

SONG^{OF} THE SEKUTA

THE
COLONY

TABLETOP GAME

HEXAHEDRON STUDIOS

PRINTABLE DEMO V2

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-FOREWORD-

Welcome to the demo of SONG OF THE SEKUTA: The COLONY Tabletop Game. We have designed this demo to give you, the player, a general idea of what to expect out of the mechanics we have been hard at work building for the game as a whole.

This demo supports two game modes: Adventure Format (in which players work alongside a Game Monarch to play through a scenario) and Arena Format (in which players fight against each other until only one is left standing).

Arena Format can be played with 2 to 6 Champions. Adventure Format supports 2 to 6 Champion players and 1 Game Monarch.

This demo provides you with Champion sheets and pre-built decks of cards: to play, simply print out the card sheets double-sided and cut out the cards. You'll notice we've also left the cards' art frames empty. We'd love to see your creativity in drawing your own interpretations of the card abilities, and have provided links and QR codes on the printing sheets for you to share your art with the world!

Additionally, this expansion provides you with Game Monarch materials needed to run an Adventure session, such as a brief world guide, location information, Creature Sheets, a GM Deck, and more that will allow you to run your players through story, roleplay, and combat-driven scenarios, campaigns, and one-shots.

Once your Champion and Game Monarch materials are printed and ready, we also recommend a hex-grid playing surface such as a vinyl play mat, terrain boards, or even our own printable battle fields and maps provided in this demo packet. Additionally, having some type of character token or miniature to represent your Champions and Creatures is recommended, if not required. Each Champion deck has an appropriately-sized token on the last page, and we have also provided a sheet of Creature tokens for Game Monarchs to use if they like.

Lastly, you will need six-sided dice (d6) to roll for a variety of purposes within the game. We recommend each Champion having between 9 to 12 d6 to play this demo, though you will likely not need all of them. For Game Monarchs, we recommend keeping between 15d6 to 20d6.

Arena Format can be played as free-for-all or in teams. You may make objectives such as simply defeating all your opponents or objective capture such as "king of the hill" or "capture the flag".

Be creative and have fun!

While this guide will give you further, in-depth descriptions of rules, a fairly comprehensive general overview of the mechanics of the game is available in a video at the QR code below. Additional elaborations and details are included on later pages.



-ARENA DEMO VIDEO-



-ADVENTURE DEMO VIDEO-



-FEEDBACK SURVEY-

-DISCLAIMER-

All of the material in this Demo is subject to adjustment, change, and overhaul. We are actively seeking feedback on these mechanics, and would love to hear your thoughts on the game. We have a feedback form available for you to fill out, which you can find via QR code on the last Card print page next to the Champion Token.

Without further ado, let us begin.

CHAMPIONS GUIDE & ARENA FORMAT

-RACE, TRIBE, & CASTE-

Your Champion's **Race**, **Tribe**, and **Caste** each inform you of what types of Cards you may add into your Deck. As previously stated, the Champions we've provided have been hand-built by us, so you don't need to worry about how to build your Champion in this demo.

CASTE INSTINCTS

Your **Caste Instincts**, in addition to providing your Champion with Trait Cards, also provides you with abilities found on your Champion sheet, which are performable without playing a Card. To do so, you must pay that Instinct ability's Marrow Cost, denoted by the listed Cost number and the filled-in Marrow icon. If the ability requires you roll Damage Dice, each die must land on or above the Hit Score for that Instinct. Corresponding Instinctual Trait Cards that also require Damage Dice will also key off of that **Instinct's Hit Score**.

-TRAITS-

Traits are **Cards** which can make up much of your **Deck**, allowing your Champion to perform special abilities during Combat, Roleplay, and Exploration. To perform a Trait, you must pay its **Marrow Cost**, indicated in the top-left corner of the Card. Once the effect of the Card is completed, you will place the Card in your **Discard pile**. During Combat, if you run out of Cards to draw from your Deck, you will shuffle your Discard pile and flip it over face-down to refresh your Deck.

In addition to Racial, Tribal, and Instinctual Traits, you may also have Memoku Traits (pheromone abilities) and Combat Art Traits (special weapon and combat utility abilities) in your Deck as well.

BOLSTERS & BURDENS

Some Traits have effects that **Bolster** yourself or an ally. When you play this type of Card, you will place it face up in front of you or your ally and place a d6 over it, indicating how many Turns the Bolstered effect lasts. Rotate the die as a countdown marker, tracking how many turns the effect has left. When the Bolster effect ends, place the Card in your Discard pile. Bolsters provide positive boons and buffs to yourself and your allies. Similarly, other Traits have effects with which you can **Burden** an enemy, dealing negative effects and lingering damage. Like Bolsters, you will place a Burden in front of the afflicted Foe and track its duration in the same way until the Card's effect ends, then place it in the card owner's Discard pile.

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-SKILLS, MASTERY, AND MARROW GROWTH-

Skills are applicable talents derived by combining attributes from your Marrow. For instance, your Athletics skill stems from your Brawn and Agility, and your Knowledge is built upon your Wit and your Instinct.

There are ten general Skills used to perform specific tasks in and out of Combat:

- **Artifice** (Agility and Wit) - A character's proficiency for making, crafting, and building things.
- **Athletics** (Brawn and Agility) - A character's physical capability in the vein of jumping, lifting, etc.
- **Awareness** (Instinct and Charm) - A character's ability to notice things within their environment, both in an emotional and sensory manner.
- **Coercion** (Brawn and Charm) - A character's ability to convince another to come to understanding – and agreement with – their point of view, whether through speech or physical intimidation.
- **Grit** (Brawn and Instinct) - A character's propensity for enduring physical, mental, and emotional pain, and staying conscious.
- **Guile** (Wit and Charm) - A character's ability to convincingly lie, hide the truth, or manipulate another.
- **Knowledge** (Wit and Instinct) - A character's understanding of general or specific information within any given subject.
- **Performance** (Agility and Charm) - A character's artistic and theatrical ability.
- **Subterfuge** (Agility and Instinct) - A character's ability to move silently, create traps, and pick locks.
- **Survival** (Brawn and Wit) - A character's ability to apply knowledge of survival skills and techniques, such as foraging and gathering.

Though many of these Skills are more prominently useful during roleplay, we recommend you find ways to creatively use your Skills in Arena Combat as well, such as using Subterfuge to hide away from enemies to later sneak up behind them, or using Artifice to construct impromptu barricades to take cover behind. We encourage you and your fellow players to use this system to create narratives between each other, determining what seems realistic in a situation, and deciding what kind of Skill Check and Difficulty such actions would require. We hope this freedom and creativity will make for more interesting Combat gameplay for you and your friends during Arena Combat.

SKILL CHECKS

Throughout general gameplay, you will be asked to roll Skill Checks. The sum of any Skill's two Marrow Scores is called the Skill Score. To perform a Skill Check, roll a number of d6 appropriate to the Difficulty of the roll, the result of which must land on or under the Skill Score. For example, if you had a Wit Score of 2 and a Charm Score of 3, your Skill Score would have to roll a 5 or lower to succeed Guile Check.

<i>ROLL DIFFICULTY</i>	<i>DIFFICULTY DESCRIPTION</i>	<i>XD6</i>
EASY	TASKS THAT YOU CAN PERFORM ABSENTMINDEDLY OR ARE EVERYDAY OCCURRENCES.	1D6
AVERAGE	TASKS THAT YOU CAN PERFORM EASILY, BUT REQUIRE THAT YOU PAY ATTENTION.	2D6
HARD	TASKS THAT YOU CANNOT PERFORM WITHOUT FOCUSING OR TAKING YOUR TIME.	3D6
CHALLENGING	TASKS THAT MOST MAY NOT BE ABLE TO PERFORM, AND FOCUSING DOES NOT GUARANTEE SUCCESS.	4D6
INCREDIBLE	TASKS THAT ARE PRACTICALLY IMPOSSIBLE IF ONE IS UNTRAINED OR ALONE. SERIOUS EFFORT OR ASSISTANCE IS REQUIRED.	5D6
LEGENDARY	TASKS THAT BORDERLINE HYPERBOLE. THOSE WHO WITNESS THIS FEAT MAY BE THE ONLY ONES TO BELIEVE IT EVER HAPPENED.	6D6

OPPOSING SKILL CHECKS

Opposing Skill Checks occur when one individual uses their Skill to try to overcome a Skill of another. The opposing individuals roll appropriate Skill Checks (depending on the situation, both individuals might roll using the same Skill, or each might use a different Skill). Whoever rolls a success with the lowest result wins the Opposing Skill Check; in the event that both rolls are equal, the success goes to the individual who has the lower Skill Score.

SKILL MASTERY

By performing Skill Checks, you will naturally gain a higher **Mastery Score** in a given Skill over time as you learn **Lessons** in the Skill. Every time you roll for a Skill Check, if all d6 land on the same number, you will learn a Lesson, even if you fail the Check, as you are capable of learning from your mistakes. When you learn a Lesson, fill in one of the Lesson Tokens of that Skill. After learning 3 Lessons, you will add 1 to your Mastery Score and reset your Lessons. If all your dice land on 1, you will automatically add 1 to your Mastery Score, and keep any Lessons you have learned in that Skill. You may add the Mastery Score you have to its corresponding Skill Score when rolling a Skill Check, expanding the range you must roll under and helping your chances of succeeding the Check.

INCREASING YOUR MARROW SCORE

When you have a Mastery Score equal to that Skill's Score, you may permanently increase one of its corresponding Marrows' Scores by 1, resetting your Mastery Score to 0 (zero). You may not level up the same Marrow Score twice in a row. For example, if you increased Brawn, you would then need to increase a different Marrow before you could increase Brawn again. Every time you increase a Marrow Score, you may increase your Deck Size by 1. This also opens up opportunities to add higher Cost Traits into your Deck, giving you stronger and stronger Cards to play as your Champion grows. We have provided a number of additional Traits you may incorporate into your Deck as you gain more Marrow.

-FORAGE-

Forage is another resource which some Cards will require you to spend (in addition to the Marrow Cost) to perform the Trait. For the purposes of this Demo, all players will start with 4 of each type of Forage at the beginning of Combat. If you wish to replenish or accumulate more **Forage Tokens**, you may perform a Survival Check to search for more. In Arena Format, your roll result (plus any modifiers) is equal to the number of total Forage Tokens you may gain across all Forage types, but you may take no more than 4 Tokens of any one Forage type per Survival Check unless otherwise specified by a Trait. Adventure Format uses a different system of determining how much of which Forage type you will receive. See page 16.

-VITALITY-

Your character's **Vitality** is a measurement of their health and well-being. Your **Vitality Score** denotes the highest value that your Vitality may be restored to. Damage that passes through your Chitin defenses will remove Vitality from you.

If your Vitality is completely depleted to zero, you will begin rolling **Soul Clinging Checks**: a Survival or Grit Check (whichever Skill is higher) once per Turn as your only action. For each Check you succeed, you will gain a **Cling Token** or remove a **Drift Token**. For each Check you fail, you will gain a Drift Token or remove a Cling Token. You will continue making these Checks until you accumulate 3 of either Token. Accumulating 3 Cling Tokens stabilizes you, and you will remain alive, regaining 1 Vitality but unable to perform any other actions until your next Turn. Accumulating 3 Drift Tokens marks your Champion's end, as their essence leaks out of their mortal shell and their soul returns to the Dream Lands: your Champion has perished.

-CHITIN-

Your Champion's **Chitin** is an initial guard against oncoming blows and attacks, acting akin to natural armor. Your **Chitin Score** determines how many **Chitin Tokens** you begin Combat with. When Damage is dealt to you, if the total Damage of an Attack does not meet or exceed your current Chitin Tokens, the Attack glances off of you, dealing no Damage. If the total Damage of an Attack only meets your current Chitin Tokens, you will remove 1 Chitin Token. The total Damage of an Attack must exceed your total current Chitin Tokens in order to reduce your Vitality. Subtract your Chitin value from the total Damage and subtract the remainder of the Damage to your Vitality, then remove 1 Chitin Token.

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-MOBILITY-

During Combat, your character can move up to a certain distance around the battlefield, measured in **Cells** (as in hexagonal, honeycomb-like cells); the number of Cells you can move per Turn is determined by your **Mobility Score**, and tracked with **Mobility Tokens**, which you spend to perform certain Mobility actions. You may spend Mobility Tokens throughout your Turn to perform a variety of actions:

Performing any of the following types of movement actions requires 1 Mobility Token per Cell moved/action performed.

- **Walking** on flat ground/surfaces
- **Flying** in the air after the Lift-Off action* has been performed
- **Picking Up** Inventory or Equipment Items
- **Interacting** with an Environmental Object

Performing any of the following types of movement actions requires 2 Mobility Tokens per Cell moved.

- **Climbing** on walls
- **Ascending/Descending** in flight
- **Skimming** on Water/Liquid Surfaces
- **Landing** from Flight
- **Moving** an Environmental Object

*For Sekuta with the *Elytra Arts* Caste Instinct, as is noted on your Champion Sheet, you may spend 3 Mobility Tokens to perform the Lift-Off action. This will place you into Flight. While in Flight, you may move vertically as well as horizontally.

PLUMMETING & SINKING

While Flying, Climbing, or Skimming, you may be struck by an Attack that destabilizes you, causing you to fall or sink. If the Attack's Damage exceeds your Grit Score (calculated by adding your Brawn and Instinct Scores together), you will be dealt a Plummet/Sink Token. If you accumulate 5 **Plummet/Sink Tokens**, your stance while Climbing/Flying/Skimming will fully destabilize, and the following will occur:

If you **Plummet** while Flying or Climbing, you will plummet to the ground. When you land, you will take no damage, as Sekuta are generally not large enough to reach a terminal velocity strong enough to injure them.

However, if you **Sink** while Skimming, you will be stuck on the top surface of the liquid, unable to move. For each turn you remain Sunk, you will begin to drown. You will begin rolling Soul Clinging until you succeed, or are otherwise removed from the liquid by an ally. If you succeed the Soul Cling, you will be able to remove yourself from the liquid and may Skim again. If you fail the Soul Cling, you will drown and your character will perish.

-MEMOKU DIALECTS-

Memoku are impermanent pheromones, often in the form of glyphs, that are used by the Sekuta to leave temporary messages and trails for one another. Each race has its own glyph language, and most are not mutually-comprehensible: **Memoku Dialects** are not included in this Demo, but **Memoku Traits** (pheromone Card abilities) are available to use. Some Memoku Traits require dice to be rolled to determine the potency of their effects, similarly to Attack rolls and Instinct rolls, where the success dice must meet or exceed your **Memoku Hit Score**.

A Weapon's Grip indicates how many hands are needed to wield a Weapon. When walking, Sekuta only have use of their forward-most arms, and so can only wield up to two 1 Grip Weapons or one 2 Grip Weapon. While in flight, Sekuta are capable of using up to four hands, meaning they are capable of wielding up to four 1 Grip Weapons or two 2 Grip Weapons.

-TURN ORDER-

At the beginning of Combat, each player rolls 2d6 to determine the order in which they take turns. The player with the highest roll will go first, and you as a table may choose to either follow the first player with the player with the next highest roll, or otherwise simply choose a direction to take turns around the table.

Additionally, if your roll is tied or just below the roll of another player, you may spend Agility Tokens to increase your own result (at a 1-to-1 ratio) so as to overtake that player in the turn order. You will not refresh these Tokens until the Renewal Phase of your second turn.

Before the first player begins their Turn, every player will draw cards from their Deck up to their Hand size. During the first Round of Combat, every player will skip their Renewal Phase and go directly into their Play Phase.

-TURN PHASES-

A Turn can be broken down into the following three Phases:

RENEWAL PHASE

Your turn begins with your Renewal Phase, where you will reset your Marrow Tokens to their original total. After resetting your Marrow, you will draw Cards from your Deck until you are holding a number of Cards equal to your Hand Score.

Cycling

If there are Cards you wish to Discard from your Hand to replace with a new Card from your Deck, you must pay 1 Token of whichever Marrow the discarded Card costs. You may do this up to a number of times equal to your Wit Score. If you would like to Cycle Cards, you may do so only in the Renewal Phase.

PLAY PHASE

During your Play Phase, you may move your Champion, play Trait Cards, and perform Attacks and Instinct actions. You may break up your movement and perform any actions in any order you wish.

END PHASE

Once you have exhausted or concluded your movements and actions available on your turn, you will check to ensure any Bolster or Burden effects you have in play or are played on you are resolved. When this is done, you will declare aloud that your Turn is over, passing it off to the next player. You and your opponents will play in Rounds until only one stands left the victor.

GAME MONARCH GUIDE & ADVENTURE FORMAT

-YOUR ROLE AS GAME MONARCH-

The Game Monarch, or GM, is the cornerstone of any role-playing game. They guide a party of player characters through prepared stories, functioning as the mouthpiece for non-player characters, giving great detail to the landscape and scenery they encounter, and playing the role of enemy characters in combat scenarios. They may also need to adapt quickly to unexpected decisions by the party, potentially improvising scenarios and encounters on the spot, to keep your world responsive and ensure that the players' decisions matter.

In the following pages, we will provide you with instruction and advice on how you may guide your players through the stories you wish to tell with them, and tips for how to create memorable moments for them along the way.

However, we will first introduce you to the mechanical aspects of running the game. It is imperative to have a full understanding of how Champion mechanics work before delving into these rulesets and mechanics, especially for running Combat.

Beyond Combat, we will explain how we've found best to run Roleplay, Exploration, Travelling, and Dungeon Crawling.

We have also provided you with a one-shot Adventure scenario and some prompts for you to create your own stories to run your party through.

One of the key aspects of being a Game Monarch is the level of understanding that you have about the world and setting of your story. In this case, the world you're playing in is one which we have crafted for you: Aoiama. While the full history of Aoiama and the Sektan people are not elaborated upon in full for the purposes of this demo, we will provide material enough to hopefully inspire you in your session crafting. You can find lore entries for the world of Aoiama starting on page 17, and entries about its inhabitants in the Creature Compendium starting on page 28.

-COMBAT-

-CREATURE SHEETS & GM DECK-

Creature Sheets let you keep track of that Creature's stats and abilities during Combat. Likewise, as a Game Monarch, you have a unique Game Monarch Deck; unlike Champion Decks, these Cards are universal in function across any and all Creatures. The Cards in your GM Deck each have a generic Marrow Cost which you may use to perform the Traits listed on the Creature Sheet itself. However, each Creature Trait has an Exhaust Score, listed at the end of its description, denoting how many Rounds you must wait until you may play that Trait again.

Additionally, certain GM Cards also have extra effects: they can augment the Traits they are used to perform, add additional cards into your hand, affect the Mobility of the Creature etc. Some effects can be played in conjunction with a Trait, while others must be played independently of the Trait. The Card will express these "or" options in two effect boxes separated by the word "OR".

-TURN ORDER-

Combat begins with determining the order in which players and Creatures alike take Turns. The player or Creature(s) with the highest roll will go first. If you are running more than one of the same Creature, you may either group their Turns together or play them separately, at your discretion.

-CREATURE TURNS-

Similar to Champion Turns, Creature Turns can also be broken down into three Phases:

RENEWAL PHASE

In the Renewal Phase, you will reset the Creature's Marrow Tokens to their total and check for any Bolsters or Burdens that resolve at the start of the Creature's Turn. After resetting this, you will draw Cards from your Game Monarch Deck until you are holding a number of Cards equal to the Creature's Draw Score.

PLAY PHASE

During the Creature's Play Phase, you may move the Creature, perform Traits by playing Cards, and perform Attacks and Instinct actions. You may perform the Creature's movements and actions in any order you wish.

END PHASE

Once you have finished the movements and actions available on the Creature's Turn, you will once again check to ensure any Bolster or Burden effects that it has in play are resolved. When this is done, you will declare aloud that the Creature's Turn is over and continue through the Turn Order.

Beyond these differences, Adventure Format Combat is played identically to Arena Format: the party and Creatures take Turns fighting against one another until one side is victorious. Depending on the Champions or Creatures involved, this may range from a sheer slaughter to a negotiated surrender. When Combat is concluded, you may move onto the next beat in the story.

-ROLEPLAY & EXPLORATION-

-INSPIRATION-

Throughout Roleplay and Exploration, it is recommended that you present your players with puzzles or roleplay encounters to further your story. In these scenarios, you may tell your players to draw Traits from their Decks up to their Hand Score. While these encounters might be overcome through the use of raw Skill Checks, the players may also use their Cards to Inspire them in how to overcome the obstacles before them. When a Card is used for Inspiration, instead of gaining that Trait's effect, the player adds its Marrow Cost to the Skill Score, as long as the Marrow matches those associated with that Skill. The Card is then Discarded as normal.

For example, one could play Silent Step to temporarily raise their Subterfuge Score by 2 in order to succeed the Check. Alternatively, at the discretion of the Game Monarch, you could use Silent Step's effect to reroll your Subterfuge Check. However, you may not use both the Trait Effect and gain the Score Bonus - you must choose one or the other.

-ASSUMING A CHARACTER-

Roleplay is the primary means by which your players will interface with both the world and your story, asking questions of, bartering with, and establishing social relationships with the characters they meet. Over the course of gameplay, you may find yourself unsure how to proceed in a conversation or interaction. In cases such as these, you might ask your players to roll socially related Skill Checks such as Coercion (to convince, haggle, or intimidate), Guile (to lie or conceal the truth), Awareness (to detect intent or to read the room), or Performance (to entertain or enchant). Similarly, your non-player characters may also roll Opposing Skill Checks. The results of these Skill Checks can help guide the interaction, keeping the flow of both conversation, roleplay, and gameplay moving forward.

-EXPLORATION-

Unlike in Combat, there are no specific player Turns during Exploration. The players may spend time freely wandering through a settlement such as a town, trading post, or city, or even in wild places like meadows, clearings, or groves. Encourage your players' curiosity and find sensible ways to indulge how they want to interact with the world and characters around them; bear in mind that every action should have consequences, whether they be beneficial or detrimental to the party. Exploration also offers opportunities to present environmental puzzles such as trying to cross a wide chasm, building shelter from the elements, or damming and/or crossing waterways that are hindering the party's progress toward their goals. More specific puzzles such as gathering the right number and size of stones to counterweigh and raise a gate, or answering riddles from a NPC can also happen during Exploration, adding more life and grounding to the players' experience.

-TRAVEL-

-TRAVEL TURNS-

Throughout your stories, your party may need to travel longer distances to reach the next location on their journey. Although we recommend having a hex-grid map made for the purposes of Travelling, you may also use a simply drawn map or even no map at all (we will give you tips for how to best use both of the latter). Your party will move at half the Mobility Score of the slowest party member, moving 1 Cell on the map per Mobility. At the end of movement and any potential Travel Events have taken place, that marks the end of 1 Travel Turn. Each Travel Turn typically takes one-fourth of a day (though you may adjust this as needed to better suit the tone or difficulty of your story). Depending on what time your party starts Traveling, they may only get through a few Travel Turns before needing to make camp for the night, unless they are willing to risk carrying on through the night. At the end of each Travel Turn, you may roll 1d6 and reference the result on a Travel Event table to see if a random event may occur at the end of or during that Travel Turn. However, Travel Events may not be necessary during every Travel Turn, or even every time the party Travels. You as the GM should determine how best to guide your party through Travel.

When using a drawn or hexless map, determine a unit of measurement you believe best represents a quarter day of travel in relation to the size of your map and how slow your party is, perhaps utilizing a small, readily-available object such as an eraser, pen cap, USB drive, or really anything that makes sense to you. Play out the rest of the Travel Turn as normal.

When not using a map, determine an adequate number of Travel Turns it would take your party to reach their destination, and simply roll for the Travel Event(s).

-TRAVEL EVENTS-

As stated above, you may roll 1d6 and reference these Travel Event tables to determine what kinds of random encounters the party might experience on their Travels. You may modify and adjust these events to fit the needs of your story or intended level of difficulty.

DAYTIME ROADSIDE ENCOUNTERS	
1	Friendly Traveler
2	Weather Event
3	Nothing Happens
4	Combat Encounter
5	Site of Interest
6	Injury that forces a Rest

DAYTIME WILDERNESS ENCOUNTERS	
1	Exuta Encounter
2	Weather Event
3	Nothing Happens
4	Combat Encounter
5	Site of Interest
6	Injury that forces a Rest

NIGHTTIME ROADSIDE ENCOUNTERS	
1	Dubious Traveler
2	Weather Event
3	Nothing Happens
4	Combat Encounter
5	Combat Encounter
6	Injury that forces a Rest

NIGHTTIME WILDERNESS ENCOUNTERS	
1	Combat Encounter
2	Weather Event
3	Nothing Happens
4	Combat Encounter
5	Combat Encounter
6	Injury that forces a Rest

-DEVELOPMENTAL ROLEPLAY-

Developmental Roleplay can be done with or without maps, and focuses specifically on allowing your players to discover more about the setting and the Champions they are playing.

We recommend that you initiate or encourage this interaction between the Champions in some manner, whether by using a GM character to start up a conversation - perhaps sprinkling some light exposition throughout the ensuing chatter - or, if applicable, reminding a player about a notable experience their Champion had with another party member without closure, and asking the player how they think their Champion would broach the subject, allowing both players to step into their constructed personas. When possible, let all your players talk to each other through this new perspective; not only does this strengthen the storytelling experience and give weight to these characters and the stakes they fight for, but you also never know what they might learn about not just their Champions, but also their friends, and most importantly, themselves.

When you feel everyone has reached a satisfying conclusion in their roleplay, we recommend relaying some prepared GM exposition that transitions the party from their discussions on the road to their destination or to the next “mile marker” in your story. While it’s hard to estimate how long this might take, as character development should be allowed to flow naturally, we would say that a comfortable length could be anywhere between ten to thirty minutes dedicated to travel time with this method, depending on the party and GM.

-WILD REST AND SAFE REST-

If your party comes across a Combat Encounter at the end of a Travel Turn, they may want to spend their next Travel Turn recovering Chitin and Vitality by taking a Rest.

There are two distinct types of Rest: Wild Rest and Safe Rest. Wild Rests can be taken when on the road or in the wilderness, outside of and away from buildings and settled areas. Safe Rests occur while inside of cities and settlements.

During a Wild Rest, all members of the party will automatically restore all their Chitin Tokens and regain Vitality equal to half of their Vitality Score. For example, if their Vitality Score is 12, and their Current Vitality is 4, they may regain 6 Vitality to total 10 Vitality. During a Safe Rest, they will restore all their Chitin Tokens and regain all their Vitality

During either a Wild or Safe Rest, every party member may draw Traits from their Decks up to their respective Hand Scores. They may also spend Marrow Tokens to Prepare any number of Traits; Preparing a Trait allows them to start the next Roleplay, Exploration, or Combat encounter with that Trait in their Hand, albeit with a Marrow deficit.

In a future update to the game, Safe Rests will have additional benefits, giving players the opportunity to swap out Traits from their Deck, allowing them to make adjustments to their playstyle and to try out new abilities and mechanics.

Crawling typically takes place within a dungeon or similar location, and essentially bridges Combat, Roleplay, and Exploration. Players are encouraged to interact with game rules and mechanics to overcome puzzles, traps, investigations, and potentially Foes, all while experiencing, unravelling, and uncovering layers to your story through the process of exploration itself. A Crawl will typically end with the party entering the deepest part of the dungeon and facing off against a high-Threat boss Creature in a final Combat Encounter. We highly recommend using a hex-grid playing mat while Crawling.

-CRAWL TURNS-

When entering a dungeon-like setting - for example, an Arak's lair or some abandoned or dangerous structure - a Crawl begins, moving the party to explore the dungeon. While Crawling, it is usually best to keep your players moving through the area in one, two, or maybe even three groups. The more everybody stays together, the simpler it is to keep track of who's doing what. Similar to Travel, you will move the party in Crawl Turns, with the party or group moving at half the Mobility of the slowest party member, and rolling 1d6 to determine if an event or Combat encounter occurs.

Your party members may potentially have multiple ideas for how to interact with your dungeon at the same time. Before allowing players to initiate these actions, have them explain their intentions; this allows you to prioritize which actions should happen in what order, as well as resolve conflicting plans of action ahead of time, ideally by having those players communicate with each other in-character to discuss their options. This keeps everyone involved in the storytelling process while also ensuring that any consequences that may result from their decisions still serve the intent of your story.

CRAWL TURN ENCOUNTERS	
1	Point of Interest
2	Combat Encounter
3	Nothing Happens
4	Nothing Happens
5	Trap/Rune is Triggered
6	Treasure Hoard

AOIAMA GUIDE

Aoiamia is the name of the world which the Sekuta and all other creatures inhabit. The name itself comes from the old tongue spoken by the Asetari, their pantheon of deities, and translates to “Nest”. Aoiamia is home to a great variety of climates and biomes, each posing their own challenges when establishing settlements and colonies. The world of Aoiamia is an ancient and strange place, with eons of history lost to time amidst its endless expanses of land. What history still remains is kept in the Memoku, the pheromone memory, preserved by record keepers on walls of history. What new wonders might you find around the next corner?

-TAMAN-

Taman is a land located near the South-Western edge of a spacious continent, enclosed by a number of other dangerous or unexplored wilds. Taman is covered a lush, coniferous forest dotted about with steep mountains, deep river canyons, and gravelly foothills. It is within the borders of Taman that most of the local Sekuta have taken residence and built their imposing strongholds. To the north is Monaka, the Land of Many Waters, where a seemingly infinite number of ponds and lakes stretch on into the cold Rainlands beyond it. To the East lay Lama Niami, a war-ravaged section of the forest now soaked and saturated with the ichor of billions upon billions of corpses, where the last great battle between the Ulukuta and the Sekuta was waged, and their death memoku now waft upon the air, instilling a deeply disturbing hallucinogenic effect upon all who tread its swampy grounds. To the South and South-East sits Kitinep, the Glass Desert, the surface of its sands an impossibly thin layer of glass, shattered and poised to sever life and limb from clumsy pilgrims, with only a single, safe path that shields its travelers from ever-turbulent winds, and leads them from the edges of Taman’s forests to the Twilight Temple, where the Sikau have secluded themselves for countless generations. To the West rests a great number of barren lands, occasionally strewn with the odd colony or settlement, until one’s Westward path is halted by the great waters that stretch to the end of the horizon. What may lay beyond is unknown to all but the Asetari, or perhaps the Sorasal.

-THE DREAM LANDS-

The Dream Lands have existed as long, if not longer, than the Deep itself. It is a parallel realm to Aoiamia, where the raw energies of emotion, personality, and memory coalesce and meld together in the roots, trunk, and branches of the Mother Tree. This is not the Mother Tree as She was sung of in the Song of Origins, however; this is the true natural form of the Mother Tree. The Dreams Lands are as much a part of Her as She is a part of it. They are one and the same. Her branches and roots are in a state of constant change and shift, as every tip of every appendage connects all things in an interconnected ebb and flow, and when one perishes, those energies that inhabit the mortal shell are taken from it and returned to the Dream Lands, waiting to be born back into Aoiamia again.

BIOMES

As your party travels across the enormous world of Aoiamama, they will pass through all sorts of varied biomes and environments. For this demo, we have included three Biomes - Forest, Desert, and Wetland - to give you a general sense of how the party's whereabouts can affect how they may interact with the story and its characters. Different Biomes often have different sets of resources, inhabitants, and threats that your Champions will need to be mindful of.

-FORAGE-

Forage is a category of useful materials that can be found throughout Aoiamama. These are essential resources for your Champions to keep stocked throughout their adventures, as Forage is valuable when bartering, can potentially be used to solve environmental puzzles, and certain Traits may require specific Forage items in addition to their Marrow cost. Forage quantities are tracked using Tokens at a 1:1 rate.

Depending on the Biome your party is currently in, some types of Forage may be easier to find than others. Each Biome has an associated Forage table to indicate how common it is (or isn't) in that area. To actively collect Forage, just as in Arena Format, your player must roll a Survival Check and specify which type of Forage they wish to search for, at which point you refer to the local Biome's Forage table to determine the difficulty of the Check.

Certain types of Forage are Abundant in some Biomes. When Traveling, your party automatically collects 1 Token of each Abundant Forage type per Travel Turn.

-ENVIRONMENTAL HAZARDS-

Some Cards in your GM Deck have effects that allow you to invoke an Environmental Hazard. Environmental Hazards are mild to moderate natural conditions that can hinder a party or require them to change their approach, but in most cases shouldn't be life-threatening. Each Biome Sheet lists which Environmental Hazards can occur within that Biome, although it's up to you what type of Hazard you throw at your party. Generally speaking, Hazards aren't something that should necessarily occur in every single session. Think of them more as "divine intervention", or the forces of nature attempting to assist in your party's positively-oriented goals - or perhaps against your party if they are beginning to take more sadistic or self-centered actions.

-ENVIRONMENTAL DISASTERS-

Like Hazards, Environmental Disasters are tied to specific Biomes, but are rare, extreme natural occurrences that can seriously endanger both the party and NPCs in a given area. These are often plot-level events that should only be used sparingly, and even then, are usually preceded by Hazards or other indicators that can alert players to the fact that perhaps they shouldn't linger too long in their current location (for example, a prolonged drought could lead to a wildfire or dust storm).

FOREST BIOME SHEET

The forests of Aoiamama teem with fauna and flora of countless varieties. The soil is damp and rich, providing optimal conditions for lush vegetation, as well as the highlight of any forest - its tall, proud trees. While there are exceptions, a great majority of the Sektan people prefer to inhabit forests, as the moist soil and numerous trees provide good foundations for homes and colonies, and food resources tend to be greatly abundant.

FORAGE	SCARCITY	DIFFICULTY	COLLECTED
Mineral	Abundant	Easy (1d6)	5
Herb	Abundant	Easy (1d6)	5
Fungus	Ample	Average (2d6)	3
Pollen	Ample	Average (2d6)	3
Root	Ample	Average (2d6)	3
Amber	Scarce	Challenging (4d6)	1
Sap	Present	Hard (3d6)	2
Blood	Devoid		
Honey	Devoid		
Silk	Present	Hard (3d6)	2

HAZARD	EFFECT
Heavy Winds	Flying Creatures must spend 1 additional Mobility Token per Cell moved, and 1 additional Mobility Token at the start of their Turn. If they Plummet or Land from a height, they move 1 Cell the direction the wind is pushing for every Cell you fall downward.
Rain	For every Turn you spend in flight, gain 1 Plummet Token.
Thunderstorm	Flying Creatures must spend 1 additional Mobility Token per Cell moved, and 1 additional Mobility Token at the start of their Turn. If they Plummet or Land from a height, they move 1 Cell the direction the wind is pushing for every Cell you fall downward. For every Turn you spend in flight, gain 1 Plummet Token.
Cold Snap	Walking overland requires 1 additional Mobility per Cell moved, and Traits require 1 additional Marrow Token to play.
Rough Water	Skimming over liquid surfaces requires 1 additional Mobility Token per Cell moved, and the Skimming Creature will gain 1 Sink Token at the start of every Turn they remain Skimming.

DISASTER	EFFECT
Flash Flood	Water rushes in without warning, washing away all Creatures within the Area. All Creatures must immediately start throwing Soul Cling rolls. Those who survive will wash up on high ground at a location of the GM's discretion.
Rockslide	Large, crushing stones tumble from a hill outcropping nearby. All Creatures must succeed a Challenging Athletics Check to avoid instant death.
Sinkhole	The soil beneath you shudders and begins to slide in on itself. All grounded Creatures must succeed a Challenging Athletics Check to avoid being swallowed in the expanding crevice opening in the ground. All flying Creatures are safe.
Wild Fire	An inferno whips and flares up around you. All Creature who continue to remain in the circle of fire must remove 1 Vitality at the start of their Turn. You may only leave by flying up and out of the fire.

DESERT BIOME SHEET

Many of Aoiamas deserts stretch off seemingly into the infinite as dune after dune spill over each other like waves across a sand-filled sea. Rocky, earth-laden outcroppings can occasionally be found breaking the hypnotic horizon, sometimes bearing hardy flora and, on occasion, equally hardy fauna. Other deserts are not as barren, instead harboring expanses of beautiful shrubs, cacti, and desert flowers. While water and food may sometimes be difficult to come by in the desert, those are likely not the greatest dangers adventurers face while on a sandy sojourn - for sun-crazed monsters often lurk just beneath the surface, waiting to devour unwitting travelers.

FORAGE	SCARCITY	DIFFICULTY	COLLECTED
Mineral	Abundant	Easy (1d6)	5
Herb	Scarce	Challenging (4d6)	1
Fungus	Devoid		
Pollen	Scarce	Challenging (4d6)	1
Root	Present	Hard (3d6)	2
Amber	Present	Hard (3d6)	2
Sap	Scarce	Challenging (4d6)	1
Blood	Devoid		
Honey	Devoid		
Silk	Scarce	Challenging (4d6)	1

HAZARD	EFFECT
Heavy Winds	Flying Creatures must spend 1 additional Mobility Token per Cell moved, and 1 additional Mobility Token at the start of their Turn. If they Plummet or Land from a height, they move 1 Cell the direction the wind is pushing for every Cell you fall downward.
Rain	For every Turn you spend in flight, gain 1 Plummet Token.
Loose Ground	Walking overland requires 1 additional Mobility per Cell moved.
Drought	The Difficulty of each Forage Check is 1 difficulty harder.
Low Visibility	All Creatures cannot see within a 3 Cell radius of their occupied Cell(s).

DISASTER	EFFECT
Dust Storm	A wall of sand chokes the light from the air, blinding all Creatures within its wake. Grounded Creatures must succeed a Challenging Grit Check to remain grounded, or else are swept up. All flying Creatures will immediately be swept up and must start throwing Soul Cling rolls. Those who survive will be flung out from the storm and land at a location of the GM's discretion.
Rockslide	Large, crushing stones tumble from a hill outcropping nearby. All Creatures must succeed a Challenging Athletics Check to avoid instant death.
Sinkhole	The soil beneath you shudders and begins to slide in on itself. All grounded Creatures must succeed a Challenging Athletics Check to avoid being swallowed in the expanding crevice opening in the ground. All flying Creatures are safe.
Whirlwind	A twisting column of wind consumes all Creatures. All Creatures must immediately start throwing Soul Cling rolls. Those who survive will be spat out the peak of the twister and land at a location of the GM's discretion.

WETLAND BIOME SHEET

The wetlands of Aoiama teem with lush, green grasses, and are dotted with pools of fresh water and deep-rooted trees. Many feral tribes of Dipita make their homes here, as most Sekuta tend to find these places inhospitable, if not outright dangerous. The wetlands are prime hunting grounds for Optea, arguably the most fearsome predators among the Exuta beasts. However, if one must brave these wilds, they should fear the Arak the most by far; the devious Children of Zek are said to always be hungry, and are eager to ensnare almost any living creature in their webs.

FORAGE	SCARCITY	DIFFICULTY	COLLECTED
Mineral	Abundant	Easy (1d6)	5
Herb	Ample	Average (2d6)	3
Fungus	Abundant	Easy (1d6)	5
Pollen	Ample	Average (2d6)	3
Root	Abundant	Easy (1d6)	5
Amber	Scarce	Challenging (4d6)	1
Sap	Scarce	Challenging (4d6)	1
Blood	Devoid		
Honey	Devoid		
Silk	Scarce	Challenging (4d6)	1

HAZARD	EFFECT
Heavy Winds	Flying Creatures must spend 1 additional Mobility Token per Cell moved, and 1 additional Mobility Token at the start of their Turn. If they Plummet or Land from a height, they move 1 Cell the direction the wind is pushing for every Cell you fall downward.
Rain	For every Turn you spend in flight, gain 1 Plummet Token.
Thunderstorm	Flying Creatures must spend 1 additional Mobility Token per Cell moved, and 1 additional Mobility Token at the start of their Turn. If they Plummet or Land from a height, they move 1 Cell the direction the wind is pushing for every Cell you fall downward. For every Turn you spend in flight, gain 1 Plummet Token.
Loose Ground	Walking overland requires 1 additional Mobility per Cell moved.
Rough Water	Skimming over liquid surfaces requires 1 additional Mobility Token per Cell moved, and the Skimming Creature will gain 1 Sink Token at the start of every Turn they remain Skimming.

DISASTER	EFFECT
Flash Flood	Water rushes in without warning, washing away all Creatures within the Area. All Creatures must immediately start throwing Soul Cling rolls. Those who survive will wash up on high ground at a location of the GM's discretion.
Tidal Wave	A tall and impending wave of water crashes over all grounded Creatures. Grounded Creatures must succeed a Challenging Grit Check to remain grounded, or else are swept up. All swept up Creatures must start throwing Soul Cling rolls. Those who survive will float to the surface. Flying Creatures are safe.
Sinkhole	The soil beneath you shudders and begins to slide in on itself. All grounded Creatures must succeed a Challenging Athletics Check to avoid being swallowed in the expanding crevice opening in the ground. All flying Creatures are safe.
Whirlwind	A twisting column of wind consumes all Creatures. All Creatures must immediately start throwing Soul Cling rolls. Those who survive will be spat out the peak of the twister and land at a location of the GM's discretion.

LOCATIONS

Across Aoiama, no matter where one travels, they will undoubtedly arrive at some time or another at the gates of bustling towns, cities, inns, or trading posts. In this demo, we have provided five types of locations, generalized to fit into your stories, but playable in context with provided lore in our included Adventure one-shot. These Location Sheets will provide you with ample tools to run simple interactions, but you as the GM should work out interesting ways to flavor them with characters and side quests of your own to guide the players along a path toward understanding and preparing for their next goal.

-CITIES AND COLONIES-

Most often, cities and colonies are built by singular tribes of Sekuta, and thus have an ethnically majority populace, such as Fora Mountains, Apoi Hives, and Tera Burrows. While it is more common among these three examples to see visitors or occasional residents of differing Sekuta heritage, there are some cities where it is all but forbidden for outsiders to enter unless on official business or in times of dire emergency, such as certain, more restrictive Ro Colleges and Manta Monasteries. Within cities and colonies, there are a variety of merchants, traders, inns, taverns, healers, and entertainment, as well as ordinary residents going about their day-to-day lives. At the heart of these places are Queens and other royalty or regents, and around them the fortified palaces from which they rule. Being called for an audience with any ruler, but especially Queens, is considered a high honor within Sekuta culture, as these Queens herald from lineages that can be traced back to the ancient times when all people resided at the Mother Tree, where the very first Sekuta were born. Within their halls and domains, one should take great care to respect their law and the peace they enforce. The included City Sheets provide you with ample lore and information about that city's people, their customs, who rules over them, and what their people trade with and for.

-SMOKE SAUNAS-

A great variety of locations, especially Cities, Colonies, and Trading Posts are host to smoke saunas, where Sekuta will gather to socially or ceremonially inhale a variety of slowly, meticulously-burned herbs. The Sekuta find the smoke soothing, and the temperature is carefully managed by sauna attendants to keep the occupants from overheating. Saunas can vary in size, accessibility, and purpose, ranging from public establishments where all are welcome to medical wards to small, private saunas used by priests for religious ceremonies. Depending on which specific herbs are burned, the partakers will gain special buffs for a period of time.

-TRADERS, TAVERNS, AND INNS-

Almost all settled locations feature one or more traders, merchants, and all manner of shops and services. The applicable Location Sheets contain a number of generic shop keeps with lists of their wares, services, and prices, all of which you may alter and adjust to meet your own needs. It is up to you to decide who these characters are, how they will respond to the party, and how far they might go to either get them a good deal or rip them off.

-LAIRS-

Lairs are dangerous places where few Sekuta dare to tread, often taking the form of deep and winding nests, where Ulukuta and other monsters alike lurk as they prepare for their next hunt. Virtually all Sektan peoples give Lairs a wide birth, lest the dreaded monsters within emerge in search of a meal. Your party may need to infiltrate one of these lairs for one reason or another, albeit at great risk to both life and limb. On Lair Sheets, we provide a number of traps, treasures, and foes you may encounter within these damnable pits.

-HOARD TABLES-

Within Lairs, you may come across the monster's treasure hoard. The GM will roll 1d6 to determine the loot the party discovers. However, for every player that succeeds an Average Awareness Check, the GM will add +1 to the roll result. For every player that succeeds a Hard Awareness Check, they GM will add +2 to the roll result. Each player may only roll one Awareness Check when they discover a hoard.

LIN FORA MOUNTAIN

A Mountain is the center of operations for any colony of Fora. In the upper layers, there are often trading chambers, guest accommodations, military quarters, and priests' temples where walls of memory are kept. Down several layers of tunnels underground will tend to be agricultural chambers where food is grown, harvested, and stored up for the sustenance of the Mountain's populace, as well as against times of famine. The deepest layers are reserved for the Queen's palaces, where her, her daughters, other royals, and courtiers reside.

The Mountains of Lin Fora are unmistakable for any other, as they often stand far taller than those of other tribes, sometimes even reaching as tall as the tops of trees. These enormous, bustling metropolises exhibit grand and opulent chambers, which are often single-purpose spaces. There is one particular, notable exception: the Grand Bazaar, one of the primary central chambers connected directly to the Mountain's gate by a large corridor, where traders and merchants of all kinds congregate to barter for their wares. Beyond trade, this area is often used as one of the Mountain's many storm chambers; when rain begins to fall, the surrounding populace gathers there to stay safe, and specialized storm instruments are brought out from side passages. Rain droplets are funneled through controlled apertures in the ceiling to strike or fill the storm instruments, as their bands of players drone out ancient symphonies, and a choir clacks their mandibles in hypnotic rhythm, raising hymns in thanks to Xao the Azure for the gift of water. At the end of these performances, the water collected by the instruments is then decanted, and the audience is encouraged to come forward and partake. After this, the rain portals are closed, the Ampí torches are lit, and the stalls come back out to let trade continue.

Prime trade among the Lin are, of course, the product of their Exuta cultivation, such as Kolo meat and chitin, Fi wine, and Ampí torches. Beast mastery being a highly prevalent profession amongst their people, the Lin seem to surround themselves with it in their everyday lives, with many keeping pet Exuta separate from their livestock, or sometimes as flock guardians. One common pastime is the Kolo joust, where brave Kolo jockeys attempt to flip their opponents' Kolo over using their own steed's horns and tusks. Victory in this sport brings high honor and praise among the Lin, and repeat winners may even be offered a seat in the Queen's court to represent the colony's farmers and ranchers, advocating and appealing to the Queen on their behalf.

The common attitude of the Queen of the Lin is a fastidious nature of comradery amongst her children, seeking ways to keep the Mountain's resources well-stocked and, in turn, ensuring that the populace is well-fed, well-trained, and well-disciplined. In desperate times, however, this approach can potentially result in overworking and underfeeding, leading to suffering and death, the very memoku of which leads those attuned to its scent into the spiral, infinitely sinking down into the abyss where those unfaithful in their people's past were swallowed up in the maw of Xao. Just as the faithless were once trapped under the tumult and waves by their own pride, so too may those in the spiral be trapped forever under that remembrance of suffering; the cost of the Queen's pride.

A Lin Mountain is vast, and is bound to hold many secrets over the centuries since its construction. What might you discover amongst its seemingly infinite tunnels?

Tavern	
Item	Haggling Bid
Fi Wine	2 Root/Herb
Dew Drop	1 Pollen
Dandelion Nectar	2 Herb/Pollen
Traveler’s Rations (3)	1 Mineral

Beast Master’s Guild	
Item	Haggling Bid
Ampi Torch	2 Pollen
Kolo Chitin	1 Amber
Kolo Flesh	3 Fungus
Traveler’s Rations	1 Mineral

Smith Shop (see pages 28-29)	
Item	Haggling Bid
Ordinary Flint Sword	4 Pollen
Rustic Bone Sword	3 Amber
Rustic Heli Shield	2 Amber
Rustic Scale Mace	3 Amber
Masterwork Flint Sword	2 Amber
Refined Marl Gauntlets	3 Amber
Refined Bone Staff	5 Root
Refined Marl Shield	3 Amber
Ordinary Mosek Short Bow	5 Silk
Flint Bolts (3)	1 Root

Forage Exchange	
Offered	Seeking
1 Mineral	2 Root
1 Herb	2 Fungus
2 Fungus	3 Mineral
9 Pollen	1 Honey
2 Root	1 Sap
1 Amber	2 Blood
1 Sap	3 Herb
1 Blood	3 Silk
1 Honey	2 Amber
1 Silk	2 Pollen

Smoke Sauna Herbs & Offerings Entry Fee: 1 Root, Herb, or Pollen		
Herb	Sauna	Effect
Niko	Social	Cool-Headed: +2 to Skill Scores in Artifice, Awareness, and Grit for 1 day.
Savi	Social	Clarity: +2 to Skill Scores in Awareness, Coercion, and Knowledge for 1 day.
Koka	Social	Head Rush: +2 to Skill Scores in Athletics, Guile, and Performance for 1 day.
Kino	Medicinal	Healing Haze: -1 to Skill Scores in Athletics, Awareness, and Subterfuge for 1 day. -1 to all Damage taken in the next Combat.
Aiawa	Ceremonial	Dream-Walk: -3 to all Skill Scores for 1 day. -1 to all Marrow Costs for all Traits. Cycling requires no Marrow cost.

MIR TRADING POSTS

Trading posts across Aoiama are most commonly operated by the mercantile-minded Mir, who welcome any and all Sekuta to their stalls to barter and haggle. Beyond this, they are broadly accepting of those who come seeking the nomadic life, with countless members of other tribes joining their caravans, seeing the wider world, and trading all manner of treasure and curio.

The Mir are in large part a strangely egalitarian society, where no single Mir owns any good carried by the caravan. For them, all things they carry belong equally to each other, and the trading of any one item is made strictly in consideration for the benefit of the whole caravan, though this can also result in its share of complications. While any member of the caravan has the right to trade any item belonging to the caravan, a given Mir may trade and haggle with more greed than another; this can sometimes lead to interpersonal conflicts, though these are commonly mitigated by virtue of the social laws the Mir ascribe for themselves. Should a disagreement arise on the trade value of an item already exchanged, the dispute is brought before the caravan's trade jury; the Mir who was responsible for making the trade must make a defensible case for why they did so, with the rest of the caravan as witness. Should this defense be sufficient, there will be no punitive action taken. But if the defense is found lacking, the Mir in question will be tasked with making up the difference through heavier-handed haggling until the deficit value of the original item has been recuperated. As such, there are some Mir whose tactics appear shrewd and greedy, while the majority of others will usually seek a trade that greatly benefits both sides of the deal.

Beyond the wonders and trinkets one might see being sold at the stalls, the stalls themselves are equally remarkable, constructed from a variety of cogs and gears to open up into stalls ready for operation, and fold up to form the very cargo wagons that make up Mir caravans. There are a number of Mir whose job is dedicated to managing and maintaining these mechanisms to keep the caravan operating smoothly, whether at market or on the road.

As a consequence of their nomadic lifestyle, the Mir tend to also act as news couriers and gossip mongers between the tribes and nations. Some places where discussions can commonly be overheard are the pop-up smoke sauna tents or the food stalls, where - if one is listening carefully - they may just be lucky enough to catch something of value.

Whether one is looking for weapons, supplies, Forage, food, or something strange and unique, they are guaranteed to see wares of all sorts at a Mir Trading Post.

Smith Shop (see pages 28-29)	
Item	Haggling Bid
Refined Wax Long Bow	3 Honey
Scale Bolt (3)	2 Silk
Ordinary Amber Dagger	4 Amber
Ordinary Bark Shield	6 Root

Curio Shop	
Item	Haggling Bid
Amber Talisman	1 Amber
Sapphire Talisman	2 Amber
Memoku Wayfinder	5 Amber
Caravan Token	3 Silk

Tavern	
Item	Haggling Bid
Water	Free
Dew Drop	1 Root
Sap Mead	2 Sap
Dandelion Nectar	1 Pollen
Apoi Mead	3 Root
Fi Wine	3 Root
Kolo Flesh	1 Amber
Fi Flesh	1 silk
Fatwood	2 Root
Travel Rations (3)	1 Herb

Forage Exchange	
Offered	Seeking
9 Mineral	2 Root
2 Herb	3 Fungus
2 Fungus	7 Mineral
2 Pollen	Blood
3 Root	1 Honey
1 Amber	4 Herb
2 Sap	1 Amber
2 Blood	5 Sap
1 Honey	5 Silk
3 Silk	4 Pollen

Smoke Sauna Herbs & Offerings Entry Fee: 1 Root, Fungus, or Pollen		
Herb	Smoke Type	Effect
Niko	Social	<i>Cool-Headed:</i> +2 to Skill Scores in Artifice, Awareness, and Grit for 1 day.
Koka	Social	<i>Head Rush:</i> +2 to Skill Scores in Athletics, Guile, and Performance for 1 day.
Kino	Medicinal	<i>Healing Haze:</i> -1 to Skill Scores in Athletics, Awareness, and Subterfuge for 1 day. -1 to all Damage taken in the next Combat.

Whether in Cities, Trading Posts, or simply on the road, one will commonly find inns and taverns for weary travelers and adventurers. Here, nourishment and occasional entertainment is on offer to soothe patrons after long and tiresome journeys. The inns boast rooms suited for any manner of Sekuta and their accustomed sleeping practices, and their tavern offerings including traditional foods and drinks from a variety of local cultures.

While these locations will likely be integrated into the architecture within a given city or colony, one might happen upon interesting and unique establishments while on the road, such as within a hollowed tree stump, constructed from leaf litter, or built up from stacked stones – whatever provides the safest shelter from the elements.

Drink will most often be served to individuals as spherical droplets carried in small or budding flowers, though some taverns may host troughs for more common libations such as water and collected dew – just be sure not to fall in, lest you risk starting a brawl!

Many taverns will reserve a space for a stage upon which bards and other performers will show off their talents for patrons and residents alike. Such taverns often keep a resident bard on payroll, strumming and singing their tunes in exchange for their room and board. These bards are often from Idom descent, though other peoples are known to attract visitors far and wide to see their forms of art on display. Some of these might include Fora puppetry or Apoi dancing, for example.

No matter where one may travel across Aoiamas, one thing is certain: no two nights at an inn will ever feel the same.

Tavern		Forage Exchange	
Item	Haggling Bid	Offered	Seeking
Water	Free	3 Mineral	1 Blood
Dew Drop	1 Mineral	3 Herb	1 Honey
Sap Mead	1 Sap	2 Fungus	1 Silk
Dandelion Nectar	2 Root	4 Pollen	1 Sap
Apoi Mead	3 Pollen	6 Root	1 Amber
Fi Wine	2 Pollen	1 Amber	4 Fungus
Kolo Flesh	1 Silk	2 Sap	5 Root
Fi Flesh	1 Silk	2 Blood	3 Pollen
Fatwood	2 Root	1 Honey	5 Mineral
Travel Rations (3)	1 Herb	2 Silk	5 Herb

Smoke Sauna Herbs & Offerings Complimentary		
Herb	Smoke Type	Effect
Niko	Social	Cool-Headed: +2 to Skill Scores in Artifice, Awareness, and Grit for 1 day.
Kino	Medicinal	Healing Haze: -1 to Skill Scores in Athletics, Awareness, and Subterfuge for 1 day. -1 to all Damage taken in the next Combat.

ARAK LAIRS

Arak Lairs are, by far, one of the single most dangerous places a traveler may venture into, with webs and traps littered throughout their chambers - and of course, the predatory Arak itself. Those brave few who enter may unearth hoarded treasures or dangerous relics from ages past, but also run the risk of encounters with other dangerous creatures such as Anur, which some Arak will occasionally keep as guardian pets in exchange for food (often in the form of the unfortunate souls that wander in).

Should one dare to set foot in such a place, they must tread with caution and keep their wits about them at all times, lest they be ensnared by silken Runes, or else caught up in death’s maw.

-ARAK LAIR MECHANICS-

For the purposes of this demo, we have included an Arak (spider) as one of the high-Threat Creatures you may play with, intended as a “final boss” or capstone to an adventure. We recommend that you familiarize yourself with the Arak’s specific mechanics and lore description, found on page 48 to get the most out of this section.

When crawling through an Arak Lair, you may roll 1d6 for the Turn Event listed on the Arak Lair Crawl Turn Encounters table. If you land on a Rune Encounter, roll another 1d6 to determine which Rune the party comes across. If you land on a Lair Hoard Discovery, roll another 1d6 to determine the extent of the hoard discovered.

ARAK LAIR CRAWL TURN ENCOUNTERS	
1	Rune Encounter
2	Combat Encounter
3	Rune Encounter
4	Nothing Happens
5	Rune Encounter
6	Lair Hoard Discovery

ARAK LAIR HOARD TABLE	
Roll	Suggested Loot
1	Party fills up on Silk forage.
2	Party fills up on Silk Forage. 1 Discover Ordinary Weapon.
3	Party fills up on Silk Forage. 2 Discover Ordinary Weapon, 1 Woven Silk Cloth.
4	Party fills up on Silk Forage. Discover 1 Refined Weapon, 1 Woven Silk Cloth.
5	Party fills up on Silk and Amber Forage. 2 Discover Refined Weapon, 2 Woven Silk Cloth.
6	Party fills up on Silk and Amber Forage. Discover 1 Masterwork Weapon, 2 Refined Weapon, 3 Woven Silk Cloth.

ARAK SILK RUNE ENCOUNTER TABLE		
Roll	Rune	Effect
1	Suspicious Rune	Have your party roll an Average Awareness Check. If any one of them succeeds, they will see the Rune before it is triggered. Roll 1d6 again for the Rune they discover. If you roll 1 again the Rune is decrepit and disabled. For every other roll result, the party may make one attempt to disable the Rune by succeeding; an Average Subterfuge Check for Entangling Silk and Flinging Strand; a Hard Subterfuge Check for Corrosive Bindings and Puppeteer; a Challenging Subterfuge Check for Glistening Deception.
2	Entangling Silk	The triggering Creature is bound and immobilized in Silk for 1+X Rounds, where X is equal to the number of additional Silk spent to play this Trait. The bound Creature must skip their Turn for each Round they are bound by the Silk. If the bound Creature or an adjacent Ally to the Creature is holding a Bladed Weapon and succeeds a Hard Survival Check on their turn, they will escape the Silk and end their turn.
3	Corrosive Bindings	The triggering Creature is bound and immobilized in Silk for 3+X Rounds, where X is equal to the number of additional Silk spent to play this Trait. The bound Creature must skip their turn for each round they are bound by the Silk. The bound Creature must remove 1 Chitin Token at the end of their turn for every Round they are bound, and 1 Vitality every Round should their Chitin deplete. If the bound Creature or an adjacent Ally to the Creature is holding a Bladed Weapon and succeeds a Hard Survival Check on their turn, they will escape the Silk and end their turn.
4	Flinging Strand	The triggering Creature is flung 5+X Cells back in the direction they approached the Rune from, where X is equal to the number of additional Silk spent to play this Trait.
5	Puppeteer	Triggering this Rune will pull on a strand of Silk attached to an object of your choice, drawing the object toward the Rune and its triggering Creature. The Silk spent to weave this Rune is dependent on the size of the attached object. 1 Silk for a Small object, 2 Silk for a Medium Object, 3 Silk for a Large object, 4 Silk for a Huge object, 5 Silk for an Enormous object, 7 Silk for a Monstrous object, 9 Silk for a Gigantic object. Creatures on and adjacent to the Rune must make a Hard Awareness Check. If they fail, you may use this distraction to play an Attack before initiating Combat.
6	Glistening Deception	This Rune emits a soft, enticing glow, enchanting Creatures within a 4 Cell radius of the Rune. These Creatures must roll a Hard Awareness Check. If they fail, they will be immobilized for 5+X Rounds, where X is equal to the number of additional Silk spent to play this Trait. This trance cannot be broken except by succeeding a Hard Grit Check or else being physically moved outside of the Rune's radius of influence.

KIL LAIRS

Kil Lairs are just as dangerous as their Arak counterparts, sporting maze-like corridors and passages that weave and wind around each other to disorient any unfortunate trespassers who stumble unwittingly into these labyrinths of terror.

Kil will not tolerate co-habitants of any sort within their warrens, slaughtering any and all who they find in their territory. Some Kil are capable of spitting a gooey, resin-like material that hardens on impact to incapacitate their prey; this substance can sometimes be found stuck to the walls and ceilings of their lairs.

Do not let your guard down when traversing through a Kil’s territory - such folly may very well be your final mistake.

-KIL LAIR MECHANICS-

The Kil are much more mobile and on-the move than their other Ulukuta counterparts, utilizing the small tunnels littering their dens to wind in and around the party to disorient them. They are likely to know where the party is before the party knows where they are. As such, their main mechanic revolves around ambushing and fleeing before the party can get a grip of the situation. Once a Kil has sufficiently assessed and harassed their prey, they will fully engage in combat. If you roll an Ambush encounter during a Crawl Turn, roll another 1d6 to determine the type of ambush that occurs.

KIL LAIR CRAWL TURN ENCOUNTERS	
1	Ambush Encounter
2	Nothing Happens
3	Combat Encounter
4	Nothing Happens
5	Ambush Encounter
6	Lair Hoard

KIL LAIR HOARD TABLE	
Roll	Suggested Loot
1	Party fills up on Blood forage.
2	Party fills up on Silk Forage. 1 Discover Ordinary Weapon.
3	Party fills up on Blood Forage. 2 Discover Ordinary Weapon, 1 Amber Talisman.
4	Party fills up on Blood Forage. Discover 1 Refined Weapon, 1 Woven Silk Cloth.
5	Party fills up on Blood and Amber Forage. 2 Discover Refined Weapon, 2 Amber Talisman.
6	Party fills up on Silk and Amber Forage. Discover 1 Masterwork Weapon, 2 Refined Weapon, 3 Amber Talisman.

KIL AMBUSH ENCOUNTER TABLE		
Roll	Ambush	Effect
1	Suspected Ambush	Have your party roll an Average Awareness Check. If any one of them succeeds, those party members will anticipate the Ambush before the Kil strikes. For all party members who succeed, they may make 1 basic Weapon Attack of their choosing against the Kil.
2	Grazing Fang	The Kil runs out of a tunnel, brushing behind the rearmost party member, and scraping its fangs against their abdomen. The party member will be afflicted with the Kil's Venom Arts Instinct. The Kil will roll a Hard Awareness Check. If they succeed, they may choose to initiate Combat, or else retreat and continue lurking for another opportunity. If it fails, it will automatically flee.
3	Tripping Hazard	The Kil runs out in front of the leading party member, swiftly crawling underfoot, and tripping the party member. They will stumble forward, landing prone, and must spend the next Turn getting to their feet. The Kil will roll a Hard Awareness Check. If they succeed, they may choose to initiate Combat, or else retreat and continue lurking for another opportunity. If it fails, it will automatically flee.
4	Anticipated Ambush	Have your party roll an Easy Awareness Check. If any one of them succeeds, those party members will anticipate the Ambush before the Kil strikes. For all party members who succeed, they may make 2 basic Weapon Attack of their choosing against the Kil. The party suppresses the Kil's escape, and Combat begins.
5	Sticky Situation	The Kil may target up to two party members and perform Rear Offense on both of them. The Kil will roll an Average Awareness Check. If it succeeds, it may choose to initiate Combat, or else retreat and continue lurking for another opportunity. If it fails, it will automatically flee.
6	You're Coming With Me	The Kil targets one party member of your choice and performs Constricting Coil. If the Kil succeeds, it may drag the immobilized party member down one of its tunnels. The party member may be found later immobilized by Resin in the nesting chamber of the Lair. If the party fails to defeat the Kil or fails to find the central chamber, the party member will perish.

WEAPONS & EQUIPMENT

There are a variety of Weapons and other equipment that can be crafted, found, or traded for. For this demo, we have provided a handful of these pieces and their stats for you to use at your disposal. The following represents a small sample of what will be available in the final game.

Bladed Weapons							
<i>Item</i>	<i>Dmg Type</i>	<i>Hit</i>	<i>Base Dmg</i>	<i>Action 1 (Dmg) (Cost)</i>	<i>Action 2 (Dmg) (Cost)</i>	<i>Action 3 (Dmg) (Cost)</i>	<i>Action 4 (Dmg) (Cost)</i>
Rustic Thorn Dagger	Puncture	4	1	Swinging Strike (1d6) (1 Agility)	Lunging Strike (2d6) (2 Agility)	Quick Throw (2d6) (1 Agility)	Deflect (1d6) (2 Agility)
Ordinary Thorn Dagger	Puncture	3	1	Swinging Strike (2d6) (1 Agility)	Lunging Strike (3d6) (2 Agility)	Quick Throw (2d6) (1 Agility)	Deflect (2d6) (2 Agility)
Rustic Flint Dagger	Cleave	4	1	Swinging Strike (1d6) (1 Agility)	Lunging Strike (2d6) (2 Agility)	Quick Throw (2d6) (1 Agility)	Deflect (1d6) (2 Agility)
Rustic Stinger Dagger	Puncture	4	3	Swinging Strike (1d6) (1 Agility)	Lunging Strike (2d6) (2 Agility)	Quick Throw (2d6) (1 Agility)	Deflect (1d6) (2 Agility)
Ordinary Amber Dagger	Puncture	3	4	Swinging Strike (2d6) (1 Agility)	Lunging Strike (3d6) (2 Agility)	Quick Throw (2d6) (1 Agility)	Deflect (2d6) (2 Agility)
Ordinary Bone Hook	Puncture	3	2	Lunging Strike (2d6) (1 Wit)	Swinging Strike (3d6) (2 Wit)	Quick Throw (2d6) (2 Wit)	Deflect (2d6) (1 Wit)
Masterwork Flint Sword	Cleave	2	1	Blunt Strike (2d6) (1 Agility)	Swinging Strike (4d6) (2 Agility)	Lunging Strike (4d6) (2 Agility)	Deflect (3d6) (2 Agility)
Rustic Bone Sword	Cleave	4	2	Blunt Strike (1d6) (1 Agility)	Swinging Strike (3d6) (2 Agility)	Lunging Strike (3d6) (2 Agility)	Deflect (2d6) (2 Agility)
Refined Scale Axe	Cleave	3	2	Blunt Strike (2d6) (1 Agility)	Swinging Strike (4d6) (2 Agility)	Focused Throw (3d6) (2 Agility)	Deflect (2d6) (2 Agility)
Ordinary Crystal Greatsword	Cleave	3	4	Blunt Strike (3d6) (2 Brawn)	Swinging Strike (3d6) (3 Brawn)	Charged Strike (4d6) (3 Brawn)	Absorb (3d6) (3 Brawn)

Ranged Weapons							
<i>Item</i>	<i>Dmg Type</i>	<i>Hit</i>	<i>Base Dmg</i>	<i>Action 1 (Dmg) (Cost)</i>	<i>Action 2 (Dmg) (Cost)</i>	<i>Action 3 (Dmg) (Cost)</i>	<i>Action 4 (Dmg) (Cost)</i>
Rustic Thorn Short Bow	Puncture	4	1	Quick Shot (2d6) (2 Instinct)	Focused Shot (2d6) (3 Instinct)	Charged Shot (3d6) (4 Instinct)	Blunt Strike (1d6) (2 Instinct)
Ordinary Mosek Short Bow	Puncture	3	2	Quick Shot (2d6) (2 Instinct)	Focused Shot (3d6) (3 Instinct)	Charged Shot (3d6) (4 Instinct)	Blunt Strike (1d6) (2 Instinct)
Masterwork Crystal Atlatl	Puncture	2	3	Quick Throw (2d6) (2 Agility)	Focused Throw (3d6) (3 Agility)	Charged Throw (3d6) (4 Agility)	Blunt Strike (2d6) (2 Agility)
Refined Wax Long Bow	Puncture	3	4	Quick Shot (3d6) (2 Brawn)	Focused Shot (4d6) (3 Brawn)	Charged Shot (5d6) (4 Brawn)	Swinging Strike (2d6) (2 Brawn)

Ammunition	
<i>Item</i>	<i>Damage</i>
Thorn Bolt	1d6
Flint Bolt (recoverable)	1d6
Mosek Needle Bolt	2d6
Scale Bolt (recoverable)	3d6

Reaching Weapons							
<i>Item</i>	<i>Dmg Type</i>	<i>Hit</i>	<i>Base Dmg</i>	<i>Action 1 (Dmg) (Cost)</i>	<i>Action 2 (Dmg) (Cost)</i>	<i>Action 3 (Dmg) (Cost)</i>	<i>Action 4 (Dmg) (Cost)</i>
Ordinary Thorn Staff	Puncture	3	2	Blunt Strike (3d6) (2 Agility)	Swinging Strike (3d6) (3 Agility)	Deflect (3d6) (2 Agility)	Absorb (3d6) (3 Agility)
Rustic Mosek Staff	Puncture	4	3	Blunt Strike (2d6) (2 Agility)	Swinging Strike (3d6) (3 Agility)	Deflect (3d6) (2 Agility)	Absorb (3d6) (3 Agility)
Refined Bone Staff	Bash	3	3	Blunt Strike (3d6) (2 Agility)	Swinging Strike (4d6) (3 Agility)	Deflect (3d6) (2 Agility)	Absorb (3d6) (3 Agility)
Rustic Flint Spear	Puncture	4	1	Swinging Strike (2d6) (2 Wit)	Lunging Strike (3d6) (3 Wit)	Focused Throw (4d6) (3 Wit)	Deflect (3d6) (2 Wit)
Refined Stinger Polearm	Puncture	3	4	Swinging Strike (3d6) (2 Brawn)	Charged Strike (4d6) (3 Brawn)	Charged Throw (5d6) (4 Brawn)	Deflect (4d6) (3 Brawn)

Impact Weapons							
<i>Item</i>	<i>Dmg Type</i>	<i>Hit</i>	<i>Base Dmg</i>	<i>Action 1 (Dmg) (Cost)</i>	<i>Action 2 (Dmg) (Cost)</i>	<i>Action 3 (Dmg) (Cost)</i>	<i>Action 4 (Dmg) (Cost)</i>
Masterwork Thorn Baton	Puncture	2	1	Blunt Strike (2d6) (1 Agility)	Swinging Strike (3d6) (2 Agility)	Lunging Strike (3d6) (2 Agility)	Deflect (2d6) (1 Agility)
Ordinary Bone Baton	Bash	3	2	Blunt Strike (2d6) (1 Agility)	Swinging Strike (2d6) (2 Agility)	Lunging Strike (3d6) (2 Agility)	Deflect (1d6) (1 Agility)
Refined Marl Gauntlets	Bash	2	2	Jabbing Blow (2d6) (1 Instinct)	Punching Blow (3d6) (2 Instinct)	Hooking Blow (3d6) (3 Instinct)	Absorb (3d6) (2 Instinct)
Rustic Scale Mace	Puncture	4	4	Blunt Strike (2d6) (1 Wit)	Swinging Strike (3d6) (2 Wit)	Lunging Strike (3d6) (2 Wit)	Absorb (2d6) (2 Wit)
Rustic Wax Club	Bash	4	3	Blunt Strike (2d6) (1 Brawn)	Swinging Strike (3d6) (2 Brawn)	Charged Strike (3d6) (2 Brawn)	Deflect (2d6) (2 Brawn)

Shields							
<i>Item</i>	<i>Dmg Type</i>	<i>Hit</i>	<i>Base Dmg</i>	<i>Action 1 (Dmg) (Cost)</i>	<i>Action 2 (Dmg) (Cost)</i>	<i>Action 3 (Dmg) (Cost)</i>	<i>Action 4 (Dmg) (Cost)</i>
Ordinary Bark Shield	Bash	3	2	Bashing Strike (1d6) (1 Brawn)	Deflect (3d6) (2 Brawn)	Absorb (4d6) (3 Brawn)	Block (5d6) (4 Brawn)
Rustic Heli Shield	Bash	4	3	Bashing Strike (1d6) (1 Brawn)	Deflect (3d6) (2 Brawn)	Absorb (3d6) (3 Brawn)	Block (4d6) (4 Brawn)
Refined Marl Shield	Bash	3	3	Bashing Strike (2d6) (1 Brawn)	Deflect (3d6) (2 Brawn)	Absorb (4d6) (3 Brawn)	Block (5d6) (4 Brawn)

ITEMS

FOOD OR DRINK	
All food items can be consumed in place of a Traveler’s Ration while taking Travel Turns	
Item	Utility or Effect
Traveler’s Rations	A dehydrated mash of various food byproducts to satiate hunger on the road. Consume one every 4 Travel Turns.
Sap Mead or “Commoner’s Mead”	After consuming this as a ration, scrape the residue from the vessel and place it in your Forage Pouch. +2 Sap. At the start of your next Combat Turn, if you have a Rush Trait in your Deck, draw it and shuffle your Deck before drawing the rest of your Hand.
Apoi Mead	After consuming this as a ration, scrape the residue from the vessel and place it in your Forage Pouch. +2 Honey. At the start of your next Combat Turn, if you have a Rush Trait in your Deck, draw it and shuffle your Deck before drawing the rest of your Hand.
Fi Wine	After consuming this as a ration, scrape the residue from the vessel and place it in your Forage Pouch. +2 Mineral. At the start of your next Combat Turn, if you have a Rush Trait in your Deck, draw it and shuffle your Deck before drawing the rest of your Hand.
Dew Drop	After consuming this as a ration, scrape the residue from the vessel and place it in your Forage Pouch. +2 Mineral. At the start of your next Combat Turn, if you have a Rush Trait in your Deck, draw it and shuffle your Deck before drawing the rest of your Hand.
Dandelion Nectar	After consuming this as a ration, scrape the residue from the vessel and place it in your Forage Pouch. +2 Pollen. At the start of your next Combat Turn, if you have a Rush Trait in your Deck, draw it and shuffle your Deck before drawing the rest of your Hand.
Kolo Flesh	After consuming this as a ration, the flesh is scraped clean from the chitin plate. Add 1 Kolo Chitin to your Adventurer’s Pouch.
Fi Flesh	The sugar-infused flesh imbues you with energy. +5 temporary Mobility for the next 5 Turns. At the start of your next Combat Turn, if you have a Rush Trait in your Deck, draw it and shuffle your Deck before drawing the rest of your Hand.
Fatwood	After consuming this as a ration, wood shavings surround you, and you collect what may be left. +2 Root

CURIOS	
Item	Utility or Effect
Amber Talisman	A fiber necklace or bracelet with a small amber shard mounted as its centerpiece, meant to ward evil from the wearer. Ulukuta take 1+1d6 damage from Sekuta wearing this item.
Sapphire Talisman	A fiber necklace or bracelet with a number of small blue stones adorned in its braiding. This talisman can often be seen worn by followers and priests of Xao the Azure, and is rumored to ward off rain while traveling on the road. If a party member is wearing this talisman, they bring good fortune during environmental events, preventing rain-related weather events from occurring.
Memoku Wayfinder	This small, porous stone orb is drenched in Memoku pheromones from a great number of trailblazers who, throughout their adventures, have compiled the memories of a given geographical area, and imbued that information into this single stone. Focusing on any given location will reveal a glowing, ethereal trail that leads you along the safest path to your desired destination.
Caravan Token	This wooden coin is soaked and imbued with a special pheromone by the Fora Igi, who have built, upkeep, and guard the highways of Taman for time immemorial. This token will grant you free passage down any and every Igi-made road until the annual renewal, wherein new tokens are carved and sold.

MISCELLANEOUS ITEMS AND MATERIALS	
Item	Utility or Effect
Ampi Torch	Illuminates a dark space for Sekuta without Dark Vision. Made from the internal organ components of an Ampi’s abdomen.
Kolo Chitin	A sturdy and valuable trade item at market. Can be crafted into armor or shields.
Woven Silk Cloth	A durable and valuable trade item at market made from roughly 9 Silk, but valued for far, far more.

CREATURE COMPENDIUM

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In your journeys, you will inevitably meet a variety of creatures, whether they be fellow Sekuta, dreaded Ulukuta, or wild Exuta. Be wary, lest you misjudge who among them may be friend or foe... Creature Sheets will include the Creature's profile and lore on the front side of the sheet, and their in-game statistics on the back. For this demo, we have provided pre-built Creatures with stats chosen for the purposes of providing variety in race or species, combat style, and Threat levels. These pre-generated stats do not strictly represent how you will be able to customize your own NPCs in the final game.

-SEKUTA-

The Sekuta, or the Children of the Sap, are a coalition of insectoid species that trace their lineage back to the five original peoples created by the Mother Tree within their mythology. After they were exiled for bringing war to Her branches, they scattered across all of Aoiamia, searching for new homes and splitting off into countless tribes and nations. The Sekuta have come together under a general mythology and cosmology, unifying them under a loose standard of beliefs and behaviors toward each other - though this has not always held fast, and many nations have gone to war with each other for a variety of interpersonal and political differences.

Each of the playable Tribes in this demo has a corresponding profile detailing how they fit into the world of Aoiamia; while some profiles are specific to a particular real-world species (especially eusocial species such as the Apoi Melif, who represent European honeybees), others are collectives of many species under the same type of insect (for example, the Manta Asevilo form monasteries that house a variety of mantids).

-ULUKUTA-

The Ulukuta, or the Children of the Amber, were created by a fallen god of their pantheon, Zek the Crimson. They are the sworn enemies of the Sekuta, and will seek any and every opportunity to hunt and devour them, usurp their positions of power, or otherwise destroy them, all for the glory of their creator.

There are said to be a rare few Ulukuta who have defected from their allegiance to Zek, only living for their own goals and desires. However, that does not mean that these individuals are any less dangerous; in some cases, they are even more feared than the zealots of Zek, as they may have abandoned all reason, hunting purely for sport and personal glory.

-EXUTA-

The Exuta, or the Children of the Wild, are beasts without a clear understanding of their origins that the Sekuta claim. The Sekuta presume that the Exuta sprouted into the world much like the flowers and other plants did, where they are merely byproducts of creation itself. From the Sektan point of view, the Exuta display a lesser intelligence than their own, and while some counted amongst them have exhibited the capability to produce rough and broken speech, such as the wild tribes of the Dipita, the majority of the Exuta are content in ambling about their day, fulfilling the roles that the Sekuta assume Es in his mysteries has given to them.

Some Sektan tribes have taken various Exuta species as pets, steeds, or beasts of burden, especially those among the Fora Lin. A number of Exuta have been domesticated for their practical uses and byproducts, such as Kolo chitin and flesh, Ampa torches, and Fi wine, while some extremists among the Sekuta might go so far as to shepherd Mosek for their blood.

The majority of Exuta species, however, live out in the wilderness, and many can be territorially defensive, aggressive, or sometimes shy and reclusive. As always, be mindful of your surroundings, as you never know who or what may be watching you in the wilds of Aoiamia.

The profiles listed on this page are entries for Exuta who can be commonly found throughout Taman, but whose demeanor and place within the world makes them unlikely to see Combat; this may change in the future, or we may find other ways to make them mechanically relevant at a later date, but for the purposes of this demo they do not have statblocks except for Skills in the event you must make Checks against them. For the time being, we thought including these profiles would lend more weight to your understanding of our vision for the world of Colony.

ULU KOLO

Chrysolina Bankii

The Sektan root word “ulu” translates to “amber,” and the Ulu Kolo earns its name from its golden-hued carapace. While some believed when they first encountered this specimen that they may be related to the Ulukuta from their appearance, it soon became apparent that this was not the case, as they lack a capacity to speak, and generally exhibit a docile behavior toward many Sekuta species, especially if one were to present food to them. For this reason, there are some Sekuta who keep them as companion beasts, sometimes mounting them as short-distance steeds. While they can bite, they will generally only do so in self defense, or sometimes as a sign of territorial aggression, though the latter is not common among those kept as pets. Some Sekuta believe them to be good luck charms to ward off Ulukuta, citing their amber chitin as a natural deterrent against evil, though this is often regarded as superstition.

SKILLS	
	SCORE
ARTIFICE	4
ATHLETICS	7
AWARENESS	3
COERCION	7
GRIT	6
GUILE	3
KNOWLEDGE	2
PERFORMANCE	5
SUBTERFUGE	4
SURVIVAL	6

Hereafter, the Creature Sheets will include the Creature’s profile and lore on the front side of the sheet, and their stats sheet on the back. For these stats, we have provided pre-built Creatures with stats selected for the purposes of providing variety in race/species, combat style, and Threat levels. These stats do not strictly represent how you will be able to customize your own NPCs of these Creatures in the final game.

The Melif are the prideful, nectarivorous bee-folk, known for their speed and agility in flight, their unique battle tactics, and their tendency toward the belief that they are above other people. While traversing on the ground, the Melif walk in a similar fashion to many of the other races; utilizing their four hindmost appendages as legs and their two foremost as arms. What gives them a unique edge is that their middle set of appendages have graspers like their foremost set, effectively giving them four arms at their disposal while in flight. Most Melif exhibit a single, barbed stinger, which when deployed, becomes an elite weapon in the hands of an elite Valkir trained in stinger fencing. An Apoi where's her stinger proudly.

It is said there is no more ornate or beautiful a structure than a Melif Fortress. Perched in the high branches of trees, these enormous, glistening, golden strongholds give the Melif an incredible vantage point against oncoming attacks, as well as a great advantage in aerial assaults. Housed immediately within the towering outer walls lies the outskirts of the Aristocratic district, where the Ensilers store their fresh harvests of pollen and nectar. Moving further into the district, you come to the Brewers in their brew houses, and the Chandlers refining waxes. These two professions among the Aristocrats provide the two most prolific exports out of the Melif nation; they are also vital to the survival and structural expansion for the Fortress. Deeper within the Aristocratic district, one will find themselves amidst the Artisans and the Architects, creating and designing fine art for those who are willing to trade great sums for them. Passing this innermost section of the district marks the end of the Aristocratic district, and the beginning of the military facilities. In this ring, there are three distinct areas: the training grounds, the barracks, and the armory. Near the center of the fortress lies the temple and brood chambers. And at the very heart of the Fortress, towering over the rest of the districts, sits the Palace, where the Queen and the Princess reside and rule.

The attitude and culture of the Melif revolves around the value of artisan craft, as they view “simple” labor as something below them. As a result, there isn't any caste one may consider a “commoner” amongst the Melif, as that would imply any Melif individual is equal to anyone from a so-called “lesser race”.

One of the traditional Melif customs is a royal choir composed of members of the Aristocratic caste. The choir performs vocally in song, using the harmonic buzzing of their wings, and a variety of percussive instruments played with their hands. The intricate and complex nature of the performance demands the utmost skill and concentration from its members. As a result, it is very difficult to obtain a position in the choir, and there are only a select number of positions available at any time. The royal choir performs at holiday celebrations, festivals, and are at the disposal of the Queen to perform for her any time she demands it.

Another traditional custom at celebrations and festivals is the heavy imbibing of honey mead, which is brewed in special batches by the Brewers. This drink is said to be one of the finest in Taman (or even in all of Aoiamia), and it is one of the most expensive of the Melif's less common exports. The Ro often trade with the Melif for honey, and exchange pollens from places beyond the realms of the Melif queendoms. The Melif will also often make trade agreements with the Fora for the aid of their Builders in the construction and expansion of their Fortresses, in exchange for large quantities of wax and pollen.

While there is much to say about the Melif, there is one and only one fact that should never be forgotten: a Melif's strike can be as deadly as their craft is beautiful, and their mind and tongue are sharper than any sword.

MANTA ASEVILO

Mantidae Stagmomantis, Litaneutria, Yersiniops

The Manta are a race of larger, carnivorous mantid-folk renowned for their gentle ways in times of peace, and their ferocity in times of trouble. Standing tall on four hindlegs, they tend to tower over most other races by at least one or two heads: an already intimidating sight, and only more so when one considers the two natural blades at the ends of their arms. However, unless one is looking for trouble, they will find none from one of these gentle giants. Manta culture is generally one of mercy and kindness, living as solemn monks in their monasteries, which are scattered throughout some of the more remote parts of Aoiam.

Manta Monasteries tend to be located in high places and elevations, as they have taken up the duty of watching the stars in their observatories; here, the monks chart the skies, and interpret prophecy in the movements of the heavens. Below the observatory itself, there are often several chambers for meditation, followed below by training rooms, and below that, living quarters. The temple chambers are typically located outside of the main structural area of the monastery. While some other nations may be easy to find by the bustling noise of civilization alone, one may find it difficult to do so when seeking out the Manta, as a common mantra of these people is, "It is better to know when to be silent than to not know when to speak."

The life of the average Manta monk is quite simple, and often involves introspection, philosophy, and traveling from Monastery to Monastery to learn wisdom from each of the Monastery Masters. These pilgrimages are a common occurrence, and no individual usually remains at a single Monastery for longer than a year or two. While staying at a Monastery, the Manta practice a martial art they invented to defend themselves against would-be assailants - and practice it often. With every individual proficient in hand-to-hand combat, one will rarely find a Manta wielding anything but their fists, though some are known to carry long walking staffs with them in their travels.

While the Manta may not be a particularly industrious people, they do provide two services to their neighboring nations. The first of these services is the weaving of cloth from plant fibers, and when the material is available, silk. These linens are made specifically for the priesthood for each nation. They send out this export without expecting payment or reciprocation, as their religious beliefs dictate that gain from this service would be vanity. The other service they provide is to act as bodyguards for dignitaries and other high-ranking individuals traveling between cities. They do this without thought of compensation, but will usually accept meals and shelter during the trip as payment enough for the service.

However, the Manta's most compelling contribution toward Sektan society at large would undoubtedly be their calendar, as their observations and charting of the cosmos led them to understanding the cyclical nature of the heavens and their relationship to the times and order of the seasons.

While the culture of the Manta is one of peace and compassion, the Manta themselves are still carnivorous, and must either trade for or hunt lesser species for their food. There are, however, no ceremonial ties to the hunt, as it is purely an act of survival, and the Manta see the relishing of a kill to be vanity, and an unnecessary celebration for the necessity of a death. The Manta also rarely store up food, as one only eats that which they need for sustenance, and no more. A common mantra among them in regards to this attitude is; "I store my excess in the belly of another."

SONG OF THE SEKUTA

THE COLONY TABLETOP GAME

SEKUTA SHEET

CREATURE: MANTA ASEVILO MONK

DRAW

5

SIZE

LARGE

THREAT

3

MARROW

7	BRAWN	
7	AGILITY	
6	WIT	
6	INSTINCT	
6	CHARM	

SKILLS

	SCORE
ARTIFICE	13
ATHLETICS	14
AWARENESS	12
COERCION	13
GRIT	13
GUILE	12
KNOWLEDGE	12
PERFORMANCE	13
SUBTERFUGE	13
SURVIVAL	13

MOBILITY

18

+/-

PLUMMET / SINK

GRIT

PLAY

5

CHITIN

5

WEAKNESS:

RESISTANCE:

VITALITY

24

CURRENT

DRIFT

CLING

MEMOKU DIALECT

MOTHER DIALECT

MANTA ASEVILO

HIT

3

CASTE INSTINCTS

4	INSTINCT SICKLE ARTS	
HIT	COST	
EFFECT Perform a Sickle Strike, dealing 2+3d6 Cleave Damage.		
	INSTINCT ELYTRA ARTS	
HIT	COST	
EFFECT Spend 3 Mobility Token to Lift-Off into flight. You may move horizontally at the cost of 1 Mobility Token per Cell moved. Ascending and Descending costs 2 Mobility Tokens per Cell moved.		
4	INSTINCT JAW ARTS	
HIT	COST	
EFFECT Perform a Bite Attack, dealing 2+1d6 Puncture Damage.		

WEAPONS

WEAPON REFINED BONE STAFF	COST 2	ACTION 1 BLUNT STRIKE	DAMAGE 3+3D6	WEAPON	COST	ACTION 1	DAMAGE + D6
DAMAGE TYPE BASH	HIT 3	COST 3	ACTION 2 SWINGING STRIKE	DAMAGE 3+4D6	DAMAGE TYPE	HIT	DAMAGE + D6
	COST 2	ACTION 3 DEFLECT	DAMAGE 3+3D6		COST	ACTION 3	DAMAGE + D6
WEAPON	COST	ACTION 1	DAMAGE + D6	WEAPON	COST	ACTION 1	DAMAGE + D6
DAMAGE TYPE	HIT	COST	ACTION 2	DAMAGE + D6	DAMAGE TYPE	HIT	DAMAGE + D6
	COST	ACTION 3	DAMAGE + D6		COST	ACTION 3	DAMAGE + D6

TRAITS

THREAT 1 - TRAIT 1 FORCEFUL SWEEP - TACTIC	HIT 4	COST 2	EXHAUST 2		THREAT 1 - TRAIT 2 NATURAL APTITUDE - TACTIC	HIT 2	COST 2	EXHAUST 2		THREAT 1 - TRAIT 3 MEDITATION - TACTIC	HIT 1	COST 1	EXHAUST 1	
EFFECT You sweep your Weapon through your Foes' stances. You may target up to 3 adjacent Foes with this Card; they will be knocked off their feet and must spend their next Turn standing back up.			EFFECT Though you have talent, a little luck running through you never hurts either. Bolster yourself with this Card for 3 Rounds. While Bolstered, you add +1 to every roll you make.			EFFECT Empty the mind and take in the now; Bolster yourself with this Card. While Bolstered, you add +2 to Awareness and Knowledge Checks. If you take Damage, Discard this Card.								
THREAT 2 - TRAIT 2 ON GUARD - TACTIC	HIT 2	COST 2	EXHAUST 2		THREAT 2 - TRAIT 2 LEADING SCENT - TACTIC	HIT 2	COST 2	EXHAUST 2		THREAT 2 - TRAIT 2 A PRAYER TO LIR - REACTION	HIT 3	COST 3	EXHAUST 3	
EFFECT You bring your arms up to protect your torso. Bolster yourself with this Card for 3 Rounds. While Bolstered, when you perform an Absorb Action, reduce the Damage by an additional 3d6.			EFFECT If an Ally is within a 1-Cell radius of you, you may play this Card to lead them with you toward or away from a Foe, moving together up to your maximum Mobility. This Memoku is Dialect-specific.			EFFECT Play this Card when you make a Check. Pay the cost of this Card or Discard a Meditate card. You seek from Lir a way to go beyond your limitations and achieve lofty goals; add a +5 bonus to that Check.								
THREAT 3 - TRAIT 2 FLURRY - ATTACK	HIT 6	COST 6	EXHAUST 6		THREAT 3 - TRAIT 2 SEAL CRACK - TACTIC	HIT 2	COST 2	EXHAUST 2		THREAT 3 - TRAIT 2 RALLYING CALL - TACTIC	HIT 4	COST 4	EXHAUST 4	
EFFECT You limber up your arms as you prepare to rapidly Attack your Foe. Perform a Strike Attack at no cost against X adjacent Foes, where X is equal to 2 Agility per additional Foe.			EFFECT Wrapping broken Chitin in Silk bandages, Bolster yourself or an Ally with this card for 1 Round. Whoever is Bolstered may restore 2 Chitin. While Bolstered, take 2 less Damage per Round.			EFFECT You unleash an inspiring bellow, amplifying the sound through your Memoku. All Allies within a 5-Cell radius of you remove one Burden. This Memoku is Dialect-specific.								

HET NIVILO

Lepidoptera (Heterocera) Saturniidae, Geometridae, Arctiidae

Dark, secretive, and shrouded in mystery, this race of nectarivorous moth-folk prefer to keep to themselves in their nomadic Covens, but are generally polite and sociable when they need to be. Not unlike the Apoi, the Het stand on four legs while on the ground, although their middle appendages have graspers just as their forwardmost do. These extra graspers are quite useful to them as they forage and prepare ingredients and materials for experiments in their alchemical disciplines, collectively known as The Craft. Additionally, when not in flight, these moth-folk tend to fold their wings close to their bodies, almost in robe-like fashion. Covered in thick fur, these nomadic, scientifically-minded people are practically built for wandering across the wilds of Aoiamama.

Rarely staying in one place for more than a few years, Het covens tend not to build permanent structures for their camps. Instead, when entering a Het settlement, one will find themselves in what can only be described as a city of tents. While these encampments may seem bizarre or even nonsensical in their layout, one thing is usually consistent: the Grand Warlock's tent is often found near the middle of the settlement, and often is the largest tent among them. Here, large ceremonies, rituals, and other gatherings are performed by the entire Coven.

One major aspect that differentiates the Het from most other cultures is their departure from the doctrines of Es and the Mother Tree, as their history teaches that their earliest ancestor was swindled and subsequently abandoned by Zek, and shunned by Es. As such, there are no priests or elders among them in the typical sense, although they do adhere to appointing a Record Keeper - a sacred task often given to the Grand Warlock of a Coven. In the Het's own system of belief, as outlined by their earliest ancestor, there is only one thing to be held in highest esteem: the Enlightenment of Truth. It is by this virtue that the Het persist in their research and on their hunt for answers and the shape of the truth.

While the Het would prefer to pursue their research indefinitely and without distraction, their alchemy requires materials that they are not always equipped to muster for themselves. As such, they trade primarily three types of goods with other nations, those being the silk produced by their hatchlings as they develop, alchemical potions and tinctures, and medicinal or otherwise useful herbs. There are few nations the Het do not trade with for the materials they require, although the Po Fora almost always seem to have what they're after, whether it be fungus, lichen, or minerals from deep in the earth. When occasion grants them the opportunity, they will also trade with the Manta for their luxurious Ampa wine in exchange for silk.

A few among the Het have taken their studies and alchemical practices to the furthest extremes, infusing and grafting their fur with alchemical materials after awakening their dormant power through ritual and science. Performed correctly, this arcane process can wreak strange effects upon the user's body, and may even grant them powers beyond what is commonly believed to be possible. Rumors whisper of rites and incantations beyond even this - though given that the Het can be reclusive in ordinary matters, to say nothing of such dangerous knowledge, there is no knowing the extent of the power these dark and mysterious folk may be capable of summoning.

FORA LIN

Linepeithema Humile

This species of subterranean, omnivorous ant-folk are known for their stealth and nimble battle prowess. They primarily walk upright on their four hindmost appendages while utilizing their forwardmost appendages for arms. In their tribal culture, they utilize leaves, grass, and dropped feathers in their clothing and armor, and many tend to favor small, easily-concealable weapons. But what a weapon lacks in size, it makes up for in deadliness: all Fora exhibit a natural, acidic venom in their fangs, which soldiers and hunters will often use to coat their blades.

The largest Empire among the Fora people, the Lin owe their success to the versatility of their common folk; readily adaptable to any job they are assigned, including mandatory combat training, the Lin have effectively made the entirety of their population an army unto itself. This boon, in addition to the remarkably high populations of their Colonies and with their heavily toxic venom, grants the Lin not only safety, but great advantage in numbers. In the wake of their initial expansion, they are said to have established Colonies across much of Aoiamia. As a result, their Mountains tend to be much larger than those of other tribes, and they can even outnumber their cousin populations by a factor of up to a hundred.

Although the Lin's imperial expansion brought about much violence and warfare, their contemporary descendants tend to be more peaceful, generally seeking good trade relations with neighboring nations. However, many of the other races, other Fora included, see the Lin as colonizers and usurpers of power, having taken advantage of their now-massive empire to establish themselves as an economic superpower even in regions where they are not indigenous.

One of the most beloved traditions of the Lin is the monthly Mele hunt. The Fora happen to be the Mele's preferred prey, and as such, these Ulukuta will often build their lairs near Foric colonies. In retaliation, the Fora bring the fight to their would-be predators, and hunt them as sport. Those who find themselves victorious will often wear the chitin of the slain Mele as armor; for many Foric Hunters, this is one of the highest honors they can hold.

The Lin are a people with great passion and skill in the domestication of wild beasts, especially the Kolo, Phi, and Ampí. From the bounty of their herds, they produce materials such as Kolo chitin, Ampí pitch, and Fi wine, all of which are in great demand among other clans and peoples. As a result, their prosperous trade typically leads to great wealth to be distributed amongst their people, and their common folk are often well-fed, well-mannered, and well-met in battle.

During times of celebration, the Foric Record Keeper will coordinate theatrical shows to tell tales from their holy scripture or the Colony's history. The productions almost exclusively employ Priests as actors, and on occasion, they will build large puppets that are manned by several Priests working in conjunction with one another. These shows are favorites especially among the younger Fora.

The Lin tend to be gentler overall compared to their fellow Fora tribes, with a natural inclination toward curiosity and adventure that lends itself to intrepid individuals leaving the Colony to join adventuring parties. These strong, hardy, and well-balanced people are ready to face any and all challenges that the world outside their Mountain brings.

FORA IGI

Solenopsis Xyloni

The Igi are a curious case among the Fora. They have diverged away from the religious traditions of most other Fora tribes, worshiping an unknown god who bestows upon them their unique markings and traits – most notably, their extremely painful and venomous sting. Armed with this new weapon, the Igi became extremely efficient hunters and warriors. Like their cousin tribe, the Lin, their people had a knack for expansion, and have effectively built an empire that could rival the Lin not in numbers, but certainly in power and ferocity.

Almost all of an Igi Mountain's members are fierce warriors who wield weapons coated in their own venom. Though all are ready for combat, they all also take on other responsibilities around the colony, such as the Builders and Foragers commonly seen in other Fora tribes. However, since they do not adhere to the traditional religion of the Fora, there came to be no need for Elders or Priests as other tribes would understand them. The Igi do, however, continue in the traditions of Record Keepers, as they value keeping a clear and distinct history of their people, unskewed by the perspectives of other tribes.

The Igi hold many ceremonies and other practices that would be considered strange by their cousin tribes, quite unlike those used to render praise and supplication to the Asetari.. One such tradition is the keeping of the venom of past heroes from their tribe, and the imbibing of a sample of that venom when a new champion is brought forth to protect their people if the new champion survives the consumption of the venom, they are considered worthy of their honor. Another of these atypical traditions is that no warrior is ranked above another. In their training, the Igi have conditioned themselves to work in perfect unison, fighting as one of, if not the single most effective armies in almost every land they inhabit. It is this unparalleled success in battle that allowed them to claim victory during their crusades against the beastly Dipita.

Although at first glance the Igi do not have much in the way of trade or exports, what they do have is usually harder to come by amidst other races: the spoils of their hunt. Being capable of bringing down prey many times their size with relative ease, the Igi are the go-to tribe for those seeking goods such as a variety of chitins, Gek scales, and especially Mosek needles and blood, which are sought after by Het covens for use in ceremonies and rituals.

The Igi are unmistakably among the fiercest of all peoples who wander Aoiana, but they are far from savages. In spite of their outward aggression, they still care deeply for each other, and passionately uphold the virtues of kinship and loyalty. It is through this strength in integrity alone, and not through any direct worship, that Okt still shows favor upon them, and makes their people fruitful. But the Igi's memoku color has departed from that of their ancestors, now sporting a vibrant, flaming orange-red, quite distinct against either the pure orange of the Tera's glyphs, or the deep red of the Het's.

For all their peculiarities, the Igi prove themselves to be as formidable as any other Fora, and the proof of it lies not only in their numbers, but in every individual numbered amongst them.

ARAK ARANA

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Aphonopelma Eutylum

The Arak are carnivorous spider-folk, first-born of Zek, and his most favored of the Ulukuta, the Children of the Amber. The Arak are exceptionally intelligent and cunningly deadly. With eight appendages and just as many eyes, hard carapaces, powerful pincers filled with a variety of venoms, and relentless predatorial reflexes, their hunting and battle prowess is unmatched across all the races of Aoiamia, even without their most distinctive feature: the silken web they produce from their abdomen, with which they imbue runic spells to better ensnare and harm their prey. This particular ability was a gift bestowed upon them by Zek, crowning them as his chosen emperors above all others of his children. When wandering near Arak Lairs, one must take special caution where one steps, lest they be entangled in the Ulukuta's clutches.

While primitive and rudimentary by Sektan standards, the Arak are the only of the Ulukuta to have developed some semblance of society (or at least cultural practices that are recognizable to the Sekuta). While Arak rarely share Lairs with one another, they are known to gather at places they set apart as Temples. These Temples, like their Lairs, are constructed from and adorned with webs imbued with runes, creating wards and snares to keep outsiders at bay and punish careless intruders. Within the Temples themselves, the Arak congregate once every year to hear the words of their Oracles, eight one-eyed members of their race who have an intrinsic, collective connection to the Web - the corrupted facsimile of the Dreams Lands which Zek created for the Ulukuta.

In their sermons, the Oracles speak to the gathered congregations about news from other Temples across Aoiamia, connected to their fellow Oracles through the sinister threads of the Web. A few Oracles even claim to hear the voice of Zek speaking directly to them, giving them instruction, guidance, and charge of purpose. On such occasions that Zek grants them tasks to fulfill, the Oracles select members of the congregation they deem apt to carry out these missions. Upon completion, the names of the elect are etched forever into the weave of the Web, and their descendants are welcomed to participate as acolytes to the Oracles within the Temples.

While most Arak are solitary in nature, some tribes such as the Arana exhibit peculiar behaviors, such as the keeping of small Anur as nest guardians, tasked with the protection of the Arana's eggs against Dipita thugs and other raiders. Whether would-be intruders are seeking a seemingly easy meal or plotting revenge, they will meet the swift reflexes and hungry jaws of the Anur instead.

While the Arak are distinguished among the Ulukuta in the eyes of Zek, they are far from beloved by the rest of their cousins. In fact, it is common knowledge that while the Ulukuta frequently squabble and fight amongst themselves, they keep an abiding hatred and jealousy against the Arak, as they are the only of Zek's children with whom he supposedly communes with regularly. This grudge holds so strong that it is not uncommon to hear of Skor or Kil who will attempt to usurp an Arak Lair for themselves, and in so doing, slay the Arak and their children. However, these raids are more often thwarted either by the Arak occupant themselves, or by the runes imbued in the webs of their Lair; intruders are usually defeated long before reaching their targets, or if they're especially unlucky, injured and ensnared to be kept as an easy meal for later.

Their reputation among both the Ulukuta and the Sekuta alike has given the Arak an air and mystique almost akin to that of the Sora - nigh-invulnerable enemies, with power and agility far beyond that of any average warrior. To those who seek the vainglory of battle or to be heralded as a hero among their fighting ranks, an Arak is the prey that brings an ultimate distinction to their name - or the fang that delivers a swift end to their legacy.

KOLO MATU

Cysteodemus Armatus

This species of spitter Kolo is considered quite a pest for many travelers in the wild. Distinguished by its bloated backside covered in a pitted carapace, these Kolo sport common colors such as white, black, or grey, but have also occasionally been seen in vibrant blues and yellows. While herbivorous, the Kolo Matu are highly territorial, and will not hesitate to weaponize a caustic, acidic spray from their abdomens if they feel the least bit threatened. Those unfortunate enough to be caught in this spray will immediately begin to feel their chitin start to deteriorate, and unless the substance is washed off or otherwise counteracted, it will continue to eat through one's carapace into one's marrow. Additionally, if you find yourself victorious over a Kolo Matu in battle, do not be fooled into thinking the danger is past. Only moments after death, the beast's corpse will bloat and expand until it bursts open, drenching any unsuspecting creatures nearby in a thick coating of their acid. Take care to put space between yourself and your victory.

DIPITA MARAGI

Toxomerus Marginatus

The members of the Dipita Maragi clans are stout, and in swarms, they can pose great danger. While the adults can subsist on the fermented dew found on the drooping tips of petals, their newborns are ravenous creatures with a hunger for Fi and new Ra. As such, when the season comes that their clutchbearers come to term, these Dipita will gather in great numbers in preparation for raids upon both the fields of Fora Lin ranches and the nesting chambers of Ro colleges. The defensive forces of both nations watch carefully for the signs of these raids, though they have become less frequent in recent times. Even so, when the frost subsides and the green returns, the Lin and the Jelevan muster their defenses, prepared in the event that the Maragi return.

OPTEA AZU

Rhionaeschna Multicolor, Pachydiplax Longipennis

Optea are without question the single most dangerous Exuta on the face of Aoiama, and perhaps rival even the Ulukuta in how nimbly and efficiently they can hunt. It is widely regarded suicide to fly within an Optea's hunting territory, and travelers would do well to be wary of being openly visible when one hovers overhead. The Azu are a subspecies that sport bright blue patterns on their long, thin torsos, and can grow to remarkable lengths. Strangely enough, their young are born under the surface of bodies of water, and from what little observation can be made, are equally vicious predators as their grown counterparts. After their transition from their aquatic form into their flying form, they begin to exhibit the aforementioned blue hues, the shimmering azure across their back. Though it has never been directly observed, it is believed that at some point when they have grown too large, their blue carapace begins to crack open, revealing new, black-tinted chitin beneath. While the Azu, like all Optea, are profoundly deadly foes, and should not be trifled with under any circumstances, some Mountains of the Fora Lin in Taman hold time-honored traditions of taming and riding of an Optea Azu as a rite of passage within their military ranks; those who succeed are given great renown as the highest among the beast masters.

HELI PERUS

Cornu Aspersum

Heli are strange and exotic among the various species of the Exuta. While it was once believed they and the Pulo were one and the same species, assuming that the Heli had merely come across some hollowed stone for protection, autopsies and surgical studies have since shown that they are distinct from each other. What was previously thought of as the Heli's "stone" was in fact a natural shell, not entirely dissimilar in composition from Sektan chitin; finer points of distinction may never be known. This shell provides the Heli with a great degree of protection, being capable of retracting its body within the shell, leaving only a small portion exposed. Stranger still, the rest of a Heli's body is seemingly made of some kind of concentrated slime, oozing and trailing it wherever it ambles – a feat and process which is still a mystery to the Sekuta, given the Heli's distinct lack of legs. Weapons and fangs alike sink into and become stuck in its "flesh", and its slime paths are difficult to traverse. Worst of all, Heli wield a tube-like mouth lined with thousands of needle-point teeth. You had best hope never to be caught up in its maw.

