Cyclopse, Goblins, Orcs & Harpy speak Orcish & Common.

Skogyr Faerie

- Centaur, Pixie, Sphinx & Treants speak Elven.

Vandyr Pact

- Fire Giants, Lizardfolk, Ninazu (Scorpion Folk) & Salamander speak Vandyr.
- Kobold, Medusa, Naga & Nocnitsa speak Vandyr & Common.



Scent ability : Discern Reality

- 7-9=Rough Health and Age of the creature.
 - 10+ = Nature of the creature. Advises if the creature is a shapeshifter or undead.
 - (Demonic/Lycanthrope/Myrkr/Vandyr/Undead)
 - Rained recently = -1 to roll / Scent is disguised = -1 to roll.
 - Some mask scent with aniseed, coconut oil, garlic, lavender oil, onion, pepper & perfume.
-

Sea Levels : Water Pressure and Vision :

- Shallow Sea – 0-300 Ft (90m) deep = Normal.
- Middle Sea – 300-600ft (90-180m)=Dim Light (-1 to Discern Reality)
- Deep Sea - 601+ft = Darkness. -1 Discern Reality-Vision, Sick debility from pressure/cold.
- Freshwater-Shallow : 1 to 30ft = Dim Light (-1 to Discern Reality).
- Freshwater-Deep : 31ft and deeper = Darkness. -1 Discern Reality-Vision, Sick debility from pressure/cold.

Underwater : Weak & Shaky (-1 Strength & Dexterity rolls) for non aquatic species.

Aquatic Species : Agamar, Merfolk, Ranik, Wysto.

Denizens : Anacanth, Demons, Dragons, Gyrrak, Kudari, Laguz, Lizardfolk, Naga, Nymph, Octocanth, Selkie, Vyrrak.

Holding your breath : 3 minutes. For longer roll below.

Roll + Constitution,

10 + = You can go for another 3 minutes.

7-9 = You are struggling, Sick debility (-1 to Con rolls).

6- = Mouth full of water, D4 damage, Sick debility (-1 Con rolls)

Hagalaz Sea



The Storm

Restless nights are still the norm
to you might seem a heartfelt truth
calmed only by each passing storm
welcome thunder as in my youth.

Chilling rain makes others hide
dampens moods and makes clothing wet
others love the skybourne tide
eyes and lips are gleefully set.

Lightning pierces the gloomy shroud
ignites the minds of few who stay
while canines skulk from looming cloud
the sometimes lost will find their way.

From all around wind tussles hair
contrasts with rolling booms from high
clothing whirls and the timid scare
more alive are some when tempest nigh.

Rare are those who hear the call
most are chilled while we are warm
wind, rain and thunder will thrall
spirits sour with each passing storm.

Species of Rikirta – Details

Selene- It wasn't the Lycans. It was you. How could you bear my trust knowing that you killed my family?

Viktor-Yes, I have taken from you but I have given so much more. Is it not a fair trade for life I have granted you? The gift of immortality?

- Underworld.
-

Race : Agamar

Alternate names : Lizardfolk

Evolved on : Rikirta-Planet

Came to Rikirta : Always been here

Species : Reptile, Bipedal intelligent.

Description : Lizard species, cousins to Lizardfolk. 24-48 inch (60-120cm) long tails. Black claws, basic clothing-no boots, gloves or under garments. Long tongues, Grey-brown scales (lighter scales on underside). Snouted mouth, 4 digits on each appendage, spikes down back & tail 1-2 inch (2.5-5cm). Agamar have strong teeth for tearing and grinding.

- Height : Base 4ft 8, +2D12. (127-182cm)
- Weight : Weight : 110 lb + 4D12) (51-72kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Oceanspeak & Common
- Usual Area : League of Free States
- Full Speed - Walking & Swimming
- Size : Medium
- Suggested Weapons : Blowgun & Staff.

Choose Two moves from this list -

- Hold breath for 1 hour.
- Climb at double speed.
- Excellent sense of smell.
- Half damage from Fire.

Suggested Names - Agamar, Ranik.

Dauv, Dyuv, Gak, Gek, Guk, Mauv, Myuv, Pak, Pek, Puk, Rak, Rek, Ruk, Sauv, Syuv, Tak, Tek, Tuk.

- Dek means Soldier caste, Mek means Worker caste, Sek means Religious caste.

So Pak Tak Dek means Pak Tak of the Soldier caste.

Agamar prefer ambushing or hit and run tactics, avoiding long fights. Agamar are cold blooded and prefer warm or hot climate areas. Multiple partners during mating season. Family units have D8 female parents and D8 male parents. 3 month gestation of the 2D12 eggs. Agamar mating season is every autumn. Agamar are diurnal. Milk has a euphoric effect on Agamar while cheese has a hallucinogenic quality. Bread and cereals however are like coffee/caffeine. When Agamar eat meat then will eat the skin and bone along with it, nothing is wasted.

- Unusual Contact : Anacanth, Octocanth or Selkie.
-

Race : **Cambion**

Alternate names : Tiefling

Evolved on : Rikirta-Planet

Came to Rikirta : In last 500 years.

Species : Mammal, Child of a Human and an Incubus or Succubus.

Description : Cambion are humanoids with two arms, two legs and one head, but also have large batlike wings on their back, and 2-6 inch (5-15cm) spiralled horns on their heads, inheritance from their Demonic parent. Cambion skin is like an opal. Some Cambion are quick to anger, but all Cambion understand how emotions can affect people's lives.

- Height : 60+2D8 Inches (157-193cm)
- Weight : 140+5D20 (65-108kg)
- Age : 15+D8
- Max Age : 100+D20
- Languages : Common + 1 other language.
- Usual Area : Less than 100 total.
- Full Speed : Walking, Flying
- Size : Medium
- Suggested Weapons : Shortbow and Shortsword.

Choose Two moves from this list -

- Flying - Wings allow Flying for 3 hours/day. Tiring, requires lots of eating.
- Half damage from Cold.
- Senses : Night vision.
- Sceptical : +1 to Defy Danger vs illusions and lies.

Cambion Names -

Male-Bennett, Grant, Jay, Lucas, Marcus, Patrick, Oliver, Trenton, Vivian.

Female-Amelia, Cecilia, Grace, Juliana, Lucy, Mia, Natalie, Sabrina, Victoria.

- surname is of (city name) or of (Dwarven Alliance/League of Free States/Xenek Empire) if they are citizens.

There are few Cambion in the world, some Demons consider them traitors while others see them as useful tools. Cambion breathe, eat, sleep and age as regular Humans. Cambion are treated equally in the Xenek Empire, but are held in suspicion in the League of Free States.

- Unusual Contact : Astarkyn. Works against Demons or Undead.



Cambion Sorceress

Race : **Dryad**

Alternate names : Tree folk

Evolved on : Skogyr-Moon

Came to Rikirta : 2,000 years ago-Water Era

Species : Plant humanoid biped.

Description : Dryads humanoid heads and torso, but have vines, branches and leaves woven together to form their four arms and two legs. They can breathe out of all of their skin, and most Dryads have flowers or leaves in patterns where Humans would have eyes & hair.

- Height : Base 4ft 8, +2D12. (127-182cm)
- Weight : 110lb, + 5D12. (52-76kg)
- Age : 15+D8
- Max Age : 100+D20
- Languages : Elven & Common.
- Usual Area : Xenek Empire
- Size : Medium
- Suggested Weapons : Club, Dart

Choose Two moves from this list -

- Senses : Can see in complete darkness 120ft.
- +1 to Grapple and Disarm-Combat.
- Spores they can release *1/day that calm creatures within 10 ft radius. Wisdom Save.
- Blend in so regular animals ignore.

Suggested Names - Dryads & Satyr

Male - Bryant, Connor, Evan, Flynn, Kyrian, Maddox, Rekk, Sean, Tiernan, Valdyr.

Female- Annabelle, Birkitta, Evelyn, Frekki, Isolde, Loraine, Melvina, Rada, Shayla, Teresa.

Surnames : Drepa, Haust, Kelda, Krellyr, Mani, Reykr, Sumar, Vardi, Vetr.

Dryads are simultaneous Hermaphrodite. Can mate with any other Dryad. Dryads are most active, assertive and extroverted during day time-Diurnal. Many Dryads enjoy performer or public speaking roles. Use finger-tendrils to absorb drink or food nutrients. Dryads thorns grow during puberty (15-25 years). While Dryad take male or female names, they are in fact both male and female.

- Unusual Contact : Centaur, Sphinx or Treant.

Race : Dwarves

Alternate names : Mujina

Evolved on : Rikirta-Planet

Came to Rikirta : Always been here

Species : Mammal, Badger intelligent biped.

Description : The dour dwarves dug deep into the underworld, forging the realm of Vakaheim. Once Badgers, now humanoid these stocky folk work hard and fight harder. Dwarves have equally proportioned legs and torso.

- Height : 48+2D8 inches. (127-162cm)
- Weight : 140+3D20 lb. (64-90kg)
- Age : 20+2D8
- Max Age : 200+2D20
- Languages : Dwarven & Common.
- Usual Area : Dwarven Alliance
- Can burrow in loose earth.
- Size : Medium
- Suggested Weapons : Battleaxe, Musket.

Choose Two moves from this list -

- Half damage from Cold.
- Senses : Night vision.
- Burrowing : Can dig into loose earth.
- Hardy : +1 Defy Danger vs Poison and Disease.

Suggested Names - Dwarves, Gnomes

Males - Alexei, Boris, Dmitri, Grigori, Ivan, Marek, Nikoli, Pavel, Radomir, Viktor, Yuriy.

Females – Anastasiya, Cari, Dariya, Jari, Marda, Nataliya, Oskana, Pari, Svetlana, Tamara.

Surnames - Balakirev, Birov, Dorokhin, Gagarin, Janov, Kirov, Lebedev, Melikov, Rogov, Sukhoi, Tanov, Xanov.

How badger-like and furry the character appears is up to the player, ranging from full bipedal badger to regular fantasy dwarf. Dwarves enjoy crafting everything from stone to jewellery to weapons. Most Dwarves live in the underworld nation of Vakaheim, but some roam the surface. Dwarven families usually worship 1-3 deities and Namar is considered the chief of the deities. Dwarves like their Badger cousins are territorial, and it is not wise to test their patience or temper often.

- Unusual Contact : Person of influence – Arcane, Military, Ninja Ryu or Religion.



Dwarven Fighter

Race : Elves

Alternate names : Alfar

Evolved on : Skogyr-Moon

Came to Rikirta : 2,000 years ago-Water Era

Species : Mammal, intelligent biped-part fey & part astral.

Regular-Adventuring professions : Scribes & Teachers, Rogues & Warlocks.

Description : Descended from the constellations aeons ago, the Elves are something else. Elves have two arms and two legs, and one head just as Humans do. They have two large almond shaped eyes and high cheek bones and slender frames. Looking at their pupils and their skin is like watching mist of any color, the night sky, or at a flame of any color. They can not control this,

though some pretend they can to entice the viewer. Their hair can also be of any color, and naturally smells of blueberries, pine or jasmine.

- Height : 60+2D12 inches (157-213cm)
- Weight : 160+3D20 lb (73-100kg)
- Age : 30+3D8
- Max Age : 300+3D20
- Languages : Elven & Common.
- Usual Area : Xenek Empire
- Fast walking.
- Size : Medium
- Suggested Weapons : Long sword & long bow.

Choose Two moves from this list -

- Time awareness - Brain acts as calculator & stopwatch for any time related measurement and calculation. Zero chance of error.
- Senses : Night vision.
- Fey Mind : +1 vs Charm, Sleep & Illusions.
- Survivors : +1 on Trailblazer-Perilous Journey rolls.

Suggested Names - Elves, Faerie, and Humans

Males – Akira, Daichi, Hachiro, Hiroshi, Jiro, Kenshin, Maskai, Naburu, Riku, Shinji, Takashi.

Females – Akiko, Harumi, Hitomi, Izumi, Keiko, Masami, Natsumi, Riko, Sumiko, Tomiko.

Surnames – Fujiwara, Hayashi, Kobayashi, Miyaki, Nakamura, Oshiro, Saitou, Tanka, Yoshida.

Elves are herbivores. They can eat meat but prefer fruit and vegetables. Some consider Elves as the Elder race, hailing from Skogyr over a thousand years ago, but others argue they left Skogyr and then later they left the Empire of Akatiir, almost as if as a culture they are searching for something.

- Unusual Contact : Person of influence – Arcane, Military, Ninja Ryu or Religion.

Race : **Faerie**

Alternate names : Grig

Evolved on : Skogyr-Moon

Came to Rikirta : 2,000 years ago-Water Era

Species : Insect-Humanoid.

Description : The flying Faerie flitter through the forests at twilight. These small fey insectile folk have two arms, four legs, and dragonfly or butterfly wings. Eyes are Cat like, Human like or compound. A group of Faerie is called a kaleidoscope.

- Height : 2D6+6 Inches. (20-45cm)
- Weight : 10-20 lb. (5-10kg)
- Age : 30+3D8
- Max Age : 300+3D20
- Languages : Elven & Common.
- Usual Area : Xenek Empire
- Full speed walking and flying.
- Size : Small
- Suggested Weapons : Club, Dart

Choose Two moves from this list -

- Flying - Wings allow Flying for 3 hours/day. Tiring, requires lots of eating.

- Burrowing - Many arms/legs allow Burrowing.
- Stinger allows sting *3/day, Defy Danger con roll for targets.
- Senses : Night vision.

Suggested Names - Elves, Faerie, and Humans

Males – Akira, Daichi, Hachiro, Hiroshi, Jiro, Kenshin, Maskai, Naburu, Riku, Shinji, Takashi.

Females – Akiko, Harumi, Hitomi, Izumi, Keiko, Masami, Natsumi, Riko, Sumiko, Tomiko.

Surnames – Fujiwara, Hayashi, Kobayashi, Miyaki, Nakamura, Oshiro, Saitou, Tanka, Yoshida.

Faerie enjoy taking possessions or territory from Chimera and Manticore. Some Faerie value favors over material possessions. Teenage Faerie on Rikirta often travel to Skogyr moon for several years. Faerie enjoy interaction with air with all of their senses. Exploring sounds, flying, wind, gravity, breath on solids or liquids, wind instruments, dancing and trying different incense.

- Unusual Contact : Centaur, Sphinx or Treant.



Faerie Monk

Race : **Gnomes**

Alternate names : Tanuki

Evolved on : Rikirta-Planet

Came to Rikirta : Always been here

Species : Mammal, Raccoon intelligent biped.

Description : Gnomes are the short folk, white-grey-black banded fur covering their skin and their 2 inch (5cm) triangle ears. Gnomes are good at finding things and better at making them even more useful. They have 12 inch long fluffy tails.

- Height : Base 3ft, +2D8 Inches (96-132cm)
- Weight : 50 +5D12 lb. (24-50kg)
- Age : 20+2D8
- Max Age : 200+2D20
- Languages : Dwarven & Common.
- Usual Area : Dwarven Alliance

- Size : Small
- Suggested Weapons : Handaxe, Pistol.

Choose Two moves from this list -

- Half damage from Cold.
- Senses : Night vision.
- Delicate fingers, enhanced sense of touch.
- Tinker – Well versed in mechanical things, how to make/break/fix.

Suggested Names - Dwarves, Gnomes

Males - Alexei, Boris, Dmitri, Grigori, Ivan, Jaromir, Marek, Nikoli, Pavel, Radomir, Viktor, Yuri.

Females – Anastasiya, Cari, Dariya, Jari, Lari, Marda, Nataliya, Oskana, Pari, Svetlana, Tamara, Xarda.

Surnames - Balakirev, Birov, Dorokhin, Gagarin, Janov, Kirov, Lebedev, Melikov, Rogov, Sukhoi, Tanov, Xanov.

Some overlook Gnomes because of their size, but Gnomes are as tenacious as they are creative, and may yet hold the keys to the civilised races salvation. Gnomes have 1-6 children after 6 months gestation. Gnomes often share homes with 2-3 other families for mutual trade and protection.

- Unusual Contact : Person of influence – Arcane, Military, Ninja Ryu or Religion.

Race : Grakar

Alternate names : Pangolin folk

Evolved on : Vorda-Moon

Came to Rikirta : 1,070 years ago Earth Era

Species : Marsupial, Echidna or Pangolin intelligent biped.

Description : Grakar have equal proportioned torso & legs. Grakar have 6 to 12 inch (15-30cm) long tails. Black claws, Black, Grey or Brown scales (lighter scales on underside) cover their entire body and limbs. Snouted mouth, 4 digits on each appendage. One third of Grakar have Echidna appearance, but all Grakar are marsupials with pouches.

- Height : Base 3ft, +2D8 Inches (96-132cm)
- Weight : 50 +5D12 lb. (24-50kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Starspeak & Dwarven.
- Usual Area : Dwarven Alliance
- Fast movement from tree to tree.
- Size : Small
- Suggested Weapons : Musket, Pistol.

Choose Two moves from this list -

- Climb at double speed.
- Ancestral Memory - These creatures can remember a handful of events from the previous five generations lives. Events, Faces and Places from parents to great-great-grandparents.
- Sense time/space anomalies within 60ft radius.
- Senses : Night vision.

Suggested Names - Grakar, Lugat, Nichav

Males - Anton, Fakin, Gavril, Hakin, Kirill, Lysander, Mikhail, Oleg, Sakin, Thanos, Valentin, Yegor.

Female - Ashri, Cassandra, Elissa, Galina, Inga, Jacinta, Larisa, Misha, Nikita, Tatiyana, Yelena & Zoya.

Surnames – Badenoch, Cakri, Faranoch, Federov, Hakri, Ivanov, Makri, Morozov, Petrov, Semenov, Vakri, Zhukov.

Grakar are insectivores, they can eat other food but prefer insects of any size, but not Faeries. Grakar will curl up into a ball when frightened, but don't mind a fight against their hated enemies the Naga. Most Grakar are proud members of the Dwarven Alliance, enjoying being part of a united and supportive community.

- Unusual Contact : Domovoi, Rui Shi or Phoenix.

Race : Human

Alternate names : -

Evolved on : Dreyri-Moon

Came to Rikirta : 500 years ago, 0 Fire Era

Species : Homo sapiens.

Description : 500 years ago their home-the moon of Dreyri was showered with meteors, and the Human race came to Rikirta. Since then they have spread throughout the Xenek Empire. Humans have one head, two arms, two legs and come in a variety of shapes, colours and sizes. Despite having no fur or scales, Humans show great aptitude for survival.

- Height : 60+2D8 Inches (157-193cm)
- Weight : 140+5D20 lb (65-110kg)
- Age : 15+D8
- Max Age : 100+D20
- Languages : Common + 1 other language.
- Usual Area : Xenek Empire
- Size : Medium
- Suggested Weapons : Dagger, Halberd.

Choose Two moves from this list -

- As listed Human move on Class playbook.
- Alert. It's a dangerous world out there. +1 to Take Watch moves.
- Charmer. Talks to every body. +1 to Carouse rolls.
- Mundane. Ordinary appearance. +1 to Outstanding warrants.

There are Humans in the League of Free States and the Dwarven Alliance, but less than 100,000 in each. The Xenek Empire however is home to 1,000,000 Humans. Crime is usually handled by the local authorities. Outside of cities coinage is used in equal frequency as barter. Disease is a problem, but uncommon, held in check by Divine magic. Humans eat a small breakfast and lunch, then a large evening meal.

Suggested Names - Elves, Faerie, and Humans

Males – Akira, Daichi, Hachiro, Hiroshi, Jiro, Kenshin, Maskai, Naburu, Riku, Shinji, Takashi.

Females – Akiko, Harumi, Hitomi, Izumi, Keiko, Masami, Natsumi, Riko, Sumiko, Tomiko.

Surnames – Fujiwara, Hayashi, Kobayashi, Miyaki, Nakamura, Oshiro, Saitou, Tanka, Yoshida.

Humans do not travel much, have basic education and generally fear magic & magic users. Richer classes usually are better educated & travel more, but they only make up a small percentage of the

population. Fortunately, opportunity for employment is based on skill & potential, not wealth. Most common vocations are farmer, miner, fishermen & hunter.

- Unusual Contact : Person of influence – Arcane, Military, Ninja Ryu or Religion.

Race : **Kitsune**

Alternate names : Fox folk, Wolf folk

Evolved on : Jarri-Moon

Came to Rikirta : 570 years ago, Earth Era

Species : Mammal, Canine intelligent bipeds.

Description : Fox & Wolf folk. Most Kitsune live in rural or wilderness areas. Two hands, two feet, two eyes, fur all over but less on stomach and underside of hands and feet. 3-6 inch long snouts, 3-6 inch (7-15cm) tall ears, 6-18 inch (15-45cm) long tails. Some have Fox features, some have Wolf features. Kitsune walk on their toes and have large canine teeth. Kitsune speak with noises, facial and tail movements. Examples are their head down for sadness, ears back for relaxed, growl for warning and annoyance.

- Height : Base 4ft 8, +2D12. (127-182cm)
- Weight : 110lb, + 4D20 (50-85kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Forestspeak & Elven.
- Usual Area : Xenek Empire
- Size : Medium
- Suggested Weapons : Lajatang, Longbow.

Choose Two moves from this list -

- Senses : Night vision.
- Thick fur, half damage from Cold.
- Excellent sense of hearing.
- Excellent sense of smell.

Kitsune & Nekomata- Names have three parts.

- Firstname - Fas, Fesa, Fos, Has, Hesa, Hos, Krae, Kre, Kro, Mrae, Mre, Mro, Vrae, Vre, Vro, Yas, Yesa, Yos.
- Secondname - Ras means Born in the day, Ros means Born in the night, Jes means born at dawn, Jus means born at dusk.
- Thirdname - Nar means Born in woods/jungle, Nor means born in hills/mountains, Bir means born in desert, Bur means born in arctic.

So Fas Ros Bir is the name for Fas who was born at night in the desert.

Kitsune are often hungry, as they eat twice as much as Humans due to high metabolism. Kitsune can eat vegetables and cereals, but prefer meat and fruit. Over eager – Enjoy new stimulation constantly be it from sights, smells, sounds, tastes and touches. They are persistent and enjoy hunting down difficult prey/problems. Most Kitsune are not keen on heights. Most Kitsune will prefer to fight large foes and engage in vigorous mating behavior. Kitsune usually mate in autumn but can choose to mate anytime. Kitsune are often competitive with each other, and enjoy friendly rivalries with non Kitsune companions. A group of Kitsune is called a Pack.

- Unusual Contact : Lycanthrope. Bat, Bear, Boar, Owl, Rat, Raven, Tiger, Wolf.



Kitsune Fighter

Race : **Lugat**

Alternate names : Bat folk

Evolved on : Vorda-Moon

Came to Rikirta : 1,070 years ago Earth Era

Species : Mammal, Bat intelligent biped.

Description : Bat humanoids, with furry bodies and round eyes with large pupils, and two sets of arms. The lower set are wings. Lugat have thin skin that is stretched over their wings. They stand upright on two legs and have 2-4 inch (5-10cm) long snouts and large ears. Lugat do sleep upside-down, hanging onto tree branches, cave rooves or building rafters. A group of Lugat is called a colony.

- Height : Base 3ft +2D8. (96-132cm)
- Weight : 50 + 2D4 lb (24-30kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Starspeak & Dwarven.
- Usual Area : Dwarven Alliance
- Full speed Walking & Flying
- Size : Small
- Suggested Weapons : Bolas, Handaxe.

Choose Two moves from this list -

- Flying - Wings allow Flying for 3 hours/day. Tiring, requires lots of eating.
- Senses : Can see in complete darkness 120ft.
- Excellent sense of hearing.
- Ancestral Memory - These creatures can remember a handful of events from the previous five generations lives. Events, Faces and Places from parents to great-great-great grandparents.

Suggested Names - Grakar, Lugat, Nichav

Males - Anton, Fakin, Gavril, Hakin, Kirill, Lysander, Mikhail, Oleg, Thanos, Valentin, Yegor.

Female - Ashri, Cassandra, Elissa, Galina, Inga, Jacinta, Larisa, Misha, Nikita, Tatiyana, Yelena & Zoya.

Surnames – Badenoch, Cakri, Faranoch, Federov, Hakri, Ivanov, Makri, Morozov, Petrov, Semenov, Vakri, Zhukov.

Lugat are insectivores, can eat other food but prefer insects of any size, but not Faeries. Lugat echolocation is so good they are treated as having Night vision in terms of their ability to 'see'. Lugat have strong family ties have often all members of several families are allies for generations. Lugat avoid noisy areas & only shout in emergencies. Young Lugat take 5-6 months to learn how to fly.

- Unusual Contact : Domovoi, Rui Shi or Phoenix.



Lugat Barbarian

Race : **Merfolk**

Alternate names : Sea folk

Evolved on : Rikirta-Planet

Came to Rikirta : Always been here.

Species : Starfish, intelligent biped.

Description : Many Merfolk meander across the murky seas of Rikirta. Merfolk have Humanoid appearance, with webbed digits, neck gills, and slightly larger eyes. Typically have blue to green tinted skin. Some have tattoos of clan allegiance or their deities image. Fins along back and lower arms are common. Twin fins along arms and back is seen is mark of power or destiny. Merfolk are found in all depth areas of the ocean.

- Height : Base 4ft 8, +2D12. (147-203cm)
- Weight : 110 + 4D12 lb. (50-70kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Oceanspeak & Lytyr.
- Usual Area : League of Free States
- Full speed Walking & Swimming
- Size : Medium
- Suggested Weapons : Coral Blade, Trident

Choose Two moves from this list -

- Double swim speed.
- Breath Air and Water.
- Regenerate limb, takes 1 month hibernation.
- Senses : Night vision 60ft.

Merfolk & Wysto Names

Names-Aalio, Aahuli, Aaelir, Karnik, Kosril, Kusrik, Malio, Mahuli, Maelir, Rarnik, Rosril, Rusrik, Valio, Vahuli, Vaelir.

- adding Deep after someone's name (tone varies) is a shows agreement or allegiance.
- adding Shallow after someone's name (tone varies) shows disagreement or affirms exclusion.
- adding Coral before someone's name is praise or affection.
- adding Surface before someone's name is disrespect or insulting.
- adding Tidal before or after someone's name shows they mix with a variety of people and values, for good and ill.
- adding Breeching before or after someone's name shows you think they are heading for a revelation or change in circumstance.
 - Karnik Deep Sygnara means Karnik the faithful of Sygnara.
 - Karnik may say they are breeching, tidal, coral or surface in regards to how the feel about themselves or the situation.

Merfolk are sequential Hermaphrodite. They can change biological gender after reaching adulthood. They eat shrimp, small fish & plankton. Some eat Sea Mix which is a seafood mixture in a jar. Most Merfolk view issues regarding the coasts and underwater realms as more important than issues effecting surface areas. Merfolk prize special conch shells they can use to record and play back messages, teachings and songs of importance. These are never sold to non-Merfolk, and are considered treasured by society and individuals. A group of Merfolk is called a constellation.

- Unusual Contact : Anacanth, Octocanth or Selkie.



Merfolk Cleric of Sygnara

Race : **Nekomata**

Alternate names : Cat folk

Evolved on : Jarri-Moon

Came to Rikirta : 570 years ago Earth Era

Species : Feline, intelligent bipeds.

Description : Bipedal Cat species. Two hands, two feet, two eyes, fur all over but less on stomach and underside of hands and feet. 2-5 inch (5-12cm) long snouts, 3-6 inch (7-15cm) tall ears, 36-60 inch (91-152cm) long tails. Some have Cheetah features, some have Lynx, Tiger or Jaguar, others have Snow Leopard features. Nekomata can eat vegetables and cereals, but prefer milk and meat. Nekomata have retractable claws and large eyes. Nekomata walk on their toes and have large canine teeth. They communicate through the following noises – hiss, meow, growl, purr and snarl. Nekomata typically stand very still whilst talking. A group of Nekomata is called a pride.

- Height : Base 4ft 8, +2D12. (127-182cm)
- Weight : 110lb, + 4D20 (50-85kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Forestspeak & Elven.
- Usual Area : Xenek Empire
- Size : Medium
- Suggested Weapons : Hand crossbow, Scimitar

Choose Two moves from this list -

- Climb at double speed.
- Excellent sense of smell.
- Excellent sense of hearing.
- Night vision.

Kitsune & Nekomata- Names have three parts.

- Firstname - Fas, Fesa, Fos, Has, Hesa, Hos, Krae, Kre, Kro, Mrae, Mre, Mro, Vrae, Vre, Vro, Yas, Yesa, Yos.
- Secondname - Ras means Born in the day, Ros means Born in the night, Jes means born at dawn, Jus means born at dusk.
- Thirdname - Nar means Born in woods/jungle, Nor means born in hills/mountains, Bir means born in desert, Bur means born in arctic.

So Fas Ros Bir is the name for Fas who was born at night in the desert.

Nekomata are often hungry, they eat twice as much as Humans due to their high metabolism. Nekomata are happy to live in rural or wilderness areas. Enjoy new stimulation constantly. Sights, smells, sounds, tastes and touches. Most Nekomata are not keen of the ocean and avoid large rivers. Most Nekomata will prefer to fight with hit and run tactics and nearly always start a fight from an ambush. Most Nekomata share rest and work time with small groups of people, avoiding large crowds. They enjoy gross movement such as climbing, running, jumping. Although Nekomata can operate in daylight they are more comfortable at night.

- Unusual Contact : Lycanthrope. Bat, Bear, Boar, Owl, Rat, Raven, Tiger, Wolf.



Nekomata Wizard

Species - **Nephilim**

Alternate names : Aasimar

Evolved on : Rikirta-Planet

Came to Rikirta : Last 500 years.

Species : Mammal, child of a Human and a Celestial.

Description : Children of Humans and Celestials, these golden skinned humanoids have 6ft long feathered wings. Like their Human parents they have two eyes, two arms, two legs etc. Nephilim seem to radiate an aura of calmness, though once strong emotion is roused in them it is hard to extinguish.

- Height : 60+2D8 Inches (157-193cm)
- Weight : 140+5D20 lb (65-110kg)
- Age : 15+D8
- Max Age : 100+D20
- Languages : Common +1 other language.
- Usual Area : Less than 1000 total.
- Full speed walking and flying
- Size : Medium
- Suggested Weapons : Maul, Sling.

Choose Two moves from this list -

- Flying - Wings allow Flying for 3 hours/day. Tiring, requires lots of eating.
- Blend in so regular animals ignore.
- Senses : Night vision.
- Endurance : Half damage from Fire.

Nephilim Names -

Names-Adrian, Dominic, Justin, Leon, Malcolm, Silas, Travis, Vincent, Xavier.

Claire, Emilia, Felicity, Gemma, Lillian, Nora, Rose, Sienna, Violet.

- surname is 'of deity name' or 'Seaborn' if born on the coast, 'Skyborn' if born inland.

While not all Nephilim fight the forces of darkness, they are often hunted by Myrkr Alliance and Demons. Many find that they are caught in a damned if you do, damned if you don't situation. Nephilim breathe, eat, sleep and age as regular Humans. Most Nephilim grow in Human society, often with a Human family or raised by a church.

- Unusual Contact : Domovoi, Rui Shi or Phoenix.



Nephilim Cleric of Gabrielle

Race : **Nichav**

Alternate names : -

Evolved on : Vorda-moon

Came to Rikirta : 1,070 years ago Earth Era

Species : Marsupial, Tasmanian Devil intelligent bipeds.

Description : Bipedal Tasmanian devils. Nichav have equal proportioned torso & legs. Nichav have 6 to 12 inch (15-30cm) long tails. Black claws, Black, Grey or Brown fur or scales (lighter on underside) cover their entire body and limbs. Marsupials with pouches. Snouted mouth, 4 digits on each appendage. Nichav are wary of Merfolk & Wysto.

- Height : Base 3ft, +2D8. (96-132cm)
- Weight : 50lb, +3D12. (23-40kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Starspeak & Dwarven.
- Usual Area : Dwarven Alliance
- Fast movement from tree to tree.
- Size : Small
- Suggested Weapons : Flail, Shortbow.

Choose Two moves from this list -

- Senses : Night vision.
- Excellent sense of smell.
- Sense time/space anomalies within 60ft radius.
- Ancestral Memory - These creatures can remember a handful of events from the previous five generations lives. Events, Faces and Places from parents to great-great-grandparents.

Suggested Names - Grakar, Lugat, Nichav

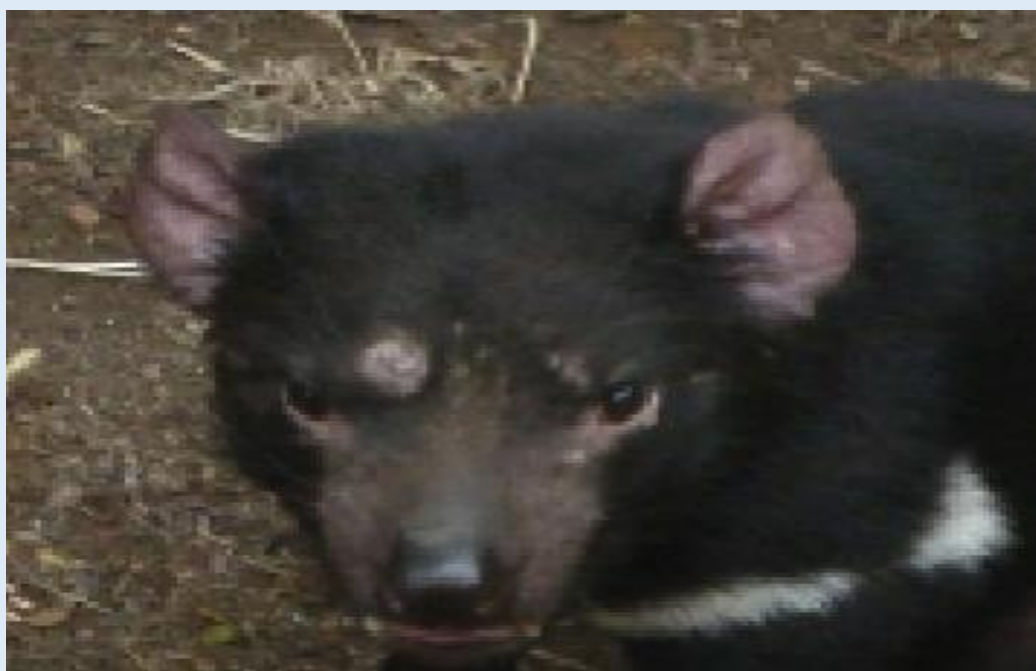
Males - Anton, Fakin, Gavril, Hakin, Kirill, Lysander, Mikhail, Oleg, Thanos, Valentin, Yegor.

Female - Ashri, Cassandra, Elissa, Galina, Inga, Jacinta, Larisa, Misha, Nikita, Tatiyana, Yelena & Zoya.

Surnames – Badenoch, Cakri, Faranoch, Federov, Hakri, Ivanov, Makri, Morozov, Petrov, Semenov, Vakri, Zhukov.

Nichav have low metabolism – only required to eat half as much as a Human. Nichav will eat any human food but prefer meat or insects if available. Nichav snarl and hiss loudly. Nichav enjoy climbing and figuring things out. Nichav enjoy learning about new culture and places. Nichav enjoy playing triangle bodied guitars called Balalaikas. Nichav taverns and gathering places are always in the side of hills or in scrubland.

- Unusual Contact : Domovoi, Rui Shi or Phoenix.



A young Nichav

Race : **Ranik**

Alternate names : Frog folk

Evolved on : Rikirta-Planet

Came to Rikirta : Always been here

Species : Amphibian, bipedal intelligent frog.

Description : Ranik are frog folk, happy to walk upright or spring horizontally. Ranik skin for some is mottled, some have just one color. Ranik get along well with Agamar but are wary of Tengu.

- Height : Base 3ft, +2D8. (96-132cm)
- Weight : 50lb, +3D12. (23-40kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Oceanspeak & Common.
- Usual Area : League of Free States
- Size : Small
- Suggested Weapons : Shuriken, Sickle

Choose Two moves from this list -

- Night vision 60ft.
- Leap 20ft high or across three times per day.
- Hold breath for 1 hour.
- Alert : +1 on Scout-Perilous Journey rolls.

Suggested Names - Agamar, Ranik.

Dauv, Dyuv, Gak, Gek, Guk, Mauv, Myuv, Pak, Pek, Puk, Rak, Rek, Ruk, Sauv, Syuv, Tak, Tek, Tuk.

- Dek means Soldier caste, Mek means Worker caste, Sek means Religious caste.

So Pak Tak Dek means Pak Tak of the Soldier caste.

Ranik will eat any human food but also enjoy eating any insects available. Ranik were created by the deity Ginan, but many worship of Gabrielle, Sygnara & Hnaska. Ranik celebrations are loud and are always by a river or lake. They grow up in shallow pool/river areas. Multiple partners during mating season. So family units have D8 female parents and D8 male parents. 3 month gestation of the 2D12 eggs. Ranik mating season is every autumn. Many Ranik join the Ghost Ryu Ninja clan, who act as scouts and spies for the Rehek nation. Ranik enjoy the outdoors including on water or underwater.

- Unusual Contact : Astarkyn. Works against Demons or Undead.



Ranik Druid

Race : **Satyr**

Alternate names : Goat folk, Moose folk

Evolved on : Skogyr-Moon

Came to Rikirta : 2,000 years ago-Water Era

Species : Mammal, Goat or Moose intelligent biped.

Description : Satyr are Deer, Gazelle, Moose and Goat folk. They have small horns on their head that grow longer with age. Female Satyr are called Fauns. Head hair is usually curly and their skin tanned. Satyr have black claws, Black, Red, White or Brown fur (lighter on the underside) cover their entire body and limbs. Satyr have goat legs ending in hooves. Some Satyr have Elven eyes, some have Goat eyes.

- Height : 60+2D12 inches (132-213cm)
- Weight : 160+3D20 lb (73-100kg)
- Age : 15+D8
- Max Age : 100+D20
- Languages : Elven & Common.
- Usual Area : Xenek Empire
- Fast Walking
- Size : Medium
- Suggested Weapons : Handaxe, Morning star.

Choose Two moves from this list –

- Leap 20ft high or across three times per day.
- Senses : Night vision.
- Fey Mind : +1 vs Charm, Sleep & Illusions.
- +1 Defy Danger Con vs Poisons & Disease

Suggested Names - Dryads & Satyr

Male names - Bryant, Connor, Evan, Flynn, Kyrian, Maddox, Rekk, Sean, Tiernan, Valdyr.

Female names – Annabelle, Birkitta, Evelyn, Frekki, Isolde, Loraine, Melvina, Rada, Shayla, Teresa.

Surnames : Drepa, Haust, Kelda, Krellyr, Mani, Reykr, Sumar, Vardi, Vetr.

Satyr are herbivores. Can eat meat but prefer fruit and vegetables. Satyr view people who break their oaths and allegiances as the worst criminals of all. Satyr often play panpipes for enjoyment, and when things are troubling them. Dances consist of linking arms with 3, 9 or 27 Satyr, increasing speed for the music and dancing. Satyr are cautious around new people, but lively companions once trust is earned.

- Unusual Contact : Lycanthrope. Bat, Bear, Boar, Owl, Rat, Raven, Tiger, Wolf.



Satyr Ranger

Race : **Tengu**

Alternate names : Kenku

Evolved on : Jarri-Moon

Came to Rikirta : 570 years ago-Earth Era

Species : Raven & Hawk intelligent bipeds.

Description : Avian humanoids, with Hawk or Raven features. Tengu have round eyes with large pupils, long arm-wings and feathers over their torso, head and wings. Tengu have feathers for wings. Tengu hands are at the tip of their wings. They stand upright on two legs and have 4-8 inch (10 to 20cm) long beaks. Tengu turn their entire head to focus, since most of their vision is peripheral-designed to detect movement but not detail. Many Tengu actively hunt insect shapeshifters like Jorogumo (Spiderfolk) and Myriax (Centipede folk). A group of Tengu is called a Murder.

- Height : Base 4ft 8, +2D12. (127-182cm)
- Weight : 110lb, +3D12. (51-66kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Forestspeak & Elven.
- Usual Area : Xenek Empire
- Full speed Walking & Flying
- Size : Medium

- Suggested Weapons : Javelin, Rapier

Choose Two moves from this list -

- Flying - Wings allow Flying for 3 hours/day. Tiring, requires lots of eating.
- Distance vision, easily spot movement far away.
- Lucky, +1 to Defy Danger rolls 3 times per day.
- Senses : Night vision.

Tengu names -

Air, Aor, Aur, Fil, Fol, Ful, Jir, Jor, Jur, Nil, Nol, Nul, Rir, Ror, Rur, Qil, Qol, Qul, Zir, Zor, Zur.

- Names have four parts - Both parents names are used with deity.

So Aor Jor Zir of Tylyn is Aor daughter of Jor & Zir, worshipper of Tylyn.

Tengu are often hungry. They eat twice as much as Humans due to their high metabolism. They encourage defeating ones' enemies at every opportunity, and feel lost without a goal or something to strive for. Tengu prefer to have a home base or nest and avoid trips that are longer than a season. Tengu can eat insects, carrion or rodents for sustenance. They always take environmental factors into consideration for each situation. Tengu do not forget and rarely forgive. Most hate being underground and are uneasy whilst there.

- Unusual Contact : Lycanthrope. Bat, Bear, Boar, Owl, Rat, Raven, Tiger, Wolf.



Tengu Monk

Race : **Varin**

Alternate names : Panda folk

Evolved on : Rikirta-Planet.

Came to Rikirta : Always been here.

Species : Mammal, Panda intelligent bipeds.

Description : Black and white fur covers the bear like panda form of Varin. They are stocky and intimidating to some, cuddly to others. Most active during twilight. Vicious to enemies but affectionate and playful to their friends and family, Varin are sought after companions.

- Height : 60+2D8 inches. (157-193cm)
- Weight : 240+3D20 lb. (110-135kg)
- Age : 20+2D8
- Max Age : 200+2D20
- Languages : Dwarven & Common.
- Usual Area : Dwarven Alliance or Xenek Empire
- Size : Medium
- Suggested Weapons : Katana, Flail

Choose Two moves from this list -

- Skilled in two types of singing/dance/instruments.
- Half damage from Cold.
- Senses : Night vision.
- Sturdy – any effect that makes Varin move 5-10ft is nullified.

Instruments – Bongo Drums, Castanets, Flute, Harp, Lute, Maracas, Panpipes, Tamborine, Triangle.

Names for Varin

Male – Alwyn, Colwyn, Fabien, Gerard, Idris, Lazare, Meinir, Phil, Sion.

Female – Anwyn, Cecile, Eirwyn, Genevieve, Karine, Llewlla, Maia, Rhiannon, Senda.

Surnames – of Bevak, Doth, Hoth, Jagy, Kevak, Nagy, Soth, Tevak, Zagy.

Varin enjoy rice and noodles, but over half of every meal is either vegetables or bamboo. Chief love for all Varin is enjoyment of music, if they don't make the music themselves they spend some of their free time listening to it.

- Unusual Contact : Astarkyn. Works against Demons or Undead.



Varin Paladin

Race : **Wysto**

Alternate names : Sea horse folk

Evolved on : Rikirta-Planet

Came to Rikirta : Always been here

Species : Sea horse-Sea dragon, Intelligent humanoid.

Description : Wysto are upright with two arms, and a long tail. Wysto have thin skin that is stretched over bony rings throughout their body, head, arms and tail (like a Sea horse torso). Wysto have long muscular tails instead of legs, from the waist down. All Wysto have webbing between their fingers. Wysto can focus their eyes in different directions. Wysto are typically found in shallow sea parts of the ocean. A group of West is called a herd.

- Height : Base 4ft 8, +2D12. (127-182cm)
- Weight : 110lb, + 4D12. (51-72kg)
- Age : 12+D8
- Max Age : 100+D20
- Languages : Oceanspeak & Lytyr.
- Usual Area : League of Free States
- Full Speed Walking & Swimming
- Size : Medium

- Suggested Weapons : Coral Blade, Net.

Choose Two moves from this list -

- Fast swimmer, double swimming speed.
- +1 to Grapple and Disarm-Combat.
- Breath Air & Water.
- Blend in so regular animals ignore.

Merfolk & Wysto Names -

Names-Aalio, Aahuli, Aaelir, Karnik, Kosril, Kusrik, Malio, Mahuli, Maelir, Rarnik, Rosril, Rusrik, Valio, Vahuli, Vaelir.

- adding Deep after someone's name (tone varies) is a shows agreement or allegiance.
- adding Shallow after someone's name (tone varies) shows disagreement or affirms exclusion.
- adding Coral before someone's name is praise or affection.
- adding Surface before someone's name is disrespect or insulting.
- adding Tidal before or after someone's name shows they mix with a variety of people and values, for good and ill.
- adding Breeching before or after someone's name shows you think they are heading for a revelation or change in circumstance.
 - Karnik Deep Sygnara means Karnik the faithful of Sygnara.
 - Karnik may say they are breeching, tidal, coral or surface in regards to how the feel about themselves or the situation.

Wysto eat shrimp, small fish & plankton. Can get Sea Mix which is a mixture in a jar.

Coloration of skin and eyes changes with extreme emotion, tied to respiratory system. The color or shade is not important, the speed of change and amount of variation in the change is, so little and slow change means sadness or anger, a lot of change and speedy change means happiness. This can be done deliberately for mating. Males nurture fertilized eggs in their chest pouches over 3 months. Wysto prefer light armour, and use hit and run tactics combined with speed and cover when engaged in combat.

All Wysto are very uncomfortable being more than 3 days away from water, be it the ocean, a lake or a river. Wysto avoid eye contact as a sign of respect to people of superior authority and skill.

- Unusual Contact : Anacanth, Octocanth or Selkie.

Meervald Forest



Cultures of Rikirta

Disclaimer - Some cultural elements from earth have been borrowed and implemented within the Rikirta setting. This is to encourage variety in roleplaying situations and in no way meant to be derogatory or inflammatory.

Dwarven Alliance : Tasek, Tir na skia & Vakaheim. Aka The Alliance.

Races - Dwarves, Gnomes, Lugat, Nichav. Some Humans.

Ranks : Hussar, Boyar, Ministr, Kniaz, Tsar.

Becoming a citizen – Citizens can marry, build property, trade goods with others, and can become nobles or elders.

- 6 months service – either teaching, militia, fishing or courier work.
- Five rites of Passage - Travel, Marry, Learn/teach magic, Leadership, learn/teach war. Architecture
- Forts are five buildings that meet in the middle and have tower at the end. Buildings have sections of 5 rooms each. Plans always have 5 stages - start, hunting, finding, capture, finish.
- Insignia : Blue Tunic and Silver Belt buckle with Dryad Cultural emblem-5 blue bats on red field.
- Membership of these cults removes Citizenship – Herjac, Lyria, Impag, Zezuca.

Cultural Notes :

- 50% of farms, fishing boats and mines are owned and managed by Dwarven Alliance.
- 100% of cartographers, couriers and scribe businesses are owned and managed by Dwarven Alliance.
- Children are examined for magical potential at ages 6, 9 and 12. Educators teach 9 children at a time from ages 3-12. Children are raised by and the responsibility of the family, unless they are Arcane Casters, in which case they are raised by and the responsibility of the Order of Thalasso. They have a duty to lead against the societies enemies.
- Communal territory - Shared economy, information and defense.
- Ball games are a common hobby for children. Sometimes vs nearby villagers.
- Citizens enjoy barley pancakes and borsch soup with cabbage.
- Clothes - Hooded cloak, leather boots, shirt, dress/pants and tunic.
- Comedy and Tragedy plays are performed in open areas that people watch at the end of each week.
- Common musicians – Balalaikas, panpipes.
- Common gift to women for coming of age, getting married or having a child is a Matryoshka doll.
- Couriers are Neutral, will guide, transport, trade with anyone, for goods, favour or coin.
- Dwarves and Gnomes use Pistols & Muskets instead of Crossbows.
- Encourage spread of Alliance influence, culture & Common language when possible.
- Homes are modest dwelling places but forts, temples and plazas are decorated with all carvings, religious or heroic images and ornaments.
- Dryad, Merfolk & Wysto - Homes are glades or grottos, not artificial structures.
- Utensils - Knives/Forks.

League of Free States : Harraegir, Lisanbre, Nehrad & Rehik. Aka The West

Races - Agamar, Dryad, Satyr & Wysto. Some Nichav, Merfolk & Ranik.

Rank - Archon, Morza, Khan, Vizier, Pharaoh.

Becoming a citizen – Citizens can marry, build property, trade goods with others, and can become nobles or elders.

- 6 months militia service or 12 months non-militia service.
- Insignia : Armour or Belt pouch must have Agamar Cultural symbol-3 green diamonds.

- Membership of these cults removes Citizenship – Impag & Zezuca.

Cultural Notes :

- Archaeopteryx are considered sacred, cannot be harmed.
- Buildings : Farms – Many corn fields and vineyards. Homes & Temples-Stepped pyramids. Theatres – open air, amphitheaters with weekly plays. Many pools and gardens throughout towns. Public bath-houses and marketplaces.
- Caste System : Hierarchy of society is Sphinxes, Priests, Warriors/Sorcerers and then Workers.
- Cooperative Lycanthropes are considered Blessed by the Animal Spirits, and watched. Violent Lycanthropes are considered Cursed by Animal Spirits, and hunted by the Mantyr Church.
- Dead are mummified, goods buried with them in sloped pyramids. Organs stored in Canopic jars.
- Every seven years the Priests of each nation decide on a racial enemy for the next seven years.
 - Free market economy.
 -
- Gardens and parks are shared communal territory.
- Lots of bronze tools still in regular use. Iron and steel weapons.
- Dryad, Merfolk & Wysto - Homes are glades or grottos, not artificial structures.
- Most wear amulets, symbol of clan/god/animals etc.
- Military have Cavalry and Chariots (flat grounds/roads).
- Pass on stories and teaching by reciting tales and group songs. Written lore is on home and temple walls-cartouches.
- People believe in good and honest life leads to reincarnation.
- Public schools for 7-12 year olds. Learning Language, Religion & World lore.
- Scarab beetles and Ibis are considered sacred. To see them near your home is a good omen.
- Use chariots & canoes.

Xenek Empire : Meervald, Storvan, Tir na gren & Xenek. Aka Elven Empire

Races – Elves, Humans, Kitsune, Nekomata & Tengu. Some Faerie Satyr.

Ranks : Shifu, Samurai, Laoshi, Daimyo, Shogun.

Becoming a citizen – Citizens can marry, build property, trade goods with others, and can become nobles or elders.

- Birth (Elves, Humans, Kitsune, Nekomata, Satyr, Tengu)
- For non-Birth citizens, 1 year Border patrol or farming service must be undertaken.
- Insignia: Golden Cloak with purple and green crescents facing each other.
- Membership of these cults removes Citizenship – Herjac, Lyria, Impag, Zezuca.
- Required for joining the Orders of Skogyr, Ninja Ryu Nightshade or Vine.
- Required for marrying a citizen.

Legal System : Authorized documents-Papers for merchants, official business, Arcane Order members (wizards, warlocks, sorcerers)

Cultural Notes :

Species – Elves, Humans, Kitsune, Nekomata & Tengu. Some Faerie & Satyr.

- Birthdays, Marriages and alliances are marked with giving of jade ornaments and jewelry.
- Buildings : Farms – Many rice farms. Nobles have 3-7 level pagoda houses. Every house has a meditation room or Zen garden. Most homes have ceramic roof tiles.
- Clothes - Conical hat, sandals, loose pants and shirt. Kimono for formal occasions.
- Common food – Rice cakes, Ramen (Noodle Soup) and Sushi rolls (vinegar rice with meat), All meals eaten with chopsticks.
- Dead are sent to the sky to become stars with funeral pyres, never burial.
- Every house has a meditation room or Zen garden. Most homes have ceramic roof tiles.
- Family honor and reputation is more important than the individuals.
- Many farming and fishing areas.
- Merchants are regarded as suspicious until proven worthy.

- Monks in Monasteries-Multiple shrines within. Summoning of Demons & Undead is illegal.
- Most common hobbies are calligraphy, gardening and martial arts.
- People of this culture have strong family ties have often all members of several families are allies for generations.
- Rice for breakfast, all meals eaten with chopsticks.
- Shapeshifters & Humanoids are called Bakemono.
- Utensils-Chopsticks. Weapons-Katana, Naginata, Nun chuku, Sai, Wazikashi.
- Warriors - Samurai practice bushido - What to do in war time and peace time. Loyalty to ruler, Courage, Endurance, Integrity, Duty to the truth & Honour.
- Well patrolled roads, Agriculture-drainage & crop growing.

Recent Events

The Invasions – 486 to 496 Fire Era.

War between Xenek nation vs Varokaj : Varokaj was a Dwarven Alliance nation of seven citadels.

- In Varokaj, east of Xenek - During a Vandyr moon lunar conjunction a dozen portals opened and Vandyr creatures – Hydra, Manticore, Naga & Ninazu stormed the area.
- Elven archers from Meervald and Lugat assassins from Tasek travelled to the front to perform hit and run raids against the fire creature camps.
- Over the following decade 10,000 Dwarves fled to Xenek, 20,000 fled to Tasek.
- War ended with the Order of Thalassa shutting down five major portals in one night.

War between Underworld vs Lisanbre.

- Undead such as Ghouls & Skeletons were coming up from the Underworld and raiding Lisanbre caravans and towns in increasing numbers.
- Group of Red Dragon Sorcerers were mercenaries aiding Lisanbre nation against Undead.
- Dunwich was attacked 6 times, Hurrang was attacked 4 times, Valleyview was attacked twice.
- Over a hundred Priests and Holy Warriors of Kayel-War maiden from Nehrad assisted Lisanbre.
- Dwarven Alliance traded goods and weapons via Maajang city during the war.

Current Year 500 Fire Era.

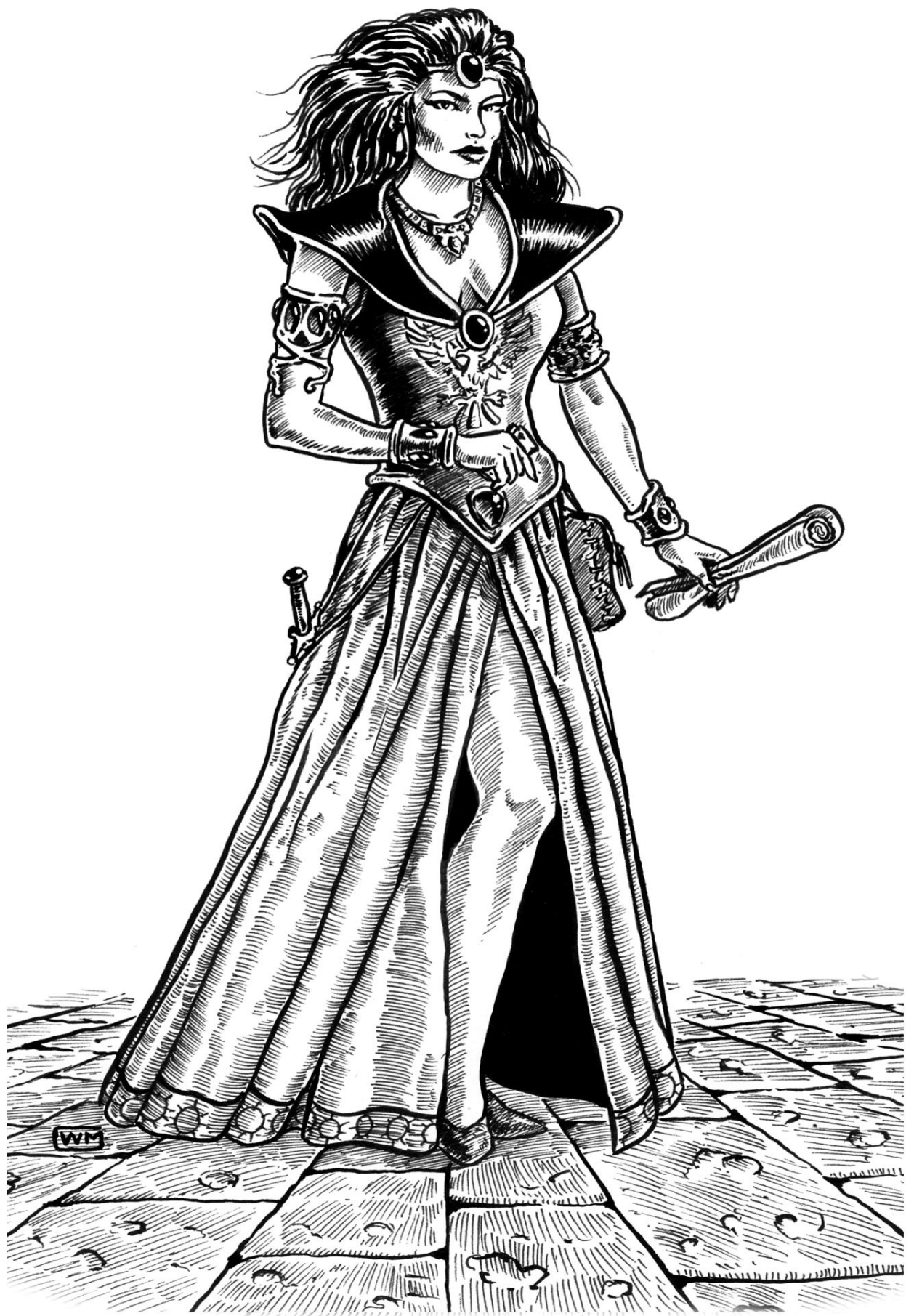


Smiles, Whispers and Screams

The rage that never ends,
a fire internal
pure fury seeking starlight
whispers they do not care -
smiles they do not understand
screams into the silence.

The tears always fall
saturating sorrow
cold breeze through the mind
Doubts softly whispered
soul screams in anguish
smile for what you have not.

The warmth of love
happy hearts sigh
laughing with friends
screams of joy
nice thoughts whispered
sharing playful smiles.



Background

Note – Characters undertake some form of service in order to be citizens of their chosen areas. This service can be as part of their background, or the reason for their first quest, or something they plan to do in the future.

Part of the ye olde times feel is for people to have a duty to be active members of society, or to go through a rite of passage. Even if they faked it or someone got favors around it, it tells something about that person which you can roleplay as part of your characters journey.

Dwarven Alliance - State conscription - 1 year of service to Dwarven Alliance. Typically this is Farming, Mining, Patrolling or Teaching.

- Non citizens are not allowed to travel, own property, marry or teach.

League of Free States : After one year of Militia service a tribes-member/citizen has the right to marry, breed, leave, join the cavalry, or build a home.

Xenek Empire - Citizens can marry, build property, trade goods with others, and can become nobles or elders.

- Birth (Dryad, Elves, Faerie, Humans, Satyr)
- For non Birth citizens, 1 year Border patrol or farming service must be undertaken.

Example 1-Kristov from the Dwarven Alliance becomes a Red Dragon Sorcerer. He will do his citizenship conscription as the game starts, working for the militia as Arcane consultant for 1 year. As a Sorcerer in the militia you can bet Kristov will get plenty of special missions.

Example 2-Sendaria from the Xenek Empire becomes a Warlock of Cat. As her conscription to acquire citizenship she was a farmer for 1 year where she befriended a young lynx. Part of spending time with the lynx was her starting her journey as a Warlock of Cat (the constellation entity).

Example 3-Umbral Walker under the Waves is a Merfolk from the League of Free States. With the Nature Adept background, Umbral enjoys the sea so during their background did 1 year militia service as a scout/tracker, scoping out the lay of the coast for Umbral's future plans...

Magic during Twilight

I might not have any magic available to me, but that didn't make me any less of a wizard, one of the magi, the wise. That's the true power of a wizard. I know things. Knowledge is power.

- Fool Moon, The Dresden Files.

Magic can be used during twilight to boost spells. However doing this will immediately attract a visitor, typically a fey or shapeshifter.

- Boost spells duration, area of effect & range by one level.

Warlock & Witch Pacts & Other beings of power...

Ancients : There are 12 Constellations - also beings for Warlock Pacts.

The Twelve Year Birth animals are the stars.

- Bat, Bear, Cat, Crocodile, Emu, Kangaroo, Otter, Raven, Salmon, Snake, Stag and Wolf.

Regardless of whether the pact is with a Fey, Fiend or other sort of being, they will be with one of the twelve Year Birth creatures.

So yes **Cat** can be fey, fiend and elder being, depending on who is interacting with it. These creatures are not gods, they are something else.

Summoning Elementals

Players can get information from Elementals. Elementals : Spout Lore as per their element.

Air=Moons, Earth=Underworld, Fire=Rikirta, Water=Oceans.

Moons & Planes of existence

There are 14 moons orbiting the planet of Rikirta. Some of them also serve as the elemental planes for this universe.

The closest moon, the fire moon of Vandy, is also the elemental plane of Fire. The Naga, Basilisks and Salamanders who evolved there, and invade Jarri & Rikirta during Vandy lunar conjunctions. On the faerie moon of Skogyr, a variety of fey creatures live, scheme and play. Elves, Dryads and Satyr live both there and on the planet of Rikirta.

Angels and celestials dwell on the moon of Vorda, and this is where souls who have been properly laid to rest go before moving on to their next life.

The shadow realm for this universe is the moon of Myrkr, with Goblins, Jorogumo & Harpy hunting each other on this the dark and stormy landscape.

There is no plane of water, since the planet of Rikirta is the size of neptune thus has more than enough water for everyone. Any references to the Hells, Tarterus, Hades or the Abyss are referring to the Underworld, the caverns beneath the surface of the planet of Rikirta.

The Astral and Ethereal planes are the same place, there is only one plane to link all other planes. And yes you can go to the moons or the Underworld via astral space or by physically travelling there.

- Word of Recall & Shadow Walk spell – To Astral plane, Underworld or the moons.

Rikirta Custom Spells for Dungeon World

Cleric Spells :

Moon Haven, Lesser - 5th level.

Moon Haven creates an area of 50ft cube on one of the Moons. The spell lasts for a day per the casters level. The atmosphere, gravity and Immunity from 1 element of the Moon Haven is chosen by the caster. The spell also creates a door to the world and to the moon, but these are ordinary locked doors, visible on both sides. Upon casting the spell the caster designates one creature type (eg Lycanthropes, Undead) who are unable to enter or perceive the Moon Haven. Dispel magic will stop access to and from the Haven if cast when the Moon the Moon Haven is on is nadir.

Moon Haven, Greater - 7th level.

Moon Haven creates an area of 500ft cube on one of the Moons. The spell lasts for a week per the casters level. The atmosphere, gravity and Immunity from 1 element of the Moon Haven is chosen by the caster. The spell also creates a door to the world and to the moon, but these are ordinary locked doors, visible on both sides. Upon casting the spell the caster designates one creature type (eg Lycanthropes, Undead) who are unable to enter or perceive the Moon Haven. Dispel magic will stop access to and from the Haven if cast when the Moon the Moon Haven is on is nadir.

Wizard Spells :

Ocean Heart, Lesser - 3rd level.

Ocean Heart weaves the power of the seas around and through the two targets, enhancing and embracing them. The effects only function while the targets are in contact with the oceans, seas and great lakes of the world. Swim as fast as you can walk, Regenerate 1 Hp/Minute in water, +1 on Charisma rolls with aquatic creatures. Spell lasts for 1 hour.

Ocean Heart, Greater - 5th level.

Ocean Heart weaves the power of the seas around and through the four targets, enhancing and embracing them. The effects only function while the targets are in contact with the oceans, seas and great lakes of the world. Swim twice as fast as you can walk, Regenerate 1 Hp/Minute in water, +1 on Charisma rolls with aquatic creatures. Spell lasts for 6 hours.

Twilight Aura - 3rd level spell.

This spell wraps the targets in the mists of twilight, empowering them in a number of ways. Twilight Aura only functions during Twilight, 5am to 7am or 5pm to 7pm, for 3 Targets. Fey and Lycanthropes act favourably towards the targets, though they are neither enemies or slaves. The spell also renews any Spells that have been forgotten due to Spellcasting error.

Ranger Companions and Arcane Familiars

- Cassowary (Axebeak), Dolphin (Reef Shark), Echidna (Rat), Kangaroo (Boar), Koala (Baboon), Kookaburra (Raven), Seal (Crocodile), Wombat (Badger).

Summon Familiar Ritual : This ritual will summon a familiar from somewhere else to be your loyal companion for year and a day.

Conditions : You need to draw upon the power of a magical place.

You need the brain or heart from one of the creatures' prey & one of the creatures predators, it will take 12 hours & cost 50 gold coins. You can have one familiar at a time.

Typical familiars : Bat, Cat, Dog, Echidna, Lizard, Owl, Platypus, Rat, Snake, Toad, Wombat.

Unusual familiar : Imp, Small Elemental, Pixie. * Not unusual familiars are harder, requiring more dangerous conjuring location or they require favours for their service.

Archaeopteryx : Small Bird creature.

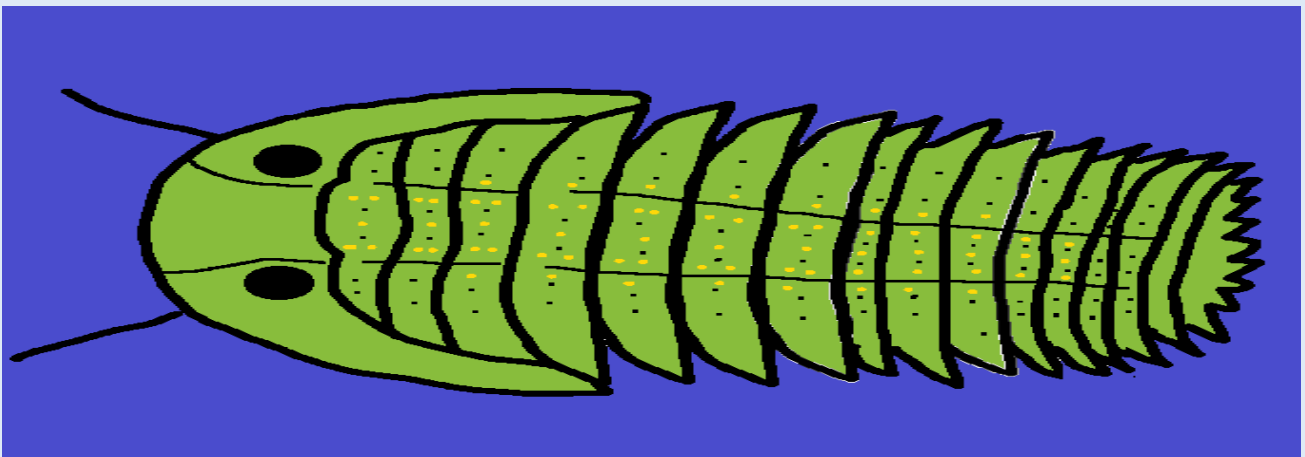
- 3ft tall Prehistoric bird-reptile. Long limbed feathered bird.
- Intelligence 4-6, Can speak Forestspeak.
- Avoid noisy places and people. Prefer temperate or tropical areas.
- Archaeopteryx have Night vision.
- Archaeopteryx have no understanding of money.
- Archaeopteryx have 10 Hp, Can fly.

Jackav : Small Plant creature.

- Pumpkin-Jack'o'lantern with 4 or 6 legs.
- Intelligence 4-6, Can speak Forestspeak. Can breathe air and water.
- Avoid heights, but don't mind going underground.
- Jackav have Night vision.
- Jackav like visual entertainment.
- Jackav have 10 Hp, Can burrow.

Trilobite : Small arthropod (shell) creature.

- Trilobites are 6 to 24 inches long, 2 to 12 inches wide. Two antennae on the head and multiple legs, one set per body segment.
- Intelligence 4-5, Can speak Oceanspeak. Can breathe air and water.
- Trilobites have Night vision.
- They can hunt or scavenge plankton and leaf matter.
- Trilobites have 10 Hp, Can burrow.



The Elves (Sestina)

In ancient times did play the elves - flitter from tree to rock by dusk
from hidden realms most men forget - in autumn leaves or sea of thorns
over the hills they run so free - capricious ways of ageless souls.

Did they take the poor folk's souls - and borrow youth or coin these elves
was not their dance or wine so free - judgement clouded like winters dusk
confused and feeling mornings thorns - choices made we learn or forget.

The sylvan born do not forget - slender form and curious souls
wearing crowns or rings of thorns - clothed in leaf or bark the elves
almond eyes revealing moon or dusk - with smiling point of view so free.

Rescue caged and set them free - respect for life the coined forget
their prey tired they hunt by dusk - who is to decide value of souls
darkest nights held the court of elves - wrath on the cruel like whips of thorns.

Under stone and beyond the thorns - the crimson glade just growing free
places sacred watched by elves - birthing place of gentle souls
to keep away made others forget - between two realms just like the dusk.

With cyan lips and cheeks of dusk - sing on stones or weave with thorns
our changing times and troubled souls - their spirits enthusiastic and free
but alfar or sidhe some forget - hiding from sight and mind the elves.

Are the elves with such playful souls - just fading dusk and tumbled thorns
or what the free must not forget.

Arcane Guild & Ninja Ryu membership

Players may decide their character is a member of an Arcane Guild or Ninja Ryu. Typically characters will have friends and or family members that are also members. These groups are likely where the character received some if not all of their training.

Players can decide they wish to join a group during play, or are already members and seek to advance within the group, so the Gamemaster can insert some quests, tests or events that enable those possibilities.

Some of the larger and more well-known groups are listed below...

Order of Astar - (aka Buccaneers) Location : Lisanbre & Rehek (League of Free States).

- Typical Member : Agamar & Ranik.
- Unusual members : Laguz, Manta or Gargoyle.
- Numbers : 200 in Rehek, 400 in Lisanbre.
- Enemies : Demons of Saernott Isles.
- Goals : Make Sowilo Ocean safe from Demons.
- Order of Astar members are known for bravery and dedication to duty.
- Order of Astar have a large citadel 60 miles south west of Vechnygrad.

Order of Skogyr - Location : Meervald, Storvan & Tir na gren (Xenek Empire).

- Typical Member : Dryad & Satyrs.
- Unusual members : Fey - Sphinx.
- Numbers : Estimated 200 in Meervald, Storvan & Xenek.
- Allies : Skogyr Faction (Fey), Church of Ginan (Twilight & Stealth)
- Enemies : Vandyr Pact of Harakaft to the north.
- Ranks : Fifth (Lowest), Fourth, Third, Second, First (Highest).
- Goals : Interested in Rikirta, enhancing and protecting.
- Motto : 'A million stars shall pass, we shall not fall'.

Order of Twilight (aka Guardians) - Location : Tasek & Tir na skia (Dwarven Alliance).

- Typical Member : Gnomes & Elves.
- Unusual members : Lycanthropes-Wereboars.
- Numbers : 500 in Tir na skia, 1,000 in Tasek. Join eastern patrols watching for Tir na saar raiders.

- Allies : Vorda Faction (Celestials), Church of Mantyr (Guardians, Sea)
- Enemies : Vandyr Pact of Varokaj & Myrkr Alliance of Tir na saar.
- Goals : Guard Dwarven Alliance against Myrkr Alliance.
- No Necromancers. Ruled by a Phoenix.
- Base on Vorda-Moon. Three towers on mountain side overlooking jungle. Warm humid climate. Can see a small and large crater in distance.

Ghost Ryu - Locations : Lisanbre & Rehik (League of Free States)

- Typical members : Dryad & Nichav.
- Unusual members : Selkie.
- Numbers : 500 in Lisanbre & 300 in Rehik.
- Allies : Church of Tylyn (Light & Justice), Vorda Faction (Celestials).
- Enemies : Vandyr moon Kobolds & Naga of Akronas.
- Goals : Gather plane shift-teleport magic. Recruit other Ninjas.

Nightshade Ryu - Locations : Harraegir & Storvan

- (Cross culture, League of Free States & Xenek Empire)
- Typical members : Elves & Wysto.
- Unusual members : Laguz-Shadow Manta or Gargoyles.
- Numbers : 100 in Harraegir, 300 in Storvan.
- World of Rikirta – Game Master Guide
- Enemies : Storvan Militia.
- Goals : Stay hidden, enjoy wealth, expand into Meervald.
- Smugglers and Assassins. People out of Xenek Empire. Herbs and Poisons into Xenek Empire.

Vine Ryu - Locations : Meervald & Xenek (Xenek Empire)

- Typical members : Satyr & Tengu.
- Unusual members : Fey - Sylph.
- Numbers : 100 in Meervald, 200 in Xenek.
- Allies : Skogyr Faction (Fey), Church of Gabrielle (Music, Art)
- Enemies : Myrkr Alliance of Varokaj & Muersa.

- Goals : Watch Varokaj border for incursions. Watch/Remove Myrkr Alliance creatures and agents. Some missions for Xenek rulers.

Twilight time...



Troll Caverns





Equipment

Across the nations of Rikirta, within each market and shop is a variety of items. From Lugat mead, Dwarven muskets, or the Giant Manta Rays people buy for transportation, something for everyone.

	Copper	Silver	Electrum	Gold	Platinum
Copper	1	1/5	1/25	1/125	1/625
Silver	5	1	1/5	1/25	1/125
Electrum	25	5	1	1/5	1/25
Gold	125	25	5	1	1/5
Platinum	625	125	125	5	1

- for costs from the Dungeon World core book, 1 coin = 1 gold piece here.

In the Xenek Empire, coins are imprinted with an animal.

- Platinum = Cassowary, Gold = Wallaby, Electrum = Koalas, Silver = Wombat, Copper = Kookaburra.

In the League of Free States, coins are imprinted with sea animals.

- Platinum = Starfish, Gold = Salmon, Electrum = Dolphin, Silver = Otter, Copper = Crocodile.

Item	Cost	Notes
Ale-Tasek	20 Cp	Dark and thick brew
Cloakpin-Dwarven	25 Sp	Bronze with an onyx gem
Folded fan-Xenek	4-8 Sp	Decorated
Gloves-Vakaheim	25 Sp	Studded black leather
Gown-Rehik	10 Gp	Satin evening gown
Hat-Lisanbre	3 Sp	Wide brim, flat top
Hat-Xenek Empire	2 Sp	Woven straw-conical
Kimono-Storvan	5-50 Sp	Cotton or silk, design embroidered all over
Pants-Durable	1 Gp	Fits those with tails
Sandals-Rehik	15 Cp	Strapped to lower leg
Toga-Nehrad	4 sp	Comfortable
Torc-Tasek	3 Sp	Northlands-Silver, Druidic

- **Acid** - can melt locks, most metals and some rock. 5 per weight, 10gp each. Used on an area causes 5ft square to be dangerous, roll+Con, 7-9=Sick debility, 6-=d6 damage.
- **Art** - Sculpture made from cuttlefish shells, 6-24 inches. 20gp to 2000gp.
- **Art** - Varnished shark eggs, 6-24 inches. 10gp to 1000gp.

- **Caltrops** - wood or metal spikes designed to slow down people, 5ft area. 5 gp, roll+Dex, 7-9=Shaky debility, 6-=D6 damage.
- **Coral Blade** - 3Sp, Weight 1. Can be Messy or Precise.
- **Crabshell Shield** - +1 Armour, 1 Weight. 5gp. Floats (buoyant with 10 lb)
- **Holy water** - blessed by deity. Non evil gods=roll+Str for Undead & Demons, 7-9=Weak debility, 6-=d6 damage. Unholy water is the same for Celestials. 10gp each.
- **Kau sin ke** : [Martial] 15 sp. Fighting chain, 55 inches long, nine links. 1 weight, Can be Forceful or Precise.
- **Kusari-Gama** : [Martial] 5 Sp, Chain with Kama at the end. Can be Thrown or Messy. 10ft reach, 1 weight.
- **Lajatang** : [Martial] 1 Gp, 3-5ft staff with crescent blade at each end. 2 weight, Can be Forceful or Messy.
- **Musical Instrument** : 10gp Bongo Drums, Castanets, Flute, Maracas, Panpipes, Tamborine, Triangle. 20gp for Harp or Lute.
- **Satyr Spiked Helm** – Attack with Ram/Charge, Spiked helmet. 20gp, 1 weight.

Dwarves and Gnomes use Pistols & Muskets instead of Crossbows.

- Ammunition 2 Shots, then reload takes an action. Ammunition is 5 gp.

- Rangers - Called Shot applies for Firearms.

- Thief - Can be used for Cheap Shot or Shoot First.

Pistol - 50gp - 1 weight, Near range.

Musket - 100gp - 2 weight, Near & Far range. Two handed.

Potions : Thick gel in a wax sealed clam. Lasts 6 rounds underwater before dissolving. Ten per pound.

Scrolls : Coral disc with runes carved on. Does not dissolve in water. Five per pound.

Natural Things	Cost	Notes
Agate	5gp	Reddish gem-+1 to Defy Danger vs Fear
Frankincense	1gp	Gum resin-Spread over entrances/exits will prevent Lycanthropes from entering the area until the next dawn or dusk.
Garlic	1sp	Herb-Spread over entrances/exits will prevent Undead from entering the area until the next dawn or dusk.
Jade	50gp	+1 HP/day healing while touching skin.
Onyx	25gp	+1 to Defy Danger vs Mind/Sleep & Charm
Quartz	10gp	+25% range and area of effect for Illusions. Used up in the casting.
Saffron	1gp	Flower-+1 vs Surprise while fresh.
Tourmaline	50gp	+1 to Take Watch if placed on skin.

Mithral and Adamantine

Adamantine - Dull dark grey metal.

Found on Rikirta and Vandy moon.

Only Dwarves and Bugbears can forge Adamantine, and they don't sell it, they barter quests/favours.

Adamantine Armour – Unbreakable. Grants immunity to Electricity.

Adamantine Weapon – Unbreakable. All Adamantine weapons are Messy.

- An Adamantine weapon is the only way to break Adamantine Armour or Weapon.

Mithril - Shiny silvery metal.

- Found on Rikirta and Myrkr moon.

Only Elves and Naga can make Mithril, and they don't sell it, they award it for service.

Mithril Armour = 1 Weight (Chain or Plate), Not Clumsy, 5 times cost.

Mithril Weapon = 1 Weight (Any type), All Mithril weapons are Precise. 10 times cost.

Animals	Cost	Notes
Falcon/Archaeopteryx	50gp	Trained. Archaeopteryx in Lisanbre & Nehrad & Xenek.
Llama	20gp	Mount, Herbivorous, Speed 40, Carry 200lb.

Transport	Cost	Notes # = 60 miles per day
Catamaran #	2,500gp	6 people, fast and light, Speed 10mph, Two hulls. Lisanbre.
Junk #	5,000gp	3 masts, 18 people, 5 mph, Storvan & Xenek.

Common Mounts : Llamas=Storvan & Tir na gren, Horse=Tasek & Xenek.

- Camels=Lisanbre & Nehrad, Axe Beak/Moa=Lisanbre & RehiK.

Other Mounts :

- All other mounts cost 50gp per year for food.
- Any one can use any mount.
- Getting a mount from another location = +1 month and +20% of the cost.

<u>Advanced Aquatic</u>	<u>Usual Rider</u>	<u>Location</u>	<u>Riders</u>	<u>Notes</u>
Giant Axolotl	Merfolk	Harraegir	1-2	3 hours of out of water
Giant Platypus	Wysto	RehiK	1-2	Submerge for 3 hours
Giant Manta Ray	Merfolk	Harraegir	4M/6S	Huge
Giant Sea Horse	Wysto	Tir na gren	1	30 mins out of water
Large Manta Ray	Dryad	Lisanbre	1M/2S	Large
	3,000 Gp Large, 5,000 Gp other. All have Dark Vision, can wear Light Armour.			

<u>Advanced Flying</u>	<u>Usual Rider</u>	<u>Location</u>	<u>Riders</u>	<u>Notes</u>
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Giant Bat	Lugat	Storvan	4M/6S	Huge, non combatant
Giant Raven	Nichav	Rehik	1	See Ethereal
Large Bat	Lugat	Storvan	1M/2S	Large, non combatant
Pteranodon	Ranik	Meervald	1	
	3,000 Gp Large, 5,000 Gp other. All have Dark Vision, but can not wear Armour.			

<u>Elite Land</u>	<u>Usual Rider</u>	<u>Location</u>	<u>Riders</u>	<u>Notes</u>
Giant Elk	Elves	Meervald	1-2	-
Giant Goat	Satyr	Xenek	1-2	Leap 10ft any direction
Sabre Tooth	Nekomata	Lisanbre	1	Night vision, Medium Armour
Triceratops	Agamar	Nehrad	1-2	+D6 Damage on Charge
	10,000 Gp each. All have Scent, can wear Light Armour.			

Tavern Menu – Xenek Empire (Meervald, Storvan, Tir na gren & Xenek)

- Food is eaten with Chopsticks.
- Meat from hooved animals (horse, cow, goat) is illegal.

Food	Cost	Drink	Cost
Roast chicken with bread	1 Sp	Mead, honey or blackberry	1 Ep
Fresh lobster with rice	1 Gp	Wine, white or red	1 Sp
Sliced turkey with spinach	1 Ep	Water	1 Ep
Ramen (noodle soup)	1 Ep	Jasmin tea	1 Ep
Fried salmon with rice	1 Gp	Saki	1 Sp
Boiled crab with broccoli	1 Sp	Apple juice	1 Ep
Carp soup with rice	1 Ep	Orange juice	1 Sp
Sushi rolls	1 Ep		

Tavern Menu – Dwarven Alliance (Tasek, Tir na skia, Vakaheim)

- Food is eaten with Knives and Forks.

Food	Cost	Drink	Cost
Roast beef with cabbage	1 Gp	Wine, red or white	1 Sp
Fried salmon with cheese	1 Ep	Coffee	1 Gp

Sliced venison with bread	1 Gp	Pineapple juice	1 Ep
Vegetable stew with bread	1 Sp	Mango juice	1 Sp
Sliced duck with beans	1 Ep	Milk	1 Sp
Boiled rat with potato's & gravy	1 Sp	Cider	1 Ep
Sea mix (fish, shrimp & plankton in a bowl)	1 Ep		

Tavern Menu – League of Free States (Harraegir, Lisanbre, Nehrad, RehiK)

- Chopsticks, Knives and Forks are available.

Food	Cost	Drink	Cost
Boiled rat with potato's & gravy	1 Sp	Vodka	1 Ep
Beetroot soup with celery	1 Ep	Ale	1 Sp
Sliced mole with cheese	1 Ep	English Breakfast Tea	1 Ep
Carrot dumplings with mashed worms	1 Sp	Scotch	1 Sp
Beetle stew with walnuts	1 Ep	Bacardi	1 Gp
Mushroom pancakes with almonds	1 Gp	Vegetable juice	1 Ep
Bug snacks (insect bits dried as jerky)	1 Ep		

- Buying a round of drinks for the tavern (Carouse) = 10 Gp.
- Buying a feast for the tavern (Carouse +1) = 100 Gp.

Oceans of Rikirta

A vast expanse of water circles the world of Rikirta. This consists of three oceans and four seas. While some parts of the ocean are 25,000 feet deep, most of it is 8,000 to 12,000 feet deep.

In addition to the oceans there are four great seas that are inland, high above sea level. Two of those are fresh water.

A variety of creatures exist in, on and around the lakes, oceans and seas, some friendly, but most are not. There are great quantities of normal sea creatures such as anemones, crabs, dolphins, eels, lobster, manta rays, octopus, sharks, squid, tuna and whales.

There are also magical creatures like Great manta rays known as Anacanth, the raiding humanoids called Gyrrak, Hydra, giant Sea horses known as Kudari, Naga and of course Sea Serpents. A plethora of Demons have also infested the oceans over the last 500 years, Fomorians, Merrow and Kraken to name a few.

Of the mortal civilized species, Agamar, Dryad, Merfolk, Ranik and Wysto have homes, towns and villages on and in the water. Just like civilization on land, they trade, grow and harvest food, and they must watch for raiders and beasts from the depths.



Witch (Sestina)

Where does she go deep in the wood
not often seen in any season
runs tired hand through flowing hair
the evening wind it chills her blood
they say each night she weaves a spell
who is the one they call the witch.

Parents were unknown to our witch
raised by her aunty in the wood
taught her to cook, hunt and spell
long childhood a lonely season
was something ancient in her blood
knowing gaze and long red hair.

While tying ribbons in her hair
a beast did prey upon our witch
smash her down and spilt her blood
took her to a cave within the wood
kept prisoner for one season
taught her to use the rune and spell.

To heal the trees was her first spell
the beast was tamed and brushed her hair
mend sickly wounds in any season
skilled in lore now was our witch
clockwise sweeps the broom of wood
learning much with her gifted blood.

Made potions to stir and heal the blood
animals walk through summers spell
talked with them all throughout their wood
shaky hands and dangly hair
the special time approached our witch
girl of her in spring's new season.

Optional : Life Journey

- A series of events will occur during the campaign for your character to interact with.

Options :

- 1-Roll and advise the Gamemaster of the result, but leave it up to them on the details.
- 2-Roll and advise the Gamemaster the details, eg I want my cousin to betray me over wealth.
- 3-Let the Gamemaster roll and it will all be a surprise.

- Remember this is not about getting a cool item or free abilities, this is about including a series of events to enrich the characters and the groups story over the length of the campaign.

D12 : 1=Ancestor, 2=Betrayal, 3=Change of Body, 4=Change of Perception, 5=Corruption, 6=Influence, 7=Tragic Hero, 8=Wanderer, 9=Magic, 10=Natural Disaster, 11=Past Life, 12=Religion.

Example 1-Player rolls Magic, and is a twin, so player decides her Fighter and her twin will discover spellbooks and be tempted to learn new magic. Based on their in game discussions the Fighter may or may not take some Wizard levels/powers later on.

Example 2-Player rolls Change of Body, so player decides that her Wizard loses an arm, and wants to go on a quest for a church to restore the limb, and make casting rolls due to having only 1 arm. An alternative is they grew additional limbs and are treated as corrupted by demons or fey and thus outcast by some members of society.

Ancestor : Unfinished tasks/duties need to be completed. At least one encounter with a being who knew your ancestor before.

Betrayal : Someone in your family, work or social circle will betray you. It may be small like steal your meal, or large like get your family slain.

Change of Body : Gain/loss of limb use, body swap, gain/loss of sight/hearing, Lycanthropy.

Change of Perception : Outlook on society, Alignment (moral & ethical values).

Corruption : Temptation of to waiver values, skill or health in return for material gains.

Influence : Gain or loss of influence within family, profession, society at large. Temporarily or permanently.

Magic : Gain or loss of magic. Temporarily or permanent. To self or those close to the person.

Natural Disaster : D8 1=Fire, 2=Flood, 3=Tornado, 4=Plague, 5=Earth quake, 6=Volcano, 7=Time/Space rupture, 8=Wild magic. These will be a series of events with effects on the character and the environment before, during and after the main event.

Past Life : Same journey as a previous existence. At least one encounter with a being who knew you before.

Religion : Gain, challenge or loss of Religion of that character or someone close to them.

Tragic Hero : Encounters with an enemy group escalate until hero faces dire threat which they have to sacrifice themselves or whatever they value most to survive.

Wanderer : Keep finding yourself in wide variety of locations, moons, dreams, the underworld, far lands and spirit quests.

Optional : Alternative Alignment System

Below is an alternative to the Dungeon World alignment system. Consult with your Gamemaster which system you are using.

- My character values - _____
- My character strives against - _____
- My character is indifferent to - _____

Involvement & Influence of :

Arcane Guilds, Crime, Equality, Family, Military, Nature, Religion, Society.

- Players will need to discuss with the Gamemaster the areas their character will focus on so the Gamemaster can insert some events or even plot lines involving those things.

Eg; My character values Equality, strives against Religion & is indifferent to Arcane Guilds.

Existing Areas of Note :

Dwarven Alliance - Has great control over ownership of property & business, and Arcane casters are restricted by the Order of Thalasso.

- Arcane Guild controls casters, Crime is low, Military has a large presence in society, Society has restrictive areas.

The Myrkr Alliance are known for corrupting people, and encouraging vice in all cities. They can be sought out and fought by investigators.

- Crime is encouraged, Equality & Families are destroyed, Military is undermined and Society weakens.

League of Free States - Totally free market economy, Caste System : Hierarchy of society is Sphinxes, Priests, Warriors/Sorcerers and then Workers.

- Crime seeps into business, Equality is poor, Religion guides Family life.

Undead have taken over Ersetu in the Underworld and strive to overrun Storvan on the surface.

- Crime is used to lure victims and swell membership, Nature is tainted and Religion is dominated by the Herjac cult.

Vandyr Pact creatures invaded Akronas, Harakaft & Varokaj .

- Nature is damaged, Religion is dominated by the Zezuca cult, the entire Society has been displaced.

Xenek Empire - Ruled by Empire Military, which is stretched over a large area.

- Crime seeps in via trade & magic, Family is strong, Religion is bent to help the Empire.

Note - This optional Alternative Alignment section is not subject to Copyright. Go for it.

Deities for World of Rikirta

Two groups of powerful beings exist in and around Rikirta and its fourteen moons.

The first and most well known are the deities, eleven gods and goddesses that are worshipped by thousands spread over Rikirta.

The second group are the twelve constellations, these beings are not worshipped but they are powerful and they do interact with sentient beings. Some consider these creatures Fiends, Faerie or even the stars, no one knows for sure.

While no one worships them, some claim to receive visions and dreams from the Constellations, but these visions are a cacophony of visions, scents and sounds that are hard to interpret by even the most knowledgeable sages.

Most people worship one or two of the eleven deities, paying respect to a few others during their holy days. The evil gods names are not mentioned by civilized folk, except those twisted or power hungry enough to follow them.

Deities typically send powerful servants such as phoenix or kraken to the mortal realm to enact their will, but there are a few recorded events in history where the deity themselves has appeared.

Healing of minor wounds occurs with magic from the deities in most towns, while the larger temples have clerics who can remove disease and restore limbs to those afflicted.

Most people know that magic from the gods is different from the Arcane magic that Warlocks and Sorcerers use, but have little understanding of why or how that is. The various Arcane Orders and churches are neither friendly or hostile to each other, though some of practitioners of divine and arcane magics do cooperate in tasks for their nation or own interests.

Clerics and Priests are not saints. They are regular people with a religious calling. They can drink, they can gamble. Only three of the eleven religions require marriage before cohabitation. Eight believe that innocents should not be harmed. Ten of the eleven religions consider summoning of Demons as blasphemy. Eight consider the creation of Undead as blasphemy.

Holy symbols are worn and daily prayers are intoned by all worshippers, not just the Clerics. There are monasteries near most towns & cities with shrines to each of the eleven gods. The larger cities have big temples with dozens of full time worshippers living and working there.

Temples are considered Holy Ground, in that people may only enter if invited, and crimes against the building or the occupants is considered blasphemy and punishment is performed by the church how and when they see fit. Worshippers of opposing religions are never permitted entry.

People with who have studied religion know that Lyria is considered patron of Myrkr creatures and the Myrkr Alliance group. Likewise Impag created Demons, Herjac cult consort with Undead, and the Zezuca cult are a major force within Vandy creatures faction. While the four evil deities are not the cause of all evil in the world, they are certainly involved with a lot of it.

Deity	Outlook	Patron of...	Weapon	Following
Gabrielle	Chaotic	Arts, Music, Passion, Revelry	Nun Chuku	Small
Ginan	Chaotic	Dreams, Stealth, Twilight	Katar	Small
Herjac	Evil	Death, Necromancy, Undead	Falchion	Medium
Hnaska	Neutral	Magic, Knowledge	Staff	Medium
Impag	Evil	Beasts, Demons, Storms	Battleaxe	Small
Kayel	Neutral	Strife, War	Spear	Medium
Lyria	Evil	Corruption, Darkness, Myrkr, Vice	Whip	Large
Mantyr	Lawful	Guardians, Navigation, Sea	Trident	Small
Namar	Good	Crafts, Life, Nichav Perseverance	Warhammer	Medium
Sygnara	Neutral	Plants, Seasons, Wisdom	Sickle	Small
Tylyn	Lawful	Justice, Light, Truth	Greatsword	Large
Yuloss	Good	Hunting, Luck, Nekomata	Shortbow	Medium
Zuzeca	Evil	Deceit, Naga, Snakes	Dagger	Medium

Gabrielle : Lady of Celebration, Spirit of Music.

Symbol – Purple Elven eyes with three stars above. Festival-Eastsky, Animal-Owl.

Duties – Aid travellers. Arrange social gatherings. Promote unorthodox thinking, art and music.

Notes –80% female clergy. Urban followers. Patron of artists & musicians. 'Inspiration from life, life is enjoyment'. Purple tunics. Accept non evil lycanthropes. Allies – Hnaska. Enemies – Lyria.

Creations – Elves, Nymph, Pixie, Satyr.

- Civilization.
- Healing and Restoration.
- Knowledge and Hidden Things.
- The Downtrodden and Forgotten.
- = Your religion preaches the sanctity of suffering, add Petition: Suffering.
- = Your religion has important sacrificial rites, add Petition: Offering.

Khaine the Nocnitsa – These musicians are just as skilled in magic. Not to be underestimated.

Ginan : Twilight Maiden, Lady of Guile.

Symbol – Orange bat flying in a black triangle-point up. Festival-Westsky, Animal-Bat.

Duties – Train thieves. Encourage guile. Help the poor.

Notes –Sister of Kayel. Urban followers. Brown clothes. Patron of children & thieves. Tricksters, Subversion & alternative ideas. 'Riches in opportunity' Allies – Kayel. Enemy – Impag. Creations – Djinni, Kitsune, Lugat, Lycanthropes.

- Healing and Restoration
- Knowledge and Hidden Things.
- The Downtrodden and Forgotten.
- = Your religion is cultish and insular, add Petition: Gaining Secrets.
- = Your religion has important sacrificial rites, add Petition: Offering.

Herjac : Master of Death, Undead King.

Symbol – Black ram skull with curved horns. Festival-Firesky, Animal-Skull

Duties – Train assassins. Encourage the use of murder & undead. Guard knowledge of other realms.

Notes –Urban & rural followers. Patron of assassins & mourners. 'Oblivion approaches'. Self mutilation ordeals. Black suits. Rectangle ziggurat temples. Allies – None. Enemies – Kayel, Namar, Sygnara. Creations – Cyclops, Dao.

- Bloody Conquest.

- Knowledge and Hidden Things.

- What Lies Beneath.

= Your religion is cultish and insular, add Petition: Gaining Secrets.

= Your religion has important sacrificial rites, add Petition: Offering.

Tonja the Dryad – Fools who study foul magics, consorting with undead and revelling in the death of others.

Hnaska : (Hin-as-ka) Keeper of Spells, Mana Spirit.

Symbol – Green frog on a scroll. Festival-Southsky, Animal-Frog.

Duties – Acquire lore. Educate the willing. Encourage the use of magic.

Notes –Urban followers. Patron of scholars & scribes. 'Each day is a chance to learn'. Grey robes.

Allies – Gabrielle. Enemies – Impag. Creations – Ninazu, Sphinx.

- Civilization.

- Knowledge and Hidden Things.

= Your religion is cultish and insular, add Petition: Gaining Secrets.

= Your religion has important sacrificial rites, add Petition: Offering.

Impag : Father of Beasts, Master of Storms.

Symbol – Green Hammerhead shark. Festival-Stormwrath, Animal-Shark.

Duties – Promote chaos and destruction. Spread fear and chaos. Increase influence.

Notes –70% male clergy. Rural & wilderness followers. Patron of fishermen & sailors. 'We are the beast, born of the storm'. Red robes. Jade curved daggers. Mimic beast sounds & behavior during prayer. Allies – None. Enemies – Ginan, Hnaska, Yuloss. Creations – Brachari, Cyndari, Demons.

- Bloody Conquest

- What Lies Beneath.

= Your religion believes in trial by combat, add Petition: Personal Victory.

Lucky, Nichav Extraordinaire – they enjoy destruction for the sake of it.

Kayel : War Maiden, Lady of Strife.

Symbol – Crossed spear & sword held in ravens claws. Festival-Icesky, Animal-Raven.

Duties – Hold athletic games. Guide war chiefs. Hold large feasts.

Notes –70% male clergy. Sister of Ginan. Rural followers. White clothes. "Swords first!" greeting between worshippers. Every event and moment is a fight, wage war for victory. Patron of warriors & barbarians. Allies – Ginan. Enemy – Herjac. Creations – Minotaurs, Orcs, Trolls.

- Bloody Conquest.

- The Downtrodden and Forgotten.

= Your religion believes in trial by combat, add Petition: Personal Victory.

Tonja the Dryad – These guys are as energetic as they are crazy. Reckless but effective.

Lyria : Lady of Vice, Dark Soul.

Symbol – Golden centipede over silver coins. Festival-Skydark, Animal-Centipede.

Duties – Corrupt society. Blood sacrifices. Encourage vices. Dominate trade & religion.

Notes –70% female clergy. Urban followers. Patron of gamblers & prostitutes. 'Pleasure for pleasure'. Orange stylish tunics. Capricious. Obsidian knives. Spies on the world through Obass. Allies – None. Enemies –Gabrielle, Mantyr, Tylyn. Creations – Efreeti, Fire Giants, Myrkr.

- Civilization.

- Knowledge and Hidden Things.
- What Lies Beneath.
- = Your religion is cultish and insular, add Petition: Gaining Secrets.

Mantyr : Ever Vigilant, Far Traveler.

Symbol – Blue Manta Ray. Festival-Dead spirits day, Animal-Manta Ray.

Duties – Train militia. Watch for Demons, Guard artefacts of the past.

Notes – Lover of Yuloss. 80% male clergy. Fisherfolk and Sailor followers. "Eternal Vigil" greeting between worshippers. Awareness leads to understanding and success. Patron of guardians & militia. Blue tunic & pants. Allies – None. Enemies – Lyria. Creations – Dwarves, Wysto.

- Bloody Conquest.

- Healing and Restoration.

- What Lies Beneath.

= Your religion has important sacrificial rites, add Petition: Offering

= Your religion preaches the sanctity of suffering, add Petition: Suffering

Namar : Forge Guard, Seeker of Challenge

Symbol – Tasmanian devil roaring facing right. Festival-Northsky, Animal-Tasmanian Devil.

Duties – Motivate people. Teach & encourage use of crafts. Fight against slavery.

Notes –Rural followers. Never stop striving. Patron of smithing & laborers. 'Never surrender, always achieve'. Tenacious. Silver sashes. Many Dwarf, Gnome & Nichav followers. Allies – Tylyn. Enemies

– Herjac. Creations – Nichav.

- Healing and Restoration.

- The Downtrodden and Forgotten.

= Your religion preaches the sanctity of suffering, add Petition: Suffering.

= Your religion has important sacrificial rites, add Petition: Offering.

Sygnara : Great Mother, Plant Spirit.

Symbol – White sea horse in a kelp forest. Festival-Feysky, Animal-Sea horse.

Duties – Work vs Undead. Aid rural & wilderness beings. Encourage harmony with nature.

Notes – 70% female clergy. Wilderness followers. Patron of shepherds & farmers. Green tunics.

'Grow in all seasons'. Many Dryads, Merfolk & Wysto followers. Allies – Yuloss. Enemies – Herjac.

Creations – Anacanth, Marid, Merfolk, Octocanth.

- Healing and Restoration

- The Downtrodden and Forgotten

= Your religion is cultish and insular, add Petition: Gaining Secrets

= Your religion has important sacrificial rites, add Petition: Offering

Jordi the Troll – Troll no smash. Green one walk day, Troll walk dark.

Tylyn : Light Father, Sun Bird.

Symbol – Ankh in the sun which is held up by a red eagle with its wings.

Festival-Gathering, Animal-Eagle.

Duties – Aid and protect farmers. Guard everyone vs undead. Administer justice.

Notes –Urban and rural followers. Patron of healers & rulers. 'Tylyn's light will show us the way'.

Encourage hard work and fitness. Hilltop megalith shrines. Midday prayers. Plan for the good times and bad. Yellow tunics. Allies – Namar. Enemies – Lyria. Creations – Agamar, Phoenix, Tengu.

- Bloody Conquest.

- Healing and Restoration.

- Knowledge and Hidden Things.

= Your religion has important sacrificial rites, add Petition: Offering.

= Your religion believes in trial by combat, add Petition: Personal Victory.

Lucky, Nichav Extraordinaire - Tylyn priests are the most hunted by the Rakshasa. They can slay their undead minions, and tend to lead the resistance for anyone who opposes corruption.

Yuloss : Forest Hunter, Luck of the Glade.

Symbol – Mottled cat standing over three maple leaves. Festival-Starweaving, Animal-Cat.

Duties – Encourage people to seek challenges, Guard everyone vs marauding beasts. Notes – Lover of Mantyr. Urban, Rural & wilderness followers. 'Life is wild, seek your prey'. Patron of archery & hunters. Brown tunics, green cloaks. Outdoor ceremonies. Encourage the Unseelie to be elsewhere. Many reckless but focused followers. Self-reliance. Allies – Sygnara. Enemies – Impag. Creations – Dryad, Nekomata, Ranik, Treant.

- Knowledge and Hidden Things.

- What Lies Beneath

= Your religion has important sacrificial rites, add Petition: Offering.

= Your religion believes in trial by combat, add Petition: Personal Victory.

Zuzeca : (zu-zec-ah) Venom King.

Symbol – Blue Cobra.

Duties - Advance Zuzecas power, Prey on others. Festival-Eclipse, Animal-Snake.

Notes – 'Glory to Zuzeca, All are prey.' Any creature who does not follow Zuzeca is treated as food or slaves. Most active in summer or warm areas, least active in winter or cold areas. Kobolds make Constructs as minions. Creations : Kobolds, Lizardfolk, Medusa, Naga. Allies-None. Enemies-Everyone.

- Bloody Conquest

- Knowledge and Hidden Things

- What Lies Beneath

= Your religion believes in trial by combat, add Petition: Personal Victory.

Deity	Usual Ceremonies	Major Influence (Hidden Cult)	Honoured title
Gabrielle	Dusk Twilight	Tir na gren, Xenek	Harlequin
Ginan	Dawn or Dusk	Meervald, Nehrad	Elder
Herjac	3am – Late evening	Ersetu, Helbani, Irkalla	Talon
Hnaska	10am - Mid Morning	Lisanbre, Meervald, Xenek	Bishop
Impag	No routine	Illirvidir, Tetrae Isles	Hurukan
Kayel	Dawn Twilight	Nehrad, Varokaj	Harbinger
Lyria	Midnight	Domor, Jutram, Tir na Saar	Nephilim
Mantyr	10pm – Evening	Harraegir, Rehik	Stinger
Namar	3pm – Mid Afternoon	Nehrad, Vakahem	Minister
Sygnara	Start of each week	Harraegir, Meervald, Tir na gren	Child of Sygnara
Tylyn	Midday	Lisanbre, Tasek	Shepherd
Yuloss	Dawn Twilight	Storvan, Tir na skia	Seeker
Zuzeca	Midday	Akronas, Harakaft	Venom

Religious Points of View

Crime -Crimes against the church and its priests is the churches concern. The Church will deal with transgressors.

- Yuloss & Sygnara -Against nature is a major concern, against people and civilization -not our concern. A Yuloss priest would not pass judgment over a local murder, but would if they used summoned animals to do it with.
- Tylyn -Against people and civilization -Our concern. Administer justice. Advice, Protect and Detect.
- Gabrielle & Ginan -Stealing from the cruel and the wicked to benefit the needy or weak is encouraged.
- Namar and Mantyr -Protect people and civilization.

Ethics & Morality - Tylyn, Namar, Gabrielle, Yuloss -Do not use lethal poisons or torture. They do not harm innocents for any reason. They avoid furthering the cause of evil beings. Priests of Light do not enjoy destruction or corruption.

- Ginan, Mantyr, Hnaska, Sygnara and Kayel -Do not use torture. They do not harm innocents unless it is for instruction. They avoid furthering the cause of evil beings. Priests of Twilight try to work together.
- Herjac, Impag and Lyria -Often use poisons & torture. They harm anyone if it suits their needs, justifying in different ways. They avoid furthering the cause of good beings. They work by fear & manipulation.

Marriage -Encouraged by Tylyn, Mantyr and Kayel churches. Live together for a year first.

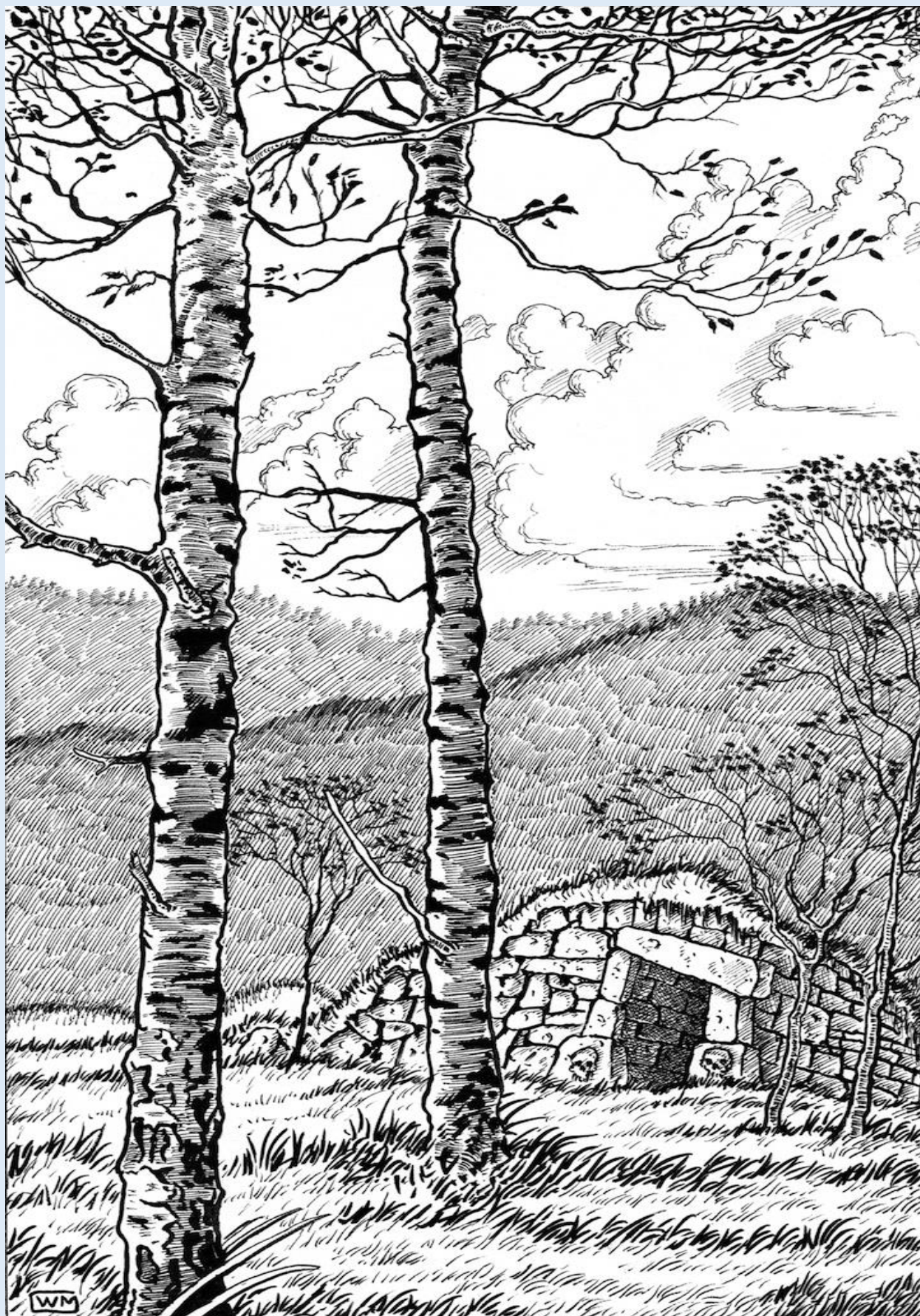
- Other cults -Live together for a season first.
- Discouraged by Gabrielle, Ginan and Lyria churches.

Necromancy & Summoning –

- Gabrielle, Ginan, Namar, Hnaska, Sygnara, Yuloss, Tylyn – Forbidden to Summon Demons. Forbidden to Create undead.
- Kayel, Mantyr – Can create Undead as Guardians only. Forbidden to Summon Demons.
- Herjac – Create Undead for whatever you need. Demons are forbidden.
- Impag – Summon Demons for whatever you need. Undead are forbidden.
- Lyria – Summon Myrkr & Earth Elementals for whatever you need. Demons and Undead are forbidden.
- Zezuca – Summon Vandyr & Fire Elementals for whatever you need. Demons and Undead are forbidden.

War - Gabrielle, Sygnara, Hnaska, Ginan, Lyria = Avoid combat, study your enemy and the situation, choose your battles.

- Tylyn, Namar and Yuloss = Should be waged to protect the weak and innocent, slow the progression of corrupt and cruelty.
- Kayel, Mantyr, Herjac and Impag = Combat and War is part of life. All situations affect short and long term offence and security.



The Knight & The Maiden

There was a knight, who every night,
did stand on guard with sword.
Peer at the mist, with gauntleted fist,
With duty, with honor, but bored.

From out of the fog, of the cold darkened bog,
came a maiden clad in violet.
With a coy smile, she stopped awhile,
said 'Dear knight, well Met'.

'Tis an honor to greet you', said the knight in blue,
with a smile and a bow.
'What brings you here, Midnight hour so near?
The clock tower struck just now.'

'To seek you I'm here, or be lost I fear,'
Chirped the maiden with a grin.
'In you lies my treasure, my hearts only pleasure,
what I want lies within.'

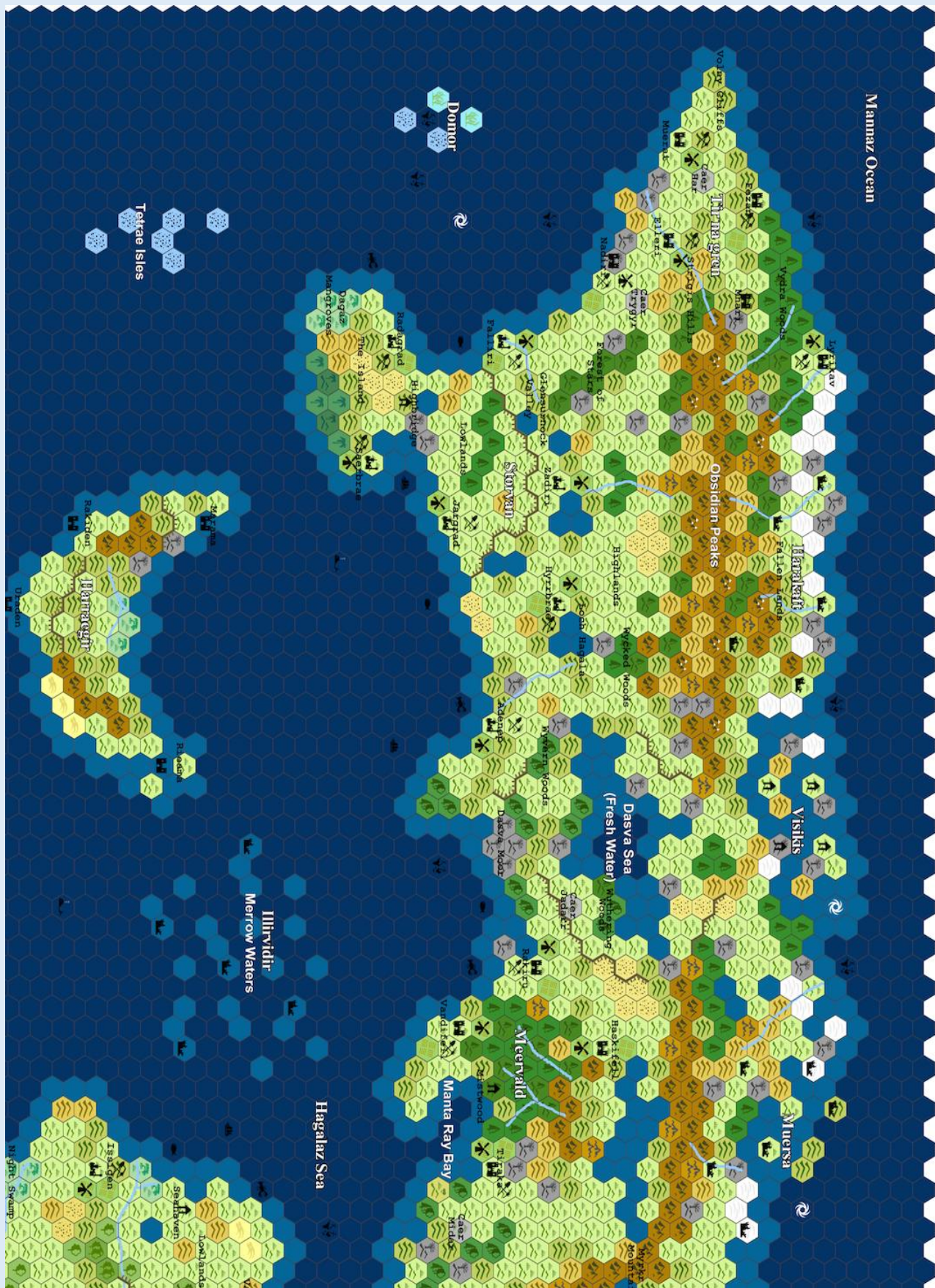
'If you seek my demise, I will surprise,
with faith to armour my soul.'
The knight stared at the maiden, who was not laiden,
but floated in the air quite whole.

She looked softly and said, with no terror or dread,
'You have no cause for alarm.'
The knight lowered the blade, the maiden had made,
A treatise for no harm.

'Something peculiar, yet strangely familiar,
about you doth strike me.'
Claimed the Knight, this dark misty night.
The maiden moved closer to she.

'What is your name?' asked the Knight with the pain,
from standing to long in the cold.
She leaned down to the Knight, her fingers slow slight,
did brush her face so bold.

All memories of life, devotion & strife,
the nights fleeting tincture.
Life fading away fast, something of the past,
The maiden did whisper 'Winter...'



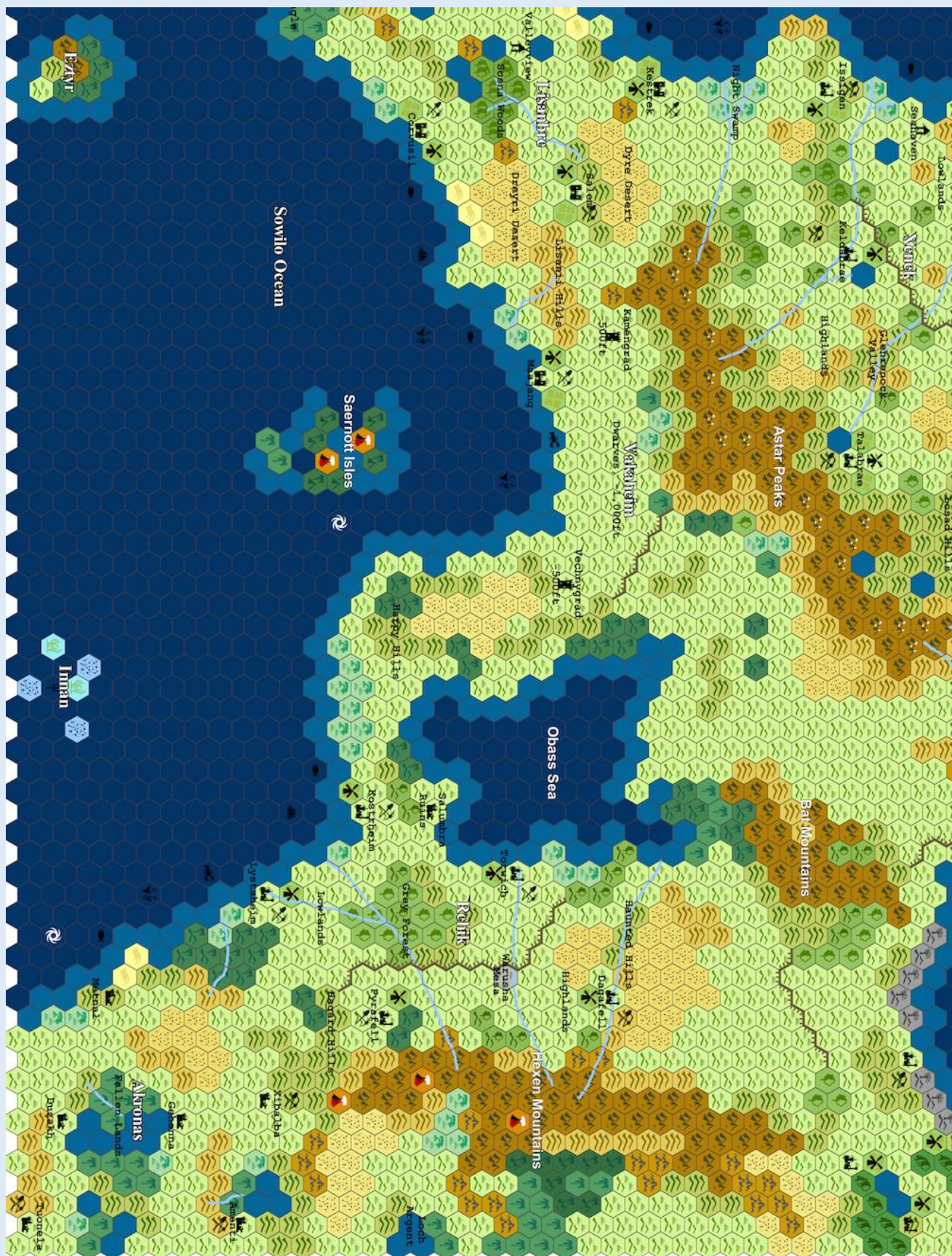
North West



North East

The map is a hexagonal grid representing the world of Rikoria. It is oriented with North at the top. The map is divided into several major regions and geographical features:

- Water Bodies:**
 - Dagaz Ocean:** Located to the north of the main landmass.
 - Hagaz Sea:** Located to the east of the main landmass.
 - Sowilo Ocean:** Located to the south of the main landmass.
- Islands and Archipelagos:**
 - Tetiae Isles:** A small group of islands in the Dagaz Ocean.
 - The 3 Islands:** A small group of islands in the Hagaz Sea.
- Main Landmasses:**
 - Rikoria:** The central landmass, divided into several regions:
 - North:** Includes the Dagaz, Hagaz, and Sowilo peoples.
 - Central:** Includes the Dagaz, Hagaz, and Sowilo peoples.
 - South:** Includes the Dagaz, Hagaz, and Sowilo peoples.
 - Sowilo:** A large landmass to the south of Rikoria, divided into several regions:
 - North:** Includes the Dagaz, Hagaz, and Sowilo peoples.
 - Central:** Includes the Dagaz, Hagaz, and Sowilo peoples.
 - South:** Includes the Dagaz, Hagaz, and Sowilo peoples.
- Geographical Features:**
 - Mountains:** Represented by brown hexagons, including the Dagaz, Hagaz, and Sowilo mountains.
 - Lowlands:** Represented by yellow hexagons, including the Dagaz, Hagaz, and Sowilo lowlands.
 - Forests:** Represented by green hexagons, including the Dagaz, Hagaz, and Sowilo forests.
 - Swamps:** Represented by blue hexagons, including the Dagaz, Hagaz, and Sowilo swamps.
- Other Features:**
 - Language:** The map includes a legend for the Dagaz, Hagaz, and Sowilo languages.
 - People:** The map includes a legend for the Dagaz, Hagaz, and Sowilo peoples.



South East

Inspirational & Recommended Reading

- Thrones and Bones (Frostborne, Nightborne, Skyborne) by Lou Anders. Novels or audiobooks, great for kids and adults.
- DC Comics graphic novels – Red Son, No Man’s Land, Year One, Long Halloween.
- The Dresden Files (novels or audiobooks) by Jim Butcher.
- Sandman graphic novels – Neil Gaiman. Just fantastic.
- Elric of Melnibone – Michael Moorcock. Classic fantasy.
- The Perfect Spy & Tinker, Tailor, Soldier, Spy – John Le Carre.

Inspirational & Recommended Viewing

- The 13th Warrior, Antonio Banderas. Great version of the Beowulf tale.
- The Grimm, TV series. Supernatural critters in modern day setting.
- Babylon 5. Science fiction future space stuff. Great story over 5 seasons.
- Underworld 1-5 movie series, Lycanthropes vs Vampires in modern day.
- Blue Planet, awesome documentary series about Earth’s oceans, BBC production.
- Any nature documentary by David Attenborough. Just filled with inspiration for fantasy.

Recommended Listening – Podcasts

- [All My Fantasy Children](#) – fantasy characters created from public suggestions.
- [Discern Realities](#) – Dungeon World and everything related, a must listen.
- [Dungeon Masters Block](#) – ideal resource for new DM’s to Dungeons & Dragons or Pathfinder.
- [Gaming & BS](#) – Informal chat about gaming, great insights into variety of topics.
- [Misdirected Mark](#) – chat about the gaming community & industry and elements of games.
- [Pandas Talking Games](#) – Discusses the various aspects of running & playing a variety of roleplaying games.
- [Party of One](#) – Variety of settings & systems experienced on one player journeys.
- [She’s a super geek](#) – Highlights a variety of settings & systems run by women in the gaming community.
- [Table Top Bable](#) – James Introcaso has a friendly chat about all things D&D with people from the gaming industry and community.
- [Thatdndpodcast](#) – awesome live play podcast with D&D and Dungeon World series.
- [Whelmed-The Young Justice Files](#) – reviews the Young Justice animated series, contains some great chats on storytelling, character development & dialogue.

Disclaimer : this document is intended for use with Dungeon World game produced by Sage Kobold Productions. For more information on Dungeon World checkout their website <http://www.dungeon-world.com/>

Dungeon World created by Sage LaTorra and Adam Koebel.

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