

SCORCHED BASIN

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SCORCHED BASIN SAMPLE PAGES

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TIMELINE

ORIGIN OF THE SCORCHED BASIN

Years ago, a ball of light flew across the night sky, and all those below looked up in wonder. What was it? As the peaceful inhabitants watched on, the strange star grew brighter and brighter - bright enough that they had to shield their eyes from the blaze. Then came the heat, a blistering intensity that gnawed at their skin. It was at that moment they began to realize... This was no star. Panic filled the quaint seaside town as the light barreling down towards them became a flaming ball of death.

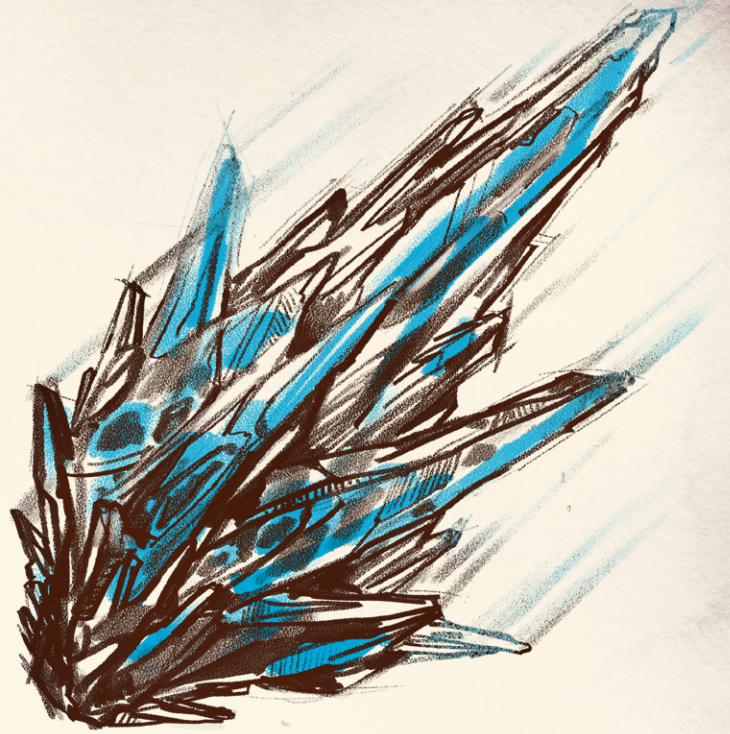
The meteor tore into the ground and ripples of energy smashed outwards. Debris exploded all around them as a heat like no other ripped through the land. Thousands died instantly, others met their ends beneath layers of rubble. A strange energy supercharged the ground and a static ring of light carved a deep basin into the earth.

As the debris began to settle and the energy lessened, the landscape that remained was unrecognizable. Steep walls formed a ring encircling the point of impact where a can-descent light pulsed atop a newly formed hill. Upon closer inspection, a cluster of Crystals forming a gigantic monolith hangs suspended in the air above the hill.

The few survivors cowered in the shade under broken rocks and in deep crevices opened up by the meteor's impact. The comfortable life they knew was gone forever; the creatures were now trapped by the towering basin walls and held down by the blistering heat. While some remained on the surface, scavenging through the ruins and wreckages of the past, others chose to delve underground and live off the little sustenance that could be found in the darkness.

For the first few weeks of imprisonment, I was left in total darkness. Part of me believes I died on that cliff and that this strange emptiness is an afterlife as dreary as my existence. Then, the interrogations started. I was dragged past other cells and through halls of brilliant light. I have never seen such wealth, even in the palace back home. My captors speak a strange language and take my lack of understanding as defiance. Still, I'm learning to enjoy the brief walks to the interrogation room ~ the beatings not so much.

10.



The Impact

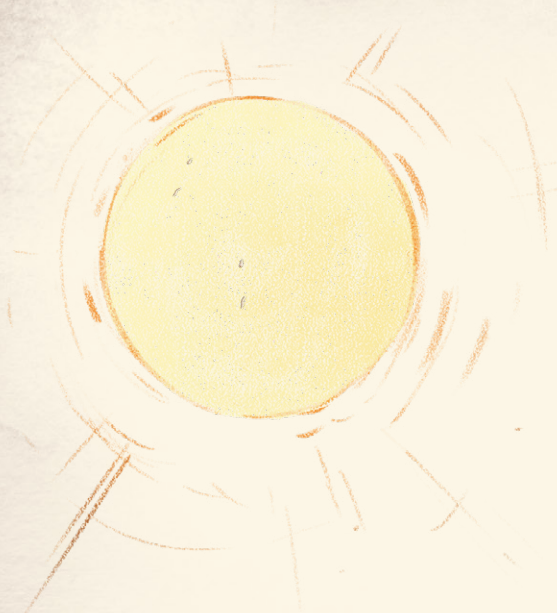
Key Events:

- Meteor crashes into the ground reformatting the local landscape.
- Survivors look for shelter in old shipwrecks and in underground tunnels.

The Meteor Strike: A colossal Crystal meteor crashed into the shoreline, shattering into large fragments. Thousands died in the initial blast. The severe heat destroyed forests, evaporated oceans, and completely reformatting the landscape.

Where the peaceful shoreline used to be, an arid basin now remains. Over time, a saltwater lake accumulated at its center as any remaining water trickled down to the basin's heart. This new landscape consisted of humongous cliff faces rising up in a rough circle, trapping all surviving wildlife inside. Within these impossibly large cliffs, the exposed sand of the ocean floor formed dunes that rolled like waves for hundreds of miles, touching the edge of the new lake at the eye of the crater. At the heart of this lake, a small mound protruded from the water with a giant Crystal monolith suspended above it.

Survivors: The lucky few who survived the meteor's impact broke into two groups. Half went underground seeking shade and natural springs of water. Others took shelter in the debris and wreckage of the shipping vessels that had once been docked in the bay's port.



50 PI (Post Impact)

Key Events:

- The remaining water in the Scorched Basin began to evaporate, including the central lake.
- Survivors were gradually drawn towards the Crystal, following its call in poorly made boats and tunnels.

Crystals Pull: It soon became clear that the large remnants of the crashed meteor, Crystal Sources, had an almost magnetic draw. Creatures seemed to sense the Crystal's presence and slowly they felt compelled to investigate, following the soft tug on the edge of their subconsciousness. For both the surface dwellers and the down-folk, the Crystal's radiant energy quickly became apparent. They wanted it... They needed it.

Doflok: The down-folk, or Doflok, dug deep into the earth, carving out tunnels and small caves. However, as with their surface counterparts, the draw of the Crystals was too strong. They didn't understand why, but they too felt as though something was quietly pulling them towards the center of the basin. During this time in darkness, the Doflok began using wall carvings and a type of echolocation to navigate. Their language morphed entirely into guttural hums, vocal/physical clicks, and chest strikes.

Sun's Gaze: Within the first few years of the Scorched Basin's existence, the region became a heat pocket. Temperatures soared and moving around the basin became almost impossible. The few survivors had to learn how to adapt quickly, as any water left in the basin began evaporating.

Surface Dwellers: The surface dwellers, after finding shelter in exposed shipwrecks, began building new vessels from the debris, hoping to cross the shrinking salt lake and follow the ever-present tug of the Crystal. Many tried to make the journey, but as the lake evaporated, it grew smaller and smaller. Over time, this left miles of scorching salt flats to traverse. The majority of creatures who tried to reach the Crystal failed. Many would turn back as their bodies began screaming out for water. Many more died.



Salt Flats: Eventually the lake evaporated completely, leaving miles of crisp magenta salt flats surrounding the central mound, where the Central Source (a large Crystal Monolith) hovers ominously.

Surface Dwellers: The surface dwellers abandon their boats and instead attempt to travel the 250 miles by foot, believing that the Crystal monolith was the key to their survival. Those who make the journey do not return, succumbing to dehydration, starvation, or the strange creatures that now prowl the basin.

Doflok: Below the surface, the Doflok discovered an enormous cavern. Here they found what had been calling them. Hanging from the cavern's ceiling were six Crystal monoliths with smaller Crystal shards growing out of them at odd angles. From the roof, a small natural water spring flows down through the cavern, forming a small pool of freshwater beneath the Crystals. Many of the Doflok worshiped the Crystal, hailing it for its role in leading them to water. They dubbed them the Celestial Crystals (later to be referred to by surface dwellers as the Underground Source). The Doflok began building their new civilization in and around this sprawling cavern.

Returning to the Surface: Unsatisfied with their lives, a small sect of youthful Doflok choose to return to the surface after 150 years of living in total darkness. They struggled to adapt to the sun scorching their skin and their weak eyes strained against the bright light of day. But these curious creatures persisted and tentatively began exploring the slot canyons under the cover of night.

150 PI

Key Events:

- The central lake dried up entirely, leaving crusted desert salt flat behind.
- Two surface dwellers, Kualth-Kai and Dastan-Kai, built the first old-age desert vehicle and crossed the salt flats to the Crystal Source.
- The Speed State is discovered.
- The Doflok find the Underground Source.
- A youthful sect of the Doflok return to the surface and find a maze of slot canyons (the Labyrinth of Lost Souls).

The First Basher: Eventually a surface dweller named Kualth-Kai and his brother Dastan-Kai, the young great great grandsons of a pre-meteor engineering-scientist, built the first desert vehicle using old-age technology. They constructed a land vehicle that ran on combustible wooden fuel. The brothers believed that if they could get to the Central Source and back in one journey, they would be able to save their people and begin harvesting the energy-rich Crystal. Dastan-Kai in particular, was convinced that the power of the Crystal could act as a battery that would lead them into a new age of technology.

The Kai brothers set out on their first journey in their old-age vehicle. They made it to the Crystal monolith easily and collected a small sample of the Crystal. But the journey back was not so simple. Their vehicle ran out of fuel, and the brothers were stuck in the middle of the scorching sands. But things went from bad to worse. A giant lizard-like creature, called a Squimmer, charged them from the west. Dastan-Kai, weak from severe dehydration, was already slumped in the vehicle's passenger seat and barely conscious when the attack occurred. Kualth-Kai decided that neither of them would die that day. Taking the Crystal sample they had collected, he made one last stand and rammed it into the fuel source of their vehicle.

The effects were instantaneous; the vehicle roared to life. Pure Crystal energy coursed through the vehicle's inner mechanisms like forks of lightning. Burning steam rose from the engine as the machine struggled to contain the crackling power.

Controlling this super-charged vehicle pushed Kualth-Kai's body to the absolute limit, red-lining his adrenaline and endorphins as he raced his brother to safety. They barely made it home to the Ship Graveyard, the crumbling vehicle collapsing in pieces, unable to withstand the raw energy source.

The Squimmer, unable to reach them within the wreckage, waited for three days and three nights, prowling the perimeter of their shelter before giving up the chase. Kualth-Kai remained awake the entire time, his veins buzzing with the rush of what he would soon dub the 'Speed State'. Red-lining his adrenaline had thrust Kualth-Kai into a state of pure, limitless energy. As the feeling faded, the religious experience and total release he felt morphed into the craving of a starving man. As soon as Dastan-Kai recovered, Kualth-Kai pushed him to rebuild the vehicle. For the first time, they had a clear path... a drop of hope within the desert.

SANDSTORM

Sandstorms typically occur a handful of times every Span. GMs are free to make them more or less frequent to suit their campaign. These terrifying, leviathan-sized walls of turbulent sand rip across the basin, causing chaos and destruction. Unless Players have some sort of system-relevant ability, skill, magic, or item that increases their Movement, they can not outrun a Sandstorm. Only Bashers have the ability to escape the path of a Sandstorm. Often, it's better for characters to hunker down and wait for the storm to pass.

Sandstorm walls are usually 500 ft. tall, between 250-500 miles long, and 100 miles thick, this area is known as the storm area. They travel at around 60 mph (roughly 90 ft. per second).

When trapped in a Sandstorm's storm area, all characters without shelter, protective clothing, or protective equipment, take a Low amount of system-relevant cutting damage. They also receive a system-relevant large nerf to any Cognitive (Awareness/Observation/Tracking/Deduction) and Physical (Reaction/Agility/Balance) checks and tasks. While within a storm's area, it takes all characters, regardless of protective equipment, double the amount of time (or Movement) to cover ground on foot or during a turn of combat (this is cumulative with any terrain effects that alter Movement).



RAIN STORM

These storms are infrequent occurrences. A small cluster of plump, white rain clouds which form and release a refreshing downpour onto the characters. GMs, this weather mechanic should be used sparingly and can be a huge hindrance or a miracle for Players. A Rain Storm is the perfect time to give Players a break in travel, providing an opportunity for wholesome moments like singing or dancing in the rain.

A Rain Storm covers a 60 ft diameter, this is the storm area. A Rain Storm can last between 5 - 10 minutes.

In the salt flats, sand dunes, and petrified woodland terrains, a Rain Storm can alter the landscape. While within a storm's area, it takes all characters, regardless of protective equipment, double the amount of time (or Movement) to cover ground on foot or during a turn of combat (this is cumulative with any other terrain effects that alter Movement). This effect lasts for 1 hour after the storm has finished, while the ground dries. The terrain returns to normal after the 1 hour drying period.

In the slot canyons and canyon terrains, a Rain Storm can cause chaotic flooding. The water level in these terrains rises to 10 ft. and flows in all directions using the storm area as the source. The water will flow an additional 100 ft. in all directions, including around corners, during the storm's duration. This becomes the flood area. The flood area remains for 5 hours after the storm has finished, while the ground dries. For each hour after the storm ends, the water level drops by 2 ft. The terrain returns to normal after 5 hours of drying. Characters may need to use system-relevant swimming mechanics to move/navigate through the flood area.



LIGHTNING STORM

Lightning Storms are unpredictable, shocking events that begin and end in a moment. Creatures with an acute sense of smell can detect hints of steel and scorched air minutes before a Lightning Storm strikes. A dense black cloud forms from which thick, violent bolts of blinding energy rip downwards, striking the terrain below. The bolts of lightning strike hard and in quick succession. When a Lightning Storm takes place in the sand dunes terrain, the energy transforms the ground where it strikes. Creating jagged glass formations in the sand.

Lightning Storms are dangerous but lucrative- especially when recharging Mute Crystal Shards.

Lightning Storm clouds usually cover an area with a diameter of about 200 ft. This is called the storm area. Lightning Storms last between 15-25 minutes. The bolts of lightning usually strike every 3-5 seconds, about 25 ft. apart.

Within the storm area, all characters without shelter must periodically make or complete system-relevant Physical (Reaction/Agility) or Cognitive (Tracking/Observation/Reaction) checks or tasks to dodge or predict the bolts.

On a success, the character predicts the bolt's location and can attempt to charge a Mute Crystal Shard or dodge the bolt entirely. To charge a Mute Crystal Shard, a Player must roll d100. If the outcome is 20 or lower, the Mute Crystal Shard does not charge, but instead shatters, rendering it useless. Any outcome above 20, charges the Mute Crystal Shard fully and the bolt of lightning deals no damage to the character.

On a failure, if a character cannot dodge the lightning bolts, they must roll d4 on the Lightning Storm Table.

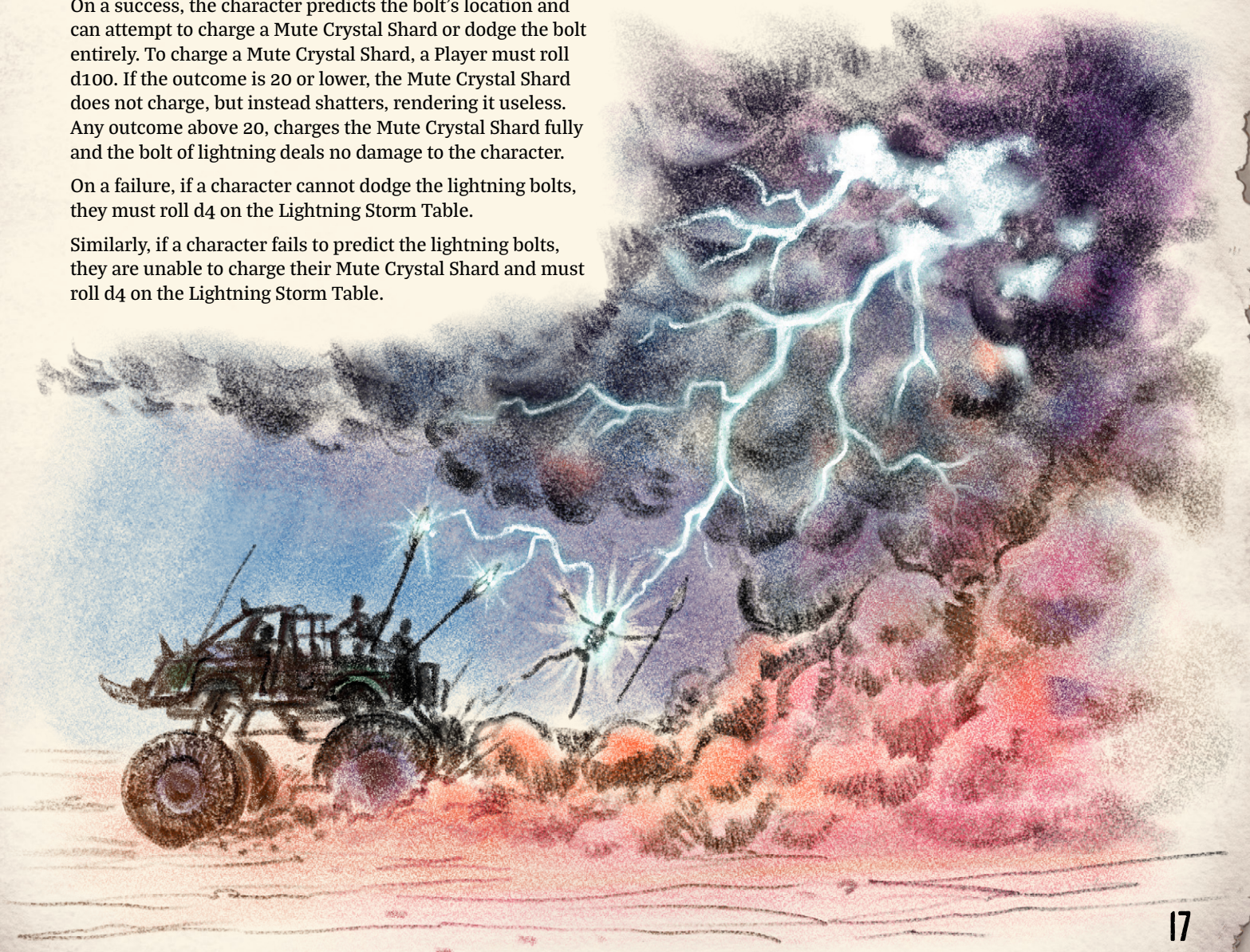
Similarly, if a character fails to predict the lightning bolts, they are unable to charge their Mute Crystal Shard and must roll d4 on the Lightning Storm Table.

LIGHTNING STORM TABLE

D4

RESULT

- 1 The character is struck by a bolt of lightning and takes a Very High amount of system-relevant shock/electricity damage.
- 2 The character is struck by a bolt of lightning. They take a High amount of system-relevant shock/electricity damage and are paralyzed for d4 minutes. While paralyzed, a character cannot move or use any abilities, skills, items, arcane powers, etc.
- 3 A bolt of lightning strikes the ground near the character. The sand is blasted into a glassy sculpture that pierces and slashes. The character takes a Medium amount of system-relevant puncturing/cutting damage.
- 4 A bolt of lightning strikes the ground beneath the character. The sand is blasted into a glassy sculpture that launches the character d4 x 10 ft. into the air. Unless the character somehow slows their fall, they take damage based on the height of the fall.



Terrains

These desert terrain mechanics can be used to create unique challenges for Players as they travel through the Scorched Basin. They provide a sense of realism when crossing difficult areas, where things like temperature, footwear, and creatures, can have a big impact.

SAND DUNES

These rolling golden dunes cover the majority of the Scorched Basin. Pushed and pulled by the blistering winds, layers of sand form mounds and ridges that span as far as the eye can see. When looking across the dunes, the heat of the sand is clearly visible as a constant shimmering haze rises from the ground. The temperature and loose surface layers of sands make traversing this terrain arduous, both on foot and in vehicles. A lot of traction, persistence, and heat resistance is needed if one wishes to cross these dunes. Crossing sand dunes can be a difficult and lengthy process.

GMs, make sure your Players understand, or learn very quickly, that without the correct equipment and protection, crossing sand dunes is incredibly hard. Attempting a Short to Medium dune crossing can cause fatigue/dehydration. While Medium to Large dune crossings could seriously debilitate or even kill characters. This unforgiving terrain is ever-changing, the sands constantly shifting with the winds. No two dune crossings will ever be the same.

Terrain Temperature and Weather

Standard Day and Night Temperature mechanics apply in this terrain.

Terrain Flora

Gumn-Cactus, Burnt Agave Cactus, Desert Rose, Flaming Poppy, Chompers

Terrain Creatures

Squimmer, Plodder, Desert Fox, Sand Sprite, Dune Eater

Traversing Mechanics

Appropriate types of footwear to traverse this terrain include sealed sandals, sand boots, Hydro-Suit, and any magical/heat resistance footwear.

While crossing this terrain, it takes characters double the amount of time (or Movement) to cover ground on foot or during a turn of combat.

Inappropriate Footwear Effects

Open or Holey Shoes: Sand will fill the shoes, creating more friction and weight. This causes blisters. A character wearing this type of footwear must make or complete a system-relevant Physical (Fortitude/Toughness) check or task. On a failure, they gain a blister, take a Low amount of system-relevant burn/heat damage, and suffer a nerf to their Movement and Defenses. At the end of each day, if medical action has not been taken to dress or heal the blister, the character takes an increased amount of system-relevant burn/heat damage and the severity of the nerf increases. The negative effects will continue to increase by one range band per day if the blister is allowed to grow or get infected.

Bare Feet: A character can walk barefoot for a number of miles (as decided by the GMs) based on their system-relevant Physical abilities or score. If a character walks more than the aforementioned distance barefoot, the hot sand becomes too much and they take a Medium to High amount of system-relevant burn/heat damage after every extra mile they walk.

Roll d8 to uncover random relics, ruins, and riches lost to the ever shifting sand dunes.

SCRAP TABLE

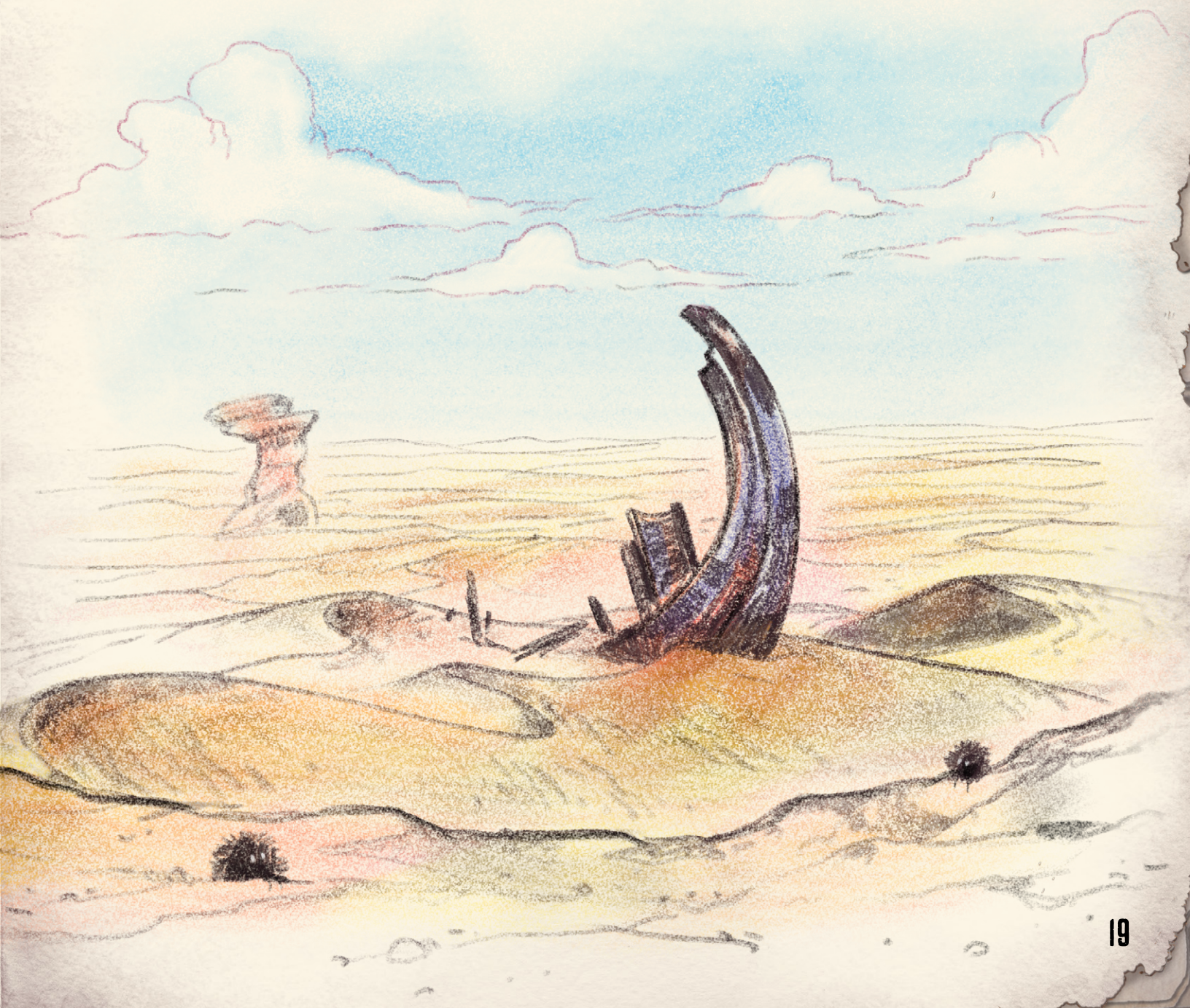
Roll d10 to uncover hidden treasures within a scrap pile.

D10	RESULT
1	Basher Part
2	Tiny Active Crystal Shard
3	Junk (Nothing)
4	Tools
5	A Treasure Map
6	Sand Boots
7	Steering Wheel
8	Scrap Metal
9	Scrap Wood
10	Broken Standard Hydro-Suit in need of repair



SAND DUNE RELICS TABLE

D4		EFFECT
1	Shipwreck	The crumbling, half sand-filled wreckage of an Old Age vessel. What's inside...?
2	Gum Cactus	If harvested, what could the natural latex within be used for...?
3	Old Age Ruins	Disheveled structures from a bygone era. What stories do they hold...?
4	Lost Basher	Abandoned, during a Rush what Parts and Stations can be salvaged...?
5	Skeleton	Decayed by time and cleaned by the sand, what history or gear can be recovered...?
6	Scrap Pile	What hidden treasure lays buried within the scrap...? Roll on the Scrap Table.
7	Lost Equipment	You find a Survival Pack. Who did it belong to...?
8	Riches	How much is this treasure worth...? You find one of the following: (1) Small Active Crystal Shard (2) Standard Hydro-Suit (3) Creature whistle (4) Unsettled Cloak (5) Wailing Flame-Spitter (6) Grill



SHIP GRAVEYARD

Terrain Type: Sand Dunes and Salt Flats

Tech Level: Medium

Population: 500

In the north, where the salt flats give way to rolling sand dunes, a Ship Graveyard decorates the sand. This area is a mass of shipwrecks. Wooden hulls and shredded sails lie across the sand beside rusted vessels and the sun bleached remains of yachts. Many of these ships contain crudely constructed entrances and signs of past inhabitants.

While walking through the Ship Graveyard, visitors will have to weave their way through many piles of scrap material and loose debris. Many ships, especially those made of metal, have been torn apart and used to construct Bashers.

A cacophony of sounds ring through the air, including the clangs of construction, the roar of Basher engines, and the raucous voices of visiting Riders. The smell of roasting meats drift from the fire pit, and the air is tinged with the stench of rust. Visitors attempting to take shelter in this area need to exercise caution... strangers are not welcome here.

Places of Interest...

Ship of Truth. Suspended upon a rocky outcrop is a worn down ship. Scrap metal is scattered around the base with wooden boards laid across the rocks where Riders clamber up to the great ship. Riders lounge by the entrance where they subtly stop anyone from entering without approval. The inside walls of this ship are carved and painted with bioluminescent paints. At night, the interior glows with a shimmering blue light and the tribe's entire mechanical knowledge is visible across the walls. This is the only place where the Riders pass down knowledge. The Rider King has complete control over who can enter the Ship of Truth to obtain, or leave, Basher blueprints.

Speed Mother's Shrine. A hub of activity within the Ship Graveyard is the Speed Mother's Shrine. The rusted remains of an old Basher has been decorated with offerings; candles, bones, tools, instruments, ect. Atop the heap is a sacred steering wheel that is said to have once been the speed mothers. Riders often leave offerings at the shrine to attempt to gain the Speed Mother's favor before a Rush.

Bonfire. In the center of the Ship Graveyard is a huge fire that is lit every night. Riders have Burnings here and use the smaller fires that litter the area to cook the meat they brought back from a Hunt.

Gumn-Cactus farm. Atop a sunken ship are rows of Gumn-Cactus at different stages of growth. Below deck these plants are pulverized into a thick paste and carefully squeezed to extract a thick natural latex. This latex is then pressed into thin sheets and hung up to dry. Once fully dry, this material is used to create the Basher's tires and the Hydro-Suits that Riders commonly wear.

Water Store. Hidden behind piles of crates on a sunken ship is a giant barrel containing the Rider's water supply. The Rider King has complete control over who receives rations of this water. Riders subtly guard the water store.





ship of truth

Speed Mother's Shrine

bonfire

gumn-cactus farm

water store

SCARA



Average Population Number: 800

Key Locations: Scara Village

Beliefs: Strength, community, and honorable battle

Language: Sand Common

The Scara are a people driven by strength and community. This tribe of—mostly—female warriors survive the harsh conditions of the Scorched Basin through sheer willpower and through the blood that stains their fists.

Though small in numbers and lacking the technological advances of the other basin tribes, the Scara are still a force to be reckoned with. There are few who would prevail in open combat against Scara Warriors, and fewer still who can compete with the deep love and sense of community felt throughout their tribe.

The mighty Scara were once the lower-class citizens of the Kai Dynasty, but they grew tired of being used as free labor. They revolted and left the Kai to start their own tribe. The workers renounced the emperor, swearing that their leader would be chosen due to their strength and skill, not their lineage. Astrid, the Scara's first Chief, dedicated her life to ensuring the Scara could become a thriving community. Yet, the challenges of their environment were substantial. The Scara suffered from food shortages, dehydration, and constant Rider Raids. It didn't look like the tribe would survive for long out in the desert sand, but in their darkest moment, an alliance with the Unsettled saved them.

The Crystals provided by the Unsettled alliance were used to fertilize their fields and produce healthy crops. Over time, the nourished tribe grew. However, the consumption of Crystal-grown crops had unforeseen effects on their

physicality. The Scara grew stronger, taller, and more powerful than ever before. The color of their blood shifted from red into an electric blue color – similar to that of the Unsettled – and gradually, more women were born into the tribe, leaving only a fraction of Scara as male.

At present, the Scara have enough food to get by, but their growing tribe always seems to need more, especially in the scorching Summer Span. But, each year things seem to get easier, with more and more warriors to hunt for food and protect the tribe. Everyone in the village does their part for the community. Whether they are warriors, farmers, or crafters, every skill is valued. Physical strength, however, is revered above all else. Any disagreement or debate must be resolved through a combat ritual known as a Rikke, with smaller disagreements being hashed out in the training ring, and bigger issues being decided in the Colosseum.

GOALS

The overarching goal of the Scara is to be the strongest tribe in the basin. They are still a young civilization, working hard to increase their food production and water supplies to sustain their growing population. They wish to expand their hunting ground out into the Riders' territory but refuse to be the first to break the Kai Dynasty's Harmony Accord.



TRADITIONS AND CELEBRATIONS

The Scara are a unique civilization, made up of female warriors who value strength and community above all else. Although they do not worship a deity or earthly elements, they uphold a number of traditions and celebrations that the tribe has practiced for decades.

CLAIMINGS

The day a Scara is born, everyone gathers to welcome the newest member of their community. The newborn is passed from Scara to Scara until everyone in the tribe has held the youngling. This symbolizes the newborn being accepted by, and becoming a part of the Scara tribe.

Once the Claiming is complete, the birth parents of the youngling are no longer acknowledged, and the entire tribe accepts the responsibility of caring for and raising the newest member as equals. The Chief gifts the youngling with a name and they are cared for in the Youngling Den until they are initiated into the tribe. It is believed that by raising their young in this way, the Scara do not form attachments to a smaller family unit, and are instead loyal to the tribe as a whole.

Younglings are highly valued by the Scara. The tribe takes great care to ensure their young grow up strong and loyal to the tribe. Shunned Scara are the only ones who are not allowed to take part in Claimings. This is considered a source of great shame for the Shunned.

ASTRID'S TRIALS

Every year on the anniversary of Astrid's death, Astrid's Trials take place. On this day, no one leaves the Scara Village. The entire tribe gathers to give thanks and celebrate the strength of their warriors and the victories won throughout the year.

As the sun rises, the Scara gather in the Colosseum. Younglings between the ages of 16-18 stand before the tribe, declaring their loyalty and dedication to their people. Younglings who want to work in the Scara Village (tending to animals, cooking food, constructing buildings, etc.) must present the Chief with something to symbolize their skill. For example, a carved figurine, or a meal they prepared. If the Chief is happy with this gift, the youngling will be anointed a Scara Villager. In the history of the Scara, no one has ever produced a gift so disappointing or unnerving that the Chief has refused it.

Any younglings who wish to become a Scara Warrior must face Astrid's Trials. Scara prize strength above all else, but to be a Scara Warrior you must also be swift, courageous, and stand tall alongside your fellow Warriors. For a youngling to prove themselves, they must complete three grueling trials, witnessed by the entire tribe.



Taking part in these trials is an enormous risk, but Scara younglings have trained since they were old enough to hold a spear, and consider participation the highest of honors. It is important to understand that winning or losing one of these trials does not decide your fate. To finish the trials, a youngling must compete in all the trials, following which the Chief will assess the skills and heart displayed throughout. It is up to the Chief to pass judgment and decide whether a youngling is ready to become a Scara Warrior.

If a youngling fails Astrid's Trials and is not anointed as a Warrior, they remain a youngling. The younglings can take on Astrid's Trials three times between the ages of 16-18. In their nineteenth year, if they have failed to prove themselves as a warrior, the younglings must present the Chief with a gift to demonstrate that they can serve the tribe in other ways. If accepted, the youngling is anointed as a Scara Villager and will serve the tribe from behind the walls.

It is possible for a Scara who has failed to become a Warrior, to be anointed later in life. In these rare instances, a Scara must perform an act of great courage to protect the village. For example, single handedly stopping Riders from breaching the outer wall during a raid. Based on this showcase of strength and bravery, the Chief may choose to confer Astrid's Blessing and anoint them as a Scara Warrior.

GM Note: If Players want to become a part of the Scara tribe, they will need to prove themselves by competing in Astrid's Trials.

COMBAT ESSENTIALS

ONE FOR ALL AND ALL FOR ONE

The Scara mentality during combat is the same as out of combat. They are a community, a family. No one gets left behind. Scara fight for and with their comrades to the bitter end. Due to this innate community ideology, Scara teamwork on the battlefield is unrivaled. They barely have to speak to one another; they simply understand how best to aid each other.

The community mentality during combat can be both a blessing and a curse for the Scara. At times, the Scara lose fewer warriors in battle because the wounded warriors are recovered and tended to. However, in other instances, this prevents them from retreating (as they refuse to leave anyone behind) which can result in the decimation of an entire squad.

BATTLE TACTICS

The Scara Warriors are given their rank based on their skills and desire for battle. However, all Scara Warriors, regardless of rank, are expected to train both individually and together using the same four methods.

Cardio/Endurance/Strength: Each Warrior is expected to perform 100 Death Dashes every other day. Running 100 ft. there and back in full gear, carrying weapons and a shield, with the addition of two heavy sandbags is classed as a single Death Dash.

Battle Formation: Warriors must practice the Shield Wall battle formation three times a week in squads of no less than 15. They must also have in-depth knowledge of how to move/shift the formation, and if necessary, step into the Command position, giving clear and calm instruction to other warriors.

Spear Stances/Forms: The Scara, through years of survival, invented a spear and shield fighting style known as Flow and Fend. This style's central principle is being at one with the spear and shield. You flow with footwork and range while using the spear and shield as extensions of your own body. They are expected to individually practice the Flow and Fend stances, techniques and footwork, as well as performing shadow battles. This must be done 3 times a week on the same days as Formation practice. Shadow battles involve flowing, improvising, defending, and striking imaginary enemies.

Unique Style: Warriors are also expected to invent new techniques, maneuvers, forms, stances, etc. in their own time. However, these unique styles are never to be taught or shared between Warriors. Instead, all Scara Warriors act using the same foundational skills, but each have an individual style which makes them unpredictable and vastly different from one another during battle.

BATTLE FORMATION

Squads consist of at least 15 Warriors. Larger squads exist and usually increase in size by multiples of 15. However, the Shield Wall formation can be performed with as few as 5 Warriors, including the Command who may choose to join the formation rather than commanding from behind.

SHIELD WALL

This is a versatile battle formation developed through years of wild confrontations in the open desert. Using shields that are magnetically charged, a squad forms a line 4 warriors wide. These warriors hold their shields in two tiers, which creates a formidable wall. The magnetically charged edges of the shield allow them to connect and hold firm, while still being able to separate with ease. Any remaining warriors in the squad brace and support the wall, while being prepared to replace any injured comrades or hurl their spears during a Volley. One of the warriors is the commander, who leads the group and gives tactical commands.

Eight warriors form four lines in an arc. Each line is made up of two warriors standing one behind the other. They magnetically stack their shields vertically, protecting the front warrior's body and curving above both of their heads imitating a shell. Then they magnetically connect their vertical shield stacks to the shields of the warriors in the lines next to them who have done the same to form a curved wall as a protective barrier. Behind the wall 6 second row warriors brace and support the wall while being prepared to replace any injured comrades in the wall or hurl their spears during a Volley. The remaining warrior is the commander who issues battle instructions.

Any character in the role of a wall warrior, second row warrior, or command warrior in a Shield Wall formation (of at least 2 warriors) gains the following benefits:

Personal Defenses: Defenses increase by one range band.

Teamwork: When a Basher or creature attempts to forcefully push or penetrate the Shield Wall, only one member of the squad must make or complete a system-relevant check or task (decided by the GM) to resist the forceful attempt. It does not have to be the same member everytime. A member making or completing these checks or tasks gains a buff relevant to how many warriors are part of their Shield Wall. This buff is decided by the GM.

GM Note

If you are using a system that gives numerical buffs, we suggest the numerical buff for the Teamwork benefit granted in a Shield Wall be equal to the number of squad members halved, rounded down (to a minimum of 1).

You lose the aforementioned Shield Wall benefits the moment you disconnect or separate from the Shield Wall.

SHIELD WALL COMMANDS

If a character takes on the role of command warrior they can use the following commands to move their squad on the battlefield. All the prerequisites must be met for a command to be successful. Players whose characters are a part of a Shield Wall must follow commands issued by a command warrior or they risk disconnecting or separating from the Shield Wall. Characters in a Shield Wall can still act independently while remaining attached to the wall, such as attacking, helping an ally, bracing the wall, etc.

GMs, if the system you are using has turn-based play or combat, a character acting as a command warrior can either issue two Movement commands, or one Movement and one Tactical command per turn. Commands cost the equivalent of a single action of system-relevant action economy.

WARRIOR KEY



MOVEMENT COMMANDS

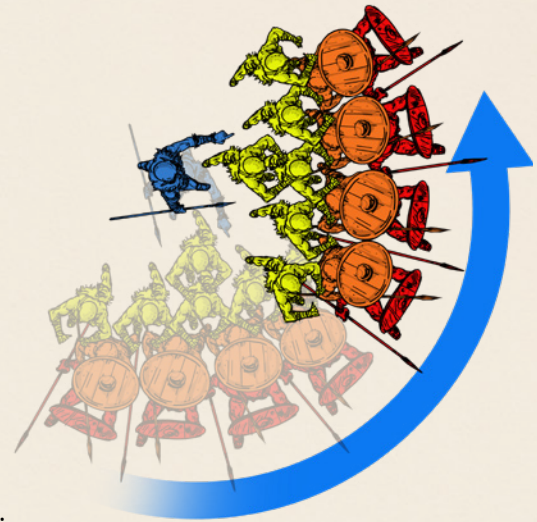
ROTATE

Prerequisites:

- At least 4 wall warriors and one command warrior are alive.
- All wall warriors must still have their shields.
- Must have unoccupied space to move the wall warriors into.
- Cannot be issued if the wall is Flattened.

The command warrior must state how much the wall should rotate by (either 45 or 90 degrees) and if that rotation is to the left or right.

Once the command warrior has stated the above, the Shield Wall will rotate the specified amount, in the chosen direction, using the command warrior behind the wall as the pivot point.

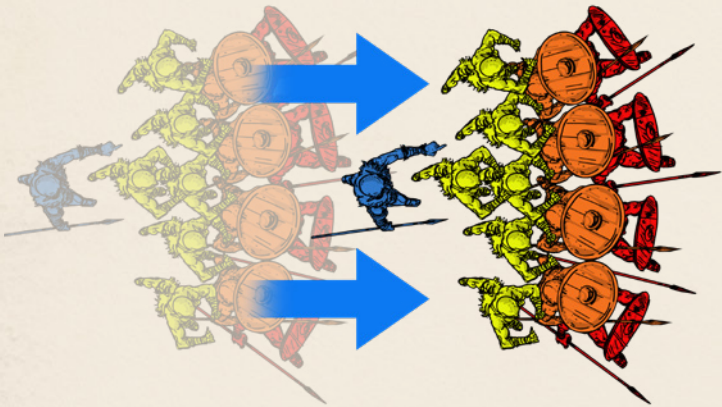


ADVANCE

Prerequisites:

- At least 4 wall warriors and 1 command warrior are alive.
- All wall warriors must still have their shields.
- Cannot be issued if the wall is Flattened.

Once this command has been issued, the whole squad will move forward (the direction the wall is facing) up to a system-relevant Medium amount of distance. If the wall encounters a Medium to Large obstacle the advance ends. If the wall encounters a line or group of enemies, they attempt to push through them. To push through enemies, the squad must make or complete a group system-relevant Physical (Muscle/Force) check or task. On a success, they manage to break the enemy line and complete the advance while dealing a Low to Medium amount of system-relevant bludgeoning damage. On a failure, the enemies hold their line and the advance ends.

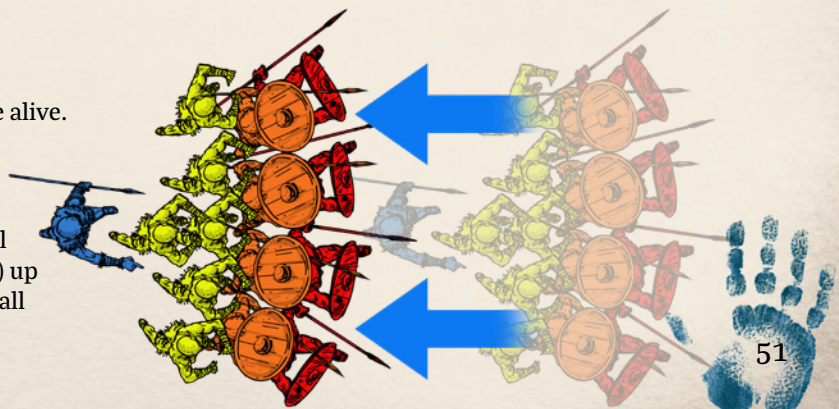


RETREAT

Prerequisites:

- At least 4 wall warriors and 1 command warrior are alive.
- All wall warriors must still have their shields.
- Cannot be issued if the wall is Flattened.

Once this command has been issued, the whole squad will move backwards (the opposite direction the wall is facing) up to a system-relevant Medium amount of distance. If the wall encounters a Medium to Large obstacle, the retreat ends.

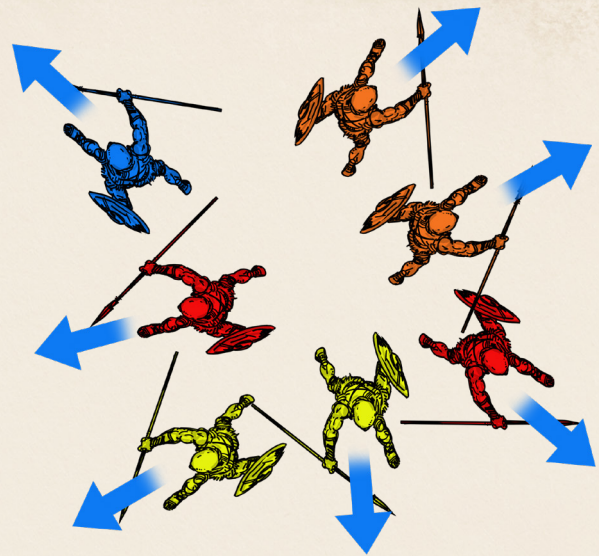


SCATTER

Prerequisites:

- At least 2 wall warriors are alive.
- Cannot be issued if the wall is Flattened.

Once this command has been issued, the whole squad will separate, maneuvering and moving in different directions, engaging enemies as individuals rather than as a squad.



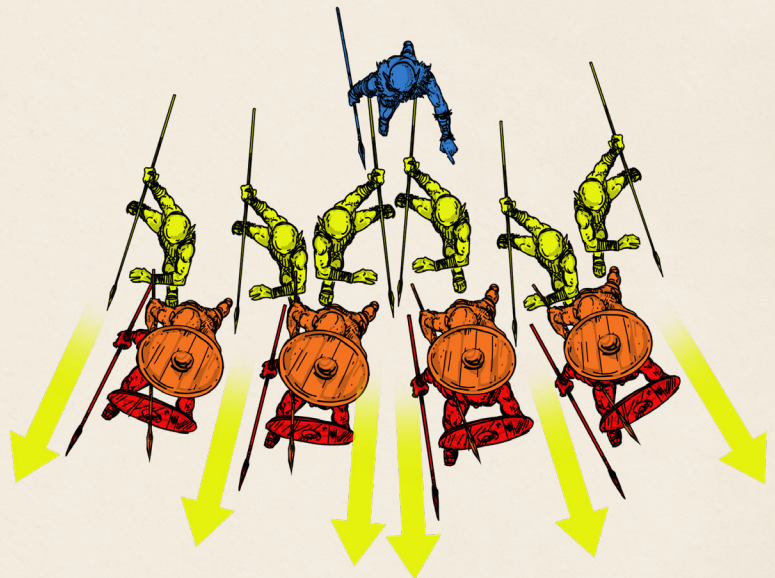
TACTICAL COMMANDS

VOLEY

Prerequisites:

- At least 4 wall warriors and 1 command warrior are alive.
- All wall warriors must still have their shields and command warrior or the second row warriors must still have their spears.
- Cannot be issued if the wall is Flattened.

Once this command has been issued, instantly the lines of the wall warriors disconnect and separate, exposing the second row warriors or command warrior who throw a volley of spears through the gaps. The lines of wall warriors will reseal and reconnect their shields once the volley has been thrown. All creatures throwing a spear during a volley make a system-relevant attack against 1 target of their choosing. See page x for Scara Spear stats.



FLATTEN

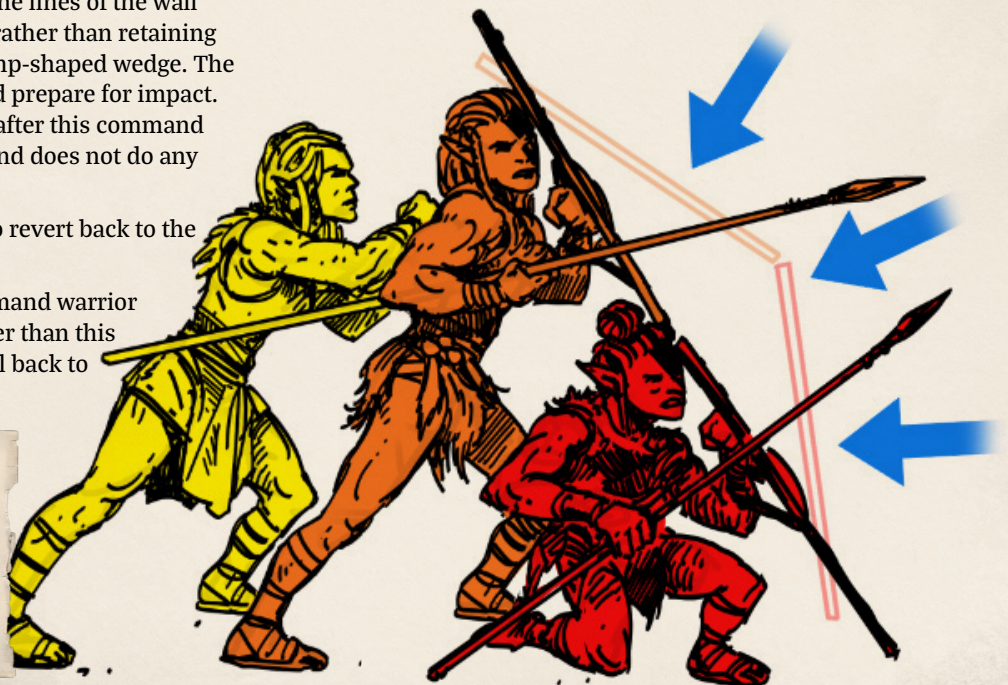
Prerequisites:

- At least 4 wall warriors and 1 Command warrior alive.
- All wall warriors must still have their shields.

Once this command has been issued, the lines of the wall warriors flatten their stacked shields (rather than retaining the wall's curved shape) to create a ramp-shaped wedge. The second row warriors brace the wall and prepare for impact. Any vehicle that impacts a shield wall after this command is issued drives over the shield ramp and does not do any damage to the wall or its warriors.

This command must be issued again to revert back to the standard curved shield wall.

While a shield wall is Flattened a command warrior cannot issue any other commands other than this command again, which reverts the wall back to the standard curved shield wall.



As a child, I resented how little I knew my parents. But here, there are no parents. Scara are raised as one tribe. It's appealing to have not one or two parents but hundreds to guide, teach, cherish, and fight for you.

LIFESTYLE

The Scara live as a collective, sharing resources and working together to strengthen the tribe. Their leader and all important decisions are determined by strength and decided through Rikkes (ritual hand-to-hand combat which takes place in the Colosseum or training ring). The result of a Rikke is final; anyone who disagrees with the result risks being Shunned.

Rikkes, while uniting the tribe and preventing arguments from escalating, are also a cause of friction between the villagers and Scara Warriors. Those who work to maintain the village, craft weapons, and build yurts are often not as strong or as skilled in combat as the Scara Warriors. Because of this, all major decisions and most leadership roles (like the Chief) are decided by Scara Warriors. Many accept this, but a few members of the tribe are frustrated that their voices are rarely heard.

The Scara are divided into different categories: Scara Warriors, Scara Villagers, Younglings and Shunned. Together they survive the harsh conditions of the Scorched Basin, forever fending off the hostile wildlife and attacks from the Riders, while navigating the complex politics of the Kai Dynasty and the Unsettled. The Scara are a hardy tribe who don't back down from a fight. Their survival depends on their ability to hunt, grow food, and defend their borders. Even in the present day, the Scara struggle to support their growing tribe and it's not uncommon for them to go hungry during the blistering Summer Span. It is the tradition of the Scara that the Chief does not eat until the rest of the tribe is full. This is so the tribe knows that the Chief is doing everything to ensure they are cared for.

LAWS

The Scara live by a strict code of conduct and put a huge amount of value in reputation. They have no currency and share all resources equally. Ambitious Scara will dedicate their lives to serving the tribe in an attempt to earn favor—whether this is through combat or other necessities like cooking, construction, raising younglings, etc. The most revered and respected Scara are, however, the Scara Warriors.

The Laws of the Scara

1. All Scara must dedicate their life to serving the tribe.
2. Any disagreements must be settled by Rikke. The results of the Rikke are final.
3. Anyone may challenge the Chief to a Chieftain Rikke. This challenge must be accepted or the Chief will be usurped and Shunned. If victorious, the challenger will claim the title of Chief.
4. Every Chief must have two advisors to assist them in leadership, known as the Right and Left Hand.
5. The tribe always eats before the Chief.
6. Younglings born into the tribe are raised by all Scara.
7. The Chief has the right to shun a Scara if they are not contributing to, or endanger, the tribe.
8. The Chief has the right to banish a Scara if they attack or attempt to kill a fellow Scara outside of a Rikke.

RIKKE

The Scara do not worship the Crystals or divinity; instead, they believe that physical strength and strong community are the only ways to increase their power. As such, all disagreements within the tribe are resolved immediately through one-to-one combat, known as a Rikke. Challenging the Chief for the right to lead is known as a Chieftain Rikke.

Rikke's are fought unarmed, and most of the time are non-lethal. There must be at least three witnesses for the Rikke to be considered official. Although it is not mandatory for these observers to be impartial, a Rikke only being witnessed by close friends is seen as cowardly.

Once a Rikke is complete and a victor is declared, the disagreement is considered resolved. Any Scara who challenges the results of the Rikke or continues the matter outside of the ring will be Shunned.

Rules of a Rikke

- A Scara challenges a single opponent to resolve a disagreement or debate. During this declaration, the challenger must state why a Rikke is necessary and what the opposing argument is.
- At least three witnesses must be present when the challenge is made.
- The challenged Scara has only one opportunity to refuse the Rikke and completely abandon their argument.
- All Rikkes are hand-to-hand combat; no weapons are allowed. Combat continues until a Scara cannot continue or otherwise concedes.
- The victor is acknowledged by the witnesses and the disagreement is resolved.
- After a Rikke is completed the disagreement is considered resolved. Anyone who disputes the Rikke will be Shunned.
- If any rules of the Rikke are broken, the Scara responsible will be Shunned.

Rules of a Chieftain Rikke

- Any Scara may challenge the Chief for their title. The Chief cannot refuse a Chieftain Rikke but the challenger may concede at any time.
- A Chieftain Rikke must be witnessed by all available tribe members.
- The Chieftain Rikke is hand-to-hand combat; no weapons are allowed. Combat must continue until a Scara cannot continue or otherwise concedes.
- The victor is acknowledged by the witnesses and becomes, or remains, the Chief of the Scara.
- If any rules of the Rikke are broken, the Scara responsible will be Shunned.

LANGUAGE

The Scara speak Sand Common (See Page x to learn how to write and speak Sand Common), the most common dialect within the Scorched Basin. When speaking Sand Common, the Scara have a drawl to their words in a way that the Kai Dynasty and the Riders do not. Additionally, the Scara have a number of phrases completely unique to them, including...

"FILTHY SCRAWN"

Meaning one is dirty, useless, and weak.

Use it like so:

- "You will never win a Rikke you filthy scrawn!"

"FRAILLING"

Meaning one is not worth the bones they own.

Use it like so:

- "Frailling, you know if you betray one of us, you betray all of us!"
- "Don't talk to me, you Shunned frailling."
- "Frailling, you are hereby Banished to the sands."

"STACKS"

Meaning displays great strength or something that is considered awesome. Often used by younglings in the tribe.

Use it like so:

- "That new spear form you used today was freakin' stacks."
- "Did you see Ulga's second trial? She was so stacks!"
- "Thanks for carrying that barrel for me. That was stacks".

"KITH"

Meaning the deepest love one can feel or a sense of community and home.

Use it like so:

- "My kith for you is endless, unwavering, and all encompassing."
- "I have got to head back to kith, I'm on guard duty later."
- "If you want to get to my kith... you have to go through me first!"

Scara Sand Common
writing examples



Scara Sand Common
writing examples



KEY NPCS

The Scara settlement has grown to over 800 inhabitants in recent years. Of this, most are Scara Warriors, with a fraction of villagers, and a small number of younglings. Each Scara has their own dreams, ambitions, and fears, with the tapestry of personalities keeping the village lively at all times. Here are a few of the NPC's you might find within the Scara Village:

INGRID CHIEF OF THE SCARA

Species: Orc **Presenting Pronouns:** She/Her/They

DESCRIPTION

Ingrid is one of the largest Scara to have ever lived. Her hulking form ripples with muscles and she towers over everyone as she strides around the Scara Village. She wears a Squimmer-hide breastplate attached with thick leather straps and matching vambraces on each wrist. A leather skort falls to her knees, adorned with bones and weapon straps. Upon her shoulders are two identical strips of dark blue fur representing her position as Chief.

Ingrid's green skin is patterned with dark streaks and her pointed ears and tusks give her an intimidating stare. The beginning signs of age are starting to show around her eyes and her knuckles are scarred from the many Rikkies she has fought. Long black hair falls below her shoulder on one side of her head, while the other side is braided tightly across her skull. Despite having been a Scara Warrior, Ingrid is rarely seen carrying weapons, preferring to show her tribe how safe they are within the village walls.

PERSONALITY

Ingrid's booming laughter is infectious. Her friendly and open demeanor makes her an approachable and understanding leader. She is the Scara's longest standing Chief, and that record can be attributed to her charisma, love for the tribe, and her incredible skills on the battlefield. The Scara adore her, proven by the fact it's been nearly six years since the last Chieftain Rikke, which is a record that Ingrid prides above all others.

Strangers, however, will not find Ingrid as friendly as her people do. She trusts no one outside of the tribe, leaving relations with the Unsettled to her Left Hand Geiravor. Ingrid is well-known for her hatred of Riders but has put that aside for the sake of the Harmony Accords and peace within the Scorched Basin.

LORE

Ingrid was born during a fierce Sandstorm. Against Scara customs, her Claiming was postponed for three days while the Sandstorm raged around the Scara village. During this time, Ingrid's mother (who had chosen, as many Scara Warriors do, to face the trial of childbirth alone) was forced to care for her newborn child alone. For three days, mother and child bonded and when the Sandstorm finally subsided and the Claiming commenced, Ingrid's mother didn't want to let her go. For years she secretly visited her daughter in the Youngling Den, and Ingrid became the first Scara in over 100 years to grow up knowing who birthed her.

Even as a youngling, Ingrid's spirit was well-respected throughout the tribe. She always tried to help wherever she could and was often found leading other younglings on adventures to the outer wall to watch the warriors leaving on patrol. On multiple occasions, warriors were forced to collect Ingrid who ventured out of the village to hunt for the tribe with her friend Trove following closely at her heels. Despite the many scoldings, Ingrid took it all with a fierce grin and quietly began planning their next adventure.

At 16 Ingrid defeated every task of Astrid's Trial spectacularly, and many of the older Scara started calling her Astrid Heir. As a warrior, she was able to spend more time with her mother without raising the suspicion of the tribe and the two became very close.

A few years later, while patrolling the outer wall, Ingrid and her squad encountered a Rider raiding party. They were outnumbered, and the Riders began mowing down the Scara on their Bashers. Injured, and the only Scara still standing, Ingrid stared death in the face as a Basher raced towards her. Seeing this from her position atop the outer wall, Ingrid's mother leapt down, driving her spear deep into the basher. The vehicle flipped, missing Ingrid by a hair before impacting with the sands and exploding, taking out a number of the Riders as it did so.

That night they carved the names of the fallen into the walls of the Colosseum and Ingrid mourned the loss of her fellow warriors with the rest of the tribe and privately mourned her mother's death. It was in the following guilt-ridden months that Ingrid finally understood why Scara are raised by the tribe without the attachments of family ties to distract them.



INGRID

Medium humanoid (Orc)

PHYSICAL (Very High)

Scara Unique Style (5/Day). Ingrid has developed her own unique style through years of Rikkes and battle.

Progression Step 5:

Duration: 4 minutes

Active Enhancements Per Use: 3 active Enhancements.

Ingrid's Enhancements: Battle IQ, Unpredictable Assault, No Mercy, Stoic Defense, Unparalleled Footwork.

COGNITIVE (Medium)

Chief's Resolve. Ingrid gains a buff to all checks and tasks against being frightened and charmed.

SOCIAL (High)

Rally The Kith. As Chief of the Scara, Ingrid can inspire those around her with a rousing speech. When Ingrid gives a rousing speech, any allies that can hear her and are within a Short distance of her gain a buff to system-relevant attacks. They also are fueled with bravery and cannot be frightened (see System Agnostic Introduction). These effects last for 1d4 minutes.

Hulking Form. Ingrid's immense physique grants her a buff to Social (Coercion) checks and tasks against creatures that are of Medium size or smaller.

Kind Nature. Though Ingrid has an iron-clad exterior, she has a kind heart. Ingrid can target 1 creature and attempt to neutralize their emotions by making or completing a system-relevant Social (Charm) contest check or task against a Cognitive (Fortitude/Toughness) contest check or task from the target. On a success, Ingrid is able to calm the creature's emotions and return them to a neutral state. On a failure, the creature retains its emotional state. The target creature may choose to automatically fail this contest check or task.

ITEMS

Astrid's Spear. Ingrid gets a system-relevant buff to attacks made using Astrid's Spear (the GM chooses what or how much the buff is).

This great artifact is unbreakable and can hold 4 energy pulses. You can expend a number of energy pulses stored within this weapon for the following effects:

1 Energy Pulse. This makes your next attack concussive. On a hit, you deal an additional Low amount of system-relevant concussive/sound/energy damage.

2 Energy Pulses. A wave of healing energy engulfs you. You regain a Low to Medium amount of Durability.

Scara Shield. While wielding this shield, Ingrid's defenses increase by one range band. Scara Shields are magnetized and can be connected together if within a Very Close range of each other. This allows the carrier to be part of a Scara Shield Wall.

DEFENSES DURABILITY MOVEMENT

High

High

Standard

PERKS & BUFFS

Mentality, Physical Fortitude, Charm, Influence, Muscle

LANGUAGES

Sand Common, Very Basic Iimana

WEAPONS

Astrid's Spear. Melee Weapon:

1-Handed Melee to Short range (with buff to hit), dealing a Low to Medium amount of system-relevant puncturing damage (plus an additional Low to Medium amount of system-relevant concussive/sound/energy damage if 1 Energy Pulse is expended before this attack).

2-Handed Melee to Very Short range (with buff to hit), dealing a Medium amount of system-relevant puncturing damage (plus an additional Low to Medium amount of system-relevant concussive/sound/energy damage if 1 Energy Pulse is expended before this attack).

Astrid's Leaping Barrage (4/Combat) Four times per combat encounter, Ingrid can leap forward a Very Short amount of distance and unleash a barrage of stabbing attacks at one target. The target must make or complete a Medium to High DR system-relevant Physical (Agility) check or task. On a failure, the target takes a High amount of system-relevant puncturing damage (plus an additional Low to Medium amount of system-relevant concussive/sound/energy damage if 1 Energy Pulse is expended before this attack) and is knocked back 10ft. If the target is an object (not including Bashers) it automatically fails the check or task and is dealt damage.

Shield (Discus). Ranged Weapon: Medium to High range, dealing a Low to Medium amount of system-relevant cutting damage.

GM Note

GMs, if the system you are using has a combat action economy, Ingrid can make multiple attacks each turn:

- 2 melee attacks.
- 1 attack and 1 Leaping Barrage.

Regional Dishes

Crystal Bites

Sugar Crystals Rock Candy Pops

Adult Unsettled don't eat or drink, sustaining themselves solely on the Crystal's energy. However, occasionally eating is a nice novelty. Before event's like Solar Alignment, some Unsettled choose to cook up small batches of Crystal Bites. Typically these are sugary treats with no nutritional value. Some Unsettled choose to include Active Crystal Dust for a bit of a kick, but when children are going to be present this is forgone in favour of pure sugar. The Unsettled really enjoy the crunch of Crystal Bites.

Amount: 12

Difficulty Level: Easy (Time-consuming)

INGREDIENTS

6 cups or 1.2 kg granulated sugar for recipe and additional for coating the skewers

2 cups or 480ml water

A few drops of food coloring (optional)

A few drops of candy flavoring (optional)

SETUP INSTRUCTIONS

Before you start this recipe, find several 1ltr glass jars that have as large an opening at the top as possible and are tall enough to accommodate the wooden skewers you are using for the candy (wide-mouth canning jars work well). They must be completely clean and dry.

METHOD

Wet the wooden skewers in water, roll them in sugar to coat, and let dry. (These are the seed crystals that will encourage more sugar crystals to form on the skewer.)

Bring the 2 cups/480ml water to a boil in a large saucepan over high heat. Add the 1200g sugar/6 cups, only 200g/1 cup at a time, stirring to ensure it is fully dissolved. The sugar should completely dissolve, and the mixture will appear clear.

Boil the mixture for about 10 minutes. Add the food coloring (optional) and candy flavoring (optional) and stir to combine. Let the solution cool for about 10 minutes.

Pour the sugar solution into the jars, filling them about two-thirds full.

There are a couple of different ways to suspend the skewers in the jars....

STYROFOAM METHOD

Find a piece of styrofoam large enough to cover the jar. Stick the skewers into the styrofoam about 1 in/2.5 cm apart, then flip the styrofoam over and place it over the jar so the skewers are now immersed in the solution.

Or

CLOTHESPIN OR CLIP METHOD

Use a clothespin or clip that is long enough to rest across the opening of the jar without falling in. Secure the skewers in the clothespin/clip and lay it across the jar opening so that the skewers hang down and are immersed in the solution.

For both methods, make sure the skewers are suspended about 1 in/2.5 cm from the bottom of the jar, and that the skewers are spaced about 1 in/2.5 cm apart to allow the crystals room to grow. You can probably fit about 3 skewers per jar.

Cover the jar with foil or plastic wrap. Place the jar somewhere at room temperature where it can be undisturbed for 5 to 7 days. Over this time crystals will start forming and growing up the skewers. Leave the sticks undisturbed to allow the biggest crystals to form. (If no crystals form within a couple of days, the solution may not have been saturated enough. You can try again by starting over and remaking the solution with an extra ½ cup/100 g sugar.)

Remove the candy when you are satisfied with the amount of crystals grown on the skewers.

Store wrapped in cellophane bags, twist-tied shut, in a cool, dry place for up to 1 month.



Scara Items

The Scara's technology and items are relatively rudimentary compared to the Riders and the Kai Dynasty. However, the Scara are masters of making do with the limited resources that they can access. The following examples range from very basic items to legendary weapons.

ASTRID'S SPEAR

OL HIGH

Found in the Scara Chief's Room or on Ingrid's person



This opulent spear is a great artifact stolen from the ruler of the Kai Dynasty when the workers revolted nearly 200 years ago. The kaleidoscopic Crystal forming the spear's head flows downward and is woven in a spiral pattern through the top of the spear shaft. Protruding from the bottom end of the shaft is another jagged cluster of Crystals, with small charms of good fortune dangling from ceremonial strings.

This great artifact is unbreakable and can hold 4 energy pulses. It is a mythical melee weapon that gets a system-relevant buff to attacks while being wielded by the Scara Chief (the GM chooses what or how much the buff is).

While wielding this spear with one hand, you can make a melee attack at Melee to Short range adding the Scara Chief buff (if applicable). On a hit, it deals a Low to Medium amount of system-relevant puncturing damage and you gain 1 energy pulse.

While wielding this spear with two hands, you can make a melee attack at Melee to Very Short range adding the Scara Chief buff (if applicable). On a hit, it deals a Medium amount of system-relevant puncturing damage and you gain 1 energy pulse.

After training/wielding this spear in combat for 1 month system-relevant time, you unlock the following ability:

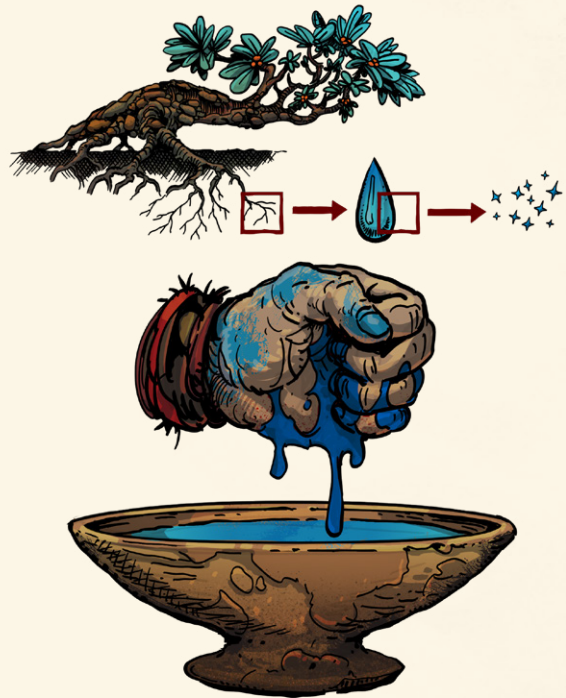
Leaping Barrage. You may leap forward a Very Short distance and unleash a barrage of stabbing attacks at one target. The target must make or complete a Medium to High DR system-relevant Physical (Agility) check or task. On a failure, the target takes a High amount of system-relevant puncturing damage and is knocked back 10ft. If the target is an object (not including Bashers) it automatically fails the check or task and is dealt damage.

You can expend a number of energy pulses stored within this weapon for the following effects:

1 Energy Pulse. This makes your next attack concussive. On a hit, you deal an additional Low to Medium amount of system-relevant concussive/sound/energy damage.

2 Energy Pulses. A wave of healing energy engulfs you. You regain a Low to Medium amount of Durability.

King Note. This spear, and its twin sword, were crafted from pure Crystals carved from the Central Source.



BLUE BLOOD PAINT

OL MEDIUM

Found in the homes of most Scara Warriors



This paint is created by mixing Scara blood, Desert Rose Root, and small amounts of water. The mixture creates a stunning, electric-blue pigment that stands out sharply against the skin. This paint is used on a Scara's body before battle to intimidate the enemy. However, the paint also calms the mind, allowing a warrior to enter combat with a level head.

It takes 30 minutes to apply this paint correctly and gain the benefits from doing so.

While donning Blue Blood Paint, you gain a buff to Social (Coercion/Influence) checks and tasks.

If applied correctly, your mind becomes Clear.

While your mind is Clear, you gain the following effects:

- You gain a buff to Cognitive (Reaction/Awareness/Fortitude) checks and tasks.
- You gain a buff to Physical (Agility/Reaction) checks or tasks.

If you are dealt damage, challenged emotionally, or put under extreme pressure, you must make or complete a Medium to High DR system-relevant Cognitive (Will Power/Fortitude) check or task. On a success, your mind remains Clear. On failure, your mind loses its clarity and you lose all the effects of having a Clear mind until you take the time to apply fresh paint.

After d6 hours, the paint begins to rub/smudge off and loses all its effects. If you have a Clear mind when the paint begins to rub/smudge off, you lose clarity.

Rider Items

Riders are mechanics at heart. They create weird and wacky items from scrap found in all corners of the Scorched Basin. Their items often baffle the other tribes and are always decorated with bone and twisted metal. The following examples range from very basic items to legendary weapons.

FURNACE MACE

OL HIGH

Found on some Bashers



This ingenious item is made from longsword-sized scrap metal rods with a crudely made, non-conductive handle on one end. Opposite the handle is a large metallic cylinder with a diameter nearly double or triple that of the rod. Connected to the base of the rod, below the handle, are cables that strap to the user's dominant arm. These cables flow along the arm to a backpack worn by the user, containing a condensed Basher engine. This engine is modified to have an incredibly high heat output. Once activated, it superheats the rod and cylinder, creating a scorching weapon. However, the true genius of the Furnace Mace is its ability for the red-hot cylinder head to be thrust into the sand, melting and reforming it into glass spines and spikes that stick to the cylinder – leaving a jagged, razor-sharp, glass mace head.

While wielding this mace in its deactivated state, you can make a melee attack at Melee range, adding any modification buffs. On a hit, it deals a Low amount of system-relevant pounding/cudgeling/blunt damage.

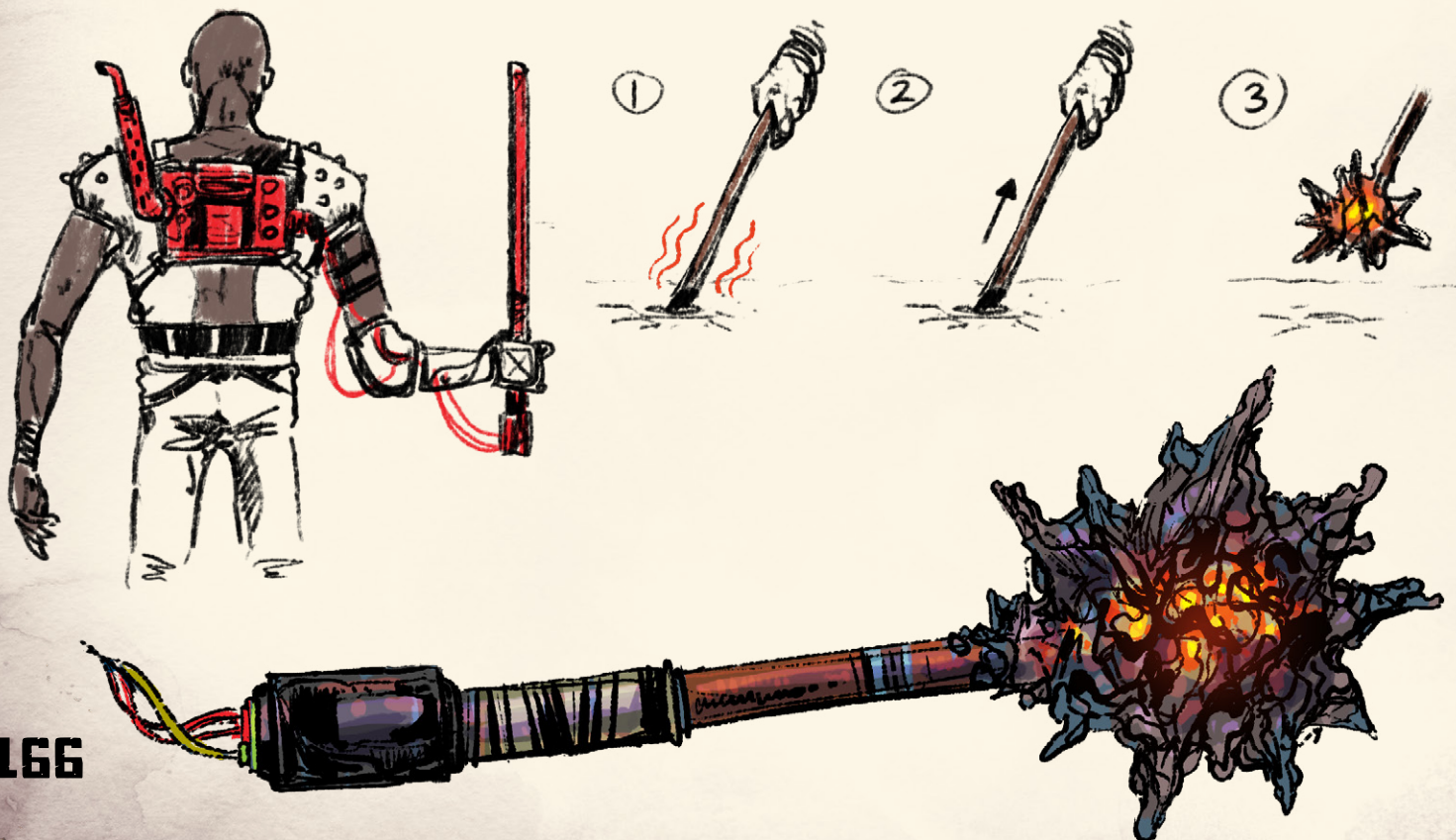
The backpack engine can be powered by Tiny to Medium sized Active Crystal Shards. The moment an Active Crystal Shard is plugged into the backpack engine, it can begin using the Crystal's charges and become powered. This allows the user to activate the mace's heating properties by flicking a switch protruding from the backpack engine.

While the mace is activated and heated:

- Every 3 attacks consumes 1 Crystal Charge.
- You can dip the rod into sand and pull it out as a glass-covered mace. This consumes 1 Crystal Charge. The glass remains attached to the mace until you make a successful melee attack, after which it shatters, and you must re-dip the rod to cover it in glass again.

While wielding the activated mace, you can make a melee attack at Melee range adding any modification buffs. On a hit, it deals a Low amount of system-relevant pounding/cudgeling/blunt damage plus an additional Low amount of system-relevant burn/heat/fire damage.

While wielding the glass covered mace you can make a melee attack at Melee range adding any modification buffs. On a hit, it deals a Medium amount of system-relevant cutting damage plus an additional Low amount of system-relevant burn/heat/fire damage. If targeting a creature, it takes an additional Very Low amount of system-relevant cutting damage (from glass being embedded in it) every hour for d4 hours or until the creature receives a Low amount of healing.



WAILING FLAME-SPITTER

OL HIGH

Found for sale in the Ship Graveyard



The mutated child of a bladed electric guitar and a flame-thrower, this elegant abomination is wielded by only the most rock 'n' roll creatures. Its uses are endless, from delivering blunt-force trauma, jamming out with a friend, blasting out concussive riffs, torching flammable enemies... or roasting a really nice Squimmer steak.

You can make a melee attack using the bladed edge of this guitar at Melee range, adding any modification buffs. On a hit, it deals a Low amount of system-relevant cutting damage.

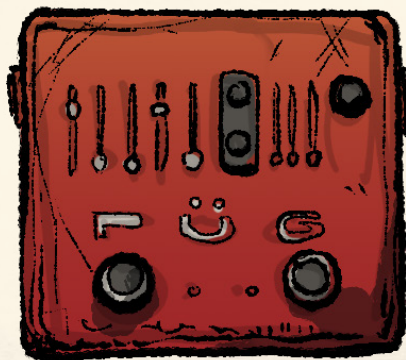
This guitar can be powered by Tiny to Small sized Active Crystal Shards. The moment an Active Crystal Shard is plugged into the guitar, it can use the Crystal's charges and the guitar is considered powered. Once powered, you can activate it by twisting a dial on the guitar's body.

While the guitar is activated:

- Every 2 uses of Face-Melting Solo consumes 1 Crystal Charge.
- Every use of Flame Spit consumes 1 Crystal Charge.

Face-Melting Solo. You can play a sick concussive riff on this guitar. You must make or complete a Medium DR system-relevant Social (Entertainment) check or task. On a success, all enemy creatures within 30 ft. of you take a Medium amount of system-relevant concussive/sound damage and the blast knocks them back 10 ft. On a failure, enemy creatures take a Very Low amount of system-relevant concussive/sound damage. All ally creatures within the aforementioned range gain a system-relevant buff to all checks and tasks for 1d2 minutes.

Flame Spit. You can unleash a torrent of fire at one target within a Melee to Short range. The target must make or complete a Medium DR system-relevant Physical (Agility) check or task. On a failure, the target takes a High amount of system-relevant burn/heat/fire damage. If the target is an object (not including Bashers) it automatically fails the check or task and is dealt damage. These flames ignite flammable objects that aren't being worn or carried.



Doflok Items

Doflok items are carved from stone, hammered out of metals, and woven from soft Sprite silk. The underground tunnels have precious few resources, but all Doflok come together to craft their society. The following examples range from very basic items to legendary weapons.

CIRCLET, BASIC

OL MEDIUM

Worn by Doflok Harmonies



The Basic Circlet is the simplest of the Doflok Circlets. The rudimentary silver band has a glistening teardrop-shaped Tiny Active Crystal Shard fastened to the front.

When worn, the Basic Circlet grants the wearer the following effects:

- The wearer's emotions are unaffected by Ver Toll. When the Ver Toll is sung, they do not have to obey or enter the Daze State.
- The wearer can emit a sonic distress ping. This ping has a radius of 100 ft. Any Doflok wearing a Basic or Intermediate Circlet within the radius are informed there is a Doflok in distress, and they are able to discern its exact location. (This is often used to call for backup Harmonies during a crisis.)
- You can create a deafening blast. This blast originates from you and ripples outwards a Short distance in a cone heading in the direction you are facing. Any creatures within this cone's range must make or complete a Medium DR system-relevant Cognitive (Fortitude/Toughness) check or task. On a failure, a creature's hearing is impaired. If the creature uses Echosense, or any other type of sound-based vision, its range is reduced to nothing and the creature is blinded for 1d4 minutes. The blast can be heard from 60 ft. away.

CIRCLET, CROWNING

OL HIGH

Worn by the Doflok Composer



Few words exist to describe the beauty of the Crowning Circlet. It could turn even the foulest creature into an elegant, regal delight. The twisting band of the Crowning Circlet consists of thin, intricately woven, silver strands resembling strata flowing through rock. Held equidistant along the front of the band are seven decadent Active Crystal Shards. The back of the band is left unconnected so it can be sized correctly for each Composer as it is passed through generations.

When worn, the Crowning Circlet grants the wearer the following effects:

- If a wearer has Echosense, its range increases by another 40 ft.

- The wearer's emotions are unaffected by all 7 Tolls (including Ver Toll). They do not have to obey the Tolls.
- The regal status of this Circlet grants the wearer a buff to all Social (Influence/Coercion/Charm/Entertainment) checks or tasks against Doflok.
- You can create an immobilizing sound blast. This blast originates from you and ripples outwards a Medium distance in a cone heading in the direction you are facing. Any creatures in this cone's range must make or complete a High DR system-relevant Physical (Fortitude/Toughness/Agility) check or task. On a failure, a creature is pushed back 20 ft. and is immobilized.

GM Note: We suggest starting a real-life "immobilized" timer or, if your system uses turn-based combat/play, calculating how many rounds/turns creatures caught by this blast will be immobilized. This encourages your Players to have a sense of urgency to take advantage or deal with this blast's effects.

CIRCLET, INTERMEDIATE

OL HIGH

Worn by Doflok First Chairs



The Intermediate Circlet is made by intricately twisting and stretching strands of silver to form an elegant circle of headwear. Secured in a web-like silvery cage, at the front, is a single extravagant Medium Active Crystal Shard. It is a sophisticated accessory, but a powerful tool on the right head.

When worn, the Intermediate Circlet grants the wearer the following effects:

- The wearer's emotions are unaffected by Ver Toll. They do not have to obey or enter the Daze State when the Ver Toll is sung.
- The high status of this Circlet grants the wearer a buff to all Social (Influence/Entertainment) checks or tasks against Doflok.
- You can create a calming wave of resonance. This wave originates from you and has a 30 ft. radius. Any creature within this radius must make or complete a Medium to High DR system-relevant Cognitive (Fortitude/Toughness) check or task. On a failure, a creature suffers a nerf to all attacks and aggressive actions for 1d4 minutes.



CRUDE CRYSTAL DAGGER

OL LOW

Found amongst the Doflok



When shards of the Celestial Crystal fall, all are collected by the Doflok. The Doflok don't believe in damaging the Crystal in any way, but that does not stop them from making use of the gifts given to them by the Celestial Crystal. These Crystals are used to make various tools and objects within the Doflok culture. One of these uses is a very crude knife/dagger made from sharp or serrated shards of Crystal. Often a Doflok will wrap one end of the Crystal shard in silk or plant fibers to offer their hands further protection and grip while wielding it.

You can make a melee attack at Melee range or ranged attack up to a Medium range. On a hit, it deals a Very Low amount of system-relevant puncturing damage plus an additional Low amount of system-relevant concussive/sound/energy damage.

After training/wielding this dagger in combat for 1 month, you unlock the following ability:

May Thy Knife Chip And Shatter. If the target of your attack is a creature—on a hit, after you deal damage, roll 1d10. If the result is 4 or lower, the dagger shatters within the creature's body. When the dagger shatters, the creature must make or complete a system-relevant Physical (Fortitude/Toughness/Muscle) check or task. On a failure, shards of the shattered dagger are lodged within their body, causing them to bleed (see page x). On a success, the dagger shatters but does not get lodged in the creature (the dagger is rendered unusable).

CRYSTAL CHARM

OL MEDIUM

Found amongst the Doflok



The Doflok collect all the exquisite Active Crystal Shards that fall from the Celestial Crystals to make into Crystal Charms. They delicately mold metals and silk to hold these precious Crystals, creating necklaces, bracelets, and charms that Doflok keep on their person at all times. Carrying Crystal Charms is greatly encouraged by the First Chairs, though many Doflok use the charm's pendants as a vital tool.

When a Doflok uses an Active Crystal Charm to amplify sounds made to the frequency of one of the six Tolls, the Crystal grants the Doflok the following effects:

- A Doflok's Echosense has its range increased by another 40 ft.
- A Doflok can create a concussive sound blast. This blast originates from you and ripples outwards in the direction you are facing as a cone that has a Medium to High range. Any creatures in this cone's range must make or complete a Medium to High DR system-relevant Physical (Fortitude/Toughness/Agility) check or task. On a failure, a creature takes a Medium amount of system-relevant sound/concussive damage and is pushed back 25 ft. The blast can be heard from 75 ft. away.
 - This blast can also be used during mining/excavating. Every two blasts against dirt, coarse stone, and dense stone can clear 5 ft. of material. This will not function on metal.
- Active Crystal Charms can amplify noise or communication. An Active Crystal Charm allows a Doflok to project their voice or any noise they can hear in a 150 ft. radius. Additionally, Doflok can chain-amplify a noise already being amplified from another in range Active Crystal Charm, further increasing the noise's range.

When used by any creature without Doflok heritage, an Active Crystal Charm has all the same abilities and statistics as an Active Crystal Shard used for Sound Amplification (see page x).