

BASTION

HONOR • SACRIFICE • FIGHT • PROTECT

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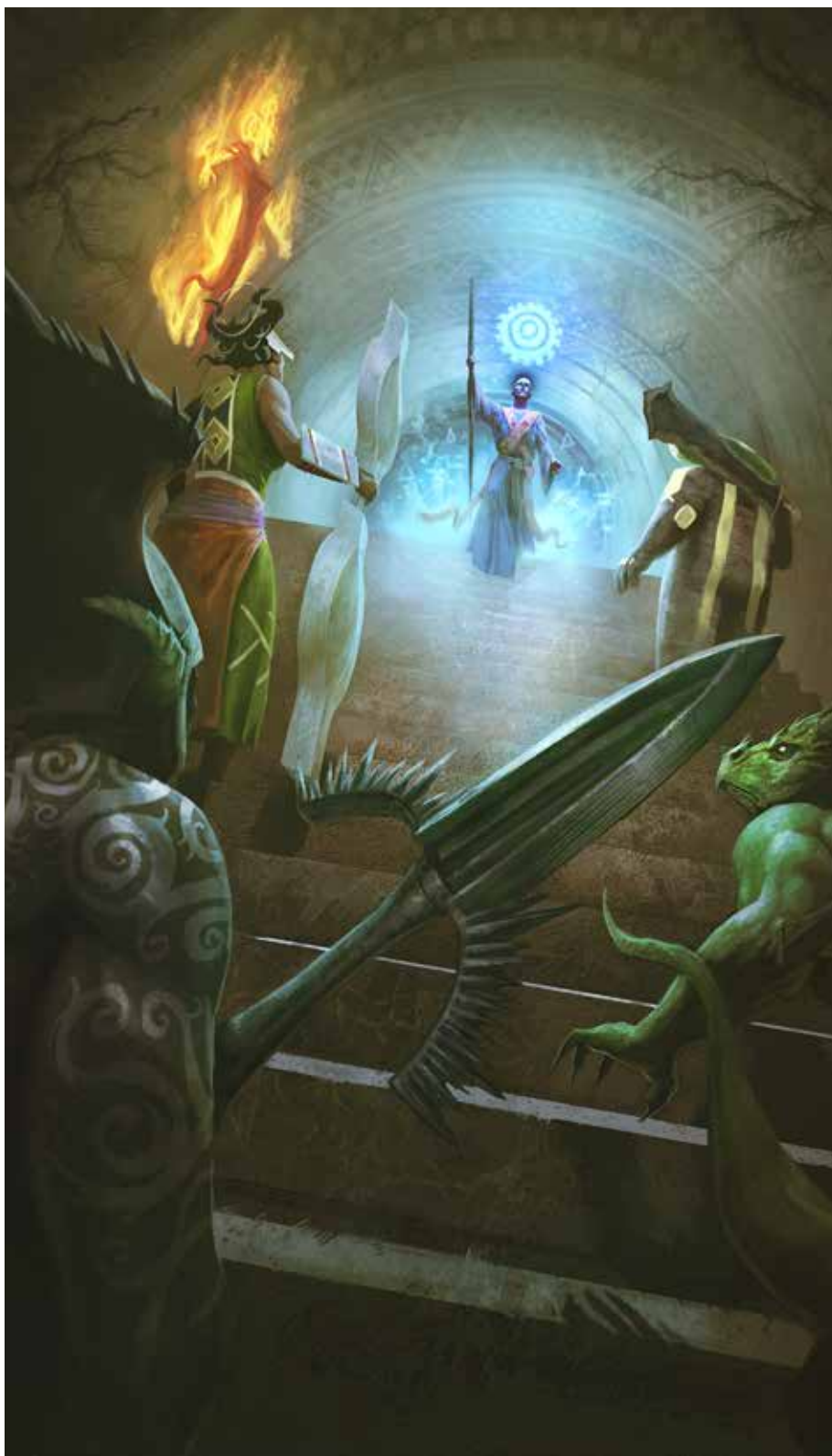
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BASTION

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WHAT IS BASTION?

BASTION is a fantasy game set in the last city at the edge of the world. Bastion consists of a post-apocalyptic setting where the heroes explore the wasteland to find survivors of the final great global holocaust. At its core, Bastion is about the sacrifice the heroes will make to defend the remnants of life left in a world corrupted by a wasting plague harrowing the land.

TWELVE REVELATIONS

1.) WHAT IS BASTION ABOUT?

This is a game about the last refuge of humanity on a dying world. Players take the roles of Fihankras that protect the city and travel outside the gates looking for hope and a cure to the slowly creeping plagues set loose by Lord Obonsam.

2.) WHAT DO THE CHARACTERS DO IN BASTION?

Bastion is about the personal journeys of the Player Characters. They each have stories to tell, some of which are secret and self-serving, while others are grandiose and world-shattering. While some protagonists in Bastion are driven to save the world, most are propelled by their own ambitions (desires for fame, power, and wealth), but all have one thing in common: while some are petty, and some are noble, all are driven.

3.) WHAT IS THE RESOLUTION MECHANIC OF BASTION?

Bastion incorporates the MYTHIC D6 system, which uses a dice pool of D6.

4.) HOW DOES CHARACTER CREATION IN BASTION REINFORCE WHAT THE GAME IS ABOUT?

Heroes in Bastion all give up a piece of themselves and are augmented to become protectors of Bastion. All know that the wasting plague will someday warp them beyond recognition, but all believe it is a small price to pay to see those they love behind the walls live. Players make heroes that are a cut above, sent to fight the horrors beyond the wall.

5.) HOW DO PLAYERS CONTRIBUTE TO THE BASTION STORY?

The players and Game Master collaboratively create extraordinary stories as they adventure through the world of BASTION. Using the rules within these pages, players are able to actively add to the story and react to elements the GM throws at them. NO story happens in Bastion without the focus being centered on the Heroes. Because character creation infuses each character with multiple plot hooks, the players becomes proactive as well as reactive to the Game Master's plots. The Heroes are the story of Bastion.

6.) HOW DOES THE BASTION SETTING REINFORCE WHAT THE GAME IS ABOUT?

The setting models a fictional world where the great evil has won and driven the heroes' people to the brink of oblivion. Huddled behind a great and impenetrable wall, all life waits for the day Lord Obonsam awakes and finishes what he started or, through attrition, every living thing dies or is corrupted.

7.) WHAT SHOULD BASTION MAKE THE PLAYERS FEEL WHEN PLAYING?

Players should get a sense of urgency and sacrifice. They should feel that every decision may cost them their lives or, worse, their very souls. The heroes of the game are the chosen protectors to give of themselves so that others may go on living.

8.) WHAT TYPES OF BEHAVIORS/STYLES OF PLAY DOES BASTION ENCOURAGE?

Player Characters are made in the vein of classic sword-and-sorcery Heroes; there is a tragedy for every triumph. Players are encouraged not only to succeed at their goals, but to bring their disadvantages into play. Renown is the primary source of character improvement, and therefore should serve to make the players proactive rather than reactive. To attain Renown, the Player Characters must accomplish goals or undertake daring exploits that catch the attention of their peers and the common man.

9.) WHERE DOES BASTION TAKE THE PLAYERS THAT OTHER GAMES DON'T?

BASTION is a front-loaded game, where the Heroes are accomplished and competent from the moment play begins. The goal of the game is not to amass power and skill but to use their existing skill to realize their goals and affect change in the world. The game is not interested in the amassing of wealth, but the accumulation of the Renown tied to great or infamous deeds.

10.) WHAT DOES BASTION DO TO ENGAGE THE PLAYERS' ATTENTION; WHY SHOULD THEY CARE?

The Player Characters are the central stars of the game. Nothing of importance happens without the characters' involvement. It is impressed upon the players that they are the movers and shakers in the game world, and that they have the potential to literally change the course of events as they unfold. Furthermore, players are motivated by the promise of Renown and the tug of their responsibilities to move their characters forward. Proactive play is rewarded; the penalty for idleness is no Renown gained and a forgotten life for their character.

11.) WHAT ARE THE PUBLISHING GOALS FOR BASTION?

BASTION is a micro-setting using the MYTHIC D6 system.

12.) WHO IS THE TARGET AUDIENCE FOR BASTION?

Goal-driven individuals who favor creative storytelling in a new fantasy world not tied to the Dungeon & Dragons fantasy tropes. BASTION is not made in opposition to D&D or games later derived from it. Instead, it is intended as an alternative play environment (and play style) for those looking for something different. In BASTION, Renown takes the place of gold and the Hero's deeds take the place of their loot.

My intent and goal with this setting

BASTION is my take on a fantasy game world with Elves, Dwarves and the standard races of a more traditional fantasy world. I've been playing RPGs since early 1980 and I loved D&D in all its iterations, but every time I sat down to run my own games they always skewed into weird non-D&D fantasy areas. There are tons of games that do traditional D&D fantasy better than I ever could and my intent is not to compete with those but to offer alternatives.

I can't help but want to do something different and I hope that my attempt here is appreciated.



INSPIRATIONS

Below is a list of inspirational media that helped in the formation of BASTION.

INFLUENTIAL WRITERS

The following writers have a great influence and impact on the game world of BASTION.

Charles R. Saunders

For the Imaro book series.

Michael Moorcock

His Eternal Champion and the odd description of the warping influence of chaos.

Clark Ashton Smith

For all the weird worlds of sword-and-sorcery fantasy he delivered in his time.

Glenn Cook

For the Black Company series.

Stephen King

For the horror novella, The Mist.

John Broome

For his work on my favorite reimagined superhero, Green Lantern.

Geoff Johns

For his work on the Green Lantern and his addition of the other colored lanterns.

Hajime Isayama

For his work on the Attack on Titan series.

Anne McCaffrey

For Dragonriders of Pern.

Jeff VanderMeer

For the Southern Reach Trilogy

PLAYER QUICKSTART

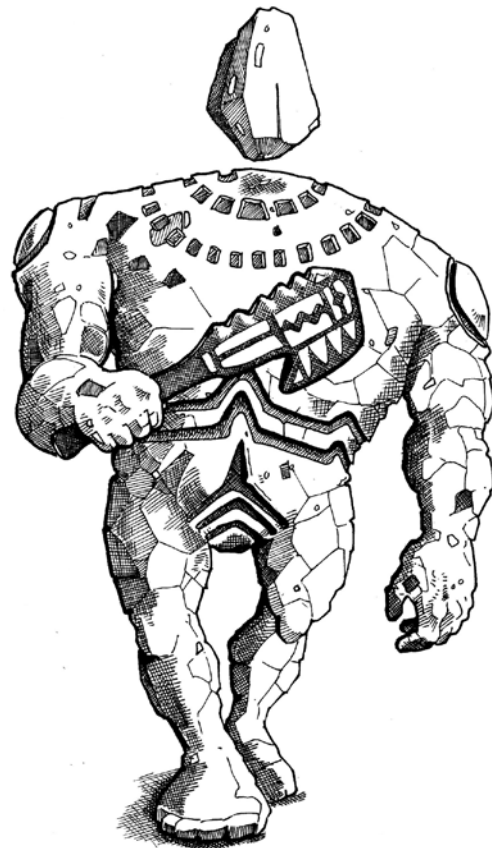
WHO ARE YOU?

Players each take the role of a Fihankra, a hero imbued with the power of the Adinkra symbol and enlisted to protect the city of Bastion.

There are many different symbols, and each is unique, giving the hero power beyond imagining.

QUICK START CHARACTERS

If you would like to jump right in and play now, choose one of the pre-made heroes starting on page 50. They are beginning level heroes ready to jump into the action.



GLOSSARY

Bastion is full of words unfamiliar to the Westerners. The small glossary is presented to make things a bit easier

Adinkra: (Ahh-ding-kwa) A symbol of power emblazoned across the head of the chosen protectors of Bastion.

Alaase: A person that can manipulate Ashe.

Alkimians : An alchemist, mechanics.

Ashe: (Ah-Shay) The spiritual power inside every living thing.

Busufo: (Boo-Soo-Foh) Accursed Thing. A general in Lord Obonsam's armies.

Fihankra: (Fi-Han-kwa) The men and women that protect the city against the evils outside the walls.

Gyata: A professional warrior

Ife Oodaye:(Eye-Fa OO-Daw-Yay) The cradle of existence. The world. The land the things of the world live on.

Lord Obonsam: Oh-bow-sam) The embodiment of evil made flesh.

Nyame Dua: (Na-may Doo-Ahh) A priest of the god, Nyame.

Nyame: (Na-may) The living god, creator of the universe.

Sikaotu: a professional scout.

Wasting Mist: A gray mist that corrupts all that it touches.

Twɔ language and some cultural aspects

Twɔ (pronounced chwee) is one of three Akan dialects spoken in Ghana. Most of the words here are my form of pidgin Twɔ, and I apologize when I make an egregious error. I don't have a formal education in any West African culture and everything I know, I learned through books, media, and, unfortunately, the internet. What I do have is a love of the myths that shaped the cultures of Africa, and West Africa in particular. I want to learn more, and I hope to share the small amount I've found. Many can do this better, and I hope someone does, but this is my attempt to honor the cultures.

Bastion is not a faithful retelling of any Akan story, but a fantasy world inspired by many different sources and seen through a West African lens. In much the same way that Dungeons and Dragons is a pastiche of Western Europe, Bastion is an amalgam of different myths, cultures, and fictions.

Take this work and move it forward, explore more. Tell me where I messed up and create your own stories.



CHAPTER ONE

Her name was written in the Book of Heroes; she would not survive this journey.

Chiasoka's name carried the weight of 11 souls before her journey even began, resolutely penned under that of her crew. Written into the Book of Heroes in case the team died in the Waste Lands—she alone bore the burden of leadership, a duty she volunteered for, as her father before her, and his father before him. Legacy sat at the forefront of Chiasoka's mind as she rode her steed through the giant gates of Kyem Abow, the Great Shielding Door; a Fihankra in her own right, she needed to prove herself, to shine beneath the shadow of her father's great legacy.

From behind her, Chiasoka could hear Tejumola's stone arm scraping along the last bit of the Kyem Abow, which had protected Bastion for decades. The stone woman's head vibrated with the resonance of the city, the song sung in their honor, the ritual held to bless them, but mostly the stone, the roots of which ran deep into the ground drinking in the strength of millennia. Stepping onto the vast bridge carrying them from the city to the Wastes wicked away the sounds of celebration. Before them, there was only the desolate wastes and a howling wind crying the pain of thousands of lost lives.

The heels of Tayo's steed clicked impatiently behind Tejumola, who'd taken up formation behind Chiasoka and her second, Kwento. Chiasoka was sure she could taste the Umbari's bitterness at being passed over for leader in every snap of his horse's step. Sensing her friend's unease, Tejumola sighed, "That was a good send-off," she said, stopping and lazily stretching her arms and blocking any attempt by Tayo to pass.

Chiasoka restrained any inclination of her mouth to smile, though her deep-umber eyes danced with delight. "They say the deeper the blessing, the more dangerous the mission." She swallowed a laugh as Tayo's steed struggled with the slowed pace.

Squinting her eyes toward the horizon, Chiasoka could barely make out where the beacon had come from. Atop Bastion's great walls, the beacon was bright as day, a signal of desperate refugees seeking Bastion in need of help, but now within the mists of the wastes, the light of the nearby city felt far off, distant and cold. "Io," Chiasoka called to the Solari Fikankra sent to aid her. "Can you still sense the light of the beacon?"

A groaning silence followed her request as they progressed over the bridge. Unwilling to ask twice, the Fihankra leader turned her mount toward her troops to see the Solari woman playing with a fragment of light between her fingers, utterly oblivious to her commander's words. "Io," Chiasoka called, more resolutely.

Shaken from her thoughts, Io started, dropping the bit of light in her hand and seeing it dissipate into shadows. Frowning, she turned to her leader. “Yes, I sense the light, She-of-her-father. I shall guide us when the time is right.”

Kwento sniggered at the Solari, his forked tongue licking between sharpened teeth as he turned to Chiasoka. Unwilling to untangle the Solari’s riddle to discern a slight or compliment, and ignoring her second’s laughter, Chiasoka nodded.

Ahead, the mist beckoned the crew, flirting with the edges of the bridge, as the young woman bravely led her squad into the dreaded unknown. Chasoka would see this mission to its end. She would prove herself once and for all.





THE GAME WORLD

IFE OODAYE (EYE-FA OO-DAW-YAY)

THE CRADLE OF EXISTENCE

Ife Oodaye, an ancient world, orbits a rust-colored sun and is surrounded by The Angry Sisters—five moons of varying hues and density. The Angry Sisters' fury shines brightest now in their weakened state, signaling the death throes of Bastion and the world. Ife Oodaye is a wilderness of churned seas, jagged coasts, striated peaks, and forests that stretch as far as the eye can perceive. Although several continents float on top of its mysterious seas, all of them are desolate and uninhabited, save one—Akan.

The continent of Akan, the demesne of men, is a land of endless plains, zigzagged hills, ancient forests and jungles, and sharply peaked mountains. The north of this great land is a frigid strait of mountains and bone-chilling tundra. Endless jungles steam and boil in the far south, and volcanos spew from crenellated archipelagos in the turgid Southern Sea.

Akan is a land scarred by the encroachment of empires and feuding kingships. For 10,000 years, the vast empire of the reptile race covered the land in crisscrossed walls of jade and fire. When this saurian race was finally overthrown, the ascendant race of men constructed their keeps of stone and wood upon the bones of their former masters.

Now, as the Wasting Mist stretches across the once-bountiful land of Akan, the last vestiges of all the races huddle behind a dark, bloodstained wall. Although these races are not particularly fond of one another, they appreciate the fact that they must rely on one another or perish. Ife Oodaye threatens to die. Although this fact has rooted in the hearts of the last of these races, the bravest of their ranks persevere, and refuse to relinquish hope.