

[Torata]

A brief overview of the inhabitants, geography,
history, magic, technology and nations.

For use with 2d6 Version 2.0

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Species

There are five sapient species in the world of Torata. They are:

Humans: Humans are native to the mountains in the east of Torata. They are excellent climbers, and have a tendency to travel, though this is not true in all cases.

Physical features: Humans stand 4 to 7 feet tall, with females generally being shorter than males. Human skin is generally tan, and human hair is generally black and straight. Human eyes are generally blue, green, or brown. Human males naturally grow facial hair.

Free Talent: “Natural Climber”

Optional Talent: “Prehensile Tail”

Gnomes: Gnomes are native to the western coast of Torata. They're renowned worldwide for their ability to pass unnoticed when they desire, and a good many have earned reputations as fierce merchants, political leaders, and performers for their passionate nature.

Physical features: Gnomes stand between 2 and 3 feet. Their skin ranges from pale in the north to deep tan in the south. Their hair ranges from auburn to brown and black, and is usually straight or wavy. Their eyes can be violet, blue, green, or brown and are often mismatched. Male gnomes naturally grow facial hair.

Free Talent: “Small”

Optional Talent: “Darkvision”

Orcs: Orcs are native to the sun-baked southern coast of Torata. They are as well-known for their often fierce attitudes and their prowess in battle as for their love of art, music and food.

Physical features: Orcs stand 6 to 8 feet tall, with the males generally taller than the females. Their skin is an olive color with a tinge of green and their canine teeth are often very pronounced. Their hair is coal-black and wiry. Male orcs naturally grow facial hair. Their eyes are black and they have short, sharp claws tipping each of their fingers.

Free Talent: “Natural Weapons”

Optional Talent: “Saltskin”

Elves: Elves are native to the islands in the south of Torata. They are excellent swimmers and often end up as mariners, fisherman, naval officers, or shipwrights.

Physical features: Elves stand 6 to 7 feet tall, and are somewhat lithe and androgynous. Their skin is a dark ochre color and their ears are pointed at the end. Elves are completely hairless, and often have blue-green, amber, or dark orange eyes.

Free Talent: “Natural Swimmer”

Optional Talent: “Venom”

Dwarves: Dwarves are native to the cold northern reaches of the Upper Continent. They have a long history as conquerors and many are among the best smiths and brewers in Torata.

Physical features: Dwarves are stout and sturdy, standing between 4 and 5 feet. Their hair is straight and coarse, ranging from red to blonde to brown and black. Their eyes are usually green, blue, or purple. Dwarves are unique among the inhabitants of Torata in that they are hermaphroditic. There are no male or female dwarves, rather any dwarf can breed with any other dwarf. Because of this most dwarves are very understanding of same-sex relationships among other species. In fact many Dwarves are more comfortable around such couples, while they find male-female couples to be strange. Polygamy and polyamory are common among Dwarves, who frequently have large families with 3 or even 4 parents. In addition most Dwarves keep very detailed family lineages, a leftover from their cave-dwelling days in order to prevent inbreeding.

Prerequisites: “Stout”

Optional Talent: “Darkvision”

Racial Talents:

FREE:

Natural Climber: reroll any failed athletics check to climb, automatically have the “Acrobat” talent

Natural Swimmer: reroll any failed athletics check to swim, automatically have the “Swim” talent

Small: roll all stealth twice take better, -5 HP

Natural Weapons: can always use light melee even if you don't have a weapon, claws cut like knives

Stout: reroll failed trip defense, athletics to lift, push, pull, or pry

OPTIONAL (3XP):

Darkvision: can see in the dark

Prehensile Tail: self-explanatory

Venom: paralytic venom that lasts 1 minute DC 9 Resolve check to resist

Saltskin: can drink salt water like fresh water for several weeks.

Geography

A brief overview of the major regions of Torata:

West Coast: a cool temperate region with stony shores and taiga.

Mountains of the Sun: The mountain range in the west of Torata. Sometimes referred to as the Sunrise or Sunset Mountains depending on the culture. The southern foothills contain a massive, sparsely populated forest.

Southwestern Desert: The region south of the Mountains of the Sun and west of the Southern Coast is a hot, sandy desert surrounded by sun-baked scrublands.

South Coast: a rocky landscape with a warm temperate climate by the sea.

Central Plains: the grassy hills that stretch from the Mountains of the Sun to the Painted Hills.

Painted Hills: The mountain range in the East of Torata. The foothills in the south and east end in boggy swampland.

Eastern Peninsula: Marshy fens and riverlands surrounding the foothills and bogs of the Painted Hills.

North Coast: The southern bank of the Toratan Channel. Cold temperate climate.

Southern Islands: the tropical chain of barrier islands that enclose the Bay of Eels.

Bay of Eels: the large saltwater bay in the south of Torata.

Upper Continent: The large island to the north of Torata. Cold taiga and rocky mountain terrain. Shores are almost all jagged rocky cliffs.

Mountains of Mudil: the mountain range in the center of the Upper Continent.

Nations

A summary of the various political entities of Torata:

Undersun Empire: A heavily elvish nation in the south of Torata, the Undersun Empire encompasses the central islands and the peninsula in the southwest. Their navy is formidable and they are a major trade hub for the exotic goods that are produced in the islands.

Bridge: the aboveground portion of the former Dwarven Empire, Bridge is a cosmopolitan nation that is heavily Dwarven. It encompasses the aboveground portions of the Upper Continent and a large portion of land in the northern part of central Torata.

Stoneroot: stoneroot is the underground portion of the former Dwarven Empire. Isolationist and nationalist, Stoneroot is predominantly dwarven and produces some of the finest crafts in all of Torata, as well as mining many of the materials necessary for the manufacture of firearms.

Ruby Coast: A young nation, the Ruby coast is the island in the southwest of Torata that split from the Undersun Empire in a bloody civil war 30 years ago. Their government is ineffectual and corrupt. The two largest sources of funding are drug trafficking and harboring of pirates, fugitives, and expatriates from other nations.

Republic at Whitecliff: The oldest continual government in Torata, the Republic spans nearly the entire southern coast of Torata. Its cosmopolitan (though heavily orcish) citizens are well known for their love of art, music, food, and intoxication. Dueling is a popular sport here.

Chosen of the Golden Song: the isolationist “government” of the island in the southeast of Torata, the chosen of the Golden Song are a dynastic monarchy that have ruled their land as long as anyone can remember. Technically they are a principality of the Undersun empire, but they have been allowed to keep their sovereignty in exchange for extremely beneficial trade agreements. The subjects of the Chosen are almost entirely Elvish, and movement into and out of the island is heavily restricted to specific merchants that are always accompanied by military escort.

Ironcoast: the Ironcoast nation encompasses the stony northwest coast of Torata, east to the Mountains of the Sun. Its people are often a quiet polite folk, if a bit distrustful of foreigners. Alcohol consumption is high here, and the average diet is rich in dairy and seafood. The Ironcoast has only had a formal government since the end of the Great War, before which it was a network of independent city-states.

Glasseater Peoples: The glasseater peoples are the heavily gnomish nomadic folk that wander the southeastern deserts and scrublands of Torata in long wagon caravans. They are an essential link in the land trade between the west coast and the rest of Torata. Their people lasted out the Dwarven Occupation by retreating to the deep desert during times of hardship.

Mudwalker Peoples: The mixed human, elvish and orcish nation that lives in the east of Torata has its heart in the boggy swampland that covers the region. The Mudwalker peoples mostly keep to themselves, with few imports or exports, though many seek training with the spiritual acetics that make their home in the deep swamp. The Mudwalkers are well liked by much of Torata for their stalwart defense, ferocious strike forces, and willingness to lay down their lives for their fellow nations during

the Great War.

Pathcutter Tribe: The heavily human and gnomish nation of the Pathcutter tribe is divided into the Eastern and Western Pathcutters, who making their homes in the Painted Hills and the Mountains of the Sun respectively. They act as vital traders for their ability to navigate the dangerous mountain routes that unite Torata's eastern and western coasts.

Cloverholt: the breadbasket of Torata and the most cosmopolitan nation, Cloverholt lies in the central heartland between the Mountains of the Sun and the Painted Hills. This land has changed hands many times, and was the heart of the Dwarven Empire during the Occupation. The lands of cloverholt serve as a trade hub for the entire rest of Torata, and the capitol city, Lakeside, is the largest on the continent.

Languages

There are five languages in Torata:

Bhasa:

Spoken predominantly in the south of Torata, especially on the islands and by mariners.

Bhasa Names: Mohinder, Chayesh, Brenma, Mirri, Rupa, Gurnam, Pradna, Bhurra

Glosso:

Spoken mainly along the southern coast of Torata and into the Eastern Marshes.

Glosso Names: Konstantino, Anita, Photis, Dinah, Goikos, Mireena

Yazik:

Spoken frequently in central Torata and among the tribes of the Painted hills and the Mountains of the Sun, as well as Ironcoast.

Yazik Names: Vasily, Pasha, Petra, Igor, Katarina, Anya, Pyotr

Lisan:

Spoken in the southwest and along the Western coast, especially by the Glasseater peoples.

Lisan Names: Wallah, Jinassa, Muldoon, Surrah, Binjan, Gorra

Teanga:

Spoken all across Torata as a trade language, as a primary language in the north, especially among Dwarves.

Teanga Names: Murray, Fionna, Turlough, Maeve, Murdoch, Aerie, Connor, Brielle

Naming in Torata: When a child is born in the lower continent, they are generally only given one name. On becoming an adult, they choose a last name for themselves that describes who they are. This name is generally translated into other languages when spoken. Similarly, the meaning of most place names is also translated whenever spoken. The only exception is the traditional Dwarven naming system that uses a clan system to track lineages, an important relic of their time in the caves.

History

A few events that were integral to the history of Torata:

Desertification of the Southwest & Foundation of the Walkers in the Green: Before recorded history, the southwest of Torata was a lush paradise full of fruits and vegetables, grazing animals and poppy fields. The region's fertile reputation became so widespread that the inhabitants began to weave subtle magics into their soil, speeding the growth and increasing the luxuriance of their plants. Over time they relied more and more on these magics and less on the agriculture that had made the region famous. In the end, they overworked the soil, turning the region into a blasted wasteland of sand and salt. The Walkers in the Green, a druidic group of magical wanderers, were formed to prevent such an abuse of magic in the future.

Dwarven Expansion: For millennia the humans, orcs, gnomes, and elves shared the lower continent with each other while the dwarves existed in isolation on the island of the Upper Continent. The high cliffs at the edges of the Upper continent and the lack of dwarven sea exploration combined to keep the two worlds separate for thousands of years. The two groups, unaware of one another's existence, clashed violently when first contact was made. The Dwarves, with steel smithing and black powder (two technologies unknown to the inhabitants of the Lower Continent), swept across Torata, subjugating a large portion of the lower continent for several hundred years.

The Great War: After nearly 500 years under the heel of their Dwarven oppressors, the people of the Lower continent finally united as one to throw off the yoke of Dwarven oppression. The bloody conflict that followed is generally referred to as the Great War and lasted roughly eleven years. Eventually the Dwarven armies fractured as the civilian population was split into those who sympathized with their former subjects and those who though themselves superior. The Dwarven Empire was dissolved and the nations of Bridge and Stoneroot were formed.

Eyeblight Epidemic: for a period of fifty years following the onset of the Dwarven Occupation a severe disease known as Eyeblight swept across the whole of Torata. The disease, an occasional problem among Dwarves, wrought havoc on the inhabitants of the lower continent. Much of the artwork from the period reflects the horror of the disease, which slowly rotted the victim's eyes, leaving them blind and often killing them. While the disease still exists, the plague seems to have subsided for the last few hundred years.

Southern Civil War/War for Independence: The Undersun Empire encompassed most of the southern islands and a good portion of the large peninsula in the southwest of Torata until 30 years ago, when a group of charismatic leaders organized the population of one large island in revolt. The Ruby Coast, as it came to be known, was tired of high taxes and government mandated controls on firearms. Their short but violent revolt left the Undersun Empire in shock as they formed a sovereign nation that began to attract expatriates, criminals, and practitioners of taboo magic.

Magic

Magic exists in Torata, but is subtle and often weak unless applied creatively. Hexes, curses, enchantment, and nature magic are all common. Any spell that is cast on an unwilling target entitles that target to a resolve check against a roll of 2d6 + the caster's Willpower + the XP cost of the spell to resist the spell's effects. Below is a list of spells for Torata:

Healing 1, 3, 5, and 7 XP:

Healing allow the caster to restore 1HP per 3 points of EP expended. The spell comes in four power levels: 1HP for 3EP, 3HP for 9EP, 5HP for 15EP, and 7HP for 21EP. They must be bought in order. The spell works on plants as well as animals. Essentially they cause the target's metabolism to function incredibly fast, often leaving them extremely hungry afterward. Healing spells cannot regrow lost limbs, though they can reattach a limb if it is in good shape. Healing magic works on some diseases, but many are completely resistant to it. Healing cannot cure degenerative illnesses, mental illness, or addictions.

Enchantment 1, 3, 5, and 7XP:

A caster who enchants a target can compel them to do something or think a particular way. This could be frightening them, encouraging them, convincing them to believe a lie, hallucinate, or even ignore a person or location. The target makes a Resolve check against the Caster's roll of 2d6 + Willpower + the XP cost of the spell. If the target succeeds, the caster still burns the EP spent to cast the spell, but it fails. The spell comes in four power levels: 1XP, 3XP, 5XP, and 7XP. They must be bought in order.

Hex/Ward 1, 3, 5, and 7 XP:

Hexing causes things to break or malfunction, while warding protects them from harm. Like the spells listed above this spell comes in four power levels that must be bought in succession. A warded object can "defend" itself from harm by making a defense roll using 2d6 + the caster's Willpower + the XP cost of the spell when it is attacked. Likewise, hexing functions as a magical attack (that only works on objects) using 2d6 + the caster's Willpower + the XP cost of the spell.

Create Light 1 and 3XP: This spell causes light to be produced. The color, shape and amount are up to the caster, though the 1XP version can't get beyond the brightness of a torch or lantern, while the 3XP version can be as bright as normal daylight. While an enchantment can create the illusion of light, it cannot actually illuminate a dark area, will not nourish plants, and generally does not behave like true sunlight.

Call/Calm Wind or Rain 5XP:

This spell allows the caster to call or calm a rainstorm or a wind in a specific direction. It is often used by sailors and farmers.

Detect Life 5XP:

This spell enables the caster to sense the life around them. The longer they focus, the more specific details they know.

Pact/Curse 3 and 7XP:

A pact is entered into willingly by one or more participants. Usually another spell is cast along with the pact as a condition should the target(s) break the terms of the pact. A curse is a pact laid upon an unwilling target. The target gets a Resolve check against the caster's roll of $2d6 + \text{Willpower} + \text{the XP cost of the spell}$. If the target succeeds, the caster still burns the EP spent to cast the spell, but it fails.

Dispel Magic 1, 3, 5, 7 XP:

A caster can use this spell to stop another spell from being cast, or to end one in effect. The caster rolls $2d6 + \text{their Willpower} + \text{the XP cost of the Dispel spell they're using}$ against the defender's result from a roll of $2d6 + \text{their own Willpower} + \text{the XP cost of the spell they're using}$. If the spell already required a roll (such as an illusion placed on someone else or a curse on an unwilling target, simply use this roll – a new roll is not needed.

Heat/Cool 1, 5 XP:

This spell allows the caster to heat or cool an object by touching it. The 1XP version produces heat equivalent to a candle flame or cold equivalent to an ice cube, while the 5XP version produces the heat of a campfire or the cold of a snowdrift. The 1XP version does no immediate damage, while the 5XP version does 3HP damage if used on a person, though the target may make a resolve check against the caster's roll of $2d6 + \text{Willpower} + \text{the XP cost of the spell}$ (1 or 5) to resist this damage.

Silence/Amplify 3XP:

This spell nullifies or amplifies the sounds caused by a single target.

Harden 1XP, 3XP:

This spell causes a length of rope to become as rigid as stone and as durable as steel. Rope hardened this way can be used as a weapon with the Melee (Heavy) skill, or as a shield. The 1XP version can make up to 10 feet of rope harden (enough for a weapon or shield), while the 3XP version can make up to 100 feet of rope harden. The rope hardens in whatever shape it is in when the spell is cast. The spell lasts for 1 minute. This spell can also be used to harden clothing into armor. The 1XP version can turn clothes into light armor for 1 minute, while the 3XP version can turn them into medium or heavy armor for the same duration. Normal armor penalties apply. Players should feel free to get creative with this spell, hardening cloth,

Bend Space 3XP, 7XP:

Using this spell, a caster can flex the very fabric of space, enabling them to fit where they ought not to. The 3XP version of this spell can be used to slip through gaps, holes, or tunnels that a character would normally be unable to fit through. The limits of this spell are up to the GM. The 7XP version allows a caster to make the inside of an area function as though it were larger than the outside. This could be a room, a backback, or even a coinpurse. The 7XP version lasts for one week., while the 3XP version lasts for up to one minute (in the case of a tunnel), though it's generally used for an instantaneous getaway.

Root 5XP:

This spell allows the target to root themselves firmly to a surface, so that a DC 17 Strength-based Athletics check is required to pry them away. It could be a wall, an object, or even the ground itself. This spell lasts for up to one hour, though if the caster voluntarily releases the surface, the spell is broken. This can be used while falling to grab a wall, though usually it results in some amount of damage being taken based on the amount of the fall. Any part of a casters body can be rooted. If a caster roots themselves to another character, that character gets a Resolve check against the caster's roll of 2d6 + their willpower + 5 (the XP cost of the spell). If they succeed, the spell fails and the caster still expends the EP cost of the spell.

Guide 3XP, 7XP:

The target of this spell cannot be the caster themselves. This spell is cast just as another character attacks, shoots, throws, or otherwise tries to hit something. If used to guide the blow, the character may reroll the attack if it fails for the 3XP version. For the 7XP version, they may treat their total attack (or throwing, shooting etc.) bonus as a +10 for their next attack only. If this spell is not used in one round, it dissipates. If used to deflect, the 3XP version causes the attacker to reroll if they succeed the first time.

Deflect 1, 3, 5, 7XP:

This spell allows the caster to defend themselves (and only themselves) against ranged attacks. Casting this spell is a quick action that a character can perform whenever they would normally have to defend against a ranged attack (excluding cannonfire, but including arrows, stones, thrown weapons and even guns). The caster rolls 2d6 + Willpower + the XP cost of the spell as a defensive roll.

Group casting and Rituals: Multiple Casters can contribute energy to a single spell, but they must cast the spell at the same time. Casters must be near one another to achieve this, though line of sight is not necessary. Often Group casting is used to cast powerful spells that require more EP than a single caster could ever muster. An alternative to Group casting is the use of Rituals. Rituals involve the shunting of energy into chunks of loacite over a long period of time (hours to weeks, depending on the spell and the urgency) and then releasing them all at once to complete a powerful spell. This method is so pricey that generally casters simply partner up when casting powerful spells.

Powerful Spells:

Some spells that affect a large area, create a powerful effect, or have a long range are too costly for a single caster to use at a moment's notice. These spells are generally accomplished using Group Casting or Rituals, as outlined above. Below is a list of a few sample powerful spells:

City/Town defense (30-100EP to cast): sometimes large settlements use powerful spells to act as protection. Thronsis and Frogport, for example, both ward their supportive structures heavily to prevent them from giving way during an attack or natural disaster. Lakeside has a powerful spell worked into the walls that makes them waterproof, and another that floods the surrounding plains to wash away besieging armies. Highcannon makes use of mass Guide spells to keep their cannons firing true when under attack. These spells have various EP costs, but are always too high for a single caster to complete by themselves.

Dream Sending (30-60EP depending on distance): A spell occasionally used by the Walkers in the

green to relay very important messages, Dream Sending is a form of enchantment that allows the caster to send a message to a sleeping person from a long distance.

Magical Dampening: Silk and Lead interfere with magical fields. Casters in the presence of these reroll worse if nearby, cannot cast if surrounded.

Casting into Loacite: each ounce of Loacite can hold 1EP. Loacite drains EP from people at a rate of 1EP per round of physical contact. A caster can work specific spells into Loacite, to be discharged at a later date. Anyone can cast spells out of Loacite, and if the spell requires a roll, use 2d6 + the caster's Willpower + the XP cost of the spell. Anyone can also put energy into loacite, though only casters can get it back out, using the Energy Shunt Talent. In addition, permanent spells can be worked into loacite, so that anyone can simply charge the stones with energy to refuel the spell. This method is very pricey and takes a long time. For more information see the "Magewright" talent.

Spells cost 3EP to cast for every 1XP in their price. i.e. a 3XP Healing spell would cost 9EP to cast, a 5XP Enchantment spell would cost 15EP and so on.

Technology

A brief description on the level of technology in Torata.

Communication: Most long-distance communication is done by courier on horseback. The printing press was invented just prior to the Great War, so books and newspapers are somewhat ubiquitous in large cities. There is a relatively new form of recording audio that takes the form of a grooved cylinder rotated about an axis and read by a needle attached to a large brass horn.

Transportation: Land transport takes the form of horses, ponies, riding dogs or pygmy camels. Wagons and carriages are common as well, with carts used for transporting goods. Sea transportation is the most common way to move goods, as several Toratan societies have developed very effective mariner subcultures with advanced shipbuilding and navigational technologies. Elevators are common modes of transportation in mines, especially those run by dwarves.

Manufacture: While most goods are made by hand, there are printing presses, mills, pedal-powered lathes and throwing wheels, water-powered conveyor belts in mining, and a few other mechanical innovations that make life easier.

Food: The use of cold, salt, and drying to preserve food is recognized across Torata, and many wealthy persons in temperate climates import ice to keep their food fresh.

Warfare: Black powder has been used in war as far back as the Dwarven Expansion. Guns are very expensive, and have only existed since the Great War. Pistols and muskets are common sights on a battlefield, and bombs or mortars are used sometimes with mixed results. Much combat is still fought hand-to-hand or with bows, since guns are notoriously unreliable and reloading them takes a significant amount of time. However, nothing shoots farther, or hits harder than a ball from a Birnleavy Model-3 Long Gun.

Medicine: While magical healing dominates the bulk of Toratan healthcare, herbalism and superstition are common as well. Some practical procedures like amputation or setting bones are well-known by medical practitioners, but most reputable doctors know at least some healing magic.

Magic Items: Loacite, a magically-conductive element, can be used to fashion magical “batteries” of a sort. Each ounce of Loacite can hold 1EP. Thus, to cast a 5XP healing spell into loacite, you must have at least 15 ounces (since a 5XP spell costs 15EP to cast). Specific spells don't have to be cast into loacite, rather, it can simply be used to store energy, as it naturally drains energy from anyone who comes into physical contact with it at a rate of 1EP/round. However, only someone with the Energy Shunt Talent can use this stored energy, though anyone can release a precast spell. The Loacite used to hold a spell must be a single unbroken chunk, due to the delicate crystalline nature of the substance that allows it to conduct magic so well. Multiple spells can't be stored in a single chunk of loacite. Magic items are often made that chain a chunk of loacite with a spell, usually referred to as the “spellstone” to loacite stones that simply hold reserves of energy, generally referred to as “reservoirs” or “reservoir stones.” This allows energy to be stored in the reservoir and released later through the spellstone, without draining the user's own energy. These items are often very expensive, due to the difficulty of chaining the loacite.

Religions

Mudil – Called “The Stonefather” he is said to have shaped the world from bare rock. He holds crafting of all kinds to be sacred, though none so much as smithing, stonemasonry and brewing. Mudil is predominantly worshipped by Dwarves, though some northern artisans of other species tip the occasional mug in his name.

The Great Dragon – Worshipped mostly in the Painted Hills and the Mountains of the sun, The Great Dragon is said to have been present at the birth of the world, when he gave the spark of life to the peoples of Torata. It is the Great Dragon that brings about true lightning, as opposed to the small bolts called by his servants.

Odra and Mirissi – Odra is the father of Torata, Mirissi the Mother. Predominantly worshipped in the Southeast of Torata, Odra has control over the skies, Mirissi the sea. Some sailors have taken this worship with them to foreign ports, where small shrines can often be seen.

Grandma Toad – The all-knowing watcher of the swamp, Granmother Toad is a regional deity worshipped in the eastern swamps by the Mudwalker Tribe.

Tanri – Alternatively worshiped as the god of the light or fire, Tanri is a sun god popular all across the south and west of Torata. The Nozevi worship the fire aspect of Tanri, praising him as a fierce warrior-god of retribution, while farther north he is more frequently looked to as a source of inspiration and guidance, lighting a path through the dark winter nights with his lantern.

Arallu – Arallu is the unifying web of energy that connects all things – or so adherents to the faith would have you believe. The Walkers in the Green first promoted this belief, though it's becoming popular across the southern coast and throughout parts of central Torata.

Mitkya – Sometimes depicted as a mother, sometimes as a young maiden, Mitkya is the goddess of fertility worshipped throughout central Torata. Her favor is sought before the planting in the spring and the harvest in the fall, as well as by pregnant women and those whose children die in the crib.

The Golden Song – A religion popular in the southeast island of Torata where the Chosen make their home, The Golden Song is the divine narrative that details the exploits and commandments of the gods, as well as the elaborate rituals and prescriptions they demand as worship.

Diseases

Eyeblight: Eyeblight spreads by close contact with an afflicted creature, though some sources say it can also be spread through contaminated water or food. With no cure, this disease rots the victims eyes, causing them to go blind if they fail a DC7 Resolve check after infection. If they fail this check, they must make a DC7 Resolve check or die. Magical Healing has no effect on Eyeblight. There is no known cure for eyeblight, though many patients take opium to dull the pain.

Flywalker: This waterborne disease, rare except in the southwest, causes the victim to become enraged and extremely thirsty, attacking anyone in sight to drink their blood. Injury from such a victim causes infection to the wounded party without a save. Often victims of this disease will drown themselves in large bodies of water. There is no cure for Flywalker, the name for which comes from the many large black flies that tend to gather around the victim. This disease is why the Glasseaters always boil their water before drinking it.

The Withers: While for all intents and purposes this disease functions exactly like consumption, magical healing speed The Withers along, instead of healing it, as it does with consumption. Using magical healing on The Withers causes the patient to immediately fail whatever the next Resolve check they would have to make against the disease is.

Consumption: This waterborne disease causes the victim to cough up blood and bits of lung. First a DC 11 Resolve check must be made to prevent infection. If this check fails, then the victim becomes ill as described. Following this, a DC 9 Resolve check must be made each day for a week. Each time a check is failed, the victim takes 4HP damage. A DC11 Trade (Healing) check entitles the victim to a reroll once per day against this effect.

Rotgut: A common foodborne disease, rotgut makes the victim nauseous and often feverish. A DC 13 Resolve check must be made to prevent infection. Infected characters roll 2d6 at the beginning of each day and subtract this from their EP. The 3XP version of magical healing can cure rotgut, as can a DC 11 Trade (Healing) check. Rotgut lasts for 2d6 days if untreated.

Lockjaw: This disease often afflicts soldiers who are wounded by rusty weapons. Lockjaw causes the muscles of the victims mouth to tense painfully, preventing them from speaking or eating. To prevent infection a DC 9 Resolve check must be made. If infected, the victim is treated as having +0 Charisma until the disease is cured. Lockjaw lasts indefinitely until either a DC 13 Trade (Healing) check is made or a 5XP Healing spell is cast. Many victims unable to afford medical care rub opium paste into their gums to relieve the pain.

Scurvy: This vitamin deficiency is often seen among unprepared sailors in the north. It causes the victims skin to become mottles and their hair and teeth to fall out over time. Magical healing makes the condition worse, while eating citrus fruit or rose hips is the most common way to prevent and treat the illness.

Trenchfoot: this waterborne disease infect the feet of ditchdiggers, soldiers, farmers, and miners who spend too much time in wet, muddy conditions. A DC 9 Resolve check must be made each day spent in such conditions or infection occurs. Once infected, the victim must make a DC 9 resolve check each day or lose 3 HP. The first successful check ends the disease, but if three or more checks fail, the victim

takes a permanent -1 to their Agility score (unless it is already +0).

Scalpfire: This injury-borne disease causes the victims hair and nails to fall out, and their scalp to burn. The disease lasts for 2d6 days if a DC11 Resolve check isn't made to prevent infection, causing the victim to reroll all Charisma and Dexterity-based checks and take the worse result. This disease also causes the “Natural Weapons” Talent to be invalidated as well.

Loacite Deficiency: Eating nutrient-poor food sometimes causes a deficiency of loacite in the diet. While this isn't a problem for the average person, it is a bane to casters of magic. The deficiency, common in Stoneroot and on the Southern Islands, where food is often grown in poor conditions, causes all casting checks to be rerolled, with the worse result taken. Magical healing has no effect on this condition, the diet must simply be corrected.

A note on Poisons: If a poison is administered, and it is below the lethal dose for a character, magical healing of any kind will immediately flush the poison from the victim's body. If, however, the dosage would be enough to kill them, they die immediately without a save if magical healing is used.

Holidays & Games

Freedom Day – The day that marks the anniversary of the day the Great War ended and the continent-wide abolition of slavery. Many ceremonies involve the shattering of a large chain, followed by heavy drinking, feasting, and singing. This holiday is celebrated less frequently and with more modest reverie in the northern parts of Torata, namely Bridge and Stoneroot.

Lantern Festival – a holiday celebrated along the west coast, and wherever Caravaners can be found. In the north, this is a once-a-year festival, while among the Caravaners a lantern festival is held on any major occasion such as a wedding, birth, or death.

Spring Festival – Held in Cloverholt, this feast holiday marks the beginning of the growing season.

Royal Birthday – in the Undersun Empire and among the Chosen of the Golden Song, the birthdays of the royal families are considered holidays, and are often marked with parades or other ostentatious displays of wealth on the part of the royals.

Wolf Festival – an old ritual held among the Mudwalker people of the eastern swamps, the Wolf Festival is a reminder of the dangers that lurk in the wilderness. Several participants wear wolf masks, while the others all wear deer masks. The wolves chase the deer, and each time one is caught, they must take off their mask and sit down. The last deer standing is usually given a prize of some sort, depending on the region.

Sporting Competitions – all over Torata shooting, archery, sailing, horse racing, wrestling, fighting, and many other sporting competitions are popular ways to pass the time, as is recreational hunting, though this is frowned upon among the Mudwalker peoples.

Creatures

Dragons – the dragons of Torata live in the mountains, riding lightning and preying on goats and large birds. Little is truly known about them, save that they do not like to be disturbed, and can call down fierce lightning from the sky should their ire be raised. Dragons are long and white, blue, yellow or grey, with scales as thick as any dwarven plate mail. From their heads jut two sets of antlers that crackle with lightning.

Sea Serpents – These fearsome beasts vary greatly in size from a few feet to nearly half a mile long. The larger ones tend to stay in deeper waters, restricting much sailing out past a certain point. This has been the largest hurdle in Toratan exploration of the world.

Flywalkers – Little is known about the disease that causes a person to change into one of these rotting horrors. In the southwestern deserts, some who drink from foul water become violent and thirsty. These crazed victims will often tear apart those around them and drink their blood if no source of water is readily available. Upon finding a well, oasis or other water source, they drink from it until they drown themselves in it. There is no known cure for the disease, magical or otherwise.

Spirits – Sometimes when enough magical energy is pent up in one place, it finds a way out as a semi-conscious animate object. Things like turnips dancing through their field in a particularly loacite-rich region, hunks of iron too near a vein of loacite in a mine coming to life and attacking the miners, or books in a library with too many magical items around flying about the shelves are common in Torata. These can be dispelled by a sufficiently trained mage, though most people see it as a good sign that their land is rich in valuable loacite.

Lifedrinker Birds – These large condors live mostly along the southern coast, preying on the weak, dying, and sleeping. They lay next to an exhausted or sleeping victim and magically drain the life from them at a rate of 1HP per round. A DC7 Notice + Perception check is required to wake up from this. Their beaks are veined with loacite, and can be made into a magical waterskin plug that pulls water out of trees.

Economy

Trade result (2-22) x 3g /week (business does this automatically. Costs 100g per bonus)

House 300-600g

Horse 90g

Sword 5-10g

Leather Armor 3-5g

Metal Armor 30g

Tent 3-5g

Wagon 50-100g

Cart 8g

Tool/Kit 5g (refill 5s)

Reroll Tool/Kit 10g (refill 1g)

Backpack 6s

50ft Rope 1g

Waterskin 2s

Loaf of Bread 1s

Pound of Cheese 3s

Bottle of Wine 3s-3g

Pound of Meat 2s

Meal Out 5s-2g

Pound of Tobacco 5s

Pound of Salt 5c

Bottle of Hard Alcohol 3s-3g

Book (printed) 5g

Book (hand written) 10g

Spyglass 25g

Portrait 5g

Cheap Clothes 1g

Nice Clothes 5g

Stay at Inn 3-5g/night

Carriage ride 2s/mile

Ferry toll 3-5s

Message 4s/mile

Hireling (unskilled) 21g/week (728g/year)

Hireling (skilled) 36g/week (1248g/year)

Hireling (master) 51g/week (1768g/year)

Opium 3s-1g/dose

Cannabis 3c/dose, 1g/pound

Raw Loacite 1gp/oz (1oz = 1EP capacity)

Magic Item Price = EP capacity x 2gp or spell XP x 20gp

Adventurer Upkeep:

In Town:

Sparse adventurer upkeep: 20g / week

Standard adventurer upkeep: 40g / week

Lavish Adventurer upkeep: 60g / week

On the Trail:

Sparse adventurer upkeep: 1g / week

Standard adventurer upkeep: 5g / week

Lavish Adventurer upkeep: 15g / week

Sparse: bread, water, and cheap protein, crappy sleeping conditions, no luxury items/services

Standard: hearty meals, decent beer or wine, comfortable beds, some luxury items/services

Lavish: extravagant meals, top-shelf alcohol, feather beds, many luxury items/services

In keeping with the story-centric feel of [2d6] (and in case you don't feel like tallying up every copper), you can use these as a general price tag for your characters to pay for a stay in town or supplies on the trail (not counting tools/materials/vehicles etc.).

Sometimes paying for lavish services may end up in a plot hook if you rub elbows with someone important while hob-nobbing at a high-end restaurant or dicing away your money at a gambling hall.

Rules for Quick Items: If you'd rather not worry about starting gold and would prefer to use the quick method of item generation, a couple of general guidelines are given below:

A special item is one that costs more than 50gp, but less than 100gp. Those with the “Rich” talent may combine their two special items to get a single item worth up to 200g.

Each mundane item slot is worth 5gp (10 if you have the “Rich” talent) and is therefore worth an amount of consumable items – food, ammunition, etc equal to this gp amount.

Nifty Items

These are some Torata-Specific Items of note. Some are covered elsewhere as well, but they are all gathered here.

Magic Items: Permanent magic items essentially contain one spell that the user can pour EP into to cast over and over. Eventually as the item wears, the enchantment does fade, though this is based on the initial quality of the item. Items cannot be re-enchanted, nor can nonmagical items be turned into magical items. A mage must create the item themselves, weaving the magic into the very structure of the object. An amount of loacite must also be used to make the item magically resonant. For some things this might be a stone set in the object, while for cloth goods or rope, it might be a soaking in a solution of powdered loacite and hard alcohol. Prices for some commonly produced magical items are given below, though you could make your own as well. Generally speaking magic items cost more EP to use than the spells that they mimic, since the nuances of a skilled caster are required to truly weave magic.

Hardrope 8g

This 50 ft rope can, for a cost of 3EP per minute, be made as hard as stone and as durable as steel. Hardrope can be used as a weapon in a pinch, using the Melee (Heavy) Skill. A coil of Hardrope can also be used as a shield in the same manner.

Deep Pockets 12g

These pockets can be sewn into a piece of clothing, and can hold as much as an entire backpack each. They weight as much as a handful of oats, no matter how much is put into them. Each Deep Pocket draws 5EP per day from the wearer.

Rootboots 25g

Rootboots allow the wearer to reroll all attempts to defend against being tripped or shoved for 5EP. For a cost of 20EP, the wearer can use the spell Root, but their feet must be the part of their body that is rooted.

Gripgloves 25g

Gripgloves allow the wearer to reroll all attempts to disarm and grapple for 5EP. For a cost of 20EP, the wearer can use the spell Root, but their hands must be the part of their body that is rooted.

Lifedrinker Waterskin 13g

This waterskin has a plug made from the beak of a Lifedrinker Bird. If the plug is stuck into the bark of a tree it can refill the waterskin with fresh water for 3EP. While it is generally considered taboo to do this, the plug can also be stuck into the body of an animal or person to fill the canteen. This has occasionally been a way for Glasseaters in the deep desert to survive times of hardship.

Nonmagical Special Items:

The Razorknife 10g: These small, sharp knives are favored by the Nozevi, and indeed are the weapons that gave the group its name. Razorknives have long been favored by gnomes, who use the vicious edges in conjunction with their natural propensity for stealth to overwhelm larger, stronger foes. A razorknife is considered “Sharp” and therefore does an extra 3HP damage on the first hit after a

sharpening.

Cudgelthorn Club 5sp (rare outside of Bridge or Stoneroot): These clubs made from the cudgelthorn bush that grows around the coasts of the Upper Continent have a natural toxin in the wood. Their lumpy, spined heads deliver a dose of the toxin to the first unlucky victim of an attack by a cudgelthorn club. The toxin is a necrotizer, rotting the victim's flesh and causing them to permanently lose 1HP, even once they've healed the wound. If the damage from the infectious attack is negated by armor, then the defender is safe and the club's poison is still expended.

Elvish Venom 1g/dose: Some elves are born with venomous saliva that paralyzes its victims for 1 minute if they fail a DC11 Resolve check. This lasts indefinitely, though will break down if exposed to direct sunlight, and is usually kept in dark glass or ceramic containers.

Guns

Guns use the Shooting skill, usually modified by Dexterity. All guns ignore the damage reduction granted by armor, including magical armor. In addition, a roll of snakeyes causes any gun to misfire and jam. A misfire deals 3HP damage to the wielder and renders the gun useless until repaired. While there are a number of smaller gun manufacturers, the Birnleavy Ironworks make the bulk of the firearms in Torata, and most other companies clone or slightly modify their designs. As such, the guns listed below are given by their Birnleavy names:

Model 1 Pistol	(1 shot, ½ round reload, jams on snakeyes)
Model 1a 2-shot	(2 shots, ½ round reload each barrel jam on snakeyes)
Model 1b 3-shot	(3 shots, quick action to rotate barrels, ½ round reload each barrel jam on 2-3)
Model 1c 4-shot	(4 shots, quick action to rotate barrels, ½ round reload each barrel jam on 2-4)
Model 2 Scattergun	(1 shot, full round reload, slug or shot, jams on snakeyes)
Model 2a +1dmg	(same as Model 2, but +1 dmg/ -1EP, jams on 2-3)
Model 2b +2dmg	(same as Model 2, but +2 dmg/ -2EP, jams on 2-4)
Model 2c +3dmg	(same as Model 2, but +3 dmg/ -3EP, jams on 2-5)
Model 2d Double-barrel	(2 shot, full round to reload both barrels, slug or shot, jams on snakeyes)
Model 3 Musket	(1 shot, full round reload, long-range, jams on snakeyes)
Model 3a +1dmg	(same as Model 3, but +1 dmg/ -1EP, jams on 2-3)
Model 3b +2dmg	(same as Model 3, but +2 dmg/ -2EP, jams on 2-4)
Model 3c +3dmg	(same as Model 3, but +3 dmg/ -3EP, jams on 2-5)
Model 3d Accurate	(same as Model 3, roll twice take better)
Model 4 Concealable Pistol	(same as Model 1, roll twice take worse for shooting, better for hiding)
Model 4a Conc. Scattergun	(same as Model 2, roll twice take worse for shooting, better for hiding)
Model 5 Silenced Pistol	(same as Model 1, roll twice take worse for shooting, makes no noise)

Doorknocker cannon +5dmg
Gatecrasher cannon +10dmg
Screamer mortar +5 dmg, area effect

Other firearm-related Items:

Wrist-spring (allows pistol to be hidden up sleeve and drawn instantly)
Bamboo Blasting Stick (similar to weak dynamite, can be mixed with powdered loacite to lob spells)
Slugs vs. shot: slug = +1 dmg, shot = area effect
Loacite Powder (pistol 1XP, scattergun / Musket 3XP, cannon 5XP)

Artillery: Cannons and mortars use the Artillery skill, usually paired with the Intelligence stat. Any artillery takes 2 rounds to reload unless a two-person team is operating it, which reduces the time to a full-round action.

Bonus Damage: To use and weapon that deals extra damage, a character must have at least that high of a strength score, otherwise they are knocked prone and disarmed upon firing.

Prices:

Model 1	30
Model 1a	45
Model 1b	90
Model 1c	120

Model 2	40
Model 2a	50
Model 2b	60
Model 2c	70
Model 3d	60

Model 3	30
Model 3a	40
Model 3b	50
Model 3c	60
Model 3d	90

Model 4	25
Model 4a	35

Model 5	80
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Doorknocker	120
Gatecrasher	500
Screamer	80

Wrist Spring 10gp

Blasting Stick 2gp + any cost for loacite powder

Pistol bullet 1cp

Dose of powder for pistol 1cp

Slug, musketball or shot 2cp

Dose of powder for scattergun or musket 3cp

Laws

Magic: While each society has its own nuanced laws about magic, the Laws of the Walkers in the Green supercede them all, everywhere on the continent, save for Stoneroot and the land of the Chosen, where their authority is not recognized. The Laws are simple:

1. Do no harm with magic, save in self defense.
2. Do not attempt to bring life to the dead.

Breaking either of these laws is punishable by death. For this reason most walkers carry pistols, and are well-trained in their use, as well as in defensive magic, and unarmed combat. When a person is accused of breaking one of these laws, they are taken to the nearest court and news goes out for a Walker to come and sit as judge and jury. In addition, most Walkers frown upon the use of magic out of comfort or laziness rather than necessity, but by no means is this a punishable offense.

Drugs: Stoneroot is the least tolerant of drug trafficking, where it is punishable by hard labor (except of course, for alcohol, which is a holy sacrament). Other areas have varying degrees of regulation, though nowhere else are any drugs wholly illegal. The southern islands are the most permissive, growing much of the opium and cannabis that the rest of the continent consumes.

Prostitution: Though illegal in Cloverholt, prostitution is simply a taxed business everywhere else, and in Stoneroot it is seen as a perfectly reasonable career.

Gambling: Stoneroot prohibits gambling, punishable by forced labor. Everywhere else it is legal, though many regions frown upon it and tax gambling halls more heavily than other businesses.

Duels: Outlawed in Cloverholt and Ironcoast, duels are still very popular in Whitecliff. Once a duel is declared and agreed to by both parties, any death is no longer considered murder.

Marriage: Among the Pathcutter Tribe a woman is the property of her father until she is transferred to her husband after marriage. Arranged marriage is very common elsewhere, though Cloverholt and Ironcoast boast very relaxed social conventions when it comes to inter-class marriage, and Cloverholt, Stoneroot and Bridge allow same-sex marriage, an echo of the strict population control the dwarves had to practice for centuries underground.

Murder: Murder is illegal (though killing someone in self-defense is generally acceptable) everywhere except for Stoneroot, where the payment of a death-price is adequate recompense for slaying another.

Slavery: Slavery is illegal everywhere, except as punishment for a crime. The criminalization of drugs in Stoneroot is often seen as little more than a way to fill the prisons and continue the slavery they fought to retain a hundred years ago.

Hospitality: Generally hospitality, also called guestright, is a set of practices that ensures peaceful visits from strangers. If a host willingly provides food and shelter to a guest, they are both expected to refrain from violence, theft, or other acts of malice until the visit is over. In keeping with this tradition, it is generally considered bad luck to refuse a traveler who begs hospitality. Some high-price inns, restaurants, or other buildings have pact spells worked into the doors, enforcing hospitality magically.

Cultures

Undersun Empire: Undersun food is often a blend of seafood and fruit, laden with strong spices and served over stewed greens. Raw fish or fish cooked chemically with citrus is also popular, as is a mint wine called Dau'nan that is sold across Torata. Flutes and song are popular among Undersun musicians, and their clothing is often loose and brightly colored. Jewelry is popular among men and women, as are tattoos. Undersun architecture relies heavily on giant bamboo, as well as teak wood and often features sea motifs. Undersun clothing varies, but is usually brightly colored. Artisans and day laborers often wear loose linen clothing, while politicians or soldiers wear tight-fitting garments of dyed cotton. Kissing is generally considered a loose social taboo, thanks to centuries of rule by the redpate family, whose saliva is a paralytic neurotoxin. Instead, many Undersun rub noses to show their affection.

Bridge: Bridge food is an eclectic mix of traditional Dwarven cuisine (mushroom dishes and cave trout with plenty of dark ale) and southern food like pastries, red wines, and roasted meats. The fiddle has been growing in popularity as an instrument since the last war, and illusionists often ply their trade on the street for coin or as part of theater troupes. Bridge architecture is heavy and solid, featuring large cut stones and oak bound in black iron. Indoors are often furnished with patterned quilts and plush, comfortable furniture. Fretwork is quite popular as well, and many houses have an indoor porch that is left unlocked with a fireplace and some logs for weary travelers to await the owner's return. Bridge fashion is highly practical, since the weather is relatively cold for three seasons out of the year. Heavy coats are often treasured and guarded jealously, made from materials like sealskin for the elite, while the poorer classes generally prefer oilcloth trimmed with wool. These coats often sport armor, secret pockets, tool loops, or other customizations that fit the trade of the wearer. Sturdy, iron-shod boots are also very popular, though in the city many nobles wear softer fur boots, bound in leather. Under the coats, suits are popular among the men, while the women wear large ruffled dresses lined with wool or fur to keep out the cold.

Stoneroot: Food in stoneroot hasn't changed much in the last 600 years. A diet of cave trout, mushrooms, and dark beer sustains the former Dwarven Empire, along with bread made from imported grain. Lamb is beginning to catch on as a trout-substitute among the younger generation, though it is expensive and rare. Drums and pipes make up the bulk of Stoneroot music, which is primarily used in religious services. The architecture is almost always carved out of the rocks where the inhabitants of Stoneroot make their home, making heavy use of pillars and arches to create structural stability. The metal guilding used to decorate these structures is some of the finest in all of Torata. Similar to Bridge, the fashion of stoneroot is largely practical. Aboveground, or near the entrances to the caves, people wear heavy coats lined with fur, while deeper down long underwear is popular, made from cotton, one of the few things the nation imports in any significant quantity. Over this heavy work pants are often worn, except by the rich, who rarely wear anything but fine cotton robes or suits.

Ruby Coast: The cuisine of the Ruby coast is spicy and sweet, making heavy use of both the hot pepper and the mangoes that grow in the region's dense tropical jungles. Being made up largely of expatriates, however, the Ruby coast does boast some of the most eclectic restaurants in all of Torata, serving up food from many homelands. The music here is as diverse as the food, though wax cylinders are becoming increasingly popular among the wealthy. Much of the Ruby Coast's architecture is born out of necessity, with stilt homes that can sustain high winds and heavy flooding from the region's harsh monsoons. Clothing in the Ruby Coast is sparse and lightweight, made of cotton or linen and dyed light colors, if at all. Public nudity is not uncommon, though less frequent among the rich.

Republic at Whitecliff: Whitecliff's food varies by region. In the west it is heavily spiced meats and strong coffee that dominate the tastes of the citizenry, while along the southern coast, seafood and pasta are more popular. Farther east, the cuisine changes again to favor fruit and baked goods with seasoned lamb or chicken. One thing all of Whitecliff has in common, however is a prodigious appetite for wine, both white and red. The music varies regionally as well, with heavily orchestrated tunes more popular in the central region close to the capitol and fiddle music accompanied by singing being the status quo farther out towards the borders. Whitecliff architecture varies by region. In the east, small cottages of stone and timber with thatched or shingled roofs dot the countryside, while in the more central regions, stone and timber buildings with thatched or slate roofs are common, some leftover by the Dwarven expansion. Farther west, by the desert, mudbrick-and-plaster homes are more popular. These homes are often framed with wood and have wooden floorboards above stone foundations, though poorer inhabitants may simply go for bare dirt instead. Clothing in Whitecliff is generally a white or light-colored cloth wrap, trimmed in a brighter color and often decorated with needlework. Sandals are common here, though going barefoot is popular as well. Women often keep very long hair, as do men, who frequently tie it at the nape of their neck. Tattoos are socially acceptable, though not as popular as the region to the west.

Chosen of the Golden Song: While the peasantry sustain themselves on rice and root vegetables, the Royal family sustains itself on sweet fruit and Mint wine, feasting on roast boar and tree fruit grilled on skewers of sugar cane. Opium and cannabis are both popular among the Chosen, both among the wealthy and among the peasants, since both are grown in abundance on the island. Chosen music is heavy with harp and flute accompanied by high, twangy vocals and drum drums. Their architecture is split: the peasantry built mostly bamboo and mud huts, while the aristocracy live in palatial manors contained within walled cities rife with mosaics, murals, and fine woodworking. Ornate rugs adorn the floors, while imported glass windows stretch from floor to ceiling in these immense, lavish dwellings. Chosen clothing is also divided: the peasantry barely wear any clothes at all, often going completely naked, while the aristocracy wear robes of fine silk and linen in bright, garish colors and trimmed in gold or silver thread. Jewelry with chunks of raw loacite is popular as a status symbol, even among those who do not practice magic.

Ironcoast: The cuisine of Ironcoast is hearty and filling, with rich stews, buttery pastries, and fried foods of all kinds making appearances at the frequent holiday feasts the nation enjoys. Red wine and beer of all shades are drunk with every meal, though dark beer is most popular. Alcoholism is common, though rarely seen as a problem by the locals. The music of Ironcoast leans heavily on fiddle and pipe, boasting famous songs sung in pubs across the continent. Ironcoast architecture is sturdy and dark. Oak timbers and thatched roofs are commonplace, with paths laid out in dark slate and bordered by shrubs. Wrought iron rails line walkways and steps. The architecture is often small, however, due to the high population of gnomes in the west. A door within a door is a common sight at public buildings, the larger door for tall folk, the shorter door for gnomes and Dwarves. Clothing in Ironcoast is generally wool or oilskin, to keep out the cold and the rain. Vests are popular among men and women, as are sweaters and scarves. Hats are generally fur or wool, and cover the ears.

Glasseater Peoples: Glasseater fare does not, to the disappointment of many a Toratan child, actually involve eating glass. The name comes both from the fact that the Glasseaters are some of the finest glaziers and lens grinders in all of Torata, and the candy they make from chunks of crystallized honey that resembles shards of glass. Roasted poultry and eggs are popular among the Glasseater, often heavily spiced with cardamom, coriander, black pepper and rosemary, though meat is usually reserved for special occasions, as it is scarce throughout the southwestern desert. White or mint wine are generally watered to drink with meals, though drinking alcohol to get drunk is generally frowned upon.

Opium is popular, and halved poppy heads fried in goat butter are a common sight at the regular festivals of the Glasseater peoples. Aged cheese and yogurt make up the bulk of Glasseater protein, along with beans and lentils they trade for with other nations. Their music is mostly drums and singing, though at festivals, tambourine and woodblock are broken out to cut through the din of the voices. Since the Glasseater are nomadic, their architecture is practical. Most live out of beautifully carved and decorated wagons, though many more pitch tents when their caravans stop. Glasseater clothing is often heavy cotton covering a lighter layer of linen. Their clothing is bright and often decorated with geometric designs. Scarves and suspenders are often seen, as are felted hats. Glasseaters are fond of tattoos, and often dip their weapons in ink during war to mark their enemies, should they live.

Mudwalker Peoples: Many who visit the Mudwalker tribe are surprised to find that their food is quite refined. Their selfless devotion to the cause of abolition during the Great War inspired many nations to broker good trade deals with them. As such, they've enjoyed the fruits of the southern islands, the ale of the northlands, the cheeses of the Glasseaters, and the mint wine of the western peninsula. Their food is as eclectic as their people, though certain favorites like fried alligator and frog stew are necessarily staples of the Mudwalker diet. Mushrooms and meat are plentiful, but there is scarce little grain in their diet, save for a bit of rice grown in the foothills of the Painted Mountains. Mudwalker music is similarly eclectic, though they have a fondness for brass instruments that many other cultures find odd. Their architecture is plain and utilitarian, with stilt huts made from hardwood and treehomes connected by rope bridges. Warm tones and rudimentary animal motifs adorn the heavy rugs and upholstered wood furniture that fill Mudwalker cabins. Mudwalker clothes are generally heavy cotton or leather, though in the southern bogs, many eschew clothes in the summer heat. Animal skins are popular among the northern Mudwalkers, while beautifully carved bone jewelry is standard across the culture.

Pathcutter Tribe: Pathcutter food is generally plain, consisting largely of potatoes or rice, seasoned with hot peppers and yogurt or chunks of soft cheese. The art of distillation is said to have been invented by the pathcutter tribe, who make large quantities of potato liquor to mix with their water, keeping them healthy, and to drink at festivals. This liquor and the equipment to produce it are often purchased by traders passing through Pathcutter territory for sale to the rest of Torata. Pathcutter music features pipes and horns, as well as drums and singing. Their architecture is largely mud-brick, plastered and decorated with bright paints made from the powdered shells of the brightly-colored insects that inhabit the high altitudes of the Painted hills and the Mountains of the sun. Architecture in the foothills generally feature a horse motif, since these pathcutters make their living riding across the continent, keeping their tribe united, despite the geographical distance. Pathcutter clothing is a brightly colored as their walls, often sporting plaids of bright pink, green, and blue. Among a more sombre earthtone background. Head scarves are common, as is heavily layered clothing. As Pathcutters move up and down in altitude they can add or remove these layers to regulate their temperature better.

Cloverholt: Cloverholt doesn't have a single cuisine, rather it is a blend of every other kind of food in Torata. In the city, restaurants of all kinds line entertainment district streets, and in the country, inns serve up a sometimes surprising array of exotic fare. Cloverholt music, likewise, incorporates elements of various cultures, and the Lakeside Orchestra brings in travelers from all across the continent. The architecture in Cloverholt is patchwork, having been destroyed and rebuilt dozens of times in a millenia's worth of wars. In some larger settlements it's not uncommon to see a pathcutter stable sandwiched in between a former Dwarven barracks and a parked Glasseater wagon. Clothing in Cloverholt draws from many sources, but does tend to favor suits and clean-cut garments, with vests and hats being popular among the men, while knee-length dresses made of heavy cotton or wool leading the women's fashions.

Notable Figures

Alive:

Turlough U'Culligan (MD)– High Judge of Stoneroot

Maeve Birnleavy (FD)– Owner of Birnleavy Ironworks

Connor U'Harridan (MD)– Commander of the Hand of Mudil

Ulnor Duniello (MD)– Mayor of Bridge

Hamish U'Culligan (MD)– Second in Command of the Hand of Mudil

Konstantino Saltbearer (MO) - Governor Supreme of Whitecliff

Alaido Mosswalker (MO) - High Shaman of the Walkers in the Green

Estevos Goldenlung (MO) - wandering bard, famous for sweet voice and many illegitimate children

Elessa Clinkpurse (FO) – owner of the Three Lights Bath House in Blackberry Cove

1st Rank Consulate Lang'phon Silver-Mettle (ME) – Soul-bound Councilor to Sh'mong Venomback

His Honorable Golden Venerance Sh'mong Venomback (ME) - 171st Emperor of the Chosen of the Golden Song (14 years old)

Brigadier General Sanjay Keen-eye (ME) - current leader of Undersun Army

Indra Soulsinger (FE) - High Mindseer of the Sisters of the Minds Eye

Priya Highcannon (FE) - Mayor of Highcannon trading post

Gurdeep Redpate (ME) - King of the Undersun Empire

Asharya Redpate (FE) - Queen of the Undersun Empire

Poojan Many-Rings (ME) – Lord Governor of Frogport

Suharna the Enlightened (ME) – Headmaster of the Royal Academy for Magic

Kodonos the Damp (MO) – Former walker in the green, headmaster of Ruby Tower

Ozel Purplefoot (MG) - middle-aged, owns Purplefoot Vinyards, massive winery in Eastriver

Alliyah Smokeleaf (FG) - traveling tobacco merchant who also deals in guns, porno, drugs, and books

Abdul Tallowfinger (MG) - traveling mage and candle merchant of indiscernible age

Burneeza Blackwheel (FG) - Matriarch of the Grand Caravan, elderly

Usmari Sharpweaver (FG) - Glassblower of great renown

Tarik Redblade (MG) - Buyukbaba (Leader) of the Knives of the People

Amyosh Bright-eyes (MH) – Outspoken Cleric of Tanri, leader of Sun's Pass

Losha the Shrewd (FH) – Mayor of Lakeside, owner of Losha's Lumber company

Yusuf Granite-hewn (MG) – Mayor of Lantern Town

Dead:

The Butcher (MH) – escaped slave that murdered Dwarven slave owners and cut off their beards

King Marwick Briggs (MD) – last king of the Dwarven Empire

Kerrigan Nooney (FD) – pirate turned privateer for the southern armies during the Great War

Yakovo Firebelly (MH) – High Shaman of Walkers in the Green during Great War

Kalesto (MO) – founder of walkers in the green

Vlamosh Blackhand (MH) – inventor of printing press

Aziz Redblade (MG) – founder of the Nozevi, gnomish folk hero

Mama Blackbird (FG) – gnomish mage that provided relief to victims of eyeblight during the epidemic

Kerry Laceback (FH) – well-loved poet, escaped slave, helped incite Great War

Sirini Redpate (FE) – princess of Undersun who led the regiment that freed Whitecliff in Great War

Cities and Towns

Cities:

Sun's Pass: Nestled among the Mountains of the Sun, Sun's Pass acts as a trade route through the treacherous terrain of the peaks. The city itself is a ragtag collection of huts, lean-tos and homes carved into the bare rock of the mountains. Numerous rope bridges and ladders connect the different levels of the city, as do several sets of old, winding stairs. The city boasts the largest temple to Tanri, a bustling merchant class, and a breathtaking view of Torata if travelers are willing to climb to the Shrine at the top of Tanri's Fist.

Bridgeton: Built shortly after the Dwarven Expansion, the mortar of Bridgeton is thick with the blood of slaves. The massive marble bridge that spans the channel between the Upper and Lower continents has stood for nearly 600 years, allowing free trade between the lush lands to the south and the frigid, ore-rich mountains of the north. The capitol city of Bridge houses the headquarters of the Birnleavy Ironworks, as well as High Hall, a famous theater renowned for its plays, symphonies, and balls. The bridge must constantly be reinforced by protective magics to keep from crumbling, leading to the formation of the Magewrights guild, which has its headquarters here. A monument to the end of slavery dominated the town's central marketplace, though sadly enough, illegal slavery is sometimes still practiced behind closed doors in the more affluent neighborhoods.

Whitecliff: The capitol of The Republic, Whitecliff is home to some of the richest and most powerful merchants, politicians, artisans, and artists on the continent. Whitecliff Library is famous for its gigantic collection of tomes, new and old, printed and handwritten. The city serves as a major trade hub, linking the southern islands, the western desert, the eastern bogs, and the northern reaches. Its art museum houses paintings and sculpture from every culture, and its restaurants range from fiery southern cuisine to rich fruits and cheeses from the Painted Hills. Public duels are a common sight among the youth.

The Grand Caravan: While it is not a city in the traditional sense, The Grand Caravan is the largest wagon train in all of Torata. As with many other caravans, a wagon's place in line is bought and sold like real estate. Generally the foremost spots are considered a symbol of status, and many are owned by wealthy merchants or artisans. The Caravan has a mobile glassblowing furnace, smithy, and a number of moving restaurants and bakeries. When camped, the Caravan takes up as much room as a large town. Often it will travel between large cities, camping outside the walls and trading with the inhabitants. While the Matriarch of the Caravan has the final say in all decisions, the Nozevi are very influential as well.

Lantern Town: The large harbor town in the northwest corner of Torata, Lantern Town is the capitol of Ironcoast. Its stony shores and slate-grey skies seem at first to be foreboding, but at night the town comes alive with lights of all shapes, colors, and sizes hung from houses, storefronts, docked ships, and trees. Lantern town is relatively quiet as cities go, with mostly small, one-story buildings sprawling up the sloped sides of the cove. The weather here is grey and rainy most of the year, though cool, clear summers are not unheard of, and snows in the winter are common and heavy.

Frogport: The capitol of the Undersun Empire, Frogport is a loud, vivacious city, filled with bright colors and pungent scents. The city is largely vertical, spanning a large saltwater inlet. Most homes are

simply carved into the cliff faces, as are the broad walkways. Some bridges connect the two sides, though most simply make the crossing by boat down at the lowest level's harbors. At the top, a number of buildings have been erected, most notably, the Royal palace, the Royal Academy, and the Senate. Boat races are a popular spot here, and much trade from the southern islands passes through this port on its way up the west coast (and vice versa).

Goldharbor: Goldharbor is the capitol city of the Chosen Nation. Its borders are tightly guarded by a vicious naval presence from the Undersun Empire, tightly restricting trade and travel. The city itself is a veritable monument to the Venomback Dynasty, its walls lined with mosaics and tapestries featuring scenes of their "victory" over the Undersun Empire during the Great War. The Walls of the city are sixty feet high, patrolled by eunuch guards. Few outsiders ever get the chance to see the city, save for a select few merchants who have been vetted by the Undersun Empire and the odd smuggler operating in secret.

Lakeside: The largest city in all of Torata, Lakeside serves as a trade hub for the entire continent. It's the most cosmopolitan place in the entire continent, having been conquered and retaken numerous times over the last few thousand years. Its architecture is similarly eclectic, boasting buildings that date back to before the desertification of the southwest. Its food is a blend of northern heartiness and exotic southern flavors, with spicy meat curry stews, black bread, creamed cumin spinach, and ginger glazed pork pie all popular foods. One of the most socially liberal cities on the continent, very little is taboo here, save for slavery and murder (duels are considered the latter and are therefore outlawed).

Notable Towns:

Firefly Hollow: Many a traveler has walked right past firefly hollow without even realizing it was there. A largely gnomish settlement, Firefly Hollow is a series of interconnected tunnels with small, well-hidden burrows and one-story dwellings. It's a maze of twisting passageways that end in spacious rooms, some large enough to accommodate a hundred people (little people that is). In fact, the only nod to a settlement is the series of chimneys dotting the landscape, cleverly disguised as piles of rock. An old town, the Hollow was built to give a gnomish tribe a safe refuge from the beasts that roamed the western coast before they developed steelworking and the Razorknife.

Tumbledown: While not technically a town, tumbledown serves as a refuge for many travelers. The ruins of some ancient city, Tumbledown offers shelter from the rain and the wind, and rarely are fewer than a dozen travelers camped beneath its walls. Often a merchant will set up shop for a few weeks or a month, until there's a lull in business, though none stay for too long. While the walls of Tumbledown suffice to protect from inclement weather, the cold of winter is enough to drive most travelers to warmer locales.

Highcannon: Highcannon was originally an Undersun fort during the Great war, though it now serves as the largest trading post on the south road. It stands just on the edge of the desert, a final stop for travelers before making the arduous trek across the scorching sands of the desert.

Blackberry Cove: A decent-sized village along the eastern portion of the south road, Blackberry Cove serves as a resupply point for ships making the journey along the coast or from the eastern islands. It also houses the famous Three Lights Bath House, run by Elessa Clinkpurse. The Bath House also serves as a brothel of good repute where wealthy young lordlings on holiday from the Undersun Empire often spend coin.

Blackbeach: A soggy fishing village in Ironcoast, Blackbeach is home to the bones of Mahoa, a strange apelike reptile that washed ashore on a piece of driftwood a hundred years ago.

Groups:

The Nozevi: Literally translated from the old Lisan, Nozevi means “Knives of the People.” Formed during the dwarven occupation, the Nozevi is a racist gnomish criminal organization. While they fiercely defend the gnomish people, they often commit violence and crime against the other races. Both the Glasseater Peoples and Ironcoast are frequently subject to the whims of the Nozevi, whose influence extends over the stretch of land along the central western coast. The requirements to become a member of the Nozevi are as follows:

Be a Gnome
+4 Stealth
+3 Melee (Light)
Fast Attack
Own a Razorknife
Kill an enemy of the Gnomish People

(Total cost of 23XP)

The Walkers in the Green: A peacekeeping group formed before recorded history, the Walkers in the Green serve to protect Torata from abuses of magic. Most nations recognize their authority on matters of magical transgression, save for Stoneroot and the land of the Chosen. Many people in Torata consider it a great honor to house and feed a wandering Walker, and often Walkers will do good deeds, heal the sick, repair broken things, or help with work in exchange for their room and board. Because of their occasional need to execute a magical criminal, most Walkers carry a pistol, though some prefer more traditional methods. To become a Walker, a character must satisfy the following requirements:

+3 Shooting
+3 Melee (Unarmed)
+2 Notice
3XP version of magic resistance
Ability to cast 3XP versions of Heal, Deflect, Ward, and Dispel.

(Total cost of 34XP)

Generally speaking Walkers are trained by other Walkers, though sometimes people who already meet the criteria may be given status by a high-ranking Walker, especially in times of distress.

The Hand of Mudil: A mercenary company formed in the wake of the Great War, the Hand of Mudil is predominantly Dwarven, though in the last hundred years they. Their ruthlessness is widely known, and they command more coin than any other mercenary company on the continent. Many wealthy merchants hire them to guard caravans or ships, and many more to guard their personal homes or businesses. To become a member a character must satisfy the following requirements:

+4 Melee (Heavy or Light) (+5 if non-Dwarf)
+2 Melee (Unarmed) (+3 if non-dwarf)
+3 Athletics (+4 if non-dwarf)
Fast Attack

(Total Cost of 26XP, 38XP if non-dwarf)

The Magewright's Guild: A collection of learned casters, the Magewright's guild was formed to keep the Bridge that gives the city of Bridgeton its name from crumbling into the straight of Mudil. Over time the guild grew to have headquarters in most of the major cities. Eventually they struck an agreement with the Royal Academy in Frogport to train initiates in exchange for service to the Empire while they're studying. Often magewrights will travel, providing their services suring up buildings, creating or reinfusing magic items, or casting pacts for businessfolk. The requirements to join the Magewright's guild are as follows:

Energy Shunt 5XP

Hex/Ward 5XP

Magewright

(Total cost 26XP)

Sisters of the Mind's Eye: An all-female organization operating out of the Undersun Empire, the Sisters of the mind's eye study enchantment, and often run afoul of the Walkers in the Green for their sometimes unorthodox uses of one of the more powerful branches of magic. Sometimes a Sister will be seen as a consort to a powerful politician or merchant, the eyes tattooed on their faces a symbol of their rank within the order. To become a sister of the Mind's eye, a character must satisfy the following requirements:

Be female (this excludes all Dwarves)

5XP enchantment

7XP version of magic resistance

(Total of 26XP)

Royal Medical Corps: This charity group is an organization funded by the Redpate Royal Family of the Undersun Empire. They train doctors in both magical and nonmagical healing in exchange for service to the Empire, often in very dangerous or remote locations. Many of the finest doctors in Torata got their start working as Royal Medics, though many more die in some war-torn disease-ridden pit for their trouble. Royal Medics are entitled to burial in the Royal Cemetery at Frogport, a truly great honor. To become a Royal Medic, a character must satisfy the following:

+3 Trade (Healing)

+3 Trade (Alchemy)

3XP Healing spell

3 years service to Undersun Empire

(Total cost of 16XP)

Torata-Specific Talents

In addition to the species talents given earlier, there are some talents specific to Torata that may be of interest to your characters:

Energy Shunt 1, 3, 5,7 XP: Casters with this talent can draw or deposit 3, 9, 15, or 21EP per round into or out of loacite. In addition, loacite doesn't pull energy from a character with this talent unless the character wishes it to. To cast an actual spell into loacite, a character must be able to funnel enough energy in one round to cast the spell (thus a 3XP healing spell that costs 9EP to cast would require the character to have the 3XP version of this talent in order to shunt the necessary energy for the spell into a piece of loacite).

Fast Caster 7XP: This talent allows a character to cast spells as a half-round action, rather than the normal full-round action. This means they can cast two spells in a single turn.

Faster Caster 7XP: This talent requires the Fast Caster talent to be taken. It allows a character to cast one spell per round as a quick action at double the normal EP cost.

Magewright 7XP: This talent allows a caster to work a permanent spell into a piece of loacite by way of elaborate copper or gold gilding. The cost to make these items is 10GP for each point of XP the spell costs. The item uses the caster's Willpower for any rolls, so often times items with a higher Will cost more.

Magic Resistance 3XP, 7XP: This Talent allows a character to treat their Resolve bonus as +5 or +10 for the purposes of defending against magical effects like Enchantment and Curse.

Rapid Reload 5XP: Characters with this talent reduce the time it takes to reload a firearm. Pistols go from a half-round to a quick action and scatterguns or muskets go from a full round to a half round.

Plots:

Inventions:

- Zeppelin
- Gatling Gun
- Removable Loacite cartridges
- Rifling
- Bullets

Plagues:

- Eyeblight
- Zombie

Wars:

- Rudikai Invasion
- War over Loacite Mine
- Territory between Stoneroot and Bridge (underlying isolationist/racist tones)
- Civil War in land of the Chosen

Fixed Area Adventures:

- Mage School
- Local Heroes in Big City
- Defend a farm from Nozevi

Natural Disasters:

- Earthquake
- Fire
- Flood
- Rockslide
- Volcano

Small Scale Adventures:

- Sea Serpent wreaking havoc on a harbor, royalty coming soon
- Bandits raiding road, bureaucrats can't decide who must hire guards
- Mage trying to bring back dead love with room paneled in loacite
- Drug dealers hooking children on opium
- Protect caravan delivering goods
- Get a message/package through

Dungeon Crawls:

- Old Dwarven Castle
- Ancient Pathcutter Temple
- Decrepit Elvish city in chosen land
- Abandoned Mine
- Abandoned Mansion
- Climb Mountain to find rare herb
- Cross Marsh
- Sunken Glasseater Temple
- Abandoned Plague City