

LoreFolke



A fantasy tabletop roleplaying game of epic-sized adventures for faery-sized heroes.

LoreFolke is an original rules set and campaign setting in which players take on the roles of faery-sized heroes in an oversized forest realm. It features 6 playable races; adversaries (including mundane creatures made monstrously huge from the Lorefolke perspective); unique weapons, armour and magic items; supplementary rules governing moving, jumping and falling of tiny beings; and a lore rich world to adventure through.

PREVIEW: EMBER

The document which follows is a work-in-progress preview of the **Ember**, one of the six playable races of LoreFolke. It is made available in advance to give you a taste of the game. Feel free to try out the Ember, share it with your friends, and send any feedback to gm@gaminggeek.ca.



An update to this preview (Feb. 17, 2023): LoreFolke was originally intended to be 5e-compatible, but due to OGL changes by the 5e publisher (notwithstanding their subsequent reversal thereof) LoreFolke is now being designed with its own game system. For that reason, most conventions used herein will change as LoreFolke is re-developed, but the spirit of the ideas will remain. I therefore offer this preview merely as a sort of teaser for the final game.

Go to LoreFolke.GamingGeek.ca for more info

A mote of fire, brightly glows,
Sent forth by its mother flame;
Carried on the wind of need,
Flying t'ward its destined fame;
Carry out her primal will
That granted fleeting life to thee
To put aright such weighty wrongs
As upset this world's symmetry

- Ballad of the Ember



EMBER

Embers are otherworldly beings created from a fragment of the Primal Essence of Matta Nu. They are brought into existence by this ancient entity, in times of great need, to help correct a dire imbalance in the world.

Like a mote of fire birthed from flame, Embers exist only briefly, by cosmic standards - just long enough to fulfil their purpose.

Note to readers of this preview: Matta Nu is an ancient entity from an aetheric realm who, in concert with other such beings, created the world of Faya, land of the Lorefolke. In game terms, she serves as an Archfey warlock patron.

OTHERWORLDLY BEINGS

An Ember bears a similar appearance to Elvé, though with cobalt skin and eyes that glow with the Primal Essence from which they were formed.

An otherworldly aura, combined with their distinct appearance, imbues these rare beings with an air of mystique, drawing intense curiosity from most who encounter them.

Embers emerge as mature humanoids, endowed with intellect, language, and a simple knowledge of the world they've been born into. Beyond that, however, these nascent beings are largely ignorant of the subtle nuances and complexities of the world, and many are guided by a childlike curiosity thereof.

Despite their otherworldly origins, Embers are corporeal beings. As such, they must eat and rest, and can be killed, like their common Lorefolke brethren.

Furthermore, though crafted from Matta Nu's essence, Embers are independent beings who form, through their own worldly experiences, distinct personalities and opinions as varied as any Lorefolke.

When Embers die, their bodies dissolve back into Primal Essence, like burning motes scattered to the wind, leaving nothing behind but worldly possessions and their memory in the hearts and minds of their companions.

CREATED FOR A PURPOSE

Embers are avatars of Matta Nu, created by the ancient being to help restore balance during periods of destructive chaos or suffocating order extreme enough to destroy the world of Faya.

Their existence is contingent upon the need for such otherworldly interventions, such that when balance is restored – or near enough to it – they are called back to the Primal Essence of their creator.

This dissolution is normally a voluntary act on the Ember's part, though not without misgivings about having to give up corporeal existence and bid farewell to friends made and allies won.

Embers live a brief existence. It should be noted, however, that "brief" is a relative term, in the world of the Lorefolke, that could describe a time frame encompassing years or even decades, depending on the degree of imbalance that prompted their creation.

SURREPTITIOUS

The curiosity Embers attract can be distracting to their purpose. On a darker note, deadly foes of Everrot sometimes hunt down Embers in particular as a way of striking a blow against Matta Nu. Whatever the reason, Embers usually try to obscure their distinct appearance, such as beneath a hood or a helm, to protect themselves and those they travel with.

EMBER NAMES

Embers name themselves, often choosing simple words that reflect the purpose or nature of their existence, or some aspect of their appearance. Occasionally, Embers remain nameless until named by the first sentient being with whom they form a bond.

Example Ember Names: Journey, Bright Eyes, Spark, Aether, Perseverance.

EMBER TRAITS

Ability Score Increase. You embody the enigmatic essence of your otherworldly origin, thereby adding +1 to your Charisma ability score.

Age. Whether Embers are days or decades old, these beings emerge into the world as adult humanoids. They keep the same facade of age they were created with, anywhere from young adults to elders.

Alignment. Embers tend towards Lawful or Neutral alignments, guided as they are by the purpose of their creation, though there are exceptions to this rule.

Size. Most Embers are slight of build, like Elvé, and qualify as Medium in size.

Speed. Your base walking speed is 30 ft.

Darkvision. Your otherworldly eyes can see through 60 ft. of dim light as though it were daylight, and pierce total darkness as though it were dim light.

Otherworldly Insights. When you dream, you experience your ancient progenitor's memories. After finishing a long rest, you can make one attempt to gain helpful insight into your current struggle by meditating on your dream. Your GM will decide what, if anything, you manage to glean this way.

Note to the GM: An Ember's dreams can offer fun and creative opportunities to convey information to your players. You might, therefore, consider using this as a narrative device, even when not triggered by the player.

Mystical Legacy. As living fragments of Matta Nu's Primal Essence, you possess inherent magical abilities. Charisma is your spellcasting ability for these spells.

- **Faery Light.** Upon your creation at 1st level, you can cast the *produce flame* cantrip.
- **Faery Flight.** When you reach 3rd level, you can cast *fly* on yourself once per long rest. Every three levels thereafter (6th, 9th, 12th, 15th, and 18th) you can cast it one additional time per long rest.

Languages. You can speak, read and write Sylvan as well as your creator's language, which is Aetheric.

Note to readers of this preview: Sylvan serves as “Common” among the Lorefolke, and therefore all intelligent beings of Faya can communicate in some dialect of this language of the Fae.

SUBRACES

An Ember's sense of purpose is expressed through one of the following subrace options:

- the gallant Greatheart Ember,
- the inquisitive Brightmind Ember, or
- the rebellious Wayward Ember.

Choose a subrace for your Ember character.

GREATHEART EMBER

You favour action over words, ready to leap into the fray at a moment's notice to smite your foes and protect your allies. Your sense of self worth derives from your bravery in battle and the gallantry you strive to maintain in all situations. You are an Ember, after all – a beacon of hope in a world facing darkness.

Ability Score Increase. Add +2 to Strength.

A Brave Heart. The thought of failing in your task scares you more than any foe. You have advantage on saving throws to resist being *frightened*.

BRIGHTMIND EMBER

You are driven by a curiosity of the world you've been born into, and you're intent on learning as much as you can before your time in it is done. Many Brightmind Embers are drawn to the arcane arts, while some others fulfil their purpose as Rogues or Bards.

Ability Score Increase. You can either add +1 to Charisma and +1 to any other ability score, or add +2 to Intelligence or Wisdom.

An Agile Mind. Choose one skill based on Intelligence, Wisdom or Charisma; your proficiency bonus for that skill is doubled.

WAYWARD EMBER

You have turned away from the purpose for which you were made and rail against the injustice of a destiny imposed upon you.

To follow your dreams, to create your own legacy...to fall in love, even – as an Ember, whose sole reason for existence is to restore balance to the world, you are not meant to enjoy such things. This perturbs you.

Perhaps your deepest torment, however, lies in the knowledge that you cannot, ultimately, escape your otherworldly destiny, no matter how far you flee from it. One day, it will catch up to you, for such is the way of Matta Nu.

But not today.

Ability Score Increase. You can either a) add +2 to any ability score other than Charisma, or b) you can add +1 to Charisma and +1 to any other ability score.

Wail of Agony. A torrent of rage and despair roils within you. Once per long rest, as a bonus action, you can expel it upon those who oppose you in a wail of agony. All creatures within 5 ft. of you must succeed on a Wisdom saving throw or become *frightened* of you until the end of your next turn. Your DC for this feature is equal to 8 + your proficiency bonus + your Charisma modifier.

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