

# Lore-Masters

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## World (Global)

The world of the is one of chaotic magic and of nations beginning to clash against each other. Travel in the world had been next to impossible in past centuries. Magic is like weather: random and destructive in nature. All living beings have access to personal magic and different cultures have learned to harness their power differently, largely in response to the environmental magic around them.

Another consequence of the world's state is limited information. Communication has begun but information on other cultures (people, types of magic, etc.) is limited. The past two centuries had opened the doors but only the brave and/or strong have been able to get through. Consequently, any history or lore have been strongly colored by nationality. Different peoples have their histories about the world and other nations in it but they are not consistent.

## Isle of Tirogg

The island nation of Tirogg is an island nation to north of the Continent and west of its nearest neighbor Albia. For centuries there had been no central authority but rather 12 clans that control various regions. They all share a common culture but maintain some unique elements that are largely determined by geography of the region.

Approximately 100 years ago, one of the clan chiefs of Tirogg traveled across the channel between his home and Albia in search of military aid. A lord of the Albian court agreed under the condition that he would be given part of the region to rule. The campaign was successful and so the lords of Albia began to see Tirogg as a place for potential growth. The King felt this could be a danger to his rule so set to take an army and remind the lord who made the deal who he ruled. There was ultimately no violent conflict but the clans all felt pressure from this foreign army at their shores. Each clan individually made alliances with the King of Albia separately until technically all of the island had sworn an oath.

## Village of Drogheath

While not unique in this aspect, Drogheath had been established during the era of the Sea Raiders as a base to launch further attacks from. The frequency with which it was used led to some of the Raiders settling down permanent lives and even integrating with the people of Tirogg. Eventually the raids stopped as various clans managed to defeat them in battle after battle. Drogheath would have likely been destroyed however the inhabitants of the village united with the local clan and joined them in driving out anyone who remained a Raider.

Geographically, it sits upon the North-eastern coast of Tirogg. To the north are mountains, bogs to the south, and deep forests to the west. It has always been easier to defend from attack which has allowed it to construct more permanent structures. Additionally, it has become a rising trading port and the hub of for Albian influence. Given that it is one of the oldest and most enduring villages in Tirogg, there has been rising tension between the rising influence. Some of those living in Drogheath appreciate the new influence from the much more urban Albian culture, while others draw issue to the governing systems being enforced as well as other new practices.

# Lore-Masters GM Sheet

## Role of the GM

The role of the GM is to:

- ❖ Breath Live into the Setting
- ❖ Keep things Interesting
- ❖ Play to see what Happens
- ❖ Create History worth Recording

## Principles

- Challenge the Player's Understanding of the world
  - Part of the game is having the player's explore the nuanced and complicated position of historian. History is a fluid and complex subject. The world the players explore as well should reflect that. Try to gradually give them relevant information instead of doing any 'lore dumps' of 'objective fact.'
- Player Actions Affect the Culture Clock
  - Players occupy roles that directly affect how culture and history are preserved and recorded on Tirogg. Their actions have direct effects on the Culture Clock mechanic. Decisions they make will speed up or slow down the clock, affecting the state of the world when their adventure ends.
- Push Players to fulfill their Roles
  - Consequences for failed rolls should very much affect their role's goal as much if not more than any physical threat.
    - Ex: The keeper fails a role and loses a piece of their Great Work.
- Wild Magic
  - Natural magic in Tirogg is like weather. It is random, chaotic and powerful. If appropriate, feel free using it to add drama or tension to a scene. Every being in the world has access to their own personal magic that they can use to tame and coexist with natural magic.
- Questions the GM should consider during play
  - Consider what would happen if the players were not involved in the situation. Inaction can have as much of an effect as action in the right circumstances.
  - Are the players fulfilling their roles as keeper/watcher/seeker? What can you do to help them do so?

## Cultural Countdown

Thematic Breakdown

- The neighboring nation of Albia has recently begun to expand into Tirogg. While the motive is surely expansion, the King of Albia made alliances with the leaders of each clan to avoid open war. That said, Alban military forces and early colonists were not what the people of Tirogg had in mind when making their respective deals. Some orcs have

accepted Albians and their new practices, leading to some of the more coastal regions to resemble a nation all their own.

- Hence, the role of loremasters in Tirogg. Traditionally Keepers, Watchers, and Seekers would travel to other clans and territories to bring back new knowledge and stories for their homes. This new middle nation between Tirogg/Albia provides new opportunities for Great Works and Witness Testimonials. There is also increased importance for the various loremaster roles as preservers and teachers of Tirogg customs and history, especially in these culturally contested areas.
- Players fulfilling their roles keeps the Culture Countdown at bay but acting against them causes it to tick down faster.

### Mechanical Breakdown

- The countdown starts at an end called “Preservation” and ticks down towards “Erasure”
  - The thing being preserved/erased is the main focus of the adventure.
- Each adventure has its own Cultural Countdown. Full campaigns would have a separate Countdown that is affected by the results of individual “episodes”
- If the players take no action, it ticks down each turn no action is taken.
- Actions/Paths the player can take during an adventure should have values to them and be the main thing affects the countdown
  - I.e. Players should find themselves in situations that affect the Countdown.
- Acting against their role moves the Cultural Countdown towards Erasure and acting according to their role (fulfilling Tirogg custom) moves it towards preservation.

## Moves

### Hard vs Soft Moves

- Moves are just suggestions for ways to move the story forward when the player rolls exceptionally low. The main difference between hard and soft moves has to do with severity. Multiple, successive soft moves should yield a hard move. The results of hard/soft moves also do not need to be immediately visible. It could be hinting towards a future danger or an immediate consequence. Do whatever keeps the story interesting while keeping in line with the Principles.
  - Soft Move Range: 7-0. Can be at the GM’s discretion.
  - Hard Move Range: 5 or more Soft moves but ultimately at the GM’s discretion

### Move List

- Escalate the Situation
  - When players fail to resolve an interpersonal conflict, consider moving up the NPC’s aggression. It does not need to be obvious or immediate but social consequences can be just as powerful as any physical ones.
- Advance the Clock
  - Keep in mind whatever the worst-case outcome would be. Soft moves inch towards the Disaster Scenario while hard moves are full steps in that direction. A sufficiently bad failed role could set off the “Disaster Scenario.”
  - A “Disaster Scenario” would move the Culture Clock by a step.
- Make it Rain... Magic

- Weather is random and dangerous, imagine that but with magical energy flowing through it. When an attempt to use magic fails, consider having it trigger a chain reaction that affects the local environment.
- Separate the Party
  - Certain classes/roles have specific moves of their own that revolve around protecting or taking care of separated party members. Put them to good use.
- Put a player on the Spot
  - Each role has significance in Tirogg society. Put them on the spot to settle a disagreement between NPCs or put a verdict on a historical issue for a crowd.
- Trade Harm for Culture Cost/Harm
  - Allow the player to avoid personal harm by putting something equally valuable at risk. It's at the GM's discretion but if the drama of the situation revolves around preserving something more than physical harm, consider putting the consequences for low roles there.
- Add Magical Consequences
  - Every individual in Tirogg can use magic of some kind. Consider having the player mess up their own spell casting. If this universe, it could be a negative magic effect or the equivalent of pulling a spiritual muscle.
- Tell them possible consequences and make them choose
  - Keepers/Watchers/Seekers must fulfill their roles to keep the Cultural Countdown from hitting zero. Consider making them choose between two choices that weigh different types of harm.
- Announce off-screen danger
  - There is a world beyond the immediate situation. Feel free to use it to ramp up the tension.
- Set up a future trouble
  - Maybe let the player off scot free in the moment but have a future consequence come right back around in a future turn.

# Lore-Master Player Sheet

## World Summary

The world is dangerous and volatile. Those who travel and survive it are ones who have learned to harness their own power while coexisting with the chaotic cycles of magic. Each civilization has developed ways to survive and thrive in response to the magical effects surrounding them. As travel is becoming more possible, the importance of keepers has risen. While each culture has their own interpretation of what this role means, they are those responsible with recording the history of the world and bringing back knowledge to their homes.

## Background

Your background determines what your chosen role (class) would mean in your home village. Each clan has different definitions for what being keepers, watchers, and seekers means. Many of the clans developed magical techniques in response to the kind of environment they lived in. This affects the kinds of social and magical abilities at a player's disposal. For example, a keeper from a clan who values oral tradition more than text-based history would have a keeper that more closely resembles a bard or storyteller than scholar.

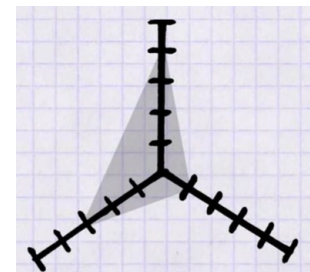
## The Stats

- **Mind** – Handles Situations and conflicts that require mental ability. This includes challenges of logic, wisdom, and observations of the physical world.
- **Heart** – Handles emotional appeals and conflicts of will. Applies when a player is trying to charm or manipulate someone as well as trying to maintain their own will or persuade someone else.
- **Body** – Relates to physical situations and dangers. Refers to challenges of both strength, dexterity, and constitution.

## Using Stats

There are three main stats in Lore-Bearers: Mind, Heart, and Body. These stats essentially refer to the three main aspects of conflict resolution in Tirogg. Mental challenges that require things like logic, wisdom, and knowledge. Heart is emotional appeals of all kinds and governs social interactions. Body refers to how well an individual is at using their body to accomplish their goals, effectively having it cover both physical strength and skill.

Players creating a new character will choose a stat spread rather than allocating specific points to each stat. Leveling up through experience only increases a player's health as well as allowing them to increase one of their given stats once per level, mostly to show how they have improved at utilizing one of these given focuses. See side model >



## Moves

Moves come in three main categories: Universal, meaning all classes can use them; Class based, moves that are universal to anyone fulfilling that role would have access to; and Clan moves, these moves are more specific and detail the type of character one is playing based on the customs and traditions of one's background.

Universal Moves – actions that can be taken by any player character, regardless of class or background

- **Overcome** – To defy a physical form of danger or challenge. Roll +Body.
- **Negotiate** – To use diplomacy, manipulation, or another verbal action. Roll +Heart.
- **Assess** – To use one’s senses and thought to notice or comprehend details about the world or situation. Roll +Mind.
- **Aide** – Use your ability of choice to assist fellow player in an action they attempt. Aid action can be taken after initial player rolls but only one player may assist at a time. Roll with whatever stat makes the most sense in context.

## Magic

All being on Tirogg have an innate magic that through training, they can learn to utilize to do incredible feats. These range from great strength to powerful persuasions and is solely determined training of one’s mind, body and spirit. Players and NPCs using magic over the course of a session have access to a move called **Magic Release**. It’s a kind of magical combo. By using smaller magics, i.e. class and clan moves, warms up one’s body for releasing “big magic.”

- **Magic Release** – Every time you’ve used three magic moves, use a large amount of built up magic energy to go beyond your limits. This takes the form of a +1 towards the action you are attempting. Using this move resets your count.

## Damage

Incurring failed rolls or incurring attacks (physical or otherwise) results in a harm. The severity depends on the role as well as the GM’s discretion. Players can take 3 Minor Harms, 2 Major Harms, or a Scar. Harms can be physical or mental. Minor Harms are small wounds that can be healed by moves or resting for a day. Major Harms require greater attention and concentrated effort/professional help to heal.

- Scars are permeant costs that leave a physical/mental mark on your character. A player can choose to take a Scar instead of taking a Harm or to avoid death (provided it makes narrative sense). These also will affect relevant roles negatively.

## Weaponry

Lore-Masters is not a combat heavy game. One’s combat prowess is mostly due to their body stat so players are free to use a weapon of their choice to describe overcoming physical challenges. They may take moves that specify weapons or combat abilities. Below are some suggestions for the type of weapon that fits each role.

- Keeper – likely unarmed in terms of having a sword or dagger. Mostly would fight using magic they channel through their great work. Could make the case that their attack would role with a stat other than body.
- Watcher – most physical role amongst the party and most likely to carry a weapon of some kind. They would likely carry something more along the lines of a sword, shield, spear, or some combination. Consider their role as protector of the party and the Great Work.
- Seeker – Their abilities revolve around imbuing physical objects with their own energy and magical power. A smaller weapon fits the bill but don’t let that stifle your imagination. Consider what the character would always keep on them and put their strength into (i.e. it should be personal).

# Keeper \_\_\_\_\_

## Origin: Clan Sigfein

Hailing from the northern Sigfein clan, you are a loremaster. This job has three specifications: Keeper Watcher, and Seeker. You are a Keeper. In this clan, history is often remembered in epic poems and stirring performances. A Keeper is responsible for speaking the truth in the face of those with power. For a chief or authority to raise their hand against a keeper is considered a great dishonor and sign of personal weakness. However, that does not mean one is completely safe from retribution.

## Keeper Magic: The Great Work

Keeper magic revolves around the creation of their **Great Work**. The goal of their journey is to document history for their clan. What the work is varies based on the clan a Keeper was raised in. It could be a text, a poem, a song, or a story told around the campfire. What matters is how history (stories) are told in the local culture. Keeper magic is flashy and fluid since it revolves around the channeling of the **Great Work** as a focus. Different mediums lead to different types of magic which come in different forms of magic as well as the flavor of how Keepers utilize universal and class-based moves.

## Moves

Keeper Moves – actions that all player characters of the specified class may take.

- **Comprehend/Recall** – When you handle or examine something ancient, roll +mind to ask the GM one of the following questions:
  - Who created this?
  - What purpose did it serve?
  - What were the circumstances of its creation?
  - Does it contain magical power?
  - Does this carry cultural significance?
- **Draw Power** – When encountering a new or significant experience, add it to your **Great Work**. Doing so will allow you to invoke said action to boost a magic role. This can be to conjure something (like fire) or to empower a party member.
- **Keeper's welcome** – When encountering an area protected by a chief, be allowed entrance as a guest of honor. However, it only applies to those who respect Tirogg custom.

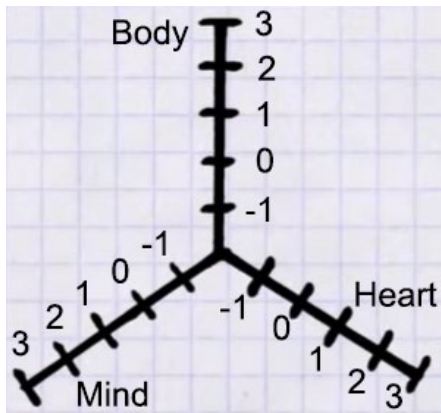
Clan Moves – Actions that the player has access to based on their role in their origin

- **Truth to Power** – When speaking to a chief or authority, roll +Mind to determine the meaning behind their words. On a 10+, ask three of the following. A 7-9 allows you ask one.
  - Are they telling the truth?
  - What are they really feeling?
  - What do they intend to do?
  - What do they wish you would do?
  - How could I get them to \_\_\_\_\_?
- **What about the power... to move you?** – When performing or presenting your Great Work, roll + Heart to sway the audience to your desired feeling. On a 10+ the audience is overcome with

your desired emotion. On a 7-9, the audience is invested but entirely moved. On a 6 or below, the audience feels the opposite feeling and turns against you.

- **Moment of Inspiration** – When a party member rolls a 10+, you may roll +Heart to serenade them with an impromptu performance. On a 10+, add a boost to your next magic role as well as give your party member a boost that may improve their next role by +1. For a 7-9, your party member gets a +1 for their next role. On a 6 or below, draw unwanted attention to yourself.

## Stats



## Appearance

Thanks for Playing!



# Watcher

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## Origin: Clan Sigfein

Hailing from the northern Sigfein clan, you are a loremaster. This job has three specifications: Keeper Watcher, and Seeker. You are a Watcher. Part of the tradition of Loremasters was to send them abroad to bring back new knowledge. However, the dangerous natural magics and people who would not respect a Keeper's place meant that fewer and fewer would ever make it back alive. Thus, the Watchers were formed to train their bodies, so their strength could survive the dangers of the world. Their role was both as protector and preserver of the customs and honor on Tirogg.

## Watcher Magic: Go Beyond

Watchers are defined by their three duties: (1) Preserve the Great Work, (2) Protect the Keeper, and (3) Honor the Clan. This can be for strength, durability, or dexterity. While others might use magic of the Mind and Heart, a Watcher is a master of the Body. Channeling magical energy to specific parts of their body allows them to go beyond physical limitations in whatever they attempt. Smaller applications of this type of magic are subtle and often invisible to the eye. When using greater and greater feats of physical magic, many can see an aura around the user (especially around the most active parts of the body).

## Moves

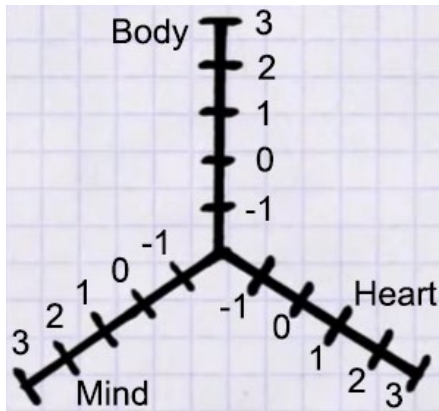
Watcher Moves – actions that all player characters of the specified class may take.

- **Watcher's Gaze** – When you suspect there is hidden danger towards the party or Great Work, use your keen senses to find physical threats or determine if deception is afoot. 10+, ask three of the following questions. On a 7-9, ask one.
  - What has happened here recently?
  - What is about to happen?
  - What should I be on the lookout for?
  - What here is useful or valuable to me?
  - Who's really in control here?
  - What is not what it appears to be?
- **Internal Power** – During a moment of calm, take time to collect and charge your internal energy. Doing so will allow you to expend that energy later in the game. Using your reserve energy can grant a +1 to an action of your choosing.
- **Duty Before Death** – When you take your last breath, roll +Body to use the last of your energy to do fulfill your duty as a Watcher. If you roll +10, you accomplish all three directives and regain some health. On a 7-9, you can choose one duty to fulfill and are spared from death. On a failed roll, discuss with the GM. The three duties are:
  - Preserve the **Great Work**
  - Protect the Keeper
  - Honor the Clan

Clan Moves – Actions that the player has access to based on their role in their origin

- **Honor Bound** – If someone insults your clan in your presence, you are obligated to defend its honor. You receive a +1 to any rolls where you do so and a -1 for actions you allow the dishonor to stand.
- **What trouble is it this time?** – If you are separated from a party member, roll +Body to rush to their side and overcome any obstacles in the way. On a 10+, you arrive at their side in time to prevent one harm that would have been prevented if you were there. On a 7-9, you manage to get there but any harm they would have incurred remains.
- **What did you just say?** – When someone threatens the Keeper or Seeker, roll +Heart to intimidate them. On a 10+, the subject(s) choose to either force your hand with a -1 to their next role or cave in to your will. On a 7-9, they choose one of the following:
  - Get out of your way but are not intimidated
  - Give you something think you want
  - Back off calmly but return later
  - Tell you want you want to hear

## Stats



Appearance

Thanks for Playing!

# Seeker

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## Origin: Clan Sigfein

Hailing from the northern Sigfein clan, you are a loremaster. This job has three specifications: Keeper Watcher, and Seeker. You are a Seeker. Throughout the dangerous world of Tirogg, there are many relics and pieces of history that have been lost to dangerous magic and long forgotten battles. While the **Great Works** of Keepers is the main way the past is remembered, Seekers try to recover pieces that have been lost. Their pursuits were once thought to be frivolous but have come to be accepted as a means of validating or disproving **Great Works**.

## Seeker Magic

By studying pieces of the past, Seekers use their magic to infuse objects with their personal energy. They can channel it into the environment as well to learn as well as to use nature to their advantage. One might take their personal magic and channel it into a dagger to make it sharper or draw energy from the ground and mix it with their own to learn about a place. These abilities combined with their tendencies to wander into locked places often make Seekers excellent at dealing with locks and traps.

## Moves

Seeker Moves – actions that all player characters of the specified class may take.

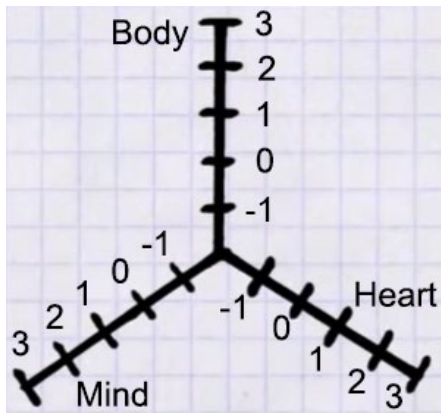
- **Pathfinder** – When following a trail or set of clues, roll +Mind. On a 7-9, you follow the trail until a major change occurs. When rolling a 10+, do that but also select one additional benefit:
  - Learn something new about your target.
  - Understand what caused the major change.
  - Take a +1 to rolls attempting to pick up the trail.
- **Tools of the Trade** – When in an unexpected or new situation, roll +Body to use the objects around you to make a tool and channel your personal magic energy into it. On a 10+, the tool does what you want it to and has a +1 towards rolls using it. A 7-9 allows you to use the tool but you must choose one tag for it:
  - Creates magic side effects
  - Breaks after one use
- **Lay of the Land** – When scouting a new area, learn secret paths in and out of locations by rolling +Mind. 10+ allows the party to find a way to move around safely. A 7-9 reveals one important piece of information about the relevant area.

Clan Moves – Actions that the player has access to based on their role in their origin

- **Exit Plan** – In a dangerous situation, name your escape route and roll +Body to get out. Rolling a 10+ means you escape without a scratch. A 7-9 allows you to escape but with a cost. Failed rolls leave you vulnerable.
- **Tricks and Traps** – When picking locks or disabling traps, roll +Mind to neutralize them. On a 10+ you succeed flawlessly. A 7-9 allows you to succeed but you raise suspicion or danger around you (GM's discretion).

- **Sneaky Survivalist** – When trying to sneak by someone/something, roll +Body. On a 10+, you get by undetected. A 7-9 allows you to succeed but at a cost.

## Stats



## Appearance

Thanks for Playing!