

Skyborne

Skyborne	1
CONCEPT	3
THE PITCH	4
OVERVIEW	5
HERITAGE & CLASSES	6
Ancestries	6
Communities	7
Ridgeborne	7
Wanderborne	7
Highborne, Loreborne, Orderborne, Slyborne, Seaborne, Underborne, Wildborne	7
Classes	8
PLAYER PRINCIPLES	9
GM PRINCIPLES	10
DISTINCTIONS	11
Core Truths	11
History	11
The Era of Conflict (The War)	12
The Era of Silence (The Reset)	12
The Era of Rebirth (Present Day)	12
Environment	12
The Cloud Veil & The Blight Tide	12
Flora & Fauna	13
Culture	13
Premium Real Estate & Vertical Life	13
The Scavenger Economy	13
The Animalistic Legacy & The Nurseries	14
Technology & Magic	14
The Reset & Technological Taboos	14
Aether-Shards & Lattice-Drives	14
Magic & Magi-Tech	15
Aerial Mounts & Gryphons	15
Scale of Levitation & Valuation	15
Global Threats	15
Things From Above	15
The Blight Tide	16
Precursor Remnants	16

Magic in the Mountains	16
The Lawless	16
Major Locations	16
The Boneyard	16
The Direlict	17
The Spires	17
The Jungle of Giants	17
Lake Town	17
The Razor's Edge	18
Warden's Keep	18
Port Ascent	18
Keystone Port	18
The Twilight Caverns	19
The Salt Wastes	19
The Bridle Peaks	19
The Golem's Gullet	20
The Miners Union	20
Fortune's Grasp	20
A Note About Elevations	20
Common Points of Interest	21
Nurseries	21
Floating Lighthouses	21
Silk Ranches	21
Agricultural Farms	21
Small Towns/Villages	22
Lost Floating Island Ruins	22
Factions	22
The Lawless	22
The Imperials	22
The Peacekeepers	23
The University	23
The Merchant Kings	23
The Greenkeepers	23
The Historians	23
Global Organizations	24
Coast Guard	24
The Syndicate	24
The Church of the Overseers	24
INCITING INCIDENT	25

International Illegal Scavenging	25
Outcast Colony Ship	25
The Lost City of Celandia	25
Escort Ore Shipment	26
Missing Persons Among the Farming Steppes	26
Treasure Hunt on a Toxic Island	26
Mechanical Capture for Study	26
Outpost Supply Run - Extinguished Light House	26
Warship Salvage in the Boneyard - Navy Contract	27
CAMPAIGN MECHANICS	27
Trinkets and Relics	27
Trinket Feedback	27
Salvage & Crafting	28
The Butterfly Effect	28
A Round of Rumors	29
Airship Navigation	29
SESSION ZERO QUESTIONS	29
CAMPAIGN MAP	31
Session Zero: Faction & Starting Location	31
Step 1. Assign Faction Influence	31
Step 2. Initial Map Setup	32
Step 3. Claim Locations	32
Appendices	33
Ancestry List	33
Trinket Generator	39
Trinkets (Common)	39
Trinkets (Uncommon)	44
Trinkets (Rare)	46
Trinkets (Very Rare)	47
Trinkets (Legendary)	49
Faction Icons	50

CONCEPT

- From the peaks of dormant mountain golems rising through poisoned clouds, a civilization of animal-featured Skyborne emerges from gene-altering nurseries to forge a

vibrant future by salvaging the ruins of the wartorn past.

Complexity Rating: 3

THE PITCH

Welcome to **Skyborne**, an epic, thrilling campaign of adventurous survival set high above a poison-choked world. You are one of the animal-featured Skyborne, born from ancestral genetic nurseries onto the isolated peaks of colossal, magically animated mountain golems that now lie dormant beneath a toxic cloud veil. Your civilization survives by mastering the vertical world and risking life and limb to salvage the incomprehensible, high-tech ruins of the precursor civilization that destroyed itself—but this is a heroic story of hope. You will clash with history, navigate warring factions, and rebuild society piece by dangerous piece, all while proving that you, the descendants of the precursors, can forge a vibrant future from the scraps of a wartorn past.

Tone & Feel: Adventurous, Dynamic Sandbox, Epic, Heroic, Thrilling, Hopeful

Campaign Mechanics: Shifting Faction Dominance Map, Salvage System, Consumable Magic Items (Trinkets), Animal-based Ancestries

Themes: Cultural Clash, Survival, Salvage, People vs History, Verticality, Rebuilding Civilization

Touchstones:

- **Caelum: A Shattered Sky (a 2021 kickstarted TTRPG setting book):** Verticality and civilization above the clouds.
- **Black Skylands (video game):** Inspiration for potential sky threats.
- **Humblewood (a D&D 5e setting):** The visual inspiration for the animal-based ancestries.
- **The Numenera TTRPG Setting (using the Cypher System):** The "Scavenger Economy" and Trinket-based gameplay.
- **Horizon Zero Dawn (video game):** The "Genetic Reset," Nurseries, and dormant mechanical giants.
- **Root (the board game and TTRPG):** Factions fighting for control over mountain tops (similar to "clearings")

- **Fallout (video game):** Overly naive characters emerging from Nurseries (similar to “vaults”) into a big, dangerous world.

OVERVIEW

The world was once inhabited by numerous high-tech civilizations. We call them the “precursors”. They lived in a state of constant war. The arms race that fueled the war pushed their science and magic to heights that are unfathomable and mysterious to us today.

Most records of the war have been lost, and we know little of the precursors themselves. What we do know is how the war ended. One day, the war took a turn that reshaped the land itself. One, and then many, of the participants in the war figured out how to animate the very mountains of the planet. Huge towering land masses rolled across the earth. Ground-based cities were devastated in seconds.

Many of the precursors moved into flying settlements. The arms race turned its focus to the development of airship technology. The precursors artificially created crystals called “Aether Shards” that enabled magical levitation. Constructed platforms and small uprooted islands were implanted with huge aether shards, and they levitated into the sky above the violent magically animated mountains below. Smaller crystals were built into airships for transport.

In time, the precursors learned to engineer lattices around the aether shards to create “lattice drives” that could be directed to propel the shard in different directions. The lattice drive was adopted in nearly all precursor airships.

The war continued to worsen even as it was pushed into the skies. Alchemical weapons were developed and released as magically charged mists of death near floating civilizations, killing many. The precursors were faced with mass extinction when one discovered something about the animated mountains below. The spell that was animating them was powered by the sun. We don’t know who or how, but one of the precursors summoned a thick layer of clouds across the entire planet. The mountains, even the tall ones that could peek up through the clouds, didn’t see enough of the sun and became dormant. Many of the mountains were actively slamming into one another at the time, which positioned them into clusters, like groups of islands in the clouds, at the time of their slumber. The peaks of the formerly animated mountains became the only stable land masses above the clouds.

What remained of the precursors eventually retreated to their highest floating islands and platforms to get above the cloud layer. Eventually, they created settlements on the mountain peaks as well.

The clouds themselves are now a constant, dangerous threat. They are charged with the former magical and alchemical mists of war, creating a toxic layer known as the **Blight Tide** that limits safe exploration below the mountain slopes. This poisonous layer is home to monstrous, mutated creatures that occasionally emerge above the clouds to attack those living on the peaks.

All the precursors eventually died off from the lingering effects of the war, but they left behind the **Project Phoenix**: secluded **Nurseries** that stored their DNA and were overseen by AI to one day reseed the world. Today, we are the **Skyborne**, the animal-featured descendants of those Nurseries. Our lives are defined by **verticality**. Perched on the mountain peaks, our cities grow upward, connected by walkways and bridges where falling is a constant daily hazard.

Our entire civilization survives on the **Scavenger Economy**—sifting through the mysterious, high-tech ruins of our ancestors, collecting non-functional **Bits** as currency, and risking life and limb to find working **Relics** like the invaluable **Aether Shards** that make things float in the air. We are a people constantly rebuilding, exploring the secrets of a destroyed past, and forging a vibrant future from its scraps.

HERITAGE & CLASSES

Ancestries

There are 60 unique ancestries listed under an appendix. Players who dive into the features may find themselves facing decision paralysis. You may want to advise your players to only consider the fantasy they wish to roleplay. Ask them which animal influence they can embrace more fully and encourage them to lean into those fantasies.

Character Creation Limitations

- **Only These Ancestries:** During character creation, players must select from the available ancestries below.
- **No Mixing Ancestries:** Because of the biological isolation mentioned above, characters are not allowed to mix ancestries (picking a top trait from one and a bottom trait from another). Ancestry cards in this setting represent a complete, unalterable genetic strain. (See Lore regarding “The Animalistic Legacy & The Nurseries”)
- **No Ancestral Flight:** While many ancestries have wings, their bodies are still a genetic mix with precursors (humanoid) that were not built for flight. If your ancestry has wings, at most, you can glide a short distance without carrying anything. Players will still need to pass an agility check to glide and may need to drop some items if they succeed with Fear.
- The animals represented in these 60 ancestry options represent animal genetic strains that the AI Overseers in the nurseries attempted to splice into precursor DNA in the hopes of creating individuals that might be more likely to survive in the Upper World. While each of the AIs chose a unique animal, they intentionally chose animals that had legs. Thus, you won't find any fish or snake based ancestries below. Of course, you can work with your GM to homebrew your own ancestry if you really want something based on an animal not represented within the table below.

Communities

All communities are available, but some have unique aspects within a Skyborne campaign.

Ridgeborne

Being Ridgeborne probably means you're not affiliated with any particular faction or group. You likely were not created in a Nursery but were actually born to biological parents in some settlement along the mountainside. Faction governance probably didn't sway you in any particular direction, and you just focused on eking out a life on the mountainside.

- What did you do in the village you came from?
- Do you still have family there?
- Why did you leave?

Wanderborne

Few Skyborne genuinely wander without a cause, except for those that just emerged from a Nursery somewhere. They're pretty naive and clueless. It's hard to tell when such skyborne were actually born (because the Overseers speed up biological maturation), but you might only be a few days old. The Church of the Overseers likely gave you some orientation and basic life skills, but it probably wasn't much. Now you're wandering the mountain peaks looking for something, anything, other than the church. At least the Church gave you a Nomadic Pack before you left. They were nice people. Just not your people.

- What would you like to find first? A job? A home? A friend?
- What personality quark do you have due to a lack of socialization and/or life experience?
- What common, everyday item or hobby did you see during your orientation with the church that you have developed a juvenile fascination with?

Highborne, Loreborne, Orderborne, Slyborne, Seaborne, Underborne, Wildborne

Every Skyborne started as either a Ridgeborne or Wanderborne. Over time, you may have graduated to one of these other ancestries as your personal values and relationships became more developed.

You're probably strongly affiliated with one of the Factions or Global Organizations. Below is a table with likely associations depending on your choice of Community.

Community	Probable Faction / Global Organization
Highborne	Imperials or Merchant Kings
Loreborne	University or Historians
Orderborne	Peacekeepers or the Church of the Overseers
Slyborne	Lawless or The Syndicate
Seaborne	You could have been in the aerial Navy of ANY faction or the local Coast Guard of a particular location
Underborne	The Miner's Union
Wildborne	Greenkeepers

- Which faction are you from?
- Do you *still* favor them?
- What was your relation to the people of that faction?

Classes

All Core Daggerheart classes are available, but some have unique aspects within a Skyborne campaign.

- **Seraphs** - The closest any skyborne has come to religion is the formation of “The Church of the Overseers” (See Global Organizations). Seraphs of any subclass will most likely be affiliated with the church to a significant degree. Within the church, they venerate the AI Overseers of the nurseries. Those AI Overseers can endow their devotees with “faith-based” powers through mysterious precursor technology or magic. A Skyborne Seraph likely worships the AI Overseer of their ancestral Nursery (per their selected ancestry) over other AI Overseers.
 - **Naming Deities:** To figure out the name of your AI Overseer, just add the suffix of “-alor”, “-elor”, or “-olor” to the end of whatever animal they genetically modify their nursery with. Abbreviate the ending of the animal if you like. For example, the Overseer of Badgerkin would be “Badgelor”. The Overseer of Hawkin could be “Hawkalor”. With 60 possible ancestries, it helps to keep naming tied to the animal they’re inspired by.
 - **Winded Sentinel:** It makes sense that an AI Overseer might endow upon their devotee the power of flight in a setting in the clouds. However, this setting deals with large distances. You can fly, but if the distance is too far for a gryphon, it’s too far for you as well. (see “Aerial Mounts & Gryphons”)

- **Syndicate Rogue** - There is an actual organization (similar to a thieves guild) called “The Syndicate”. You are likely a ranking member of it. The syndicate is a very secretive, clandestine organization that spans most of the Upper World. What cover story do you use to keep your affiliation a secret, even from your friends?

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

- Think Vertically
 - A key distinction of this setting is that it’s very 3 dimensional. Due to the lack of land, the Skyborne have built upward. There are also lots of things that either float or fly. Consider your surroundings. Look up and down! Your character may have many more options than those you see on a top-down battlemap.
- Don’t short-circuit the setting
 - Oftentimes it’s tempting as a player to find ways to completely eliminate anything preventing your character from doing what they want to. Wanna fly? Get a flying spell or wings. Wanna carry as much as you want? Get a bag of holding. It’s important to find ways for your character to grow over time, but consider the nature of the setting. Some character improvements may effectively be reaching into the GMs bag of options for interesting challenges that are native to the setting and removing those as viable obstacles. If you’ve been playing for a while and your party is tired of jumping puzzles, then talk with your GM to see if it’s time for an upgrade that would trivialize such puzzles.
- Who does your Butterfly Effect hurt or serve
 - You, as a player, should be cognizant of the Butterfly Effect mechanic, but your character won’t necessarily know that. Still, your character should pick something, someone, or some faction to care about. You’re encouraged NOT to be a truly neutral chaotic player. Talk with the other players at the table and decide on some shared values that will drive your decisions. Even if you’re all self-serving apathetic mercenaries, that could still translate into actively supporting the Lawless faction.
- Embrace your ancestry and community
 - The custom ancestry options, paired with the community interpretations, are a big part of the novelty of this campaign frame. Without those, you’re just playing in another airship setting. If you’re a Wanderborne, you have a lore-based excuse for not knowing much about the setting. But otherwise, dig into the details of this campaign frame.
- Commit to the Party
 - While this campaign offers you the freedom to shape your narrative path, whether as a hero, a mercenary, or something else..., remember that you drive

the story as a collective. Use your Session Zero to align on your group's shared values and direction. Individual character arcs are encouraged, but please ensure your character is built to work with the party, not against it.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

- Update the Faction Influence Chart and map
 - After each little adventure, consider how the faction map has changed due to the Butterfly Effect mechanic. Move around a few influence points. If the points dip below 2 at a certain location, consider who's moving in. Did they have the influence to spare for the incursion? Or is the location becoming Lawless?
 - Also, feel free to add or remove a few points with the faction that the players aren't really interacting with much. If a part of the map isn't feeling interesting, entice them with rumors of change. At any point, feel free to explain your influence changes via rumors or overhearing NPCs gossiping in taverns.
 - You can also throw in some red-herring gossip that isn't entirely true!
- Who's in control of the location, and what does that mean?
 - Whenever the players visit a new area, consider it in terms of the generic location description mixed within whoever is the controlling faction of the area. This campaign frame leaves a lot up for interpretation when it comes to the concrete description of locales because that's an opportunity for you to collaborate with your players. Explain to them the basics of the location and take a few minutes to discuss how the ruling faction has influenced it. Then, if the players ever visit the same location under a new ruling faction, you can have that conversation again under the new context. Changing the ruling faction of a location keeps things fresh but familiar at the same time.
- Who's born here?
 - When players visit a new area, also consider which nurseries are located there. There are up to sixty ancestries, each with its own nursery. If you're using all 14 locations, and the nurseries are roughly evenly spread out, you can assume there are 4-5 nurseries present somewhere at the location. Are they beneath downtown? Or jutting out of the lower slopes? The presence of an ancestry's nursery means there's likely a higher population representation of that particular type of Skyborne. Nurseries can be a font of quests and local drama that's not necessarily tied to a ruling faction. How have the newborns from each type of nursery interacted with their neighbors?
 - If you're struggling for ideas, source some from your players. Tell them, out of character, about the location, and its nurseries, and ask for rumors they may have heard. Then, secretly choose which of those rumors is

actually true.

- Let the players make their own goals.
 - This campaign frame is designed to be a sandbox. There are a number of potential adventures and threats that the players can deal with, but you should encourage them to pursue their own goals. Of course, if the players aren't actually pursuing any goals, there are plenty of factions, monsters, AI Overseers, and lawless influences that could come along and wreck their day just to keep the story interesting.
- There's always an exception.
 - For every rule, make an exception just to keep things interesting. Skyborne is a setting with a lot of lore-founded taboos and beliefs, but no taboo or belief is so strong that it prevents the Skyborne from surviving. Some examples of exceptions that are built into the setting are:
 - Golem's Gullet and Fortune's Grasp vs the fear of awakening the mountains through mining operations
 - Airship combat over the Boneyard vs the taboo against shooting down ships
 - Establishing set taboos or rules for or against something gives structure and expectations to the world. Occasionally, breaking those taboos in an intentional way makes the world interesting.

DISTINCTIONS

Typically, the distinctions section of a campaign frame is intended only for GMs, and the GM is encouraged to share only select portions from the distinctions section with the players. However, this campaign frame is intended to be a sandbox. The GM is encouraged to share the whole campaign frame with the players. Players are encouraged to read through it all. It describes the world they live in after all.

The one exception would be players who have selected the Wanderborne community for their character. They can opt to be naive (both in character and out) about the world. They are still encouraged to read through the sections on "The Animalistic Legacy & The Nurseries" and "The Church of the Overseers". They can quiz non-wanderborne NPCs and party members about the rest of the world via roleplay.

Core Truths

History

The Era of Conflict (The War)

- **The High-Tech Stalemate:** The world was once home to numerous advanced civilizations known as the Precursors. Their constant state of war drove science and magic to heights that remain unfathomable today.
- **Rise of the Colossus Golems:** In an escalating arms race, participants discovered how to animate the planet's crust. Massive landmasses, often peaked with mountain tops, were imbued with solar-driven sentience. These shuffling golems devastated ground-based cities in seconds.
- **The Flight of the Precursors:** As the surface became a battlefield of stone, the Precursors engineered **Aether-Shards** (artificially created levitation crystals) to lift settlements and airships above the clouds. To gain control over these floating islands, engineers developed **Lattice-Drives** to direct the shards' energy for propulsion.
- **The Alchemical Mists:** The war reached the skies. Magically charged "mists of death" were deployed as alchemical weapons, causing mass casualties and beginning the long process of global mutation.

The Era of Silence (The Reset)

- **The Solar Eclipse:** A desperate Precursor discovery revealed that the animated mountains were powered by solar resonance. To stop the slaughter, a planet-wide cloud layer was summoned.
- **The Mountain Slumber:** Deprived of sunlight, the rolling mountains ground to a halt. Because many were "clustering" at the time of the slumber, they froze in island-like groups. Their peaks became the only stable land above the clouds.
- **The Phoenix Project:** Lingering war effects eventually killed off the Precursors. To someday reset the world, they established secluded **Nurseries** in which they entrusted their DNA to be used to birth a new generation. To prevent history from repeating itself, they left no records, manuals, or history of the war.

The Era of Rebirth (Present Day)

- **The Scavenger's Rise:** For hundreds of years, the descendants of the nurseries—known as **The Skyborne**—have grown up above the clouds, scavenging the ruins of ancestors they no longer remember.
- **The Great Awakening:** A recent surge in births emerging from the Nurseries is introducing fully grown, recently born Skyborne into established "Heritage" cultures, fueling new social tensions and discoveries.

Environment

The Cloud Veil & The Blight Tide

- **The Cloud Veil:** A thick alchemical layer summoned during the war that hides the ground.
- **The Blight Tide:** The toxicity of the lower elevations of the Cloud Veil has weight. The lower levels near the mountain bases are thick with magical fallout and mutated beasts.

Flora & Fauna

- **The Spawners:** Precursor relics that produce plants and animals to heal the earth. A "Corrupted Spawner" is an existential threat to a peak-state.
- **Mutants:** Make their way up mountainsides created from the Blight Tide. Sometimes flying versions appear in the sky. A floating island or airship that goes through a blighted cloud might suffer an infestation. Mutations can affect plants as well as animals.

Culture

Premium Real Estate & Vertical Life

In a world where the only "land" is the tip of a mountain peak, space is the most valuable commodity.

- **The Skyborne:** The collective name for all people born or awakened above the clouds.
- **Vertical Architecture:** Cities grow upward rather than outward. Bridges and walkways connect high-rise dwellings, and falling is a constant daily hazard.
- **The Mining Taboo:** There is a deep, cultural fear of "waking the mountains." Most skyborne refuse to dig into the peaks, fearing that restored sunlight or deep excavation might trigger a "Re-Animation."
- **The Farming Elite:** Land capable of supporting life is rare. Vertical hydroponics are common, but traditional large-scale soil farming is a mark of extreme wealth.

The Scavenger Economy

Society survives on the "scraps of gods."

- **The Bit Economy:** No centralized coinage exists. Currency consists of "Bits" (non-functional scavenged pieces of precursor tech). Examples of "a Bit" might be a single screw or the base of a former light bulb.
 - **1 Handful** = 10 Bits
 - **1 Bag** = 10 Handfuls (100 Bits)
 - **1 Chest** = 10 Bags (1,000 Bits)
- **The Scavenger's Creed:** "Every Bit, till the last Bit."

- **Barter Economy:** Most Skyborne can identify the value of a piece of scrap by the combination of the demand for the item (if they plan to sell it) and their own sense of creativity (if they plan to use it for their own purposes).

The Animalistic Legacy & The Nurseries

The Skyborne are characterized by diverse animalistic traits, a legacy of the final fail-safes implemented by the Precursors.

- **The Overseer's Gambit:** In an attempt to genetically vary the Skyborne and ensure their survival in the alchemically unstable atmosphere, the AIs operating the Nurseries incorporated genetic mutations inspired by various types of animals.
- **Nursery Strains:** Each Nursery followed a specific animalistic blueprint, creating localized clusters of specific ancestries. This has resulted in the diverse array of avian, mammalian, and reptilian Skyborne seen today.
- **Biological Integrity:** While Skyborne of different ancestries frequently form deep social and romantic bonds, they are only able to procreate with individuals of their same ancestry.
- **Biological similarity:** Everyone still has a little Precursor in them. They may have some animalistic features, but they all still walk upright on 2 legs as a humanoid.

Technology & Magic

The Reset & Technological Taboos

Scientific progress is uneven and haunted by the past.

- **Clockwork Supremacy:** Mechanical engineering is the most advanced field because it is "transparent"—logic you can see.
- **Technological Infancy:** Electricity, chemistry, and steam power are viewed with suspicion due to the terrifying nursery-tales of the "Precursor Wars."

Aether-Shards & Lattice-Drives

The heart of every airship and floating platform.

- **Aether-Shards:** Levitating crystals. They are the most valuable **Relics** in existence.
- **Lattice-Drives:** Mechanical cages used to steer Shards. Crafting a new lattice is currently impossible, and repairs are extremely difficult tasks.
- **Navigators:** Sometimes called "Tuners", navigators are specialists who use sets of tuning forks placed in strategic places to direct the propulsion a Shard makes. Doing this

with an Aether Shard within a Lattice Drive is a difficult task as it is. Tuning a raw Aether-Shard is extremely risky even for a world-class expert navigator. One wrong placement of a vibrating tuning fork and you might instruct the shard to make any number of abrupt direction changes. A lattice provides set locations for tuning forks to be inserted that map to one or more directions. The more directions provided by the lattice, the more expensive/capable the drive is.

- **Tactical Taboo:** Shooting down a ship is a war crime because losing an Aether-Shard to the depths is a loss for all Skyborne. Battles focus on boarding and "Engine-Stripping."

Magic & Magi-Tech

- Magic is prevalent and often viewed through a lens of "Applied Science". The Precursors left many examples of trinkets and artifacts that use magic alongside engineering. A prime example is a Lattice-Engine installation around a magical Aether Shard. Still, the Skyborne would prefer to rely on the sciences they can see. Thus, they add sails, wings, and clockwork propellers to their airships. Most Skyborne will value and readily utilize magic but hold a preference (given the choice) towards mechanical solutions.

Aerial Mounts & Gryphons

- **The Horses of the Sky:** Gryphons are the standard for personal travel and precision docking.
- **The Roost Economy:** Most Skyborne rent their mounts from professional breeders. A personal Gryphon is a rare mark of wealth or specialized skill.

Scale of Levitation & Valuation

- **Small Shards:** Used for hover-carts and lift-rigs.
- **Medium Shards:** Provide lift for airships.
- **Massive Shards:** Ancient crystals keeping entire landmasses and skystations afloat.
- **Valuation:** A single Aether-Shard can be valued from **10 to hundreds of Chests of Bits**.

Global Threats

The following are global concerns that the Game Master may choose to introduce as needed.

Things From Above

The sky is far from empty, and the risk of gravity is ever-present. Objects frequently plummet from above, whether due to catastrophic navigation errors, critical mechanical failures, sudden

powerful gusts of wind, or simply items accidentally dropped from a passing airship. In the Upper World, looking up is just as important as looking down.

The Blight Tide

The lower cloud layer provides an ever-present source of monsters to fight. Those monsters can take any form. Many will scale the sides of the mountains to attack the Skyborne communities. Others may be able to fly and ambush passing airships from cloud cover.

Precursor Remnants

Automated precursor war machines that still follow target parameters from a war that ended centuries ago.

Magic in the Mountains

While the mountains are currently sleeping, that doesn't mean they don't have latent precursor magic in them. Areas that experience mining operations or even natural erosion over time risk releasing that magic in unpredictable ways. Examples might be:

- A sinkhole may experience some interesting turns of physics for a time.
- A local precursor "spawner" becomes corrupted and starts producing monsters instead of healthy plants/animals
- A nursery becomes magically corrupted, and future Skyborne of that ancestry type are mutated or simply don't survive.
 - Note: This would have massive cultural impacts that would ripple across the Upper World.

The Lawless

Even if the players are playing as characters operating outside of the law, the rest of the bandits and pirates don't care. **Banditry** and **piracy** are abundant in the Upper World. Aside from the brief introduction to the world given to them by the Church of the Overseers, many Skyborne never get much of an education in ethics or morality. In locations that are officially "Lawless", unwelcome encounters will be even more frequent.

Major Locations

The Boneyard

Elevation: Low

The Boneyard is a large flat mountain top over which many naval conflicts take place. It's located in the shipping lanes of a number of powerful countries, and the large space allows for more extreme weapons and tactics to be used in combat.

The Direlict

Elevation: High

A massive skystation made up of not just one derelict, but many old, shardless airship bodies grafted onto a large, stationary aether shard. A unique tavern run by silent air elementals acts as the central hub of the station. Depending on who's in control of the location, it could be a very nice shipyard or a haven for pirates.

The Spires

Elevation: High

Tall, thin pillars of stone jutting up through the clouds. Great for hiding things among. Not great for natural resources. If anyone lives there, they live a Spartan existence in small caves with perilous walkways.

The Jungle of Giants

Elevation: Low

A very large flat plateau that's low in elevation, thus bathing it in the humidity of passing clouds. Thick jungle covers this landmass, making it rich in resources. However, something went wrong with the precursor spawner in charge of flora and fauna many years ago. Everything it spawned here is gigantic and hungry.

Lake Town

Elevation: Medium

One of the few mountains above the clouds with a sizable freshwater lake atop it. The views are gorgeous, and the access to water makes this an idyllic place to live. While it's called Lake "Town", that may not match up to one's expectations of the settlement built up around its shores.

The Razor's Edge

Elevation: Medium

Maybe a very small range of mountains, or just a really long mountain. The top of this peak is very narrow and long, like a great wall in the sky. The locals have carved out steppes in the mountain below for farming, but often need to retreat to the top of their peak in cases of wandering mutants from the Blight Tide. This peak casts such a shadow that each side of the wall spends the majority of one half of each day in shadow. Residents refer to the "morning" and "evening" sides of the peak to describe where they live.

Warden's Keep

Elevation: Medium

A moderately sized piece of land covered in a woodland forest reserve. A small castle sits in the middle. Some believe it was the vacation home of some wealthy precursor trying to escape the war. The spawners of flora and fauna seem particularly well balanced in this area, making it a very pleasant place to hunt and gather.

Port Ascent

Elevation: Medium

A major trading hub and metropolis. Competing with Keystone Port to be the most established city in the sky. They're both very similar. Port Ascent is made up of numerous floating islands rotating around a modest mountain peak. The orbit of the islands is slow and stable enough that permanent stone bridges span the distances between them. Pedestrians can walk from one island to another during specific times of the day when the bridges align. Port Ascent also has a thriving shipyard and trade hub.

Keystone Port

Elevation: Medium

A major trading hub and metropolis. Competing with Port Ascent to be the most established city in the sky. They're both very similar. Keystone Port includes bustling shipyards, towering

apartment buildings, and enough land to support minimum levels of most industries, making it possibly the most self-reliant known mountain top.

The Twilight Caverns

Elevation: Low

This large mountain top looks like the mouth of a beast roaring upwards into the sky from a distance. The mouth is actually a massive cavern big enough for several large airships to enter and dock within. The cavern dives deep within the mountain. Nobody knows quite how far. The caverns of this mountain are home to numerous fungi and subterranean creatures. The most striking feature of the caverns is the many tiny glowing crystals within the walls, giving the residents a constant twilight atmosphere to live in. Unfortunately, harvesting the crystals from the mountain walls causes them to stop glowing and turn into worthless rocks. Some theorize that the mountain's magic is being channeled into the crystals to produce the light, and if you take too many, the mountain might awaken.

The Salt Wastes

Elevation: High

One of the larger mountain peaks with lots of land above the clouds, but one of the least popular to live upon. The ground is infused with so much salt that it's hard for anything to grow here. Still, some individuals who tire of the fear of falling from narrower peaks voluntarily seek to live on this last great plain. The high elevation of this plateau keeps it above most clouds. The air is thin and dry.

The Bridle Peaks

Elevation: High

A cluster of several tall peaks where gryphons are bred, tamed, and trained. These peaks are the primary provider of gryphon mounts. The individual peaks are honeycombed with natural and carved caverns for nesting, and the constant swirl of aerial activity from mounted riders and wild gryphon flocks makes the range a highly recognizable landmark for navigators.

The Golem's Gullet

Elevation: Low

The largest and most regulated mining operation on the Skyborne peaks. It represents the slower, more reliable source of raw ore, managed by local foremen and strict protocols. An above-ground settlement manages imports and exports, but most individuals who live here have made their homes within exhausted mines.

The Miners Union

Present only in Golem's Gullet. This guild of "Formen" keeps the mines running in a safe and orderly manner. Controlling factions may try to pressure the Union for more output, but they can, in turn, organize strikes that will shut down the mines completely.

Fortune's Grasp

Elevation: Low

A high-risk, high-reward frontier settlement started by independent miners. Mining here is fast, unregulated, and often reckless, utilizing unstable explosives to reach deep veins of ore. The potential for wealth is massive, at the cost of safety. Monster breakouts from the depths are common whenever new mines are opened up due to hasty or underprepared workers. A dirty frontier colony lives on the surface. Buildings here are cheap and shabby due to having to be reconstructed after the occasional waves of monsters destroying the place.

A Note About Elevations

The elevation listed is a rough relative measure of how high the highest point of the landmass is. These measures have the following general implications:

- Low - Passes through clouds and the blight tide more often. Likely higher in humidity. Possibly even lost in the clouds from time to time.
- Medium - The most comfortable to live on. Average humidity. Still experiences blight tide problems, but they're more concentrated near the slopes on the edges.
- High - The top is rarely covered by clouds of any kind. Likely a dry alpine climate. The air is thinner and colder. Depending on the terrain, it may also include significant areas of medium and low elevation.

Common Points of Interest

These are examples of POIs that may be located on or around any of the Major Locations above.

Nurseries

Secluded, high-tech bunkers. Some are thriving Heritage cities; others are "Sleeping Vaults" only now beginning to activate, guarded by automated Precursor Constructs and operated by ancient artificial intelligences with their own agendas. Each nursery is run by an Overseer AI, which applies a unique genetic twist on the stored original precursor DNA influenced by a certain set of animals to those it births. Individuals born in a Nursery gestate and mature incredibly fast, emerging into the world with an adult physique but sometimes with a very naive view of the world.

These Overseer AIs often behave like "helicopter parents," obsessively monitoring the well-being and safety of their Skyborne charges through pervasive surveillance or constant, unsolicited guidance, even long after they have ventured out into the Upper World.

Floating Lighthouses

Floating islands are often used to hold up tall stone structures called lighthouses. These buildings are often used for navigation. Sometimes an island is only big enough for just the lighthouse itself. Sometimes, they can host small remote villages. These lighthouses often need supply deliveries in order to stay in operation.

Silk Ranches

Some floating islands have been transformed into Silk Ranches, where massive silk worms the size of a person are raised. Silk is a very popular material for fabric since cotton takes up so much land to grow. Like any ranch, sometimes there can be problems with ornery livestock.

Agricultural Farms

On many mountain tops, land has been terraced to create valuable farmable land. This land grows highly sought-after goods. Often, people will attempt to terrace land lower and lower in elevation to maximize their production. But doing so runs the risk of dealing with wandering monsters from the blight tide. They may even lose an entire crop to contamination from a particularly high tide.

Small Towns/Villages

It's not uncommon for Skyborne to want to get away from the major metropolitan centers. They go and set up small towns and villages where they can. The size and nature of these settlements can vary, but each provides its own reason for the locals to want to stay.

Lost Floating Island Ruins

Precursor ruins are everywhere. Strange architecture filled with rewards and perils. Some are well explored and have been picked clean by Skyborne scavengers. Others have just been spotted during low tide. These could be guarded by old precursor defenses still active from the war, or by mutated blight monsters from the tide. You might even get a chance to converse with a precursor AI. It may or may not appreciate your presence.

Factions

Each of the 7 factions is a political entity with its own governance, vying for control of the world. All of them are inclusive in their acceptance of one's ancestry. However, each is distinct in its values and view of how the world should be governed.

To mark or identify faction allegiance, each faction has a simple to draw icon. Supporters often use the icon to show their faction affiliation or support. It'll appear in clothing, graffiti, and documents wherever a particular faction has some degree of influence.

The Lawless

- Leadership: None
- The **absence of any government** where the strong rule over the weak.
- Primarily made up of pirates, bullies, and crimelords.
- Icon: A single, flaming torch signifying self-reliance and the absence of established light/order.

Note: Any location where a government loses its hold without an aggressor moving in automatically becomes Lawless.

The Imperials

- Leadership: A King/Queen or Emperor/Empress (if they've taken enough territory)
- They hold that **absolute unity** under their banner is the only path to the world's greatest potential.
- Their view of governance is based on a strict hierarchy that prioritizes stability and expansion through military dominance.
- Icon: A crown, symbolizing support for the King/Queen or Emperor/Empress.

The Peacekeepers

- Leadership: The Council of Sheriffs
- Their primary view is that **global stability** is paramount, positioning themselves as the necessary mediators to prevent widespread conflict.
- They champion adherence to global treaties and diplomacy, backed by decisive, well-regulated security forces.
- Icon: An eye, signifying watchful oversight.

The University

- Leadership: The Headmaster
- They believe that **knowledge**, research, and objective truth are the most valuable assets for governing and advancing civilization.
- They seek to establish a meritocracy where the wise and educated lead, with resources dedicated to scientific pursuits.
- Icon: An open book, symbolizing knowledge and the rejection of superstition.

The Merchant Kings

- Leadership: The Council of Kings
- They see commerce, trade, and **economic prosperity** as the only true foundations for a successful global society.
- Their philosophy dictates that governance must primarily protect free markets, ensure secure shipping lanes, and enforce contractual law.
- Icon: A ship's wheel, symbolizing secure shipping and economic prosperity.

The Greenkeepers

- Leadership: The Arch-Druid
- They hold that the world must be governed in harmony with **nature and the environment**.
- Their policies prioritize conservation, sustainable living, and the reversal of environmental damage.
- Icon: A droplet of water, denoting sustainable living.

The Historians

- Leadership: The Chief Archeologist
- They champion a leadership style firmly "**rooted in tradition**," drawing on historical precedents and the ancestral insights provided by the AI Overseers of the Nurseries.
- Their faction is dedicated to archiving, studying, and interpreting the world's history to avoid repeating ancient mistakes.

- Icon: An hourglass, representing learning from the past to avoid repeating ancient mistakes.

Global Organizations

The following are organizations that are generally present across all the land in the Upper World. While factions controlling or governing an area may change, these organizations manage to remain present by making themselves either invisible or essential to the ruling powers.

Coast Guard

The equivalent of a local town militia. They're not necessarily a global organization, but every settlement has had to establish one in order to survive. Sometimes, a faction in control of a settlement may try to influence the coast guard to serve their cause, but most factions are smart enough not to mess with the organization serving as the first line of defense to keep the monsters at bay on the lower slopes and the lighthouses stocked.

For traditional fantasy players, this is the equivalent of an "adventurer's guild".

The Syndicate

A shady organization known only to its members. Those who talk openly about the Syndicate (even to trusted parties) don't live long. Most Skyborne will live their entire lives without ever knowing about the Syndicate. A select few can count on other members within the syndicate for assistance from time to time. But the first rule of the Syndicate is that you don't talk about the Syndicate.

For traditional fantasy players, this is the equivalent of a "thief's guild".

The Church of the Overseers

From every nursery comes a few Skyborne who turn around and dedicate their lives to serving the AI Overseers of their ancestral nursery. Due to the powerful nature of the AI Overseers and their mysterious workings, this dedication often crosses the line into worship.

As a whole, the church is a positive force in the Upper World.

They:

- Provide services to newly born individuals emerging from the mechanical pits within the Nurseries to help them orient themselves in the Upper World.
- Protect the entrances to each Nursery. Outside of each nursery, they'll have some kind of church/fortress established.

- Each branch of the church (established in front of a nursery) is typically staffed entirely by Skyborne of the particular ancestry produced by that nursery.
- Occasionally, conduct “holy quests” for the AI Overseers.

INCITING INCIDENT

Rather than providing a single inciting incident, a collection of small adventure ideas is below. As your party of characters assembles, present a few of these through quest boards or NPCs and see which they take the most interest in.

International Illegal Scavenging

A crashed shipwreck has been sighted embedded in the side of the mountain. It's located in the area of a neighboring country. Scavenging rights for the Lattice-Drive within should go to the government of the area. A less-than-reputable group would like to hire you to recover it, and they're willing to provide clandestine travel arrangements. A local hermit/druid is willing to give you directions. Apparently, it's leaking poisonous gases into the area, and he's concerned about the local wildlife.

Outcast Colony Ship

A colony ship of elementally blessed (NPCs with the Sorcerer class) outcasts seeks to hire adventurers as on-board security within their massive colony ship. Security is typically expected to protect the crew and passengers from outside threats. However, many of the passengers are young and were born with elemental powers they're still struggling to control. There may be a few unexpected problems of an elemental nature.

The Lost City of Celandia

An ancient precursor floating city keeps an elevation dangerously close to the toxic layers of the clouds. It's been sighted by an eccentric captain, and he's in a hurry to hire a crew to go explore it before the tide rises again, and the city will be lost again. There may be some complications with landing. And being in such a hurry, the party may find themselves marooned on the lost city's floating haunted platforms.

Escort Ore Shipment

An ore shipment is being exported to a neighboring mountain peak and hires your party as on-board security. If all goes well, all you'll need to worry about is some occasional sky fishing to feed the gryphon mounts. If all doesn't go well, you may have to defend the crew from vicious aerial monsters and sky pirates.

Missing Persons Among the Farming Steppes

Among the farming communities of the lower steppes of the mountain lived a pair of herbalists. They've recently gone missing. The farmers have hired you to journey down the switchbacks of the mountain looking for them. Mutated monsters have been known to come wandering up the same switchbacks from the toxic layers of the clouds. Hopefully the herbalists haven't become monsters themselves yet.

Treasure Hunt on a Toxic Island

A famous sky pirate was recently captured and interrogated. A dirty official during the interrogation claims to have gotten the location of the pirate's treasure hoard. He wants to hire someone to quietly help him retrieve it before he needs to submit his report. Can you run out to the floating island, navigate the pirates' traps, loot the treasure, not get double-crossed by your employer, and return before the local bureaucracy demands an interrogation report be delivered?

Mechanical Capture for Study

Apparently, there's a remote, stationary mountain top that just peaks through the mountains during low tide. It's well known because what actually peaks out is not so much a mountain top but the head and raised hand of a massive stone sculpted colossus on top of a mountain. A renowned zoologist has hired you to do fieldwork. He charts a fast ship and fills its hull with small cages. He wants you to run out to the colossus, climb down into the upper cloud layers below, and fetch some new animal species that are known to live there. Apparently, the animals he wants are precursor relics of magic and clockwork called mechanimals.

Outpost Supply Run - Extinguished Light House

A lighthouse on a floating island has recently gone dark. The local coast guard is understaffed at the moment and hires you as contractors to make a supply run and routine check-in on the

resident lighthouse operator. You arrive to find him starving and holed up in his lighthouse. He extinguished it in the hope of drawing attention from the coast guard. Apparently, his little orchard (which supplements his food) is now filled with mutated dropbears. Ever since a stray green-colored cloud washed over the island, things haven't been the same.

Warship Salvage in the Boneyard - Navy Contract

The Boneyard is a large flat mountain top over which many naval conflicts take place. It's located in the shipping lanes of a number of powerful countries, and the large space allows for more extreme weapons and tactics to be used in combat. That created a number of shipwrecks with valuable cargo and lattice-drives for salvaging. However, with such prizes for the taking, the fighting suddenly moves to the ground as well. Even while the battle continues to rage above, deadly objects often fall from the sky.

CAMPAIGN MECHANICS

The following mechanics are unique to this campaign.

Trinkets and Relics

- **Sample Relic: Glow-Crystal** (Permanent light source). Price: **5 Bags of Bits**.
- **Sample Trinket: flash-bang.**
- **For more examples, see the Trinket Generator tables in the Appendix**

Trinkets and Relics are bits of working tech scavenged from the Precursor era. They each do something unique and amazing, appearing to be magical, whether they are actually electrical, chemical, mechanical, or literally magical in nature.

A trinket is an item that has one use left and then is just junk to be salvaged.

A relic has many uses left.

Players are encouraged to use trinkets liberally and not hoard them. Particularly when in areas that narratively support plentiful salvage opportunities. They are fun consumables.

Trinket Feedback

Carrying too much unshielded Precursor tech causes "unpredictable reactions."

- **The Limit:** Your carry limit for **Trinkets** is equal to your **Knowledge** score. Stable **Relics** and **Bits** do not count toward this limit.
- **Feedback Check:** If you are over your limit and roll a **Failure with Fear** on any roll, roll a **d6**.
 - **1-2:** Feedback! Mark **1 HP loss** and a random Trinket is destroyed.

Salvage & Crafting

- **Salvage:** During a Short Rest in ruins, roll **Knowledge**.
 - **Success:** Find 1d12 Bits.
 - **Success with Hope:** Find a Trinket.
 - **Critical Success:** Find 2 Trinkets and a Handful of Bits.
 - May roll with Advantage if you can convince the DM that the area is narratively ripe for salvage opportunities.
 - Alternatively, the DM may impose Disadvantage if the area is particularly well salvaged already.
- **Crafting:** During a Long Rest at a workshop, combine two Trinkets to create a better trinket. Roll **Knowledge**. No crafting of relics.
 - **Success with Hope:** Create a **Masterpiece** (2 uses).
 - **Success with Fear:** Create a **Glitched Device** (costs 1 Stress to use).
 - **Failure with Hope:** Destroy one of the 2 trinkets (randomly picked)
 - **Failure with Fear:** Destroy both of the trinkets

The Butterfly Effect

- **Impact:** Player actions and decisions create a minor domino effect, influencing the balance of power and faction dominance in the campaign world, particularly with factions the players interact with or against.
- **Mechanic:** The Game Master (GM) may decide to update the Faction Influence Chart by giving or removing Influence Points. Updates are at the discretion of the GM.
- **Narrative Feedback:** Players should hear narrative rumors from Non-Player Characters (NPCs) about the changes in the next session.
- **Contested Location:** If a faction loses its final influence in a location, the location is claimed by the competing faction making the most effort with their unallocated influence.
- **Lawless Default:** If there is no aggressor, the location is automatically claimed by The Lawless.

A Round of Rumors

During any downtime, and at the start of the game, the GM may call for a “round of rumors”. Each of the players around the table provides a “rumor” they’ve heard about what’s going on in the world. It could be big or small, dramatic or mundane. There’s no limit to player creativity in these rumors, however, the GM secretly determines which are true. The fact that the player heard the rumor is canon. They can even detail how and from whom they heard it. If the GM determines that it’s a “true” rumor, the players will begin to see evidence should they choose to follow up on it. If the GM determines that it’s false, the players can still follow up on it and just won’t find any substance to the rumor’s claims. The GM may also participate in the round by providing a rumor that one of the players heard, and it also doesn’t have to be true.

This mechanic lets players suggest what might be in their narrative sandbox with them, while still allowing the GM to be the arbiter of what’s true.

Airship Navigation

- Airship navigation checks, for anyone that isn’t a professional navigator or captain assigned to an airship daily (players typically should be playing characters that go out adventuring and not sitting around in the engine room of an airship), should be considered to be very difficult. Such navigation checks are done by an individual working at the lattice-engine using a tuning fork set, and it’s always going to be a Knowledge Skill check.
- Crew on the ship can participate in various ways to assist. The GM should describe the ship. Small ships will be limited in ways for others to assist in navigation. Larger ships will likely have a bevy of mechanical propellers (Strength check), sails (Agility check), wings (Precision check), and balloons/blimps (Knowledge check) that players and/or crew can manipulate to assist the leader of a Group Action to navigate or change the direction of a ship.
 - The character at the Lattice-Engine is always the Leader
 - The GM may make exceptions, but most actions to assist that don’t physically interact with the ship’s utilities (such as those listed above) would only distract (and not help) the Leader of this very delicate task.

SESSION ZERO QUESTIONS

Define the party's starting point and social dynamics.

1. **Setting Content Boundaries:** Ask some questions to get a feel for what players are more or less comfortable with.
 - Are there any content phobias we should avoid or reskin?
 - The Wanderborne are described as being very naive and potentially only days old. What are the boundaries for roleplaying the resulting lack of socialization, or for characters manipulating these naive individuals?
 - How should the table handle the heavy themes of the precursor collapse and the scars of the ancient wars? Are there specific emotional boundaries or traumatic history we should leave unexplored in our story?
 - Regarding the presence of **The Lawless** and the clandestine influence of **The Syndicate**, what is our comfort level with themes of piracy, banditry, and systemic corruption? Are there specific criminal activities or violent acts we should omit to preserve the desired heroic tone?
2. **Party Dynamics:** Individuals in a party will tend to be unique and value different things, but there should be a few things the party members are aligned on.
 - Are we the bad guys?
 - Note: This isn't a question of faction such as "are we Lawless". Any faction can be flavored towards good or bad morality. A practical example follow-up question you might ask could be to describe a hypothetical situation as such.
 - A villager is being attacked by a monster. There's no monetary reward and nobody would notice if you did nothing and let them get killed by the monster. Do you help or not?
 - There's no right/wrong answer to this question. You tell your story. But it's important for the players (and the GM) to be on the same page from the start.
 - What drives us?
 - What's something your entire party agrees they want?
 - Examples: Money? Fame? A political (faction-oriented) goal?
 - Consider each character's selected "Community" card. Many communities learn in favor of certain Factions. By design, not all players will want to serve just one faction, but perhaps there's a theme you'd like to weave into your setting between a few particular factions.
 - Note: Don't let faction politics tear the party apart. Favored factions should provide motivations and nuance, not strife between players.
 - Given some free time without immediate needs defined, what goals would your characters be interested in pursuing?
 - Note: It will be far easier to answer these questions with much more satisfying answers that align to the setting if the players have read the campaign frame document in advance. If it's clear that they haven't read the document and their goals seem not to align in any way to the

campaign frame or setting, the GM should point that out and encourage the players to reconsider their goals.

3. Campaign Map Generation

- Drop down to the next section and generate your starting world map. Then come back up and finish by defining your Starting Location/Scene.

4. Starting Location/Scene: As a group, choose one location where **Scene 1** of your campaign will take place.

- Who currently governs that location?
- What prevalent rumors would be common at this time?
- What nurseries are located somewhere within the borders of this location?
- Where (at the chosen location) does the party meet?
- Will the party already know each other at the start of scene 1? Or do we want to roleplay individual introductions?
 - If you already knew each other, how did you meet?

CAMPAIGN MAP

Session Zero: Faction & Starting Location

Step 1. Assign Faction Influence

The goal is to determine the relative power of each faction before the campaign begins.

- **Faction Summary:** Do a quick summary of each faction's motivations to familiarize the players with the factions.
- **Remove Factions:** If one or more factions don't seem interesting to the players, as a group, you can choose to remove them. Doing so, however, may make the world feel less dynamic and varied.
- **Add Factions:** Now is the time to add any homebrew factions the group would like to include as being present from the start of the campaign. Factions added later would narratively need to carve a place for themselves from the existing influence of the rest of the factions.
- **Influence Pool:** Calculate the total points by multiplying the number of factions being used by 3.
- **Distribution:** Go around the table and assign points to factions until the whole Influence Pool has been assigned.
 - **On a Turn:** The player chooses a faction to receive one point from the influence pool.
 - **Guideline:** Ideally, each faction should receive at least **2 influence points**.

- **Underdogs:** You may choose to leave one faction with 0 or 1 point to establish them as a clear underdog. Underdogs won't end up with any locations under their control.
- **Influence Points:** Influence takes many forms. It could be military might, political sway, mercantilism, popular support, information networks, technological advancement, or a balanced combination of them all.
- **Visual Aid:** Update the faction influence chart with tally marks representing each faction's influence.

Step 2. Initial Map Setup

- **Location Summary:** Summarize the key features of each location to familiarize the players with them.
- **Set up the initial world map:** Place a blank sheet of paper where everyone can see it. This becomes the world map.
- **Location Tokens:** Gather some kind of token, marker, playing card,... that represents each of the main locations (14 if you're using all those defined in this campaign frame). Alternatively, you can just use a pencil and write the names of the locations when you place them.
- **The center:** Place the token representing The Bone Yard in the very center of the sheet. It, by definition, should be in the cross-section of the shipping lanes of most locations.
- **Replace Locations:** (optional) If a location isn't very interesting to the whole table, you can create your own and replace it with your own homebrew location.
- **Place Locations:** Take turns going around the table, placing locations. Start with a player who didn't get to go first last time and go counterclockwise.

Step 3. Claim Locations

Once influence is set, factions will "claim" territory on the map.

- **Turn Order:** The GM goes first. Take turns till everyone has had a turn. Then start again with the GM.
- **Faction Claim Tokens:** in the Appendix, there's a set of Faction Icons you can print out and place on top of claimed locations. Alternatively, use something non-permanent to mark claimed locations (as ownership of a location may change during your campaign).
- **Cost:** It costs a faction **2 influence points** to claim a location.
- **Turn:** Player chooses a faction with remaining influence points to spend (minimum 2). Then they pick a location to claim as being under that faction's influence. Influence is removed from the Influence tracker, indicating that their forces are tied up maintaining that location.
 - Note: A player may claim a location for one faction on their first turn and another faction on their second turn. Multiple players may claim locations for the same faction, provided the faction has enough influence points.

- **Limitations:**
 - Factions cannot be assigned more locations than their influence allows.
 - Once a faction claims a location, it is locked and cannot be claimed by others during this setup.
 - **The Bone Yard:** This location is neutral ground and remains off-limits to all factions.
- **Process:** Continue the claim cycle until all locations (except the Boneyard) have been secured.
- **Leftover Factions:** Factions with unspent influence represent aggressive, free-floating forces. They are more likely to be hostile toward neighbors and have the resources to commit to sudden attacks.
- **Leftover Locations:** Locations without faction influence automatically are claimed by The Lawless. (The Lawless may claim locations during setup with their influence. Those locations just become particularly entrenched in their ways.)
- **Take a photo:** When you're done, take a picture of the map and influence tracker. Send it to everyone. This is the initial state of the world when you start your campaign.

Appendices

Ancestry List

Name	Description	Feature 1	Feature 2
Crowkin	<i>Dark iridescent feathers and a heavy, curved black beak.</i>	Skulker: Gain Advantage when you make a roll to hide or sneak in dim light or darkness.	Street Smarts: When you spend Hope to assist an ally in an urban environment, clear 1 Stress.
Ravenite	<i>Glossy obsidian plumage with a thick, pronounced bill.</i>	Sharp Mind: When you make a roll to recall a specific detail or conversation, add +2.	Logical Appeal: Use Knowledge instead of Presence to persuade or influence using facts.
Chickenkin	<i>Vibrant plumage crowned by a fleshy red comb and wattle.</i>	Inspiring Presence: When an ally fails a roll, spend a hope to let them reroll their Hope die.	Insightful: Gain Advantage to rolls made to see if someone is lying or hiding emotions.
Turkeyan	<i>Broad chests, iridescent feathers, and a large tail fan.</i>	Nature's Bond: Spend 1 Stress to speak with a plant to learn about recent local events from the plant's perspective.	Wilderness Guide: Spend 1 Hope to grant the party a +2 bonus to their next travel reaction roll.
Doveling	<i>Sleek, smooth feathers in soft shades of white or gray.</i>	Fated Luck: When you roll a 1 on Hope, you may spend 1 Hope to reroll the Hope Die.	Songbird: During a short rest, perform a song to let you and allies clear 1 additional Stress.

Pigeonite	<i>Plump bodies with iridescent neck feathers and a short bill.</i>	Urban Resilience: Advantage on reaction rolls to resist poisons, toxins, or non-magical diseases.	Hard to Read: Once per combat, gain a +2 bonus to your Evasion against a single enemy attack (may apply after the roll).
Falconari	<i>Streamlined wings and a sharp, notched beak.</i>	Far-Sighted: +2 bonus to rolls made to scout or identify targets at Far or Very Far range.	Plummeting Strike: Melee attacks made by falling upon a target deal +1d4 physical damage.
Hawkin	<i>Broad wings, sharp talons, and a hooked beak.</i>	Built to Hunt: Gain the “Tracker” experience at a +2 level.	Catch: Spend 1 Hope to gain Advantage on an Agility roll to catch a falling object or creature.
Owlite	<i>A flat, disk-like face with large, forward-facing eyes.</i>	Night Vision: You can see perfectly in non-magical darkness.	Silent Stalker: Gain Advantage to any roll made to move quietly or remain unheard.
Deerling	<i>Slender limbs and a head crowned by branching antlers.</i>	Vigilant: Gain the “Danger Sense” experience at a +2 level.	Parkour: Gain a +2 bonus to Agility rolls when navigating difficult natural terrain.
Moosekin	<i>A heavy, muscular frame topped with broad, palmate antlers.</i>	Stabilizing Stance: +2 to rolls to avoid being grappled or pushed while on solid ground.	Antler Charge: Move to Melee range and roll to hit. On a hit, spend 1 Hope for +1d6 damage and a pushback to Close range.
Hedgekin	<i>A small, stout body covered in dense dorsal spines.</i>	Spiny Quills: Spend 1 Hope to impose Disadvantage on all melee attacks against you till your next spotlight.	Ball Defense: Spend 1 Stress and your spotlight to negate Major & Minor Damage till your next spotlight. Next spotlight goes to the GM but no fear is gained.
Porcupinian	<i>A sturdy frame bristling with long, barbed quills.</i>	Barbed Defense: When an enemy hits you with a melee attack, spend 2 hope, they take 1 minor physical damage.	Quill Shot: Spend 1 Stress to make a ranged attack (Close) using Agility that deals 1d6 physical damage.
Armadillan	<i>A thick, leathery hide formed into overlapping armor plates.</i>	Shell: Gain a bonus to your damage thresholds equal to your Proficiency.	Retract: Gain physical resistance but suffer Disadvantage on actions and cannot move till your next spotlight.
Mousekin	<i>A diminutive frame with large, rounded ears and a long tail.</i>	Spring-Loaded: +2 bonus to Agility rolls involving jumping.	Team Player: Spend 1 stress to occupy an ally's shoulder. Moves with the ally. That ally gains Advantage on attack rolls.
Chinchillan	<i>A small, rounded body covered in incredibly dense, soft</i>	Thick Coat: Gain Advantage on rolls made to resist cold.	Fur-slip Defense: Mark 1 Stress to slip away from a grapple with a +2 bonus to the escape roll.

	<i>fur.</i>		
Batling	<i>Leathery wings stretched between elongated finger bones.</i>	Acoustic Intuition: +2 bonus to rolls made to detect or avoid traps and hidden hazards.	Sensory Overload: Spend 1 Stress to force an Instinct roll; failure makes the enemy Temporarily Vulnerable.
Squirrelkin	<i>A nimble frame featuring a large, bushy tail and sharp claws.</i>	Cheek Pouches: Store up to three small mundane items (vials, coins) in your cheeks.	Twitchy Reflexes: Spend 1 Hope to force an enemy to reroll a melee attack against you.
Raccoonite	<i>Distinct facial markings resembling a mask and a ringed tail.</i>	Resilient Gut: +2 to reaction rolls to resist poisons or tainted food and drink.	Scrounger: Once per short rest, find a useful mundane item in your surroundings.
Otterkin	<i>A sleek, streamlined body covered in dense, waterproof fur.</i>	Thick Fur: Gain +1 to your physical Armor Score.	Relentless: When you mark your last available Stress, immediately gain 1 Hope.
Wolverite	<i>A stocky, muscular build with thick fur and heavy claws.</i>	Stubborn Vitality: When you take Severe physical damage, you may mark 2 Stress to reduce it to Major damage.	Ferocious Assault: When you are below half your maximum HP, gain +1 to your attack rolls.
Ferretari	<i>An elongated, flexible spine and a sleek, tubular body.</i>	Contortionist: Mark 1 Stress for a +2 on making or resisting a grapple roll.	Nimble: Gain a permanent +1 bonus to your Evasion at character creation.
Bearfolk	<i>A massive, heavy-set frame covered in thick, coarse fur.</i>	Grizzled Hide: When you take Severe damage, you can spend 1 Hope to reduce it to Major damage.	Hibernator's Resilience: Heal 1 HP during a long rest without using "Tend to Wounds."
Foxling	<i>A slender snout, upright triangular ears, and a bushy tail.</i>	Hunter's Senses: Advantage on rolls to track or detect creatures using smell or sound.	Cunning Moves: Spend your spotlight in combat without making an attack roll to gain 1 Hope.
Geckan	<i>Scaly skin, large unblinking eyes, and wide, sticky toe pads.</i>	Sticky Grip: +2 bonus to Strength or Agility rolls made to climb or hold onto surfaces.	Autotomy: Once per session, drop your tail to negate Severe physical damage.
Lizardfolk	<i>A lithe, scaled body ending in a long, tapering tail.</i>	Tail Whip: Unarmed tail strikes deal 1d6 physical damage and use Agility.	Sun-Warmed Blood: Gain a +2 bonus to your next roll after resting in sunlight or heat.
Hummer	<i>A tiny frame with iridescent feathers and a long, thin bill.</i>	Nervous Energy: Gain a permanent +1 bonus to your Evasion.	Rapid Heartbeat: When you roll a Critical Success, gain an additional 1 Hope.

Parrotite	<i>Brightly colored plumage and a strong, curved beak.</i>	Mimicry: Enemies must pass an Instinct roll against your Presence +2 to see through your voice.	Mocking Squawk: Spend 1 Hope to give an enemy Disadvantage on their next roll.
Catkin	<i>A lithe, flexible frame with retractable claws and a long tail.</i>	Feline Instincts: Gain Advantage on Agility rolls to avoid falling damage or to keep your balance.	Retracting Claws: Your unarmed strikes deal 1d6 physical damage and use Agility.
Dogfolk	<i>A sturdy build with varied fur types and a pronounced snout.</i>	Loyal Companion: Gain the "Guard Dog" experience at a +2 level.	Pack Tactics: Gain Advantage on an attack roll against an enemy if an ally is in Melee range of it.
Kangarite	<i>Large, muscular hind legs and a thick, heavy tail.</i>	Powerful Legs: Gain Advantage on Strength rolls made to jump or leap.	Kickboxing: Unarmed strikes with your legs deal 1d8 physical damage and use Strength.
Elephantan	<i>Thick, gray skin, large ears, and a long, prehensile trunk.</i>	Prehensile Trunk: You can use your trunk to interact with mundane objects at Close range.	Trumpet Call: Spend 1 Hope to let out a loud call, granting allies within Far range +1 to their next roll.
Giraffite	<i>An exceptionally long neck and distinctively patterned hide.</i>	Towering Height: You have Advantage on Perception rolls to see things from above.	Powerful Kick: Your unarmed strikes with your legs deal 1d8 physical damage and use Strength. On a hit, you may spend 1 Hope to push the target back to Close range.
Rhinokin	<i>A thick hide and a massive horn protruding from the snout.</i>	Sturdy: Gain +2 to your damage thresholds.	Horn Charge: Move to Melee range and attack with your horn for 1d8 physical damage; on a hit, push the target back to Close range.
Hippotian	<i>A bulky, barrel-shaped body with smooth skin and wide jaws.</i>	Submerged Ambusher: You can hold your breath for up to 15 minutes and gain Advantage on stealth in water.	Crushing Jaws: When you successfully grapple an enemy, you deal 1d6 physical damage automatically.
Capybaran	<i>A robust, barrel-shaped body with coarse fur and blunt snout.</i>	Chill Vibes: Gain Advantage on Presence rolls made to calm down aggressive animals or people.	Restful Aura: During a short rest, allies who rest near you clear 1 additional Stress.
Rabbitfolk	<i>Long, upright ears and elongated, muscular hind legs.</i>	Keen Hearing: Advantage on Instinct rolls to detect hidden enemies by sound.	Lucky Foot: Once per session, when you make an action roll and the Hope die is lower than the Fear die, you may spend 1 Hope to reroll the Hope die and take the new result.

Beaverling	<i>Dense waterproof fur, large incisors, and a wide, flat tail.</i>	Woodworker: Gain the "Builder" experience at a +2 level.	Tail Slap: Spend 1 Hope to slap the ground, forcing enemies within Melee range to make an Agility roll or be Temporarily Vulnerable.
Horsekin	<i>A tall, muscular build with a flowing mane and hooved feet.</i>	High Stamina: Gain 1 additional maximum Stress at character creation.	Gallop: Spend 1 Stress to move up to Far range and make a melee attack in the same action.
Cowfolk	<i>A broad, heavy-set frame with a wide snout and paired horns.</i>	Placid Demeanor: Gain Advantage on Presence rolls to de-escalate conflicts or calm tense social situations.	Bull Rush: Spend 1 Hope to charge an enemy, dealing 1d6 physical damage and knocking them Temporarily Vulnerable.
Goatkin	<i>A sturdy build with hooves and backward-curving horns.</i>	Caprine Leap: Gain Advantage on Agility rolls to navigate steep or uneven terrain.	Headbutt: Make an unarmed strike for 1d6 physical damage; on a Critical Success, the target is Temporarily Vulnerable.
Tortoisian	<i>A heavy frame encased in a large, domed protective shell.</i>	Heavy Shell: Gain a permanent +2 to your Armor Score, but your Evasion is reduced by 1.	Withdraw: Spend 1 Hope to retreat into your shell, gaining resistance to physical damage until your next spotlight.
Frogling	<i>Smooth, moist skin and long, webbed hind legs.</i>	Amphibious: You can breathe both air and water perfectly.	Long Tongue: You can interact with small objects or make unarmed strikes at Close range using your tongue using Finesse.
Penguinite	<i>A streamlined body covered in sleek, waterproof feathers.</i>	Cold Resistance: Gain Advantage on rolls to resist the cold.	Social Huddle: When you take a short rest with your allies, you and one ally of your choice can clear 1 additional Stress.
Platypusan	<i>Dense fur, a leathery bill, and a flat, paddle-like tail.</i>	Electroreception: Gain Advantage to detect the electrical signals of living creatures within Close range.	Venomous Spur: Once per combat, poison a target in melee range. Poisoned targets take 1d10 physical damage whenever they take the spotlight.
Monkeykin	<i>A lithe frame with grasping hands and a long, prehensile tail.</i>	Natural Climber: Gain the "Natural Climber" experience at a +2 level.	Prehensile Tail: You can use your tail to hold small mundane objects or hang from things.
Gorillan	<i>A massive, broad-chested frame with long, muscular arms.</i>	Broad Chest: Gain +2 to your Major and Severe damage thresholds.	Primal Roar: Spend 1 Hope to intimidate enemies within Close range, imposing Disadvantage on their next attack.
Badgerkin	<i>A low, stocky build with thick fur and heavy digging claws.</i>	Burrowing Ambush: You can move through loose earth and emerge in Melee range of an	Fierce Defender: When an ally within Melee range is attacked, spend 1 Stress to redirect the

		enemy, gaining Advantage on your first attack against them.	attack to yourself.
Skunkling	<i>Striking black and white fur and a large, bushy tail.</i>	Warning Colors: Gain Advantage on Presence rolls made to intimidate others.	Noxious Spray: Spend 1 Hope to spray a Close area; enemies in the area must pass an Instinct roll or be Temporarily Vulnerable.
Slothian	<i>Long, lanky limbs ending in large, hooked claws.</i>	Unbothered: Gain Advantage on reaction rolls to avoid becoming Temporarily Vulnerable.	Slow but Steady: Once per session, you can turn a failed Agility roll into a success with Fear.
Wolfkin	<i>A lean, muscular build with thick fur and a pronounced snout.</i>	Keen Smell: Advantage on Instinct rolls to track creatures by scent.	Pack Hunter: When you attack an enemy that an ally attacked since your last spotlight, deal +1d4 damage.
Lionite	<i>A muscular feline frame adorned with a thick, heavy mane.</i>	Majestic Mane: Gain the "Intimidating Presence" experience at a +2 level.	King's Command: Spend 1 Hope. An ally within Close range gains 1 Hope.
Tigerian	<i>A heavy-set feline body covered in dark, vertical stripes.</i>	Striped Camouflage: Gain Advantage on Agility rolls to hide in tall grass or jungle environments.	Ambush Predator: When you attack an adversary that hasn't had the spotlight yet in the current combat, your attack deals an additional 1d8 physical damage.
Pigfolk	<i>A stout, barrel-shaped body with a distinct, flat snout.</i>	Stout Build: Gain +1 to your maximum Stress.	Mud Wallow: During a short rest, if you have access to water or mud, you clear 1 additional Stress.
Sheepling	<i>A sturdy frame covered in a thick, dense coat of curly wool.</i>	Woolly Coat: Gain Advantage on rolls to resist cold weather and reduce falling damage by one tier.	Flock Mentality: During group checks, your successful assistance to an ally counts as +2 instead of +1.
Camelari	<i>Long legs, a curved neck, and a large hump on the back.</i>	Desert Survivor: You can go for a week without water and gain Advantage on rolls to resist extreme heat.	Spitting Mad: Spend 1 Stress to spit at an enemy in Close range, blinding (Temporarily Vulnerable) them.
Eaglekin	<i>Broad wings, sharp talons, and a heavy, sharply hooked beak.</i>	Eagle Eyes: Gain Advantage on Perception rolls to spot details at Very Far range.	Piercing Screech: Spend 1 Hope to unleash a cry that imposes Disadvantage on the next attack roll made by enemies in Close range.
Crocodilin	<i>Thick, scaly armor plates and an elongated, toothy</i>	Scaly Armor: Gain a permanent +1 to your Armor Score.	Death Roll: When you successfully grapple an enemy, you can spend 1 Stress to deal

	<i>snout.</i>		1d8 physical damage.
Chameleoni	<i>Shifting scales, mobile eyes, and a curled prehensile tail.</i>	Shifting Scales: You can change your color to blend in, gaining Advantage on stealth rolls when stationary.	360 Vision: You gain Advantage on Instinct rolls to notice nearby movement or danger.
Pandari	<i>A heavy, rounded frame covered in stark black and white fur.</i>	Heavy Frame: Gain 1 additional maximum HP at character creation.	Bamboo Diet: During a short rest, if you eat a large meal, you clear 1 additional Stress.

Trinket Generator

Coming up with trinkets on the fly can be taxing for the GM. If you've got a great idea for a trinket, then roll with it. But if you don't, feel free to use this generator.

Trinkets (Common)

1d100	Name	Description	Rarity
1	Common Healing Injection	Inject into a target to heal them for 2 HP	Common
2	Common Calming Patch	Apply to a target to relieve 2 stress	Common
3	Sparkler Twig	Burns brightly like a sparkler for 10 minutes, shedding colorful light. Cannot be extinguished.	Common
4	Exploding Confetti Popper	Pulling the string shoots a blast of confetti that deals minor damage to anyone within 5 feet and leaves them covered in paper.	Common
5	Flashy Bang	Blinds everyone (even friends) in close range when you push the button. There's no delay. Gives the temporarily vulnerable condition. Also makes a loud noise.	Common
6	Smoky Bang	Drop it at your feet to give yourself the Hidden Condition until you either attack or move.	Common
7	Fakey Light Show (Sleeping Cat)	Makes an illusion of a sleeping cat appear within close range of you for the next minute. You must be holding the button on the trinket for the entire time. Others may roll Instinct to see through the illusion or simply interact with it to discover it's a fake.	Common
8	Fakey Light Show (Cake)	Makes an illusion of a cake appear within close range of you for the next minute. You must be holding the button on the trinket for the entire time. Others may roll Instinct to see through the illusion or simply interact with it to discover it's a fake.	Common

	9 Fakey Light Show (Dancing Banana)	Makes an illusion of a dancing banana appear within close range of you for the next minute. You must be holding the button on the trinket for the entire time. Others may roll Instinct to see through the illusion or simply interact with it to discover it's a fake.	Common
10	Echo Stone	Records up to 10 seconds of audio and plays it back once when squeezed, then breaks.	Common
11	Sneeze Spray	Point at a target in melee range to spray the entire can. They become temporarily vulnerable due to sneezing.	Common
12	Giggling Pebble	When thrown, this pebble emits a loud, distracting giggle where it lands, then shatters.	Common
13	Portable Icey Patch	Pour the single-use vial onto the ground to create a 10-foot radius puddle of water which freezes immediately. Lasts 10 minutes.	Common
14	Flare Thingy	Throw it to the ground to shoot a bright red flare 100 feet into the air. The item is destroyed in the process.	Common
15	Stride Potion	Drink this potion to gain a +1 bonus to your next Agility Roll.	Common
16	Bolster Potion	Drink this potion to gain a +1 bonus to your next Strength Roll.	Common
17	Control Potion	Drink this potion to gain a +1 bonus to your next Finesse Roll.	Common
18	Attune Potion	Drink this potion to gain a +1 bonus to your next Instinct Roll.	Common
19	Charm Potion	Drink this potion to gain a +1 bonus to your next Presence Roll.	Common
20	Enlighten Potion	Drink this potion to gain a +1 bonus to your next Knowledge Roll.	Common
21	Ouchy Increaser	You can apply this single-use paste to a weapon that deals physical damage to add a d6 to your next damage roll with that weapon.	Common
22	Stale Gummy Bear	It's rock hard, but if you swallow it you gain 2 Hope.	Common
23	Darkvision Monacle	When you trigger this, you can see in total darkness for up to an hour before the monacle shatters.	Common
24	Unstable Boomy Thing	You can make a Finesse Roll to throw this at a group of adversaries within Far range. Targets you succeed against take 1d20 magic damage. Destroyed on use.	Common
25	Potion with a bear on it	You can drink this potion to choose one additional downtime move.	Common
26	Unrecognizable Clay	Put this single-use clay on your face, it alters your face enough to make you unrecognizable until your next rest.	Common
27	Sticky Hook Shot	Shoot this at a surface up to far range. You get pulled there, and the device breaks.	Common

28	Flashlight	Creates a beam of light that lasts for 1 hour before the bulb burns out permanently.	Common
29	Light Ball	Emits light in all directions for 1 hour before permanently dimming.	Common
30	Vial labelled "Axe"	You can use this single-use vial of musk to prevent anyone from tracking you by mundane or magical means until your next rest.	Common
31	Can of SPAM	You can eat the contents to clear all Stress and gain 1d4 Hope.	Common
32	Sticky Jelly	This single-use jar of jelly can be used to glue two objects together permanently.	Common
33	Tangled Cables	You can make a Finesse Roll using this "net" to trap a small creature. A trapped target can break free with a successful Attack Roll (16).	Common
34	Common Loot Box	You can open this small box and roll a d12. On a result of 1–6, it contains a copy of a cheap item you already have. On a result of 7–10, it contains a common trinket. On a result of 11–12, it contains an uncommon trinket.	Common
35	Spring-loaded Boot	A single boot that, when stomped, launches the wearer 30 feet into the air. Breaks upon landing.	Common
36	Instant Tent	A small cube that expands into a 4-person tent when thrown on the ground. Collapses into dust after 8 hours.	Common
37	Bubble Gum of Floating	Chewing this gum and blowing a bubble allows the user to float gently downwards for 1 minute.	Common
38	Mechanical Cat	Your trinket transforms into a mechanical toy cat that acts like a regular cat for the next minute. Then it explodes into irrecoverable bits. Creatures in melee range of the explosion take minor damage.	Common
39	Mountain Brew	When you roll with fear during combat and drink the contents of this can, the DM still gets a fear but the spotlight does not go to the DM.	Common
40	Floating Hammock	Use during a short rest, you automatically clear all Stress. Then it disintegrates.	Common
41	Puddle of Fire in a Can	You can pour out the strange liquid contents of this can to instantly produce fire with a single spark.	Common
42	Paired Compasses	These two compasses point toward each other no matter how far apart they are. Lasts 1 hour before breaking.	Common
43	Glider	While falling, you can mark a Stress to deploy this small parachute and glide safely for 10 minutes before it tears apart.	Common
44	Wiki Thingy	Crush this item to gain a +1 bonus to an Experience of your choice when you next use it.	Common

45	Memory Enhancer	Consume this pill during a long rest to spend 2 Hope to recall a domain card from your vault instead of paying its Recall Cost.	Common
46	Instant Ice Block	Break this single-use item to create a 5-foot cube of ice that melts after 1 hour.	Common
47	Magnetic Thingy	When activated, strongly attracts loose metal objects within 10 feet for 1 minute before losing its magnetism permanently.	Common
48	Glow-in-the-dark Pebble	Crack this pebble to make it emit a faint green glow for 1 hour, useful for marking a path in the dark, before it turns to dust.	Common
49	Squeaky Toy Mouse	Squeaks loudly when squeezed once, then the squeaker permanently breaks. Good for distracting animals.	Common
50	Minor Evasion Charm	When activated, you gain a +1 bonus to your Evasion against the next attack targeting you, then the charm crumbles.	Common
51	Focusing Crystal	Crush this crystal to clear 1 Stress immediately.	Common
52	Swift Step Salve	Apply this single-use salve to your legs to increase your movement by one range category for your next action.	Common
53	Ablative Scrap	When you take damage, you can destroy this piece of scrap to reduce the incoming damage by 1d4.	Common
54	Lucky Coin	You can spend this coin to add +1d4 to any action roll after seeing the result.	Common
55	Sweet-smelling Candle	Burns completely away in 10 minutes, filling the room with the scent of fresh baked cookies.	Common
56	Sticky Gloves	Single-use gloves that make it slightly easier to hold onto things, granting +1 to grip strength for 10 minutes before disintegrating.	Common
57	Pocket Fan	A small hand-cranked fan that provides a mild, refreshing breeze for 10 minutes before the crank permanently snaps.	Common
58	Flavor Dust	A single-use packet of dust that makes any bland food taste like a gourmet meal.	Common
59	Bouncing Ball	A small rubber ball that bounces unusually high when dropped once, then shatters like glass.	Common
60	Temporary Tattoo	A single-use application that puts a cool, glowing tattoo on the skin that washes off after a day.	Common
61	Roll for an Uncommon Trinket		
62	Roll for an Uncommon Trinket		
63	Roll for an Uncommon Trinket		

64	Roll for an Uncommon Trinket		
65	Roll for an Uncommon Trinket		
66	Roll for an Uncommon Trinket		
67	Roll for an Uncommon Trinket		
68	Roll for an Uncommon Trinket		
69	Roll for an Uncommon Trinket		
70	Roll for an Uncommon Trinket		
71	Roll for an Uncommon Trinket		
72	Roll for an Uncommon Trinket		
73	Roll for an Uncommon Trinket		
74	Roll for an Uncommon Trinket		
75	Roll for an Uncommon Trinket		
76	Roll for an Uncommon Trinket		
77	Roll for an Uncommon Trinket		
78	Roll for an Uncommon Trinket		
79	Roll for an Uncommon Trinket		
80	Roll for an Uncommon Trinket		
81	Roll for an Uncommon Trinket		
82	Roll for an Uncommon Trinket		
83	Roll for an Uncommon Trinket		
84	Roll for an Uncommon Trinket		
85	Roll for an Uncommon Trinket		

86	Roll for a Rare Trinket		
87	Roll for a Rare Trinket		
88	Roll for a Rare Trinket		
89	Roll for a Rare Trinket		
90	Roll for a Rare Trinket		
91	Roll for a Rare Trinket		
92	Roll for a Rare Trinket		
93	Roll for a Rare Trinket		
94	Roll for a Rare Trinket		
95	Roll for a Rare Trinket		
96	Roll for a Very Rare Trinket		
97	Roll for a Very Rare Trinket		
98	Roll for a Very Rare Trinket		
99	Roll for a Very Rare Trinket		
100	Roll for a Legendary Trinket		

Trinkets (Uncommon)

1d100	Name	Description	Rarity
1	Uncommon Healing Injection	Inject into a target to heal them for 4 HP	Uncommon
2	Uncommon Calming Patch	Apply to a target to relieve 4 stress	Uncommon
3	Armor Patch	Immediately replenish 1 spent armor	Uncommon
4	Improved Ouchy Increaser	You can apply this to a weapon that deals physical damage to add a d8 to your next damage roll with that weapon.	Uncommon
5	Vibratium	Use this when an adversary attacks you, it shakes you violently. Roll a number of d6 equal to your Agility. Add the highest result to your Evasion against the attack.	Uncommon
6	Gill Drill	You can apply this drill to your neck to breathe underwater until your next long rest. Lose 1 HP upon application.	Uncommon
7	Big Unstable Boomy Thing	You can make a Finesse Roll to throw this at a group of adversaries within Far range. Targets you succeed against take 2d20 magic damage.	Uncommon
8	Patch of Bloodlust	After you apply this, the next successful attack you make critically succeeds. You also feel angry.	Uncommon

9	Acidpaste	Eats a 5 ft hole in up to a 1 ft wide non-magical wall.	Uncommon
10	Vial Labelled "Da Bomb"	A creature who consumes this poison takes 2d10 direct physical damage.	Uncommon
11	Cornstarch	You can spit this into the air and light it with something to unleash a fiery breath attack. Make an Instinct Roll against all adversaries in front of you within Close range. Targets you succeed against take 2d20 physical damage.	Uncommon
12	Bubble Shield	When you take damage, you can spend a Hope to negate that damage, after which the bubble shatters.	Uncommon
13	Speaking Blocks	This pair of blocks allows any two creatures holding them to communicate with each other across any distance for a 10 minute conversation.	Uncommon
14	Compost Bag of Holding	Once, may place up to 5 cubic feet of any loose material into this bag and remove as much compost.	Uncommon
15	Glow up Stone	Activate this pebble-sized stone to memorize the appearance of someone you can see. Spend a Hope to magically recreate this guise on yourself as an illusion.	Uncommon
16	Keyhole Putty	When you use this putty while picking a lock, you gain advantage on the Finesse Roll.	Uncommon
17	Thingy of Silence	Spend a Hope to activate. Your footsteps are silent until your next rest. Giving you Advantage on Stealth rolls.	Uncommon
18	Thingy of Resistance	When you are being hit by an attack, activate this to halve the damage.	Uncommon
19	Uncommon Loot Box	You can open this small box and roll a d12. On a result of 1–6, it contains a copy of a cheap item you already have. On a result of 7–10, it contains an uncommon trinket. On a result of 11–12, it contains a rare trinket.	Uncommon
20	Nope Machine	When the GM spends a Fear, you can spend 4 Hope to cancel the effects of that spent Fear. The Fear used is still spent.	Uncommon

Trinkets (Rare)

1d100	Name	Description	Rarity
1	Rare Healing Injection	Inject into a target to heal them for 6 HP	Rare
2	Rare Calming Patch	Apply to a target to relieve 6 stress	Rare

3	Patch of Brief Invisibility	Become invisible until your next roll with fear giving your Advantage on attack and stealth rolls.	Rare
4	Armor Stitcher	You can use this stitcher to spend any number of Hope and clear that many Armor Slots.	Rare
5	Major Stride Potion	You gain a +1 bonus to your Agility until your next rest.	Rare
6	Major Bolster Potion	You gain a +1 bonus to your Strength until your next rest.	Rare
7	Major Control Potion	You gain a +1 bonus to your Finesse until your next rest.	Rare
8	Major Attune Potion	You gain a +1 bonus to your Instinct until your next rest.	Rare
9	Major Charm Potion	You gain a +1 bonus to your Presence until your next rest.	Rare
10	Major Enlighten Potion	You gain a +1 bonus to your Knowledge until your next rest.	Rare
11	Teleporter	Disappear from where you are and immediately reappear at a point you can see within very Far range. Only moves you.	Rare
12	Even Better Ouchy Increaser	You can apply this to a weapon that deals physical damage to add a d12 to your next damage roll with that weapon.	Rare
13	Box named "BlackBerry"	You can use this stone to take a spell or grimoire from your vault, use it once, and return it to your vault.	Rare
14	Even Better Magic Increaser	You can apply this to a weapon that deals magic damage to add a d12 to your next damage roll with that weapon.	Rare
15	Huge Unstable Boomy Thing	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 3d20 magic damage.	Rare
16	Slowfall Thingy	You can use this thingy to control your falling speed till you either touch the ground or fall for 5 minutes.	Rare
17	Heavy Metal	You push a button to release a deafening echo of voices for a number of minutes equal to your Instinct. Creatures within Far range unprepared for the sound take 6d8 magic damage.	Rare
18	Shrinker	Push the button to halve your size until you choose to drop this form or your next rest. While in this form, you have a +2 bonus to Agility and a -1 penalty to your Proficiency.	Rare

19	Grower	Push the button to double your size until you choose to drop this form or your next rest. While in this form, you have a +2 bonus to Strength and a +1 bonus to your Proficiency.	Rare
20	Rare Loot Box	You can open this small box and roll a d12. On a result of 1–6, it contains a copy of a cheap item you already have. On a result of 7–10, it contains a rare trinket. On a result of 11–12, it contains a very rare trinket.	Rare

Trinkets (Very Rare)

1d100	Name	Description	Rarity
1	Very Rare Healing Injection	Inject into a target to heal them for 8 HP	Very Rare
2	Very Rare Calming Patch	Apply to a target to relieve 8 stress	Very Rare
3	Magic Dice	Roll these dice. Then roll a d6. On a result of 5–6, clear 2 HP. On a result of 2–4, clear 3 Stress. On a result of 1, see through the veil of death and return unscathed, gaining one scar.	Very Rare
4	Magic Wings	You gain magic wings that allow you to fly for a number of minutes equal to your level. You have the same limitations as a Winged Seraph classed person.	Very Rare
5	Aether Rod	This flat rod is inscribed with runes. When you activate the rod, it is immediately suspended in place. Until the rod is deactivated, it can't move, doesn't abide by the rules of gravity, and remains in place. Disintegrates upon deactivation.	Very Rare
6	Arcane Booster	Push the button. While in close range, all allies gain a +1 bonus to their Spellcast Rolls. Lasts till the end of combat or 10 minutes out of combat.	Very Rare
7	Very Rare Loot Box	You can open this small box and roll a d12. On a result of 1–6, it contains a copy of a cheap item you already have. On a result of 7–10, it contains a very rare trinket. On a result of 11–12, it contains a legendary trinket.	Very Rare
8	Paired Portal Projectors	If you setup these two portals within 24 hours of one another, they'll create a portal between them that lasts up to 2 hours.	Very Rare

9	Anti-magic Area	Create a void that extends up to Close range. No magic can be cast inside the void (existing magical effects continue). Lasts till the end of combat (or 10 minutes outside of combat).	Very Rare
10	Viney Bridge	Thick vines grow from your location to a point of your choice within Far range, allowing you to climb up or across them. The vines dissipate on your next short rest.	Very Rare
11	Fakey Light Show (Precursor Airship)	Makes an illusion of a life sized floating precursor airship appears within far range of you for the next minute. You must be holding the button on the trinket for the entire time. Others may roll Instinct to see through the illusion or simply interact with it to discover it's a fake.	Very Rare
12	Pocket Storm	Creates a small raincloud that follows the user for 1 hour, pouring rain in a 5-foot radius.	Very Rare
13	Camouflage Field Generator	Grants the user the ability to blend perfectly into their surroundings for 1 hour, gaining advantage on Agility rolls to hide. The generator disintegrates after use.	Very Rare
14	Chronal Reverser	Activate the reverser to rewind time by 1 minute, undoing all actions and events within that timeframe. The device shatters after use.	Very Rare
15	Aquatic Adaptation Module	Allows the user to breathe underwater and communicate with aquatic creatures for 24 hours. The module rusts away after use.	Very Rare
16	Sunfire Detonator	Emits a blinding flash of light that stuns all enemies within Far range making them all Temporarily Vulnerable. The detonator burns out after one use.	Very Rare
17	Silent Step Actuator	The user leaves no tracks and makes no sound when moving for 1 hour. You can move up to Far range on an action instead of Close. The actuator falls apart after use.	Very Rare
18	Titan Strength Stimulator	Increases the user's Strength trait by +3 for 1 hour. The stimulator crumbles to dust after use.	Very Rare
19	Truth-Sight Lens	Reveals the true form of any creature or object for 1 minute, piercing through illusions and shape-shifting. The lens shatters after use.	Very Rare
20	Phoenix Revival Core	If the user is reduced to 0 HP, they immediately return to life with half their maximum HP. The core turns to ash after use.	Very Rare

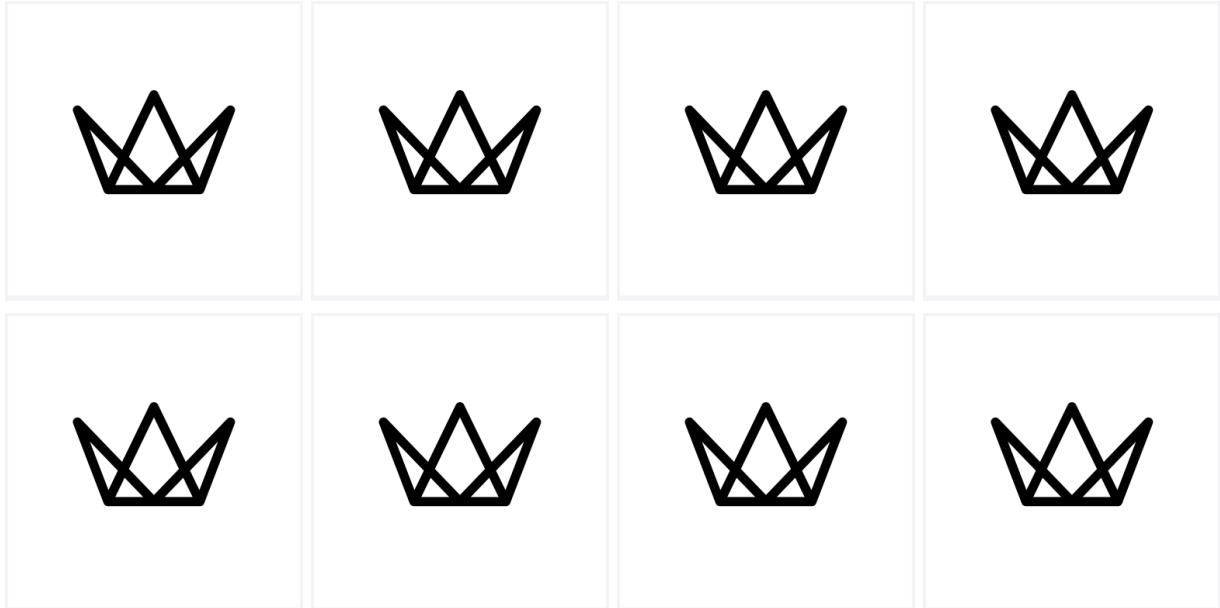
Trinkets (Legendary)

1d100	Name	Description	Rarity
1	Legendary Healing Injection	Inject into a target to heal them for 10 HP	Legendary
2	Legendary Calming Patch	Apply to a target to relieve 10 stress	Legendary
3	Mini Dalmatian Spawner	Push the button. Over the next 10 minutes, 99 dalmatian puppies magically appear. They are confused, cute, and hungry.	Legendary
4	Inheritance Stone	If you die while holding this stone, an ally can take a card from your loadout to place in their loadout or vault. After they take this knowledge, the stone crumbles.	Legendary
5	Big Red Button	You can use this button to summon a hailstorm of comets that deals 8d20 physical damage to all targets within Very Far range.	Legendary
6	Cracked Chrono-Drive	Crush this ticking gear to instantly take an extra turn. All enemies in Very Close range are Stunned.	Legendary
7	Glowing Resurrection Fluid	Pour this fluid on a fallen ally who just dropped to 0 HP. They instantly revive with full HP and clear all Stress.	Legendary
8	Rusted Spatial Ripper	Activate this jagged blade to cut a portal to any location you have previously visited. The portal stays open for 1 minute before collapsing.	Legendary
9	Unstable Core Fragment	Throw this glowing fragment to unleash a blast of cosmic energy. Deals 10d12 magic damage to all targets in Far range and leaves a zone of difficult terrain.	Legendary
10	Overclocked Neural Chip	Crush this chip to gain an automatic Success with Fear on your next 3 action rolls, regardless of the dice rolled.	Legendary
11	Quantum Phase Shifter	Activate to step out of reality for 1 minute. You cannot be targeted or affected by anything, but you also cannot affect the physical world.	Legendary
12	Sentient Scrap-Bot Core	Plug this into any mechanical device to give it sentience and absolute loyalty to you for 1 hour.	Legendary
13	Nanite Hive Canister	Release a swarm of nanites that instantly construct a permanent, fortified barricade or bridge out of nearby scrap.	Legendary

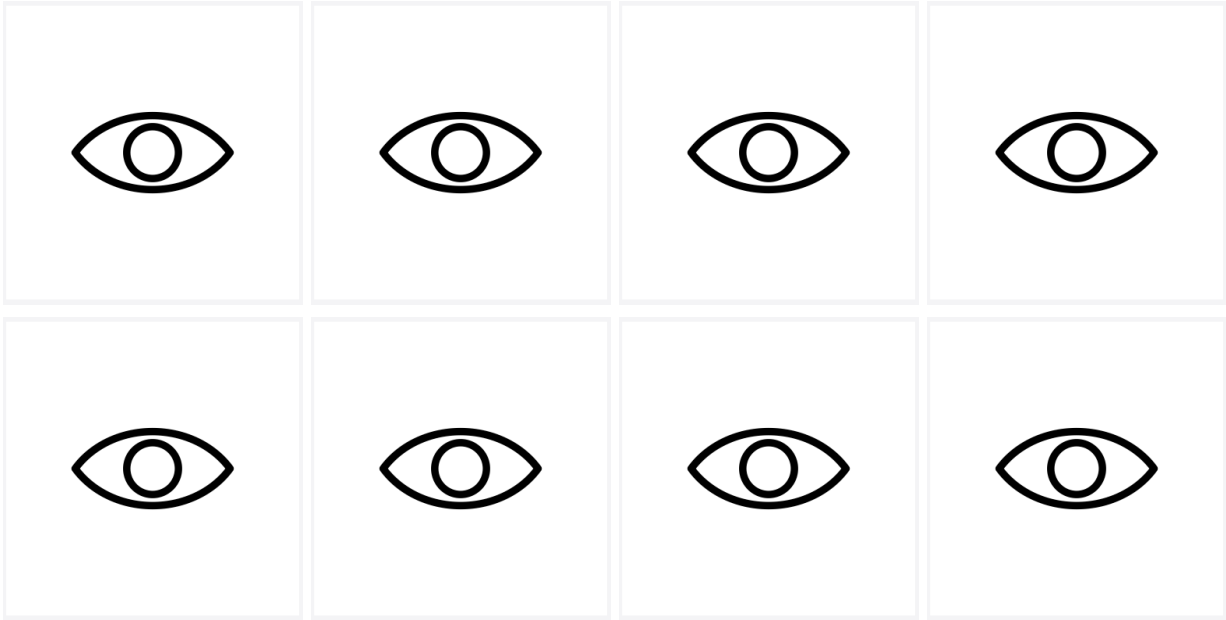
14	Echo-Chamber Grenade	Throw this to capture the sound and force of the next attack that hits it, then release it later as an explosive blast dealing the same damage.	Legendary
15	Singularity Engine Scrap	Activate to temporarily create a localized black hole, immediately pulling all loose objects and enemies within Far range towards its center and dealing severe damage to all of them.	Legendary
16	Gravity-Well Emitter	Plant this device to create a zone of intense gravity. Enemies entering the zone are Restrained until they pass a high-difficulty Agility check.	Legendary
17	Memory-Wipe Syringe	Inject a target to permanently erase up to 1 hour of their recent memories.	Legendary
18	Hyper-Density Stick	Your next melee attack deals an additional 6d12 physical damage and knocks the target Far away.	Legendary
19	Void-Touched Relic	Activate to instantly teleport yourself and up to 5 allies to a safe location you have prepared in advance.	Legendary
20	Phoenix-Spark Battery	Attach to a ship or vehicle. When it is destroyed, this battery instantly rebuilds it to full functionality.	Legendary

Faction Icons

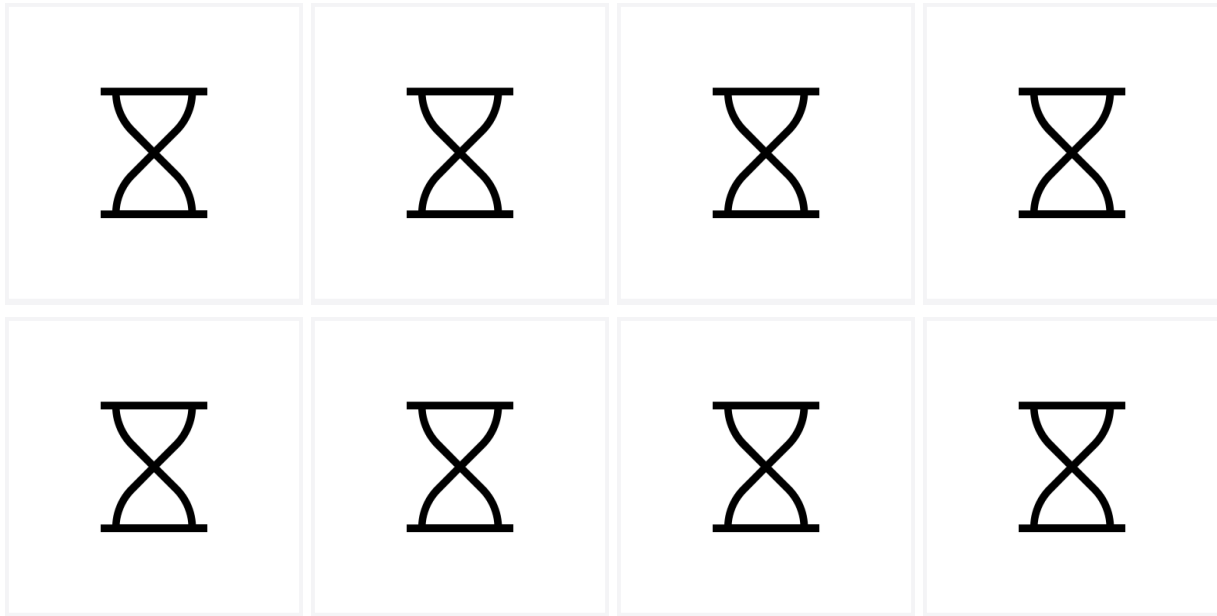
The Imperials



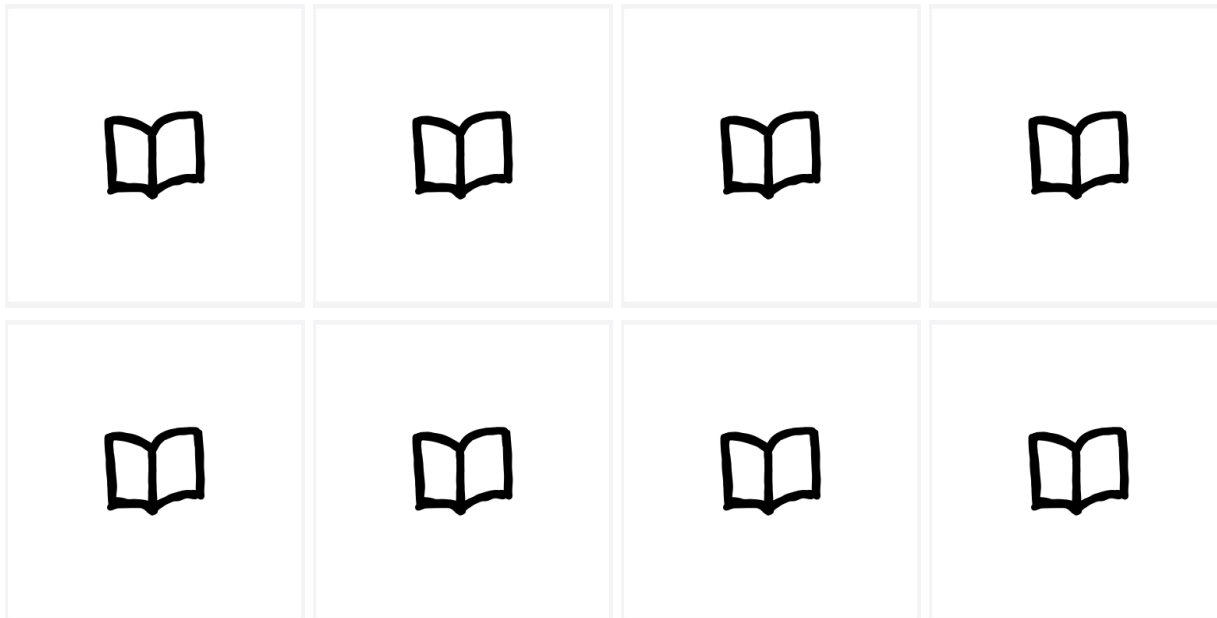
The Peacekeepers



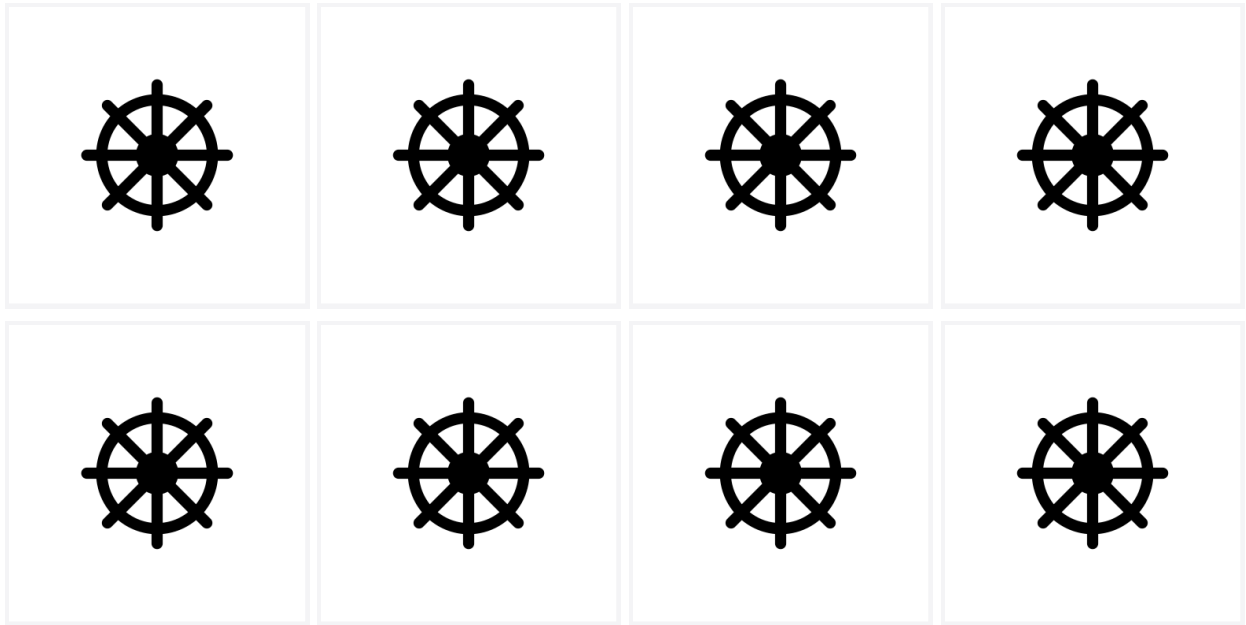
The Historians



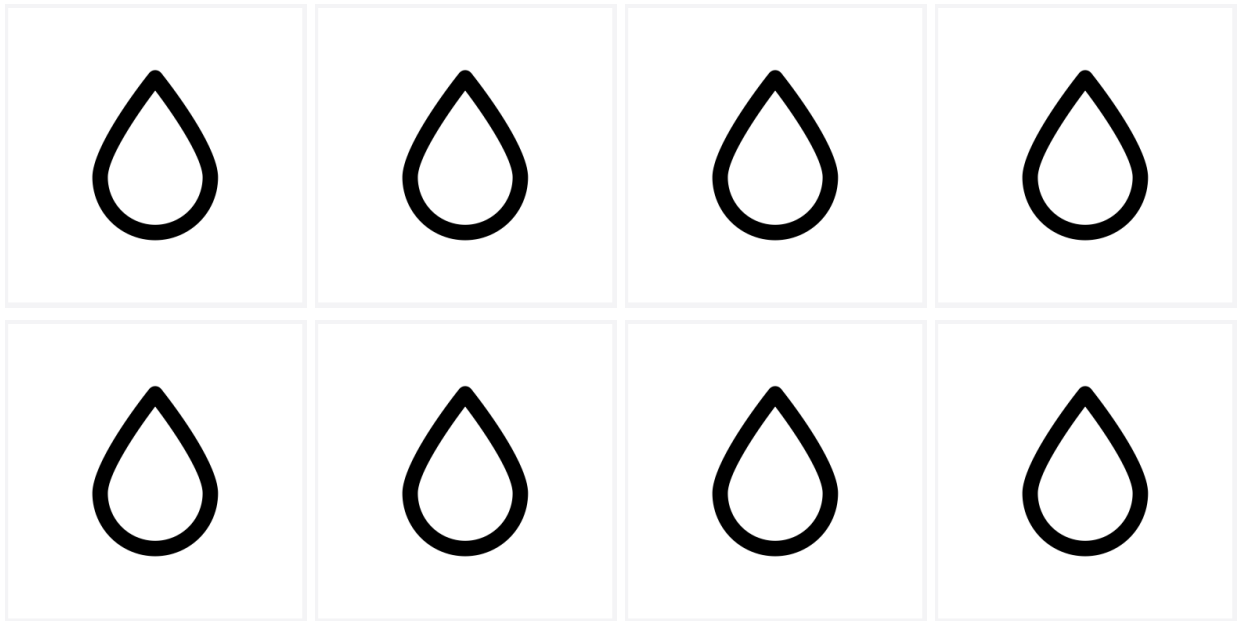
The University



The Merchant Kings



The Greenkeepers



The Lawless

