

# TOTEMS OF THE DEAD



## THE YAURCOAN EMPIRE

**GUN  
METAL  
GAMES**



# THE YAURCOAN EMPIRE

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# CONTENTS

|                                                   |           |
|---------------------------------------------------|-----------|
| <b>The Mountain Empire</b>                        | <b>4</b>  |
| <b>Hero's Guide to the Yaurcoan Empire</b>        | <b>4</b>  |
| General Information                               | 4         |
| Architecture & Craftsmanship                      | 4         |
| Agriculture & Hunting                             | 4         |
| Clothing & Dress                                  | 4         |
| Social Structure                                  | 5         |
| Travel                                            | 6         |
| <b>Religion of the Yaurcoan Empire</b>            | <b>6</b>  |
| Gods, Goddesses & Spirits                         | 6         |
| Cosmology                                         | 8         |
| Practices                                         | 8         |
| <b>Gazetteer of the Yaurcoan Empire</b>           | <b>8</b>  |
| Peoples                                           | 8         |
| Settlements & Cities                              | 11        |
| Other Locales                                     | 12        |
| <b>Yaurcoan Characters</b>                        | <b>13</b> |
| Playing a Yaurcoan Hero                           | 13        |
| New Edges                                         | 13        |
| New Gear                                          | 13        |
| New Power                                         | 14        |
| <b>Game Master's Guide to the Yaurcoan Empire</b> | <b>15</b> |
| Secrets                                           | 15        |
| Notable Personalities                             | 16        |
| Campaign Styles                                   | 18        |
| <b>Bestiary</b>                                   | <b>19</b> |
| <b>Totem Tale: The Eye of the Dead</b>            | <b>22</b> |
| Tales in Guamaka                                  | 22        |
| The Temple of the Serpent                         | 22        |
| The Searching Giants                              | 22        |
| The Valley and The Ruins                          | 22        |
| Giants' Ambush                                    | 22        |
| Aftermath                                         | 22        |
| <b>Map</b>                                        | <b>23</b> |

# THE YAUROCOAN EMPIRE

## TOTEM GUIDE #1 - THE YAUROCOAN EMPIRE

### THE MOUNTAIN EMPIRE

The Yaurcoan Empire is a land of mystery to most peoples of the *Untamed Lands*. Lying far to the south, beyond the Anazi Badlands and the sweltering jungles of the Maztlani Empire, the Yaurcoan Empire rules over the great mountains and cloud wrapped valleys of the mighty Andred Mountains. The Yaurcoa have forged the many disparate peoples of these lands into a great empire that stretches throughout the Andreds. Using their great armies to conquer and their skilled craftsmen to build mighty cities and roads, their empire is the equal of the Maztlani Empire, and is only now coming into its own power. While peaceful at first glance, the Empire has recently weathered a brutal civil war, and numerous factions and peoples vie for power in this patchwork of tribes and culture. This guide details the many peoples, places, and factions of the Yaurcoan Empire, both for heroes traveling these curious and mysterious lands, and GMs creating stories and epics based here.

### HERO'S GUIDE TO THE YAUROCOAN EMPIRE GENERAL INFORMATION

The Yaurcoan Empire is composed of numerous small tribes, dominated by the ruling Yaurcoa people. While most of the peoples of the Empire live in the mountains and valleys of the Andred Mountains, many tribes dwell along the arid coasts. It is not a homogenous land by any means, and the Yaurcoa assimilate the cultures of those they conquer into their own. They demand loyalty, and hard work, and place their sun god and moon goddess, Lord Inkiti and Lady Kilyata, above any gods worshipped by their subjects. While the peoples of the Empire retain their identities in most respects, they share much in common. In this Totem Guide, when the word "Yaurcoan" is used in reference to a group of people, it refers to the ruling Yaurcoa people of the Empire.

### ARCHITECTURE & CRAFTSMANSHIP

The Yaurcoa are the finest stonemasons in the *Untamed Lands*. Their cities and palaces are built of cut stone without mortar, each massive block cut to fit perfectly with the others. Many other important structures, including waystations along their great roads, and some granaries, are built in this manner. For simpler homes, adobe is used, similar to

the tribes of the Anazi Badlands to the north. The Yaurcoa also craft rope suspension bridges that span great divides, often hundreds of feet in the air. These bridges are incredibly strong, able to easily bear the weight of a company of fully armed warriors.

The art of crafting copper has spread throughout the peoples of the empire, and copper tools and weapons can be found throughout their lands. Wooden and stone tools are used as well, particularly in stonework, as copper is too soft. The peoples of the Empire are skilled potters as well, often working the forms of animals into their pots and bowls. Gold is used for many ceremonial and decorative items, from ceremonial knives and headdresses to jewelry and inlaying decorations. It is considered emblematic of their sun god, Inkiti, and every high ranking noble of the Empire is always bedecked in gold finery. The Yaurcoa have also developed a system of record keeping called quipus. These are knotted strings, varying in length and type, suspended from a larger rope. The arrangement and type of knots is used to record anything and everything, from keeping accounts, recording history, as well as recording the formulae of their alchemists. Also, as they are innovators of alchemy, the craft is much more commonplace here than in other parts of the *Untamed Lands*. While they generally keep to themselves, alchemists are known to trade in various concoctions in larger cities.

### AGRICULTURE & HUNTING

Farming is vital to the survival of the Empire, and one of the most important duties of its rulers is to ensure all of its subjects, Yaurcoa and otherwise, are kept fed. Immense farming terraces have been constructed in the mountainsides, allowing crops to be grown in even the smallest valleys. Potatoes and quinoa are the most common crops, with maize being more of a luxury crop. Llamas and alpacas are used as pack animals and as sources of wool, while guinea pigs are raised for food. The people of the coastal tribes are great fishermen, even said to hunt the great beasts of the deep that prowl the coasts. Tribes living in the forested valleys, or closer to the Amizani River Basin, also hunt for wild animals.

### CLOTHING & DRESS

While the particular styles vary from tribe to tribe, the basics are common amongst all of them. Most clothing is made of llama or alpaca wool, with some forest tribes using plant fibers. Men wear long ponchos and tunics, and women wear dresses. These are generally in a quilted style, each square a different

# HERO'S GUIDE TO THE YAURCOAN EMPIRE



color and pattern. For the most part the squares are simply different styles, but amongst higher-ranking members of the Empire, such as local lords and chiefs or particularly skilled craftsmen, they will often denote their rank and position. Long hair is the norm in the Empire, with women wearing it in numerous long braids, and men leaving it loose and shoulder length. The ruling classes wear headdresses, ranging from simple headbands of woven cord for village chiefs, all the way up to elaborate headdresses of gold and feathers for lords of the Empire. These styles have been adopted by the Yaurcoa, and by most of the other peoples of the Empire, but simpler more distinct styles can be found in the more isolated frontier regions of the Empire.

## SOCIAL STRUCTURE

From a governmental view, the Empire is divided into four quarters, meeting at the capital city of Chezenco. Each is presided over by a scion of the Emperor's family, who appoint other Yaurcoan nobles to rule over individual territories, all in a highly organized manner. Leaders of individual towns and villages are nearly always members of the local tribes, though they rule at the pleasure of their Yaurcoan masters. The ruling Yaurcoan nobility oversee the large-scale projects important to the vitality of the Empire; the most important of these is maintaining the massive

system of mountain roads linking the settlements of the Empire and ensuring everyone is fed. As long they assist their rulers in these charges, local leaders are allowed to rule nearly unfettered, but leaders who foment rebellion amongst their own people are sure to be removed, forcefully when necessary. Rebellion is not unheard of in the Empire.

Recently, the Empire went through a short but brutal civil war. Upon the death of the former Emperor Huayna, his younger son Ascar ascended to the throne, with his bastard older son Hualpa granted lordship over the northern quarter of the Empire. Ascar, not trusting his half-blooded brother, stripped him of his power and title. But Hualpa was incredibly popular, even beyond the Northern Quarter, and soon armies were marching to war. The fighting was bloody, but with the aid of numerous allies both amongst the Yaurcoa nobility, as well as foreign mercenaries and conquered peoples, Hualpa was soon victorious. Ascar was executed, and his remains destroyed. Many of his supporters swore allegiance to Hualpa, and still retain much power in the Empire. The sting of defeat is still fresh in their minds, and many are surely plotting against their new Emperor.

The Empire has a pyramidal social structure. The Emperor and the royal family rank at the top, with the ruling Yaurcoan nobles just below them. Local leaders, most belonging to tribes conquered by the

# HERO'S GUIDE TO THE YAURCOAN EMPIRE

Empire, rank below the Yaurcoan leaders. The common people rank underneath the ruling classes, with skilled builders at the top, other craftsmen below them, and simple farmers at the very bottom. The most important social structure to most individuals is their clan, an extended family based on patrilineal ancestry; an individual belongs to the same clan as their father. Towns and cities originally formed by these clans living in proximity. While clans in a particular area will work together, the general rivalry between them remains. Priests and scholars educate the ruling classes of the Empire at academies called *yachaywasi*. History, religion, and civics are taught to all, with men also learning the ways of the warrior and women the ways of the hearth. Organized systems of apprenticeships exist for the lower classes, who are barred from attending the *yachaywasi*.

## TRAVEL

The Yaurcoan Empire spans nearly the full breadth of the coastal Andred Mountains. These peaks tower above even the mighty Grandfather Mountains, but nestled amongst them are numerous valleys of fertile land. The coastal deserts, nestled between the Andreds and the Western Ocean, are also home to several different tribes. This incredibly treacherous territory has led to one of the greatest achievements of the Yaurcoan Empire—its roads. As the Yaurcoa conquered their neighbors and extended their reach, they constructed a system of roads and bridges to connect the settlements of their empire. Waystations, called *tambos*, are provided along the roads for use by traveling warrior companies or messengers, but will often provide for other travelers for a price. Specially trained message runners can spread news and orders throughout the Empire in a matter of days, transferring messages from runner to runner at each *tambo*. In addition, a special order of warriors, the Pterodaustro Knights, has mastered the great leather winged reptiles that make their homes in the highest peaks. While they are a military society, the Pterodaustro Knights are occasionally called upon to transport Yaurcoan nobles when speed is required. The coastal tribes are excellent sailors, crafting boats and small ships of woven reeds called *balsas*. In recent years, with the increase in trade with the Maztlani Empire and lands further north, these tribes have begun building larger *balsas*, many over thirty yards in length, as trading vessels.

## RELIGION OF THE YAURCOAN EMPIRE

The religion of the peoples of the Yaurcoan Empire is a blend of the animistic beliefs of most other tribes of the *Untamed Lands* and the polytheistic ways of their Maztlani neighbors. While there is a well-established noble priesthood and a pantheon of gods, the peoples of the Empire also have strong beliefs in the spirits of things and places. There are no clear lines delineating which beliefs are purely Yaurcoan, and which come from the conquered peoples. The Yaurcoa assimilate beliefs and practices of those they conquer, spreading these throughout their empire.

## GODS, GODDESSES & SPIRITS

As stated above, animistic beliefs in various spirits are commonplace throughout the Empire, from the ruling Yaurcoa to the simplest and smallest tribe they have conquered. Just like in the rest of the *Untamed Lands*, the particular nature of these beliefs varies greatly from tribe to tribe. The information in Chapter Five of the *Totems of the Dead* Player's Guide can be used for ideas on these beliefs. In addition, most of the peoples here have a small pantheon of gods they worship above these natural spirits. The Yaurcoa have fused these disparate groups of gods together to help unify their empire. Below are the beliefs unique to the peoples of the Empire.

**Huacas & Camaquas:** The most important spirits worshipped by the peoples of the Empire fall into two classes. *Huacas* are places of important spiritual reverence. They take many forms: from raised stones to particular hills or mountains, or even the burial places of noteworthy leaders. While not worshipped, *per se*, offerings are left at these very holy places. In some places, trails of *huacas* are used as pilgrimage paths. *Camaquas* are the intrinsic spirits of objects, the most important ones being the *camaquas* of tools and weapons. Amongst all the peoples of the Empire, hard work is incredibly valued, and so the tools required to do that work are treated with great respect and piety. Amongst most peoples, a tool's *camaqua* is called upon before using it.

**Catequil:** Lord Catequil is the god of storms, thunder, and lightning. He is greatly feared, especially by travelers in the high mountain passes. The Pterodaustro Knights always construct *huacas* in their aeries, for making offerings to Lord Catequil, and pray to him before any long flight—especially when dark storm clouds gather. He is also considered a

# HERO'S GUIDE TO THE YAURCOAN EMPIRE

warrior god, and many soldiers of the Empire wear symbols of lightning and storms on their armor and clothing when marching to war.

**Chasca:** Lady Chasca is a fertility goddess, the patroness of love, beauty, and lovers, as well as both the dusk and dawn hours. She is called upon by anyone seeking love, and is considered to especially favor young lovers. Lady Chasca is also the protector of mothers and virgins, and the holy virgins of the Empire are dedicated to her. Offerings are generally made at dawn and dusk. Dawn offerings are generally for love, while dusk offerings are meant for more lustful purposes.

**Cuchilla:** Lady Cuchilla is the ruler of beasts, the goddess of all animals. In most places of the Empire, worship of Lady Cuchilla has superseded the worship of individual animal spirits, though some tribes greatly oppose their gods being stripped from them in this manner. Offerings of flesh and blood are commonplace, though these are nearly always animal in nature. She is greatly revered by hunters, as well as anyone travelling through the wild places of the Empire.

**Inkiti:** Lord Inkiti is the chief god of the Yaurcoa, the god of the sun. When conquering a tribe, one of the most important things to the Yaurcoa is to strictly enforce the supremacy of Lord Inkiti. Their other gods are folded into the Empire's pantheon, often equated to ones who are already there, but they must worship and venerate Lord Inkiti above all others. Annual human sacrifices to him are commonplace, though some tribes do not follow this practice. Ritual implements used in the worship of Lord Inkiti are always crafted of gold.

**Kekko:** Lord Kekko is the god of the home and hearth; and the patron of all builders, as well as other craftsmen to some extent. With every stone carved, every rope woven, every pot molded, Lord Kekko is invoked. The great buildings and constructions of the Empire are very nearly seen as huacas by those who have crafted them. He is also the god of wealth, and those with wealth and prestige make offerings of valuables to Lord Kekko to preserve their status.

**Kilyata:** Lady Kilyata is the moon goddess, wife to Lord Inkiti, and the mother of the Yaurcoan people. Worship of Lady Kilyata is treated similarly to that of Lord Inkiti, and enforced on conquered peoples. This has caused trouble in

many parts of the Empire, as many tribes venerate the moon above the sun. Silver is holy to her as gold is to Lord Inkiti, and offerings to her are generally made under the full moon, with human sacrifices also being commonplace.

**Supaya:** Lord Supaya is the god of death, and emperor of demons. Sorcerers and other practitioners of the dark arts are the most common worshippers of Lord Supaya. They make sacrifices of the unwilling, often children, in order to venerate the dark god and summon his demons. Others occasionally worship him with small offerings of animal bones. These token sacrifices are generally made to ward off his attentions, but it is also not uncommon for prayers to ancestor spirits to be made to Lord Supaya.

**Urcaguil:** Lord Urcaguil is the god of the metals, jewels, and stone; and the patron of those who craft these materials. Offerings of precious metals and jewels, both worked and raw materials, are commonly made, and metalworkers and jewelers invoke the god when practicing their crafts. All stone huacas are considered places of worship for Lord Urcaguil, and many builders worship both Lord Urcaguil and Lord Kekko.

**Viracocha and Pachamama:** Lord Viracocha and Lady Pachamama are the creator god and goddess of the Yaurcoa. They have taken on the traits of the creator gods of many other peoples of the Empire, and are now worshipped by nearly all the peoples of the Empire. To the Yaurcoa, these gods are also the parents of Inkiti and Kilyata, their two chief gods. The holiest huaca for them is the Lake of the Puma, in the southern reaches of the Empire. It is said that Lord Viracocha and Lady Pachamama rose out of this lake, bringing light and life into a dark world.

**Zaramama:** Lady Zaramama is the goddess of grain and the harvest, and thus a highly placed god in a land where feeding the populace is a great priority and challenge. Human sacrifices are made to Lady Zaramama in order to ensure a good harvest, in a similar practice to the rain gods of the Maztlani and Zipacans. The mountain springs, which supply water to most communities of the Empire, are considered huacas, and many offerings to Lady Zaramama are made at them.

# HERO'S GUIDE TO THE YAURCOAN EMPIRE

## COSMOLOGY

The many tribes of the Yaurcoan Empire share a common creation myth, with only minor variations between them. Long ago, the world was a dark and evil place. Deadly beasts stalked the valleys and forests, and an empire of giants ruled the mountains, ruling over great beasts, and raising men as slaves and food. The capital of their empire lay on the shores of the great Lake of the Puma. Out of the lake rose the gods of creation, Viracocha and Pachamama. They brought with them the light of the sun, and their arrival flooded the world, destroying the ancient beasts and wiping out the giants' empire. According to the Yaurcoa, the two gods of creation then gave birth to Lord Inkiti and Lady Kilyata, and raised them to rule over the other gods. Most of the peoples the Yaurcoa rule over have adopted this form of the story as a sign of their loyalty to the Empire. Others are strongly opposed to it, and despise the Yaurcoa for destroying their practices and beliefs.

The peoples of the Empire also share a general belief of the ordering of the universe. They see the universe as being composed of three worlds. Hanan Pacha is the sky world, the heavens. Ruled over by Lord Inkiti, according to the Yaurcoa, it is home to the gods of the sky. Kay Pacha is the earth, the world of men. The Yaurcoa view their emperor as Inkiti's representative in this world. Finally, there is Hana Pacha, the underworld. It is the home to the gods of the earth, as well as the realm of the dead. Supaya rules a great empire of demons here.

## PRACTICES

The Yaurcoan Empire has a noble priesthood who administers to the people of the Empire. These individuals are almost all Yaurcoan by ancestry, but many of the other peoples maintain their own priesthoods. As with most other things, the Yaurcoan rulers have no problem with this, as long as these other priests are obedient to the higher-ranking Yaurcoan priests and support Yaurcoan beliefs. In addition, the noble priesthood is served by the mamaconas, a holy order of virgins. Any young virgin can become a mamacona, and it is a common way for women to become educated and improve their station. Their primary duty is as aids to the Yaurcoan priests, helping to maintain ritual tools and implements, as well as maintaining many huacas. Yaurcoan nobles often keep mamaconas as something akin to ladies in waiting, as well as tutors. The practice of magic is common amongst the priesthood, though like most other things in the Empire, it is a mix of many different things. Alchemy is fairly common amongst the Yaurcoan priests, and shamanistic magic amongst all peoples of the Empire. The blood magic of the Mazt-

lani has started to be studied in the Yaurcoan Empire recently, though it is rare and not nearly as sophisticated as in the Maztlani Empire.

The Yaurcoa construct temples in their great cities, as do some of the other peoples of the Empire. They are open rectangular buildings, open to the public, and those dedicated to Lord Inkiti are covered with gold. Since offerings and sacrifices are nearly always made at huacas, temples are constructed at or near huacas, such as those overlooking sacred mountains. Priests are generally only involved with large-scale events and festivals, during which human sacrifices are commonplace. These are not on the massive scale sacrifices of the Maztlani, but generally a single individual being slain as an offering to the gods. The most common mode of sacrifice is flaying the victim alive, though other forms such as bloodletting are also used. Generally the individual being sacrificed is a willing participant. While tales circulate of the mamaconas being used for these regularly, this is untrue. The most notable of festivals at which human blood is spilt are the solstice sacrifices to Lord Inkiti, and in some places harvest sacrifices to Lady Zaramama. Commoners often make smaller offerings of food and valuables at huacas.

## GAZETTEER OF THE YAURCOAN EMPIRE

The Yaurcoan Empire is an intricate quilt of peoples. While the Yaurcoa have the most influence and power, the smaller tribes rule their own regions almost autonomously and keep much of their own culture intact. The Yaurcoa are the great builders of the region, and they have constructed every great city in the Empire. The cities are great centers of power and commerce, as well as military centers. This web of shared power is not the most stable structure, often leading to disputes between the Yaurcoa and their conquered subjects.

## PEOPLES

**Chapoya:** The Chapoya dwell in the high cloud forests, north of the capital city of Chezenco. Also known as Cloud Warriors, they are notably less advanced than many of the other peoples of the Empire, making little use of agriculture and trade. The Chapoyas have been struck harder than most of the other peoples of the Empire by the smaller crop yields that are uncomfortably commonplace in the *Untamed Lands*. They have some knowledge of stone construction, and have built numerous small temples and stone fortresses throughout their lands, while their villages are generally built of wood and adobe. The Chapoyas were conquered by the Yaurcoa in the early days of the Empire, and have

# HERO'S GUIDE TO THE YAURCOAN EMPIRE

long been a rebellious people, chafing under the rule of their Yaurcoan masters. They have been known to attack small groups of travelers, and are becoming bolder as food becomes scarcer. The Chapoyas are well known for their practice of burying their leaders and shamans as mummies in high cliffside tombs, often dozens of feet in the air. They are typically buried with the treasures and relics of their offices, and these seemingly easy targets often tempt thieves from beyond their lands. The cliffs themselves present a great difficulty to the would-be treasure hunters, and the Chapoyas an even more deadly one.

**Chimuchi:** The Chimuchi dwell along the coasts of the Western Ocean, in the southern reaches of the Empire. They are the direct descendants of the ancient Molechi people, who once built a great empire in the Andred Mountains in ages past. They are another conquered people, but for the most part have good relations with the Yaurcoan rulers of the Empire. They have built a number of large coastal towns, and the recent growth of trade on the sea has seen these towns quickly expand. The significant wealth these ports have begun to bring in has greatly added to the wealth of the local Yaurcoan lords. The major point of contention between the two peoples is religion. The Chimuchi venerate the moon above the sun, and thus the priests of the two peoples are often in conflict. In recent years, there has been a resurgence of traditional Molechi rites amongst the Chimuchi, and the ruling Yaurcoa have broken up a number of cults in the region. The rising power and influence of these cultists is worrisome, but so far has been limited to isolated groups. The most vocal of these cult leaders, a mysterious figure known as Muzulli, has so far eluded capture.

**Coastal Peoples:** Numerous small tribes dwell along the coasts, nestled between the mountains and the azure waters of the Western Ocean. They are great fishermen and sailors, and incredibly gifted shipwrights. They construct reed boats known as balsas, anywhere in size from small personal canoe style boats all the way up to vessels rivaling the longships of the Skadians. They often organize large-scale ocean hunts, pursuing the massive beasts lurking off the coasts. These hunts are often a test of strength and leadership, and often the only way outsiders can prove themselves to the peoples of the coast. The Yaurcoan lords and the Chimuchi dominate these tribes, but they are becoming more influential as coastal trade increases. This influx of fortune and wealth

has brought the attention of the Reavers of the Red Coast, and the bloody-handed pirates have slowly started to make their way south.

**Misca:** The Misca are a people dwelling in the northeastern part of the Empire, a land of high altitude plains. They are a well-organized confederacy of smaller tribes, and became a tributary state to the Empire when the Yaurcoan armies entered their territory. The Misca erect arrangements of large standing stones as huacas, and use them for festivals and worship. Their metalworkers are renowned as the most skilled in the Empire, and Misca metalwork is often found in the possession of the most highly placed Yaurcoan nobles. Before joining the Empire, the Misca were a fairly isolated confederacy, and their lands have now blossomed after contact with the other peoples of the Empire. Their own leaders and nobles have become a strong presence in the Yaurcoan courts throughout the northern lands of the Empire. Misca lands are home to plentiful supplies of metals, gemstones, and salt, and trade has quickly given the confederacy much influence and power in the Empire. Nonetheless, they are relegated to a lesser role than the ruling Yaurcoa, a fact the Misca are constantly reminded of.

**Molechi:** The Molechi are an ancient and extinct tribe that once ruled what are now the southern lands of the Yaurcoan Empire. Contemporaries of the Oltek, the Stone Shapers, and the Mound Raisers, they were great builders, having constructed some of the oldest and grandest mountain roads in the Andred Mountains, many of which are still in use today. A God-Emperor ruled their theocratic empire, and they practiced human sacrifice on a scale to rival the Maztlani. Many of the stone carvings found in their ruined cities and temples depict incredibly torturous sacrifices, often as part of what appear to be sorcerous rites. A great famine is believed to have brought an end to their dominance of the region. Many tribes of the southern Empire, most notably the Chimuchi, claim descent from the Molechi, and Molechi cults are not uncommon, especially centered on the ruins of their great temples.

**Nizaca:** The Nizaca dwell in the arid desert in the northwestern part of the Empire, nestled between the great Western Ocean and the peaks of the Andred Mountains. A number of rivers flow through the region, nurturing the towns and villages along them. The Nizaca construct extensive irrigation systems. These

# HERO'S GUIDE TO THE YAURCOAN EMPIRE

include great underground aqueducts, joining together aquifers deep beneath the stone and sand of the desert. Most of their homes and dwellings are built of adobe, and they are renowned craftsmen. Their textiles and pottery are highly prized throughout the Empire. The Nizaca are also renowned for their geoglyphs—massive lines and figures, created by making shallow troughs in dry desert earth, clearing away the red stone covering most of the plains, leaving white earth revealed. The geoglyphs range from geometric forms, to animals and plants, to effigies of gods, and are considered huacas. Great festivals and ceremonies are held around these, with different geoglyphs used for different purposes. Tales abound of the geoglyphs being used for numerous great rituals, both for beneficent and malevolent purposes.

**Tiawaku:** The Tiawaku are the lost race of giants, responsible for building a dark and evil empire in the legendary age before the coming of Viracocha and Pachamama. All peoples of the Empire tell legends of the vile creatures, with dozens of variations amongst them. Most of the tales describe them as standing twice the height of man. Very cunning, they are said to be great sorcerers, conjuring wicked beasts and demons from the worlds beyond to serve them. Many

tales depict them as feasting on the human slaves they kept, using their bones and blood in despicable rituals. There are numerous ruins found throughout the mountains that are enormous in scale, and many attribute these to the Tiawaku. The most notable set of Tiawaku ruins is a set of massive stone monoliths overlooking the Lake of the Puma. These range from carved standing stones, to sections of massive walls, to great gateways and arches.

**Yaurcoa:** The Yaurcoa are the ruling people of the Empire. They are renowned as skilled metalworkers, especially in copper and bronze, and are the greatest builders and stonemasons in the Andred Mountains. Their empire began as a small kingdom in the valley of the capital city of Chezenco. A great king, known as Pachacuti, came to power over a century ago. He turned the kingdom into a military war machine and quickly began a series of conquests, forging the Yaurcoan Empire. The Yaurcoa are also the only people in the *Untamed Lands* to develop alchemy. Yaurcoan alchemists practice their craft throughout the Empire, though they are a cloistered lot and keep their secrets well. The Yaurcoa are also the only tribe in the Andred Mountains to have mastered the great Pterodaustros, leather winged flying reptiles. They



# HERO'S GUIDE TO THE YAURCOAN EMPIRE

have trained a corps of flying knights, and use them for striking deep into enemy territories, as well as for reconnaissance. Their well-organized military, as well as their sophisticated infrastructure and building techniques, have allowed them to gain dominance over their neighbors.

## SETTLEMENTS & CITIES

**Chezenco:** The shining capital city of the Empire, Chezenco is the ancestral home of the Yaurcoa. The city is built on the tops of three rocky peaks, overlooking a great fertile valley. Massive terraces have been built, some of the oldest in the Empire, to maximize the amount of food that can be produced here. Chezenco is literally the heart of the Empire, located at its geographic center, as well as being a major trading hub and military center. Numerous huacas can be found throughout the city, most notably ones dedicated to Inkiti, and many huaca trails begin at the city. The current ruler of the Empire is Hualpa, who came to power after a bitter civil war with his older brother, the dead Emperor Ascar. The war ended many years ago, but some of his brother's supporters still hold positions of power, and the sting of defeat has never quite left them. More recently, many of the huacas in and around the city have been destroyed and profaned. No one has seen the vandals, whomever or whatever they are, and the leading priests of the city have put out a call for heroes to investigate this.

**Chokakiro:** Chokakiro is a massive agricultural center, lying on the eastern slope of the Andreds. The city is constructed on a large truncated mountain, with smaller districts spread over the neighboring hills joined by great winding roads. The city center is the home of a great fresh spring, and an irrigation system supplies not only every district with fresh water, but also irrigates the sprawling farming terraces surrounding the city. Chokakiro is also a fairly large trading center. It is the largest city of the Yaurcoan Empire on the eastern side of the mountains, and nearly all trade with the tribes of the Amizani River Basin moves through Chokakiro. Herbs and reagents for alchemists are commonplace, as well as feathers and smoked meats. In addition, Amizani mercenaries move through the city regularly. Lord Guaritopa rules over the city, as well as being the Master of the Guild of Alchemy, whose primary chapter-house can be found here. There are rumors of magical springs hidden in the wilderness, said to have restorative and protective properties.

Lately, terror birds have been attacking the farms around the city, and if these attacks do not stop, a famine could strike these lands.

**Guamaka:** Guamaka is the northernmost city of the Yaurcoan Empire. Historically, this has been a small frontier city, but as trade with the lands to the north of the Empire has increased, the city has grown by leaps and bounds. Guamaka has brought new wealth into the Empire, and the city is quickly becoming a cosmopolitan metropolis, with many styles of architecture present. New roads are constantly being constructed as well, to link the city to the innumerable villages and towns growing up around it. Numerous factions feud for influence within the city, the two most powerful being the city's Yaurcoan lords and the Misca chiefs of the neighboring Confederacy. The city has also become home to a large population of foreigners, looking for opportunities in these now-wealthy lands. Treated as undesirables by the powers of the city, many have formed the Many Colored Band to gain more influence in the city. Guamaka still remains a military outpost, primarily against the massive armies of the Maztlani Empire. While the difficult terrain of the mountains has protected the Empire so far, it is only a matter of time before the ambitious Maztlani turn their eyes south.

**Ollantambo:** Ollantambo lies in the southern reaches of the Empire. Known as the City of Stone, the lands surrounding it have some of the finest sources of stone in the Empire, and the city itself is home to numerous stonemasons and sculptors. The city itself began its life as nothing more than a quarry camp, as the mountain it is built into was quarried for stone. Over time, the camp grew to become the City of Stone. The worship of Lord Kekko is particularly common here, and numerous great stone monoliths have been erected throughout the city as huacas. The city itself is surrounded by some of the most well-built and defensible walls in the Empire. One of the most influential individuals in these lands is Lady Yutu, widow of the Emperor's dead brother Ascar. She maintains a large estate nearby but rarely enters the city, as Emperor Hualpa's son, Parinango, rules it. There is no love lost between the lady and the Emperor's family, and many other former supporters of Ascar have found a safe haven in these lands as a result of her power.

**Sayhuaman:** Sayhuaman is a city and military outpost located to the south of Chezenco. The city is located at the confluence of a number of

# HERO'S GUIDE TO THE YAURCOAN EMPIRE

main passes to the south, east, and west. The city is surrounded by walls to rival those of Ollantambo, and built in the form of the head of a puma, leading many to call it the Puma's Head. The city is linked to the roads through these passes by suspension bridges. These are under constant watch by warriors of the city, ready to be severed at a moment's notice. Compared to many of the other cities of the Empire, Sayhuaman is small, though its markets are well regarded by many. The city is perhaps best known as being the central aerie of the Pterodastro Knights, run by the order's leader Lady Machi. The skilled Knights, astride their great reptilian mounts, are often seen flying in and out of their great aviary built into the mountain above the city. Anyone interested in contacting the order, or possibly joining, should make their way to this city.

## OTHER LOCALES

**Guild of Alchemy:** A large society with members throughout the Empire, the Guild of Alchemy is an old, exclusive group of master alchemists. Its members range from relatives of the Emporer, all the way to hermits living in isolated valleys, great alchemical knowledge being the only requirement for membership. Known to occasionally hire brave souls to acquire rare ingredients, they often trade in services. The Guild also hires heroes and mercenaries to move messages between its members. They have developed their form of the quipu language of knots, and use these coded strands to communicate with one another, as well as to record their formulae. The Guild has chapterhouses in most major cities of the Empire, with the central house located in Chokakiro. The leader of the guild, Lord Guaritopa, is also the lord of Chokakiro.

**Many Colored Band:** As Guamaka has grown as a center of trade and commerce in the north, it has become home to a large population of outsiders. Maztlani, Amizani, Anazi, and countless other peoples can be found in the city. Some are travelers, but many are settling here. The ruling lords of the city, both Yaurcoa and Misca alike, are not entirely trustful of these newcomers, and have done all they can to limit their influence in the region; though they are more than eager to benefit from the wealth of trade they bring in. Many do not approve of this arrangement, demanding more influence in Guamaka's politics, and have formed the Many Colored Band to be a voice for the many

disparate peoples now calling the city home. The Band is currently led by Anaea, an Amizani warrior-woman.

**Secret Valleys:** The mighty Andred Mountains are incredibly rough, making off-road travel difficult at best. As a result, there are countless valleys that remain virtually unknown and unexplored. Some travelers and wanderers have made it into these isolated valleys, and a few have even made it back alive. They bring with them stories of great and terrible beasts, lost ruins of the Molechi, and even giants. Many of these valleys are not too far from important roads in the Empire, and in the past, have been used by various factions, cults, and the like, to hide their activities from the rest of the Empire. Exploring these places is incredibly dangerous, but often well worth the danger.

**Quipu Libraries:** Most cities of the empire, including smaller ones not listed here, are home to libraries of quipu, the knotted ropes used as a form of writing by the Yaurcoa. These are often open to the public, with secret archives having only limited access. These can be materials ranging from lore to alchemical formulae. Most lords and high-ranking individuals, especially those who practice the arcane arts, have personal collections of quipu as well. Many of these collections have existed since the early days of the Empire, and the knowledge they hold cannot be found elsewhere.

**Yaurcoan Estates:** The ruling Yaurcoan nobles construct elaborate estates for themselves, often situated away from major settlements. These can range from a large home for the ruling family of a small valley, to huge, nearly self-sufficient estates for higher-ranking lords of larger regions, all the way to the numerous royal estates Emperors have constructed since the earliest days of the Empire. These estates are often built near sacred mountains, and will have small stone huacas directed towards them. Important ancestors of the family are often mummified, and enshrined on the grounds of their family estate. While the locations of most of these estates are common knowledge, especially to the people of the area they are found in, it is not unheard of for nobles to construct secret, hidden estates. Here they can engage in the practice of sorcery or plot against their enemies, all in complete secrecy.

# HERO'S GUIDE TO THE YAURCOAN EMPIRE

## YAURCOAN CHARACTERS

The Yaurcoan Empire breeds many sorts of heroes. From brave soldiers, to clever alchemists, to rebellious warlords fighting to break free of the Empire's yoke, to proud nobles controlling vast lands, there are many options available when creating a hero of the Yaurcoan Empire. In addition, we present specialized Edges and gear appropriate to heroes hailing from the lands of the Empire below.

### PLAYING A YAURCOAN HERO

One of the most important things to consider when playing a Yaurcoan character is also the simplest—are they even Yaurcoan? The Empire is composed of numerous tribal groups, with only the most notable and influential ones detailed above. While they were conquered by the Yaurcoa, many of these tribes have lived in peace with their Yaurcoan lords, and it is not uncommon in these places to find larger towns consisting of numerous tribes living together peacefully, ruled over by a Yaurcoan noble. On the other hand, some peoples, most notably the Chimuchi and Chapoyas, have a hostile relationship with the rulers of the Empire at the best of times. A hero belonging to one of the other tribes of the Empire, especially one that has been suppressed by the Yaurcoa, will have the perspective that comes from being a conquered people. They may have an anti-authority attitude, and may even be working to break their people free from the Empire's grasp. A Yaurcoan hero, on the other hand, belongs to the most powerful people in this part of the world. They are an expansionistic people, and value skilled warriors and warchiefs as much as they do craftsmen and builders. Yaurcoans also tend to have a haughtier attitude, especially towards the subject peoples of their Empire, and this can occasionally extend to other dominated tribes when they travel through other parts of the *Untamed Lands*.

While the numerous peoples of the Empire have many of their own cultural practices, there are numerous similarities as well. The religions and values of the peoples of this region are a blend of the more group- and family-centered cultures common in most of the *Untamed Lands*, as well as having a traditional concept of wealth, similar to the Maztlani. Life in the mountains is hard, and hard work is incredibly valued. Building and construction is a necessity here, just for survival. Without the great roads or bridges, there would be no trade, and without the great farming terraces, it would be impossible to feed the people of the Empire. The craft of building is valued above all others, and many builders are influential members of their communities.

## NEW EDGES

### MASTER ALCHEMIST

**Requirements:** Veteran, Knowledge (Alchemy) d8+, Knowledge (Herbalism) d8+

Your hero has truly mastered the alchemical arts, and his concoctions are very potent. When making a Knowledge (Alchemy) roll to use a power, whether it is being prepared in advance or being used immediately, a Raise on the roll doubles the duration of the power. This is in addition to any other benefits of scoring a Raise. Powers with an instantaneous duration are not affected.

### MOUNTAIN FIGHTER

**Requirements:** Seasoned, Agility d8+, Strength d6+, Fighting d8+

Fighting in the mountains of the Yaurcoan Empire is very different than combat on other battlefields in the *Untamed Lands*. Warbands often meet on narrow mountain roads, or fight in settlements built on the edges of cliffs. Your hero has learned how to fight in these conditions, and gets a +2 to Agility rolls to keep their balance and footing, or to reduce falling damage. They also receive a +2 bonus when using or defending against the Push maneuver. Finally, a tactician gains +2 to Knowledge (Battle) rolls for Mass Battles taking place in mountainous lands.

## NEW GEAR

### ALCHEMICAL SLING STONES

**Damage:** 2d6 in SBT, Weight: 1/2, Cost: 30 bd

This specially crafted sling ammunition is very difficult to acquire, and few alchemists know the secret of their crafting. They are not stones, but an alchemical concoction that creates a small explosion when they impact. Only available to the warriors of the Yaurcoan nobles, these are incredibly potent weapons.

### YAURCOAN GREATSWORD

**Damage:** Str+d10, Parry -1, requires two hands, Weight: 8, Cost: 300 bd

These massive weapons are very similar to the macatuitl used by the Maztlani. They are much larger, some being longer than a man is tall, and use a single sharpened bronze blade for each edge instead of numerous small obsidian blades. These are generally crafted only for the nobility of the Empire, and generally are incredible works of art as much as they are weapons of war. The pommels of these greatswords are elaborately carved or engraved, often into a sun effigy. On some weapons the pommels are weighted—or even spiked—and used as an additional mode of attack in close quarters.

# HERO'S GUIDE TO THE YAURCOAN EMPIRE

## YAURCOAN ROPE

**Toughness:** 12, **Weight:** 7, **Cost:** 30 bd

Yaurcoan rope is incredibly well crafted, and both light and strong. While for most tasks the peoples of the Empire use a type of cordage nearly identical to what other tribes in the *Untamed Lands* use, they also craft a much more specialized variety, used in the construction of their bridges and in their great building projects. The weight given here is for a twenty-yard roll.

## BALSAS

Balsas are woven wood and reed boats commonly built by the coastal tribes of the Empire. They are easy to build, and very seaworthy, but somewhat fragile. They are powered by oars on either side, and larger ones also have simple sails. The stats below are for small, medium, and large balsas.

**Small:** Acc/TS: 1/3, **Toughness:** 8 (1), **Crew:** 4+3, **Cost:** 100 bd

**Medium:** Acc/TS: 2/6 (3/12 under sail), **Toughness:** 10 (1), **Crew:** 10+15, **Cost:** 2500

**Large:** Acc/TS: 4/12 (5/15 under sail), **Toughness:** 12 (1), **Crew:** 20+25, **Cost:** 4500

## NEW POWER

### MIST OF WEAKNESS

- **Arcane Backgrounds:** Alchemy
- **Rank:** Veteran
- **Casting Modifier:** -6
- **Range:** Special
- **Duration:** 1 round/Rank

A special formulation, and closely guarded secret of the Guild of Alchemy, this power creates a heavy mist that affects any who pass through it, draining their strength. It affects an area the size of a Medium Burst Template, and any passing through it must roll Vigor (at -2 if the caster got a Raise on the Knowledge (Alchemy) roll) or suffer a level of Fatigue. The cloud persists, not moving for the duration of the power.



# GM'S GUIDE TO THE YAURCOAN EMPIRE

## GAME MASTER'S GUIDE TO THE YAURCOAN EMPIRE

The mountain lands of the Yaurcoan Empire are a labyrinthine maze of isolated valleys, high peaks, and arid coastal lands. The land itself hides numerous secrets, and the peoples who dwell there hold countless more. From cabals of sorcerers, to scheming nobles and chiefs, to long forgotten creatures out of tales, the well-organized exterior of the Empire hides numerous mysteries and dangers lurking beneath.

### SECRETS

**Rebellions in Guamaka:** Guamaka has become a hotbed of feuding factions, all trying to stake a claim in the now thriving trade from the lands to the north of the Empire. The ruling Yaurcoa nobles do all they can to hold on to power against the growing influence of the Many Colored Band and the Misca. A small cabal within the Misca leadership, tired of the peaceful ways of many of their chiefs, has begun contacting the more extreme and violent members of the Band, trying to hire assassins to kill the Yaurcoan nobles who rule the city and its surrounding area. The leader of the Band, Anaea, despises such cloak and dagger techniques, and has ordered that no member of the Many Colored Band take work as a hired killer in this manner. But the Misca have much wealth, and the Yaurcoan nobles look down on the outsiders with contempt, even though they bring in much wealth and trade. It will not be long until the temptation is too great.

**Secrets in the Stone:** Ollantambo, the City of Stone, is a hotbed of political intrigue. The presence of Lady Yutu draws numerous dissident nobles to these lands. At a recently constructed secret estate, she plots with her supporters to seize control of the Empire. They have assembled a number of skilled alchemists, all former supporters of her cousin Ascar, to find a way to seize control of Ollantambo. Lady Yutu's supporters have wealth and influence, but little in the way of warriors; and with the great city walls, there is no way they could seize control of Ollantambo from Emperor Hualpa's son Parinango. The alchemists have devised a formula capable of melting some of the stone, weakening it just enough to collapse the great walls. With the walls down, her warriors and the mercenaries they are hiring will take the city, and use it to launch their campaign.

**Diseased Pterodaustros:** The great flying reptiles have been a part of the Yaurcoan Empire since the days of its legendary founder Pachacuti, but they are now under the threat of extinction. A blight has struck the aeries of the Pterodaustro Knights, and their mounts are dying, slowly but surely. Already, the Knights fly only rarely. They have done all they can to keep this a secret, lest the enemies of the Empire use this as an opportunity to strike. Lady Machi, the Knights' leader, has been able to maintain this secrecy, but she needs the problem solved quickly. They need a cure for their sick mounts, as well as brave souls willing to seek out wild Pterodaustro eggs to replenish their ranks.

**Tiawaku Giants:** The Tiawaku giants of legend still live, though their empire has long since collapsed. Some small bands of them still live in isolation, in small hidden valleys, usually amongst the ancient ruins of their cities and temples. They are amongst the most intelligent type of giant found in the *Untamed Lands* and nearly as large as the frost giants of the Skadian Lands. Much of the tales of these vile beings are true, though exaggerated. In the days of their empire, they used numerous creatures as beasts of burden and of war, most of which no longer exist in the *Untamed Lands*. The most common of these is known as the terror bird, a large flightless predatory bird, bred as a guard animal. These beasts still stalk many of the valleys of the mountains, and some larger Tiawaku chiefdoms still keep a few as guards. They are often found living around the abandoned ruins of the Tiawaku, still protecting the decaying cities of their masters.

**Underground Awakenings:** While the underground aqueducts dug by the Nizaca have brought life to the arid plains they live on, they have also awakened something underneath the dry earth. As the darker powers have gained in strength, caravans travelling the plains near the aqueducts have gone missing, and people dwelling in towns with wells have been the target of random kidnappings. Nizaca villages are fairly isolated, so few have realized how widespread these disappearances truly are. These kidnappings are the work of a number of nightmarish horrors the digging of the Nizaca have awakened. Use the Nameless Horror Generator for these, or craft burrowing horrors of your own devising, each stranger and more terrible than the last.

# GM'S GUIDE TO THE YAUURCOAN EMPIRE

**The Withered Hand:** Nearly all the peoples of the Empire practice some form of mummification. With this plentiful supply of well-preserved corpses, it is no wonder that vile necromancers are particularly commonplace in the mountains. Most of these sorcerers work alone, the better to keep their evil practices secret, but a cabal that calls itself the Withered Hand has slowly gained strength over the long years. The Hand consists of more than two dozen sorcerers, including several tribal leaders and Yaurcoan nobles. They raid tombs, often hiring less than scrupulous types to break into particularly dangerous or well-protected ones, and use the mummies in their profane rites. Sometimes they are used as vessels to commune with darker spirits from the worlds beyond, other times they are raised through necromantic rituals and made to serve these dark sorcerers. The Withered Hand cares only for accumulating occult power, and will stop at nothing to do so.

## NOTABLE PERSONALITIES

There are numerous influential and powerful individuals in the Yaurcoan Empire, shaping the lives of the countless tribes and peoples of the mountains. This section provides more information on the personalities, motives, and secrets of some of the most important of these.

### ANAEA

Anaea is an Amizani mercenary, and leader of the Many Colored Band in Guamaka. She perfectly exemplifies the qualities of the mercenary captain; a loyal and courageous leader, eager to stand against her enemies and celebrate victories. She is an honorable warrior, preferring direct confrontation to political maneuvering, and while Anaea is not the most knowledgeable individual, her cleverness has allowed her to bring the Many Colored Band to an influential position in the politics of Guamaka. She does not tolerate disloyalty, and while she rarely hands down edicts to the peoples represented by the Band, she does expect them to be obeyed. While the demands of leadership prevent her from campaigning, Anaea is no stranger to combat, and has been known to occasionally vanish for days at time on adventures in the lands around Guamaka.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Boating d8, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Riding d6, Shooting d8, Throwing d8, Swimming d8

**Charisma:** +4; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)



**Hindrances:** Code of Honor, Illiterate, Loyal

**Edges:** Acrobat, Armiger, Block, Command, Hold the Line!, Very Attractive, Woodsman

**Gear:** Hide armor (+1), bronze halberd (Str+d8, Reach 1, two hands), bow (Range: 12/24/48, Damage: 2d6)

### EMPEROR HUALPA

Hualpa is the Emperor of the Yaurcoan Empire, though he was not born to the throne. His mother was a Lady of the Misca, a concubine of the late Emperor, and Hualpa has always tried to be even-handed in his treatment of the Yaurcoa and the other peoples they have incorporated into the Empire. While Hualpa never wanted to be Emperor, he has done all he can to be a just and fair ruler. Unfortunately, this often means that he supports the various conquered peoples of the Empire in disputes with their Yaurcoan rulers. This has led to unrest within the Empire, as the now-empowered conquered tribes rebel against their rulers, and the nobles begin to openly defy the rule of the Emperor. The continuation of Hualpa's lineage is also in doubt. He has only one child, a son named Parinango who rules Ollantambo. Parinango follows his father's lead, and both father and son are the target of numerous plots.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d10, Knowledge (Battle) d10, Notice d8, Persuasion d10, Riding d6, Taunt d10, Throwing d6

**Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Loyal

**Edges:** Armiger, Block, Charismatic, Command, Command Presence, Filthy Rich, Improved Level Headed, Inspire, Leader of Men, Mountain Fighter, Noble, Strong Willed

**Gear:** Cotton armor (+1), Yaurcoan greatsword (Str+d10, Parry -1, two hands)



### LADY MACHI

Machi is the leader of the order of Pterodaustro Knights. Machi has been a warrior all her life and joined the Pterodaustro Knights as a youth, flying the skies of the Northern Quarter, where she became a close friend and ally of Emperor Hualpa. They fought alongside each other during the civil war, and after gaining the throne, he immediately appointed Machi to the position she currently holds. She is an incredibly skilled warleader,



# GM'S GUIDE TO THE YAURCOAN EMPIRE

and while there may have been some doubts about her skill at first, in the years since she has led the Knights to numerous great victories over rebels, pirates, and other enemies of the Empire. Most of the Knights are fiercely loyal to Machi, but some, especially those who stayed neutral in the war, stand against this outsider being put in command. She is incredibly loyal to Hualpa, though she does not support his policies of favoring the conquered peoples.

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

**Skills:** Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Riding d10, Throwing d6, Shooting d10

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

**Hindrances:** Arrogant

**Edges:** Armiger, Command, Fervor, Hold the Line!, Inspire, Mark of the Warrior, Natural Leader, Rapid Fire, Steady Hands, Tactician

**Gear:** Cotton armor (+1), cotton headgear (+1), bronze halberd (Str+d8, Reach 1, two hands), sling (Range: 5/10/20, Damage: Str+d4), ten alchemical sling stones (Damage: 2d6 in SBT)

## LADY YUTU

Yutu is the widow of Emperor Ascar, Hualpa's elder brother. Upon his execution at the end of the civil war, Yutu was stripped of her husband's lands and powers, and left only with her estate near Ollantambo. A pariah in the politics of the Empire for some time, she has slowly regained much influence, especially as Hualpa has become more and more unpopular amongst the Yaurcoa. While she has no power beyond her mountain estate, Yutu still has a great deal of influence amongst the noble lineages of the Empire. She has gathered a circle of followers, and through them she quietly supports numerous small plots against Hualpa's most loyal nobles. These conspiracies are small, and seemingly isolated, but they work towards the eventual downfall and destruction of Hualpa and his lineage, with Yutu taking the throne for herself.

**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d4, Intimidation d8, Notice d8, Persuasion d12, Stealth d8, Streetwise d8, Taunt d12

**Charisma:** +6; **Pace:** 6; **Parry:** 4; **Toughness:** 6

**Hindrances:** Arrogant, Vengeful (major), Vow (major, Seize the throne)

**Edges:** Noble, Protected, Very Attractive

**Gear:** Copper knife (Str+d4)



## Special Abilities

- **Seduction:** Lady Yutu can use Persuasion to initiate a Test of Wills

## LORD GUARITOPA

Guaritopa is the Lord of Chokakiro, and the head of the Guild of Alchemy. An old man, he has ruled Chokakiro since the days of Hualpa's father, and remained neutral in the civil war. He is an incredibly skilled alchemist, devoting most of his time to research. Guaritopa has many duties, both to the city and the Guild, and so uses travelers, mercenaries, and other adventurers to gather rare materials, ancient quipus, and other sources of knowledge used in his alchemical research, paying for them with access to his great library or with alchemical concoctions. In more recent days, he has studied things of a darker nature, trying to find a way to enhance his alchemical techniques with sorcerous powers. His ventures down the black road have only just begun, and while the taint of corruption has not touched him yet, it is only a matter of time before it begins to take hold.

**Attributes:** Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d4

**Skills:** Fighting d4, Intimidation d6, Knowledge (Alchemy) d12+2, Knowledge (Herbalism) d10, Knowledge (Occult) d10, Notice d8, Persuasion d8, Taunt d6

**Charisma:** +2; **Pace:** 5; **Parry:** 4; **Toughness:** 4

**Hindrances:** Cautious, Elderly, Vow (major, combine alchemy and sorcery)

**Edges:** Arcane Background (Alchemy), Herbalist, Master Alchemist, Noble, Scholar (Alchemy and Herbalism)

**Gear:** Alchemical components, alchemist's tools, blowgun (4/8/16, used to deliver paralysis)

## Special Abilities

- **Powers:** *blast (exploding powder), burst (burning powder), healing medicine (distillation of healing herbs), light (alchemist's torch), mist of weakness (purple mist), paralysis (poison delivered by dart), stun (shocking powder)*



# GM'S GUIDE TO THE YAURCOAN EMPIRE

## MUZULLI

Muzulli is the mysterious leader of the Molechi cults amongst the Chimuchi. There are numerous rumors and theories as to his true identity, but the truth is darker and far more terrible than any rumor. Muzulli is the living mummy of a Molechi priest, brought back into this world by the arts of a small cabal of Chimuchi sorcerers. They had hoped he could aid them in restoring the Chimuchi to glory and power, but instead he used his mighty sorcerous arts to take control of a number of Molechi cults in the region, and now is the power behind the throne of many Chimuchi lords. He cares nothing for the peoples who now reside in the mountains, and wants nothing more than to restore the power of the Molechi Empire. He tirelessly searches for relics and ruins of the Molechi, trying to find the tools and power he needs to bring his dead empire back to life.

**Attributes:** Agility d6, Smarts d12, Spirit d12, Strength d8, Vigor d8

**Skills:** Fighting d6, Intimidation d12, Knowledge (Occult) d12+2, Notice d8, Spellcasting d12+2 Stealth d8

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8

**Hindrances:** Bloodthirsty, Delusion (major, can resurrect the Molechi), Habit (major, sorcery), Mean, Ugly, Vengeful (major)

**Edges:** Arcane Background (Blood Magic), Improved Blood Sacrifice, Sorcerous Link

### Special Abilities

- **Buried In The Winds:** Muzulli was buried upon a great peak of the Andreds, where the howling of the winds never ceases, and has a command of the winds. He can use telekinesis (no fine manipulation) and elemental manipulation (wind only) as a Legendary caster.
- **Fearless:** Muzulli is immune to fear and intimidation.
- **Powers:** *armor (protective charm), banishment (chant of banishment), blind (spitting blood into the eyes), curse (mark of blood), death touch (touch with blood marked hand), soul exchange (corresponding symbols of blood), summon demon/manitou (summoning circle of blood)*
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.
- **Weakness (Holy Seal):** Muzulli was buried with a holy seal, an intricately carved disc of stone, about the size of two fists. If the seal is broken, he is instantly turned to dust. Its location is unknown.

## CAMPAIGN STYLES

The Yaurcoan Empire is a land filled with opportunities for adventure, and as many types of tales can be told here as there are peaks in the Andred Mountains. There are valleys and ruins to explore, guarded by terrible beasts. Evil cults and necromantic cabals hide in the shadows. The nobles and chiefs of the peoples of the Empire plot and scheme for dominance. The region lends itself best to three particular campaign styles: conspiracy, exploration, and rebellion.

A conspiracy campaign centers on one of the many schemes and secret plots in the Empire. This could range from a group of nobles planning a coup, to a cabal of sorcerers, or even a military takeover. This campaign is perfect for groups with characters who have strong connections to the Empire, such as nobles, merchants, or soldiers. Their backgrounds provide the group with the connections and resources needed to connect with the powers at play in this sort of tale. Conspiracies work wonderfully for combining numerous different places, peoples, and even other adventure styles.

An exploration campaign focuses on the many unexplored and unpopulated regions of the Empire. From snow-capped peaks, to secret valleys—perhaps even to the mountainous jungles on the eastern side of the Andreds—the lands of the Empire are home to numerous treasures and secrets just waiting to be discovered. This style has its origins in some of the classic tales of swords and sorcery, and is perfect for characters at home in the wilderness, or those looking to match spear and club against creatures and powers out of legend. Small tales of exploration can easily fit into just about any campaign.

A rebellion campaign bases itself around a rebellion by one of the many conquered peoples of the Empire. Considering the current Emperor Hualpa came to power in a fairly recent civil war, there are numerous factions within the Yaurcoa nobility plotting revolt as well. A rebellion campaign will have numerous military elements, and is a great game to make use of the Mass Battle rules. An important point of consideration when planning a rebellion game is what side, if any, the heroes will be on. This style blends very well with a conspiracy campaign, lending a military bent to a conspiracy game, or some intrigue to a rebellion game.

## BESTIARY

Many strange and terrible beasts populate the cloud-wreathed peaks of the Yaurcoan Empire. From strange creatures of a time before men, to the dark demons and undead servants, to mummies, to sorcerers and necromancers, the Empire is filled with numerous foes for your heroes to face.

### DEATH SHADOW

While the Pterodaustro mounts of the Knights are great reptilian flyers, they are not the mightiest creatures in the skies of the Empire. That honor belongs to the Death Shadow. These massive birds of prey have wingspans of twenty feet, and their grey and white coloring lets them blend into the clouds and stony peaks. They are greatly feared by the Pterodaustro Knights, and few have ever survived an attack by them. Some believe they were bred by the Tiawaku, and used to hunt smaller prey.



**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d12+4, Stealth d6

**Pace:** 2 **Parry:** 6; **Toughness:** 11

#### Special Abilities

- **Beak/Talons:** Str+d8.
- **Flying:** Flying Pace 10".
- **Size +5:** Death Shadows have a wingspan of twenty feet.
- **Large:** Attackers have a +2 to attack a Death Shadow due to its size.

### DEMON, NINA WAWA

**Alias:** Child of Flames

Lord Supaya, the Emperor of Demons, has numerous servants in every shape and size. Many priests of Supaya are dark sorcerers and summon these demons as servitors. Nina Wawas are the lowest servants of Supaya, and are used as messengers and heralds by his servants, summoned with the blood of a small child. They resemble small, wicked children, with black skin, sharp claws, and evil eyes. They are lovers of mischief and fire, often combining the two with dangerous results.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Notice d6, Stealth d6, Taunt d10, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5

#### Special Abilities

- **Born of Fire:** Nina Wawas can use a large fire as a gateway into Lord Supaya's realm, and use this to travel in secret, moving between large fires.
- **Claws:** Str+d4
- **Fiery Aura:** After moving, all foes adjacent to a Nina Wawa must roll Vigor or take 2d6 damage from the heat of its body.
- **Immunity (Fire):** Nina Wawas are immune to fire based spells and attacks.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Touch of Flames:** The touch of a Nina Wawa can ignite flammable objects, as per the *Savage Worlds* core rules.
- **Weakness (Silver, Turquoise, Jade):** Nina Wawas take normal damage from weapons made of silver, turquoise, or jade.

### DEMON, WANUCHIJ

These vile creatures are the assassins of Lord Supaya. They are wiry thin, their arms bearing ridges of razor sharp obsidian, but surprisingly strong, and able to hide in the smallest shadows. They use their arm ridges as knives, breaking off pieces as needed. Many enemies of powerful sorcerers have been found mysteriously killed in their own homes, their bodies eviscerated by these wickedly sharp knives.



**Attributes:** Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d6

**Skills:** Fighting d10, Notice d6, Stealth d12, Throwing d10

**Pace:** 6; **Parry:** 7; **Toughness:** 5

**Gear:** Obsidian Knives (Range: 3/6/12, Damage: Str+d4)

#### Special Abilities

- **Ambidextrous:** Wanuchij suffer no Off Hand Penalty.
- **Assassin:** Wanuchij are natural killers, and get +2 to any damage roll when they strike a foe unawares.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Immunity (Fire):** Wanuchij are immune to fire based spells and attacks.
- **Shadow Killer:** Wanuchij perfectly blend into shadows, and get a +2 to Stealth rolls whenever shadows abound.

# BESTIARY

- **Two-Fisted:** Wanuchij do not incur multi-action penalties for attacking with a weapon in each hand.

## GIANT FOREST SLOTH

**Alias:** Willay Jatuna

Giant forest sloths are one of many ancient beasts from the days of the Tiawaku Empire. Now only found in isolated valleys, they are a rare sight indeed. While normally docile herbivores, giant sloths will attack when threatened, and especially to protect their young, which at a young age travel by gripping the shaggy fur of their mothers.

**Attributes:** Agility d4, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d12

**Skills:** Fighting d8, Notice d6, Stealth d4

**Pace:** 4; **Parry:** 6; **Toughness:** 14

### Special Abilities

- **Claws:** Str+d6
- **Large:** Attackers have a +2 to attack a giant forest sloth due to its size.
- **Size +6:** Giant sloths stand ten feet tall at the shoulder, and nearly twice that when standing on just their hind legs.

## GIANT, TIAWAKU

The great giants of Tiawaku once ruled the entirety of the Andreds from their great city on the shores of the Lake of the Puma. They now rule tiny, hidden chiefdoms in the shadow of the Yaurcoan Empire, often raiding their towns and villages for slaves and resources. They dress mostly in animal skins, using bone, wood, and stone in their architecture and artisanship.

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d12+1, Vigor d8

**Skills:** Climbing d8, Fighting d8, Intimidation d8, Notice d6, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 10

**Gear:** Cotton armor (+1 Toughness), large war club (Str+d10), thrown rock (Range: 5/10/20, Damage: Str+d8)

### Special Abilities

- **Armiger:** Tiawaku giants reduce the Parry penalty from armor by one.
- **Sweep:** Tiawaku giants can attack all adjacent foes at -2.
- **Large:** Attackers have a +2 to attack a Tiawaku giant due to its size.
- **Size +4:** Tiawaku giants stand over fifteen feet tall.

## GIANT, TIAWAKU SORCERER

Sorcery is still practiced amongst the giants, often used to control their beasts of war. They embrace the journey of the black road, and use sorcerous power to dominate their fellows and enslave humans. Their magical practice is very similar in nature to Maztlani blood magic in ritual and power. Tiawaku sorcerers make extensive use of bones as talismans and charms.

**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d12, Vigor d8

**Skills:** Climbing d8, Fighting d4, Intimidation d8, Notice d6, Spellcasting d10, Throwing d6

**Pace:** 6; **Parry:** 4; **Toughness:** 10

**Gear:** Large copper ritual dagger (Str+d8)

### Special Abilities

- **Large:** Attackers have a +2 to attack a Tiawaku giant due to its size.
- **Powers:** Tiawaku sorcerers have the Blood Magic Arcane Background. Common powers include *beast friend*, *paralysis*, *puppet*, *summon beast*, and *withering curse*.
- **Size +4:** Tiawaku giants stand over fifteen feet tall.

## MUMMY, ANDRED

Nearly every tribe of the Empire practices a form of mummification. Children are often mummified as sacrifices to the gods, and notable lords and priests are preserved with the implements of their offices. The bodies are set in a fetal position, often wrapped in bundles of cloth or straw to preserve them. These mummies are often placed upon high peaks and cliffs, or on the estates of their lineages, and all are huacas. Due to how common mummies are in the Andreds, necromancers are a commonplace evil. The stats here are for a well-preserved and venerated mummy. Use the stats in the *Savage Worlds* core rules for Zombies, with the Weakness given below, for lesser undead.

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d8, Notice d4, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7

**Gear:** Ancient weapon (Str+d6)

### Special Abilities

- **Buried In The Winds:** The best preserved mummies, buried where the howling of the winds never ceases, gain some



# BESTIARY

command over it when they rise again. An Andred mummy can use telekinesis (no fine manipulation) and elemental manipulation (wind only) as a Seasoned caster, using Spirit as its Arcane Skill.

- **Fearless:** An Andred mummy is immune to fear and intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.
- **Weakness (Holy Seal):** Mummies of the Andred peoples, whether sacrifices or nobility, are buried with a holy seal of some kind, an intricately carved disc, about the size of two fists. If the seal is broken, the mummy is instantly turned to dust.

## TERROR BIRD

Dangerously common sights in the wild places of the Empire, terror birds were used as fierce guard animals by the Tiawaku in the ancient days of their empire. They are flightless, standing about ten feet tall, with wickedly sharp beaks and talons. Colored mostly in greens and browns to blend into the mountain forests and jungles where they hunt, males have col-

orful crests on their heads, running down along their necks. With the giants now a forgotten race, the terror birds remain, often guarding the ruins of their former masters. They hunt in small packs, and are surprisingly intelligent.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d10, Notice d8, Stealth d8

**Pace:** 8; **Parry:** 7; **Toughness:** 6

### Special Abilities

- **Beak/Talons:** Str+d6.
- **Fearless:** Terror birds are immune to fear and intimidation.
- **Fleet Footed:** Terror birds roll a d10 instead of a d6 for their Running Die.
- **Improved Frenzy:** Terror birds can make two Fighting attacks each round with no penalty.
- **Pack Hunter:** Terror birds get an additional +1 to any Gang-Up Bonus they receive, but still have a maximum bonus of +4.
- **Size +2:** Terror birds stand nearly ten feet tall.



# TOTEM TALE

## TOTEM TALE THE EYE OF THE DEAD

A tale of lost treasure in the uncharted wilds around Guamaka draws the heroes into a struggle against a band of Tiawaku, led by a mighty sorcerer!

### TALES IN GUAMAKA

The heroes are in the Gate District of Guamaka, a haven for travelers, mercenaries, and outsiders in the city, at a travelers' house. They could be here recovering from their latest adventure or possibly looking to make contact with one of the many factions in the city. While there, a hunter named Maicu stumbles into the house. He is wounded, weak, and tells a tale of a great ruin in a cloud wreathed valley only a day's travel from the city. At the heart of the great stone ruins was a temple, its walls covered with carvings and housing a great jewel, emanating with power. The ruins were teeming with terror birds, and he barely escaped. If the heroes help him with his wounds, or otherwise entice him, Maicu will lead them to the valley. He wants no part of any treasures they might find, as he was filled with a sense of dread at the ruins.

### THE TEMPLE OF THE SERPENT

The ruins Maicu discovered are a temple complex of the Molechi, belonging to an ancient serpent cult, despised even by the vile and sorcerous Molechi. Most of the buildings and small palaces have fallen into complete disrepair, but the great Temple of the Serpent at the heart of the complex still stands. The temple is a rectangular structure with a single large room, the carvings on its walls and floor depicting serpentine beasts and spirits, as well as profane rites of sacrifice by the cult that once dwelt here. On a square pedestal in the Temple's heart sits the Emerald Eye—a jewel nearly as large as a man's head, carved into the form of a serpent's eye, a relic of sorcerous power.

### THE SEARCHING GIANTS

Maicu is not the only one to recently discover these ruins. Hidden in a nearby river valley is a small Tiawaku chieftom, ruled by the sorcerer Najak. The giant has dreams of expanding his small chieftom, and challenging the power of nearby Guamaka. He has been seeking out ways to do this. When one of his scouts discovered the ruins, Najak saw an opportunity to greatly increase his dark powers. He has set out with a band of warriors to take possession of the sorcerous jewel.

## THE VALLEY AND THE RUINS

The valley sheltering the ruins is home to a great cloud forest, the mist adding an air of mystery and danger, as the heroes make their way through the valley. The Chapoya tribes in the region consider the valley cursed, and no sign of their presence can be seen here. As Maicu found, the forest is home to a large pack of terror birds. They stalk the forests through the length of the valley, and nest not far from the ruins. Stalking the heroes as they make their way towards the ruins, they should strike when they have the best advantage, most notably if the heroes divide themselves in their explorations.

The ruins, while a haunting and mist-shrouded place, are nearly completely demolished. A terror bird ambush as the heroes explore the ruins is perfect, and provides lots of opportunities for using the ruined buildings and the trees in the fight. The Temple of the Serpent, as the only standing structure, is sure to draw the heroes' attention, and acquiring the Emerald Eye is simply a matter of taking it from its resting place; no traps or sorcerous wards are in place. Taking it out of the valley is another matter.

- Terror Birds (2 per hero)

### GIANTS' AMBUSH

Najak and his giants have not been idle during this time. They arrived at the valley shortly after the heroes entered. Taking precautions, he used his mystical talents to scry the valley, and saw the heroes making their way towards the ruins. Realizing what was happening, he and his giants stealthily made their way through the cloud forest, keeping to the edges of the valley. They reach the ruins a short time after the heroes. They strike as soon as they arrive, most likely as the heroes are leaving the Temple.

- Najak, Tiawaku Sorcerer - Giant, Tiawaku Sorcerer
- Tiawaku Warriors (1 per hero) - Giant, Tiawaku

### AFTERMATH

This tale can easily become the start of a larger story. What is the Emerald Eye's power? Who else may be after it? Najak, like many sorcerers, probably has a plan of escape if the fight at the ruins starts to go against him. If he escapes, he can easily become a recurring villain, and his chieftom a larger threat.

GEIDO ISLES

MAZTLANI  
EMPIRE

GUAMAKA

MISCA

AMIZANI SERPENT R.

NIZACA

CHOKAKIRO

AMIZANI  
RIVER  
BASIN

CHAPOYA

WESTERN  
OCEAN

CHEZENCO

SAYHUAMAN

CHIMUCHI

LAKE  
OF THE  
PUMA

OLLANTAMBO

ANDRED MOUNTAINS



YAUROCOAN  
EMPIRE

200

400

600

800

SCALE IN MILES

