

## EXAMPLE SETTLEMENT STRUCTURES

The following are examples of a settlement's advancements. Players may come up with many other ideas, and each settlement may face a number of hardships that could prompt different types of structures, such as a temple or a shrine that subjugates a population, a prison to enforce laws, slave pens, gladiatorial pits, catacombs, or anything else the players think of. It is important to think of problems the settlement may face, and let the players come up with the solution. These examples are intended to be a frame of reference, not a complete list.

**Primitive Shelter** (wood/sticks and plant fiber): Progress 3 provides shelter for 5 people, but can be easily destroyed.

**Hut** (wood and plant fiber): progress 5 provides shelter for 10 people.

**Lodge** (wood and clay): progress 7 provides shelter for 20 people.

**Stakewall** (wood), moat, or pit: progress 7 useful during attacks from beasts and enemies. Grants advantage on settlement combat tests when defending against enemy armies.

**Cart** (wood): progress 4 allows transport of materials and items. Each cart can hold up to 60 bulk (3 Stockpiles) worth of items.

**Wagon** (wood): progress allows transport of materials and items. Each wagon can hold up to 160 bulk (8 Stockpiles) worth of items. Requires a beast of burden to pull.

**Storage Barn** (wood or mud): progress 5 allows stockpiles to be securely stored, protected from the elements.

**Trading Post** (wood or mud): progress 2 allows travelers to arrive looking for trade, carrying Stockpiles of materials.

**Stone Carver** (stone): progress 6 allows stone to be extracted as stockpiles of carved stone.

**Smokehouse** (wood and mud): progress 7 allows food to be treated as a trade good.

**Kiln** (carved stone): progress 4 allows pottery to be crafted from clay.

**Tannery** (wood): progress 4 allows for rawhide to be processed into leather.

**Natural Draft Furnace** (mud, carved stone): progress 5 allows ores to be smelted into soft metal.

**Billowed Furnace** (carved stone, wood, and leather): progress 5 allows ores to be smelted into soft or hard metal.

**Forge** (carved stone, mud, and soft metal): progress 7 allows soft metal and hard metal items to be formed into molds.

**Workshop** (wood, mud, or carved stone): progress 6 allows metal tools, weapons, and armor to be crafted from molds.

## XAS IRKALLA ADDENDUM

This document is not required to play Xas Irkalla, only serving to further explain the main work, clarify implied concepts, and provide additional options.

### Reincarnation

When a character dies, there is no explicit way in which their new incarnation is brought in to Irkalla. Through a crack in the earth that seeps Absu, or a pustule of filth that bursts open, or something from the weird object generator that the character emerges from. The dead character's blood could turn to Absu and the new character could spawn from it. These are only examples, other possibilities exist, and each new character may be reincarnated in different ways.

### Crafting with Skill Tests

Crafting an item requires the tools and materials necessary (requiring Bulk of materials equal to the Bulk of desired item), and meeting the progress goal assigned by the GM. Once the progress goal is met, make a skill test with Advantage. Partial Success means the item is Quality 0. Otherwise, the item's Quality is determined by the rank of the Specialty used on the skill test, as follows:

Specialty Rank 0: Improvised, Clunky

Specialty Rank 1: Martial, Poor Quality

Specialty Rank 2: Normal Quality

Specialty Rank 3: High Quality

Specialty Rank 4: Master Quality

Specialty Rank 5: Legendary Quality

### Psychics and Plague Gods

The powers of natural born psychics are infinite in potential, limited only by what the GM decides each one to be capable of. However, the scope of their influence may be determined by their relative power, where latent psychics might only affect their immediate area, and plague gods may affect entire regions.

## COMBAT

### Combat time

A combat round represents approximately 6 seconds.

### Movement Speed

Each die spent to move allows a character to travel up to 50 feet, or 15 meters.

### Grappling

Grabbing someone or breaking free requires a skill test. You'll at least need a free hand to grab someone, and you're not able to grapple an enemy much larger than you to any effect.

### Advantage/Disadvantage

Since enemies do not roll Skill Tests, when they have Advantage or Disadvantage, this means that the player characters have the opposite against the enemy. For example, an enemy that has Disadvantage on attacks means characters have Advantage when defending against that enemy.

### Natural Weapons

All characters have natural weapons such as fists, feet, teeth, nails, etc. By default, natural weapons have a weapon rating of 0. These could be of any description, such as sonic booms produced from echolocation, electrocution from electrocytes, or an elongated razor-tipped tongue, but they all have a weapon rating of 0 and may only be used at close range (within an arm's length). By selecting Aberrant Traits in character creation, characters may increase their natural weapon ratings.

### Shield Use

When using a shield on a defend test, the + to block is added to the total that would normally be applied from blocking with an item, whether it is the item's quality being used on the test, or the specialty rank being used. Using an item with a specialty already automatically applies a +1 bonus; the shield's block bonus is additional.

# MATERIALS AND WEALTH

## Logistics

In general, a stockpile weighs 20 Bulk. This can be split up between characters. Carts may carry up to 60 Bulk (3 Stockpiles) and wagons may carry up to 160 Bulk (8 Stockpiles). Carts may be pulled by a single person, whereas wagons require a beast of burden. A beast of burden, properly outfitted, is typically able to carry 60 Bulk. Transporting Stockpiles like this makes sense as a challenge at the character level, but at a Settlement level, Extraction tests assume the population carries out this challenge with the possibility that some are killed in the attempt.

## Wealth

Wealthy characters do not have to pay for things beneath their wealth level. A character with high wealth wouldn't bother rolling their wealth score to purchase items of lower quality unless it was a purchase of significant quantity. A character with wealth 4, for example, would be rolling wealth to make purchases of land, mercenary armies, or a quality 4 item, but would just be able to eat a meal, bribe guards, or get a quality 3 item without needing a test. Buying multiple quality 3 items, however, would require a roll.

## Availability of Materials

Purchasing materials for crafting may be done with a wealth test. Purchasing high quantities of materials is treated as purchasing a Stockpile, which can be done with either the settlement trading test, or with a wealth test.

Material Quantity	Wealth Requirement
1 Bulk	1
5 Bulk	2
1 Stockpile	3
10 Stockpiles	4
100 Stockpiles	5

If a material is rare, either universally or locally, increase the wealth requirement accordingly.

## Abundance of Stockpiles

If stockpiles reach a high level of abundance, it may be preferable to just narrate what projects are being worked on, without bothering to make settlement Progress tests. At that point, the cost of projects can be determined by a Stockpile cost equal to the Progress goal.

# SURVIVAL AND BUILDING RULES

## Survival

Survival is a race against time. There are approximately 12 hours of gloomy daylight for characters to accomplish as much as they can. When the night falls for another 12 hours, the world becomes a nightmare dimension. If a characters does not take shelter before nightfall, they might not survive the night.

## Lost in the Night

If a character is not in shelter by nightfall, the character must make a Death roll to see if they survive the night. If they do survive, they are not unscathed. The horrors of the night cause +10 Stress to be gained (automatically causing Psychosis), and every injury slot is filled. Those that die in the night, earn the Death Fear: Darkness. Alternatively, if the entire group of characters is lost in the night, the scene should be played out as they are assaulted by all sorts of horrific encounters until dawn.

## Thirst

If a character does not drink at least 1 Bulk of water a day, by mid-day they must make a Death roll to see if they die from dehydration.

## Hunger

If a character does not eat a meal (1 Bulk of food) a day, they cannot recover Stress by Resting until they have eaten.

## Finding Water

Looking for an exposed water source requires 6d10 total hours of searching to find. This result is rolled by the GM and kept secret from the players. Characters then choose how many hours they spend each day looking for water. When the characters have searched for the total required amount of time, they finally find a source of water. The perils of the landscape must also be overcome throughout their exploration efforts.

Instead of looking for an exposed source of water, it is also possible to try to find a likely location for underground water and dig a seep, which takes the entire group 1d10+2 hours to find and dig. After finding and digging the seep, the GM rolls 1d10. A 10 means the seep has water. Any other result means it was wasted time.

Once a water source is found, as long as the characters are near the water source, Water does not have to be tracked as a resource. However, if the characters travel away from the water source, they will have to figure out a way to carry the water, and decide how much to carry with them (measured in Bulk).

## Scavenging

Finding food such as worms, insects, or vermin requires a skill test. Complete Success takes 4 hours to scavenge 2 Bulk of Food. Partial Success takes 4 hours to scavenge a meal (1 Bulk). Disaster means no food is found after scavenging for 4 hours.

## Gathering Materials

Gathering materials to use for crafting or building requires a skill test, relevant tools, and a nearby source of materials.

Complete Success gathers 2 Bulk of materials in an hour.

Partial Success gathers 1 Bulk of material in an hour.

Disaster means nothing was gathered in an hour.

Tools grant additional Bulk of materials equal to the tool's item quality.

Most materials require proper tools to gather, with the exception of things like branches, stones, plant fiber, and clay.

## Making Fire

Igniting a fire with friction requires the fire-maker to gain 1 Stress. Otherwise, necessary tools are required to light a fire without Stress gain. A fire requires 1 Bulk of fuel to burn for 4 hours. Fires provide protection against cold damage to anyone nearby.

## Building Shelter

Instead of progress goals, this option allows you to build shelter using time, materials, and labor. Labor causes 1 stress level to be gained every hour of labor.

Building primitive shelter takes 1 hour of labor, and 10 Bulk of materials (branches and plant fiber), providing shelter for 5 people, but will not withstand extreme weather.

Basic shelters such as huts take 10 hours of labor, and 50 Bulk of materials (wood and plant fiber), providing shelter for 10 people.

Advanced shelters such as lodges take 100 hours of labor, and 100 Bulk of materials (wood, clay, and plant fiber), providing shelter for 20 people.