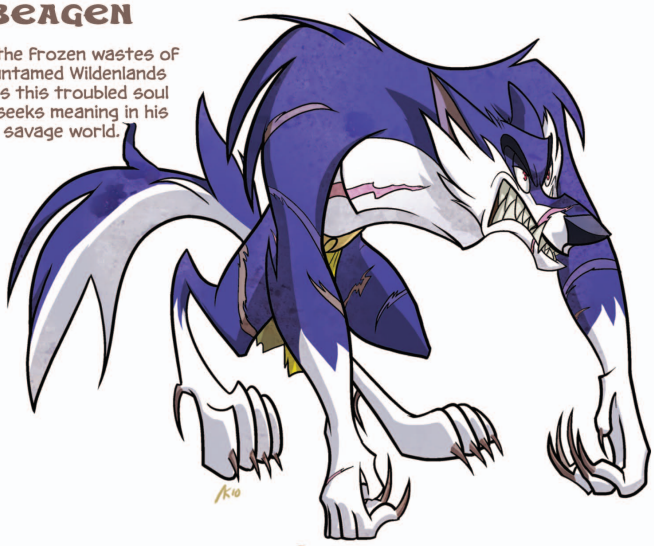
ANTHROPOMORPHIC FANTASY ROLE-PLAY

IRONCLAW

Second Edition

Beagen

From the frozen wastes of the untamed Wildenlands comes this troubled soul who seeks meaning in his savage world.



Vesper

A man of peace and generosity, this cleric has devoted his life to alleviating the suffering that is so ubiquitous in this world.

Annushka

There's so much of the world to see, and so little time to see it all!

Hendrick

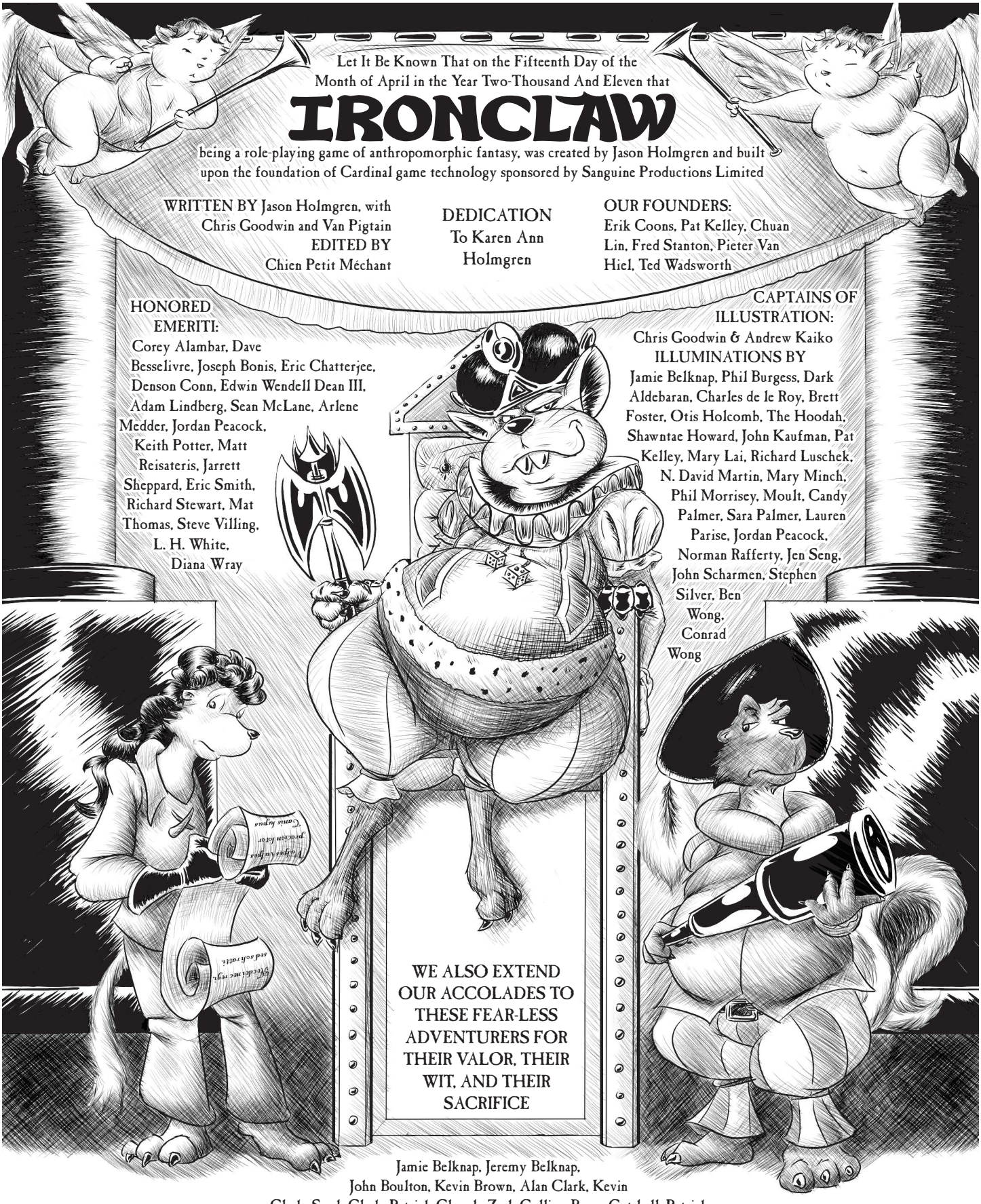
A fellow so cunning, he could be naught else but a weasel, this quick-fingered scoundrel sees no doors, bars, or locks ... only delays.

Anonymous

What tragedy could have happened to convince her to give up her past, and her name?

Mansur

It's not that he particularly enjoys sorcery ... it's that there is nothing he enjoys more.



Let It Be Known That on the Fifteenth Day of the Month of April in the Year Two-Thousand And Eleven that

IRONCLAW

being a role-playing game of anthropomorphic fantasy, was created by Jason Holmgren and built upon the foundation of Cardinal game technology sponsored by Sanguine Productions Limited

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To Karen Ann Holmgren

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WE ALSO EXTEND OUR ACCOLADES TO THESE FEAR-LESS ADVENTURERS FOR THEIR VALOR, THEIR WIT, AND THEIR SACRIFICE

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WHAT IS IRONCLAW?

If you've NEVER played a role-playing game before …

To play the game of *Ironclaw*, you will assume a *role.* You will make up a *character* who lives in the fantasy land of Calabria. You will choose a name for your character, what sort of species they are (bat, cat, rat, etc.), and what sort of job they have (crafter, fighter, wizard, etc.).

One of you will be the *Host,* the director of the story. The Host tells you what's happening in the world, and to your character. Shop-keepers want to sell you things! Thieves want to steal your money! Monsters want to eat your face! Villains want to do bad things! Victims want your help against the forces of tyranny! As you pretend to be your role, you will tell the Host what you want to do, and the Host tells you whether it happens or not.

Just like how authors write a story, you and the Host will have to decide if what you want to do is possible or not. Many times, you will push your character to new heights of glory, uncertain of the outcome. To represent taking a chance, *Ironclaw* uses *dice,* those funny shaped things with the numbers on them. You've probably seen the cube-shaped, six-sided dice before. *Ironclaw* also uses four-sided, eight-sided, ten-sided, and twelve-sided dice. (The four-sided pyramids are a little weird – when you roll them, look at the number at the base, to see what you scored.) You will roll several dice at once, in all different shapes and sizes. If the text says "Roll 2d10, 3d6", then you roll two ten-sided dice and three six-sided dice and check out each number. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together.

You start the game with ratings in general abilities called *Traits.* Your character is rated in strength and hardiness (*Body*), quickness and agility (*Speed*), smarts and wits (*Mind*), stubbornness and determination (*Will*), instinct and natural ability (*Species*), and training and schooling in their job (*Career*). Each Trait is measured with dice. The bigger your dice are – that is, the more sides they have – then the higher they can roll, so the better your character is at doing things.

You can improve your character by buying *Skills* – specialized dice for certain tasks like climbing, searching, building, sneaking, etc. – and by buying *Gifts* – new abilities that let you do things the non-gifted can't do, like cast mighty spells or perform amazing stunts.

Some abilities can only be used a limited number of times, or they require you to do something to refresh them. When a Gift *Exhausts,* you must Refresh it before you're allowed to us it again. Each Gift is different, and each one has different rules on how often it can be used.

Books, television, and movies often brush over long spreads of time, such as "Three weeks went by as Mavra searched for the book." But when an action sequence starts up, suddenly everything is described in great detail. "Mavra reached for her sword, her eyes quivering with rage, and she leveled the point against the charging bandit, and she barked a strangled curse." *Ironclaw* will often use *narrative time* to breeze through long periods of time, but then will switch into *combat time* to describe a fight scene blow by blow. When a fight starts, each Player will get a turn to do something – well, two somethings, actually, which are called *Actions.* There's lots of rules for what Actions do, and they're covered in the *Combat* chapter, but the main rule is that you can do two things, as long as they're *different* things.

Ironclaw is an action game, so there will be lots of fighting. As people get hit, they will become hurt, they will lose the will to fight, and they may even be killed. Just like how the main character doesn't get bumped off in the first five minutes of the story, your character begins the game with some special abilities to protect them … but be careful! It will take quick wits, skillful planning, and a heroic attitude to win the day.

This book may look intimidating, with all the rules, but most of this stuff only comes up in rare cases. And in the end, there's only one golden rule to role-playing:
Have fun!

If you've played a COMPUTER role-playing game before …

One player acts as the *Game Host.* He or she is the moderator who decides what content will be available in the game, what rules are in effect, how those rules should be played out. As a *Player,* you declare what you want to do, and the Host tells you how it plays out. The Host says what goes and what doesn't.

Ironclaw is a story-based game. What you did yesterday will affect what folks think of you today. Many computer games have locked doors, obstructed passageways, or even invisible walls that block your progress … and the people in the world are just props, they don't remember who you are nor have any opinions about you. In Ironclaw, the only limits are your

imagination: you can go anywhere and talk to anyone, making new friends … and maybe new enemies.

Ironclaw gives characters several special abilities, called *Gifts*. Many Gifts grant special abilities that *Exhaust* the Gift – you'll have to Refresh the Gift before you can use it again. When an ability can Refresh will vary; some Gifts have long cool-down times, others can be Refreshed in the middle of a fight.

Funny-shaped *dice* will be used, to add random elements to the game. If the text says "Roll 2d10, 3d6", then you roll two ten-sided dice and three six-sided dice and check out each number. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together.

Ironclaw has two kinds of time: "narrative time" and "combat time." Narrative time is more like a cut scene, where characters establish things that they'll do, or talk about things related to their personalities. Game time is rigidly measured out in hours, minutes, or even 6-second increments (called *rounds*), and what you declare, at what time, is very important.

Combat is turn-based, with one side taking all of their actions, and then another side taking all of theirs. Each side can take their turns in whatever order they want … so usually the healers go first, to remove bad statuses from the fighters, and then the fighters attack.

Being hit in combat causes *Reeling* – a de-buff status that lowers your defenses and makes you lose one of your actions. It's quite possible for a character to get stun-locked and to be beaten up by an angry mob. To prevent stun-locking, you must be really good at countering, or you must fight at range, or you must have some really good healers on your side. Any character can attempt to remove Reeling, using their Will and Leadership … so it's a good idea to have one or two members in your party who have strong Will and great Leadership!

Area-of-effect attacks are rare, but many of them have friendly fire. Don't drop a grenade in the middle of a fight if you might catch some of your friends in the blast!

Ironclaw is a point-based system, where characters earn Experience and then spend them to buy up their Skills and to buy new Gifts. Points are earned by surviving to the next Chapter, by good role-playing, and by completing objectives.

If you've played a TABLETOP role-playing game before …

The master of the game is called the *Host*. Everyone else is called a *Player*. Non-player-characters are divided up into *Major Characters* (who may have any special ability that the PCs can get) and *Minor Characters* (who are denied any major abilities, and thus could be taken out with one lucky hit.)

Ironclaw uses typical polyhedral dice. Usually, only the highest number matters. Sometimes, the second- or third-highest numbers will matter. Don't add the dice together.

Ironclaw divides combat into rounds, and each player takes a turn. First all the combatants on one side take their turns, then all the combatants on the other side take their turns. On your turn, you can declare two actions, which must be different. (For example, you can "dash" towards someone, then "attack" them, but you couldn't declare two attacks.) You can learn special abilities that increase the number of actions, or that let you combine actions, but the golden rule is "never the same action twice, on the same turn."

Ironclaw doesn't use hit points. Each character gains more and more bad statuses. At first, statuses just increase future damage … but bigger damage results can make your character lose the will to fight, knock them down, or kill them.

Ironclaw is a point-based system, where characters earn Experience and then spend them to buy up their Skills and to buy new special abilities (called *Gifts*). Points are earned by surviving to the next point in the story or by good role-playing. Completing an objective can win you an entirely new Gift.

If you've played a previous version of IRONCLAW before …

Here's a quick guide to the major changes.

- ***Fewer Skills, more Gifts.*** There are only 26 skills, and that's it. Everything else is a Gift.
- ***Lower starting abilities.*** You now start with 2d8, 3d6, and d4. You only start with 13 Marks to put in Skills, with a maximum of 3 Marks in any one Skill. (If that bothers your group, check out the Variant Rules for ideas on starting with more power.)
- ***Flat Costs.*** Skill Marks cost 4 experience, all Gifts cost 10 experience. All Gifts have the same cost, but many have requirements. Everyone starts the game with the same number of Gifts and Skill Marks.
- ***Bonuses and Penalties are more dice.*** A bonus for you is another die to roll. A penalty for you is a bonus die to the other side. No more bumping up die sizes, no more re-rolls.
- ***Exhaustions and Refreshes.*** Some Gifts grant abilities you can use any time you want. Other Gifts must be Exhausted, and then you must Refresh them before you can use any of their abilities again.
- ***Faster Combat.*** There's no "ranks of initiative" … there's no initiative rolling every round. Characters take their turns in the most logical order, and everyone gets two actions to decide what to do. (Recovering from Reeling is one action, so getting

hit only makes you lose half your turn, not your whole turn.)

The standard melee defense is now the Counter-Attack: two combatants dice off, the winner hits the loser … so something happens to somebody.

Your attack roll is also your damage roll. Every success you score to hit someone counts as +1 point of damage. Each weapon adds bonus damage to that. You still roll Soak dice, but now you count 4s or better as -1 point of damage, each. Hit points have been replaced with status effects; being damaged can not only injure or kill, it can demoralize a combatant so they can't attack, which may end a fight.

- ***Magic.*** All Magic is handled by Gifts. There are no more Magic Points. Many magic spells are weapons that are readied, thrown, then readied again.
- ***Re-training.*** You can exchange Marks and Gifts for experience points, to change your character.

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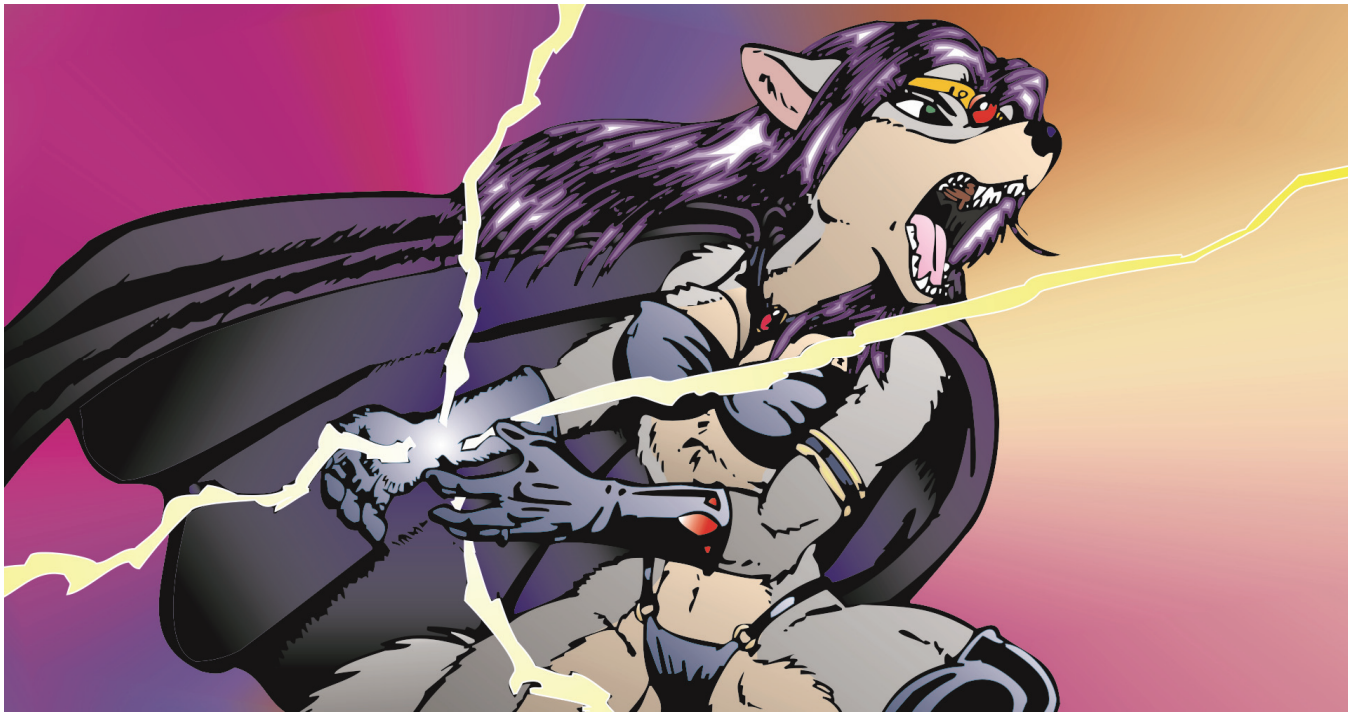


CHARACTER CREATION

Game Terms	
Career	Your character's job
Equipment	Stuff that your character carries around
Gift	A special advantage that the non-gifted don't have
Goal	An objective your character wants to accomplish
Mark	A measure of skill training
Motto	The slogan that your character lives by
Name	What they call your character
Personality	A Gift that grants a bonus d12 to a certain behavior
Skill	Key abilities in the game, rated by training
Species	Your character's genetic race
Trait	Body, Speed, Mind, & Will – measures of your ability

Here we'll talk you through the steps of making your own character.

Starting Traits

You start with one d4, three d6s, and two d8s. Assign these traits to your Body, Speed, Mind, Will, Species, and Career.

What's the best way to assign your traits?

There is no one "right" answer for how to assign your Trait Dice, but we can give you some good advice.

An excellent strategy is to drop the first d8 into your Career. Your Career represents what your character does most, so you probably want a d8 in that Trait.

The second d8 is a little tricky: if you see your character as a muscle-bound type, put the d8 in Body; a fast and agile shooter, put the d8 in speed; a thinker and a learned sort, put the d8 in Mind; as a stubborn hero who never gives up, put the d8 in Will; or as a prime example of what it means to be the sort of critter that they are, put the d8 in Species..

Your character also has that d4 – a weak point in their character. If you see your character as thin or small, put the d4 in Body; as awkward or clumsy, put the d4 in Speed; as uneducated or simple, put the d4 in Mind; as indecisive and wimpy, put the d4 in Will; and as far more humanoid than bestial, put the d4 in Species.

And don't worry – if that d4 really bothers you, you can improve these Trait Dice later.

YOUR CHARACTER HAS SIX BASIC TRAITS THAT DEFINE JUST WHAT SORT OF PERSON THEY ARE. FOR EXAMPLE, YOU MIGHT DECIDE TO CREATE A ***CAT MERCENARY...***

A CHARACTER WITH BIG DICE IN ***BODY***, ***WILL***, AND ***SPECIES*** WILL BE A SAVAGE, BRUTAL WARRIOR. HE WOULD BE A POWERFUL ATHLETE, HE COULD SNEAK THROUGH THE SHADOWS AND POUNCE ON HIS FOES, THEN SAVAGE THEM WITH CLAWS AND TEETH. HE WOULD RELY ON HIS NATURAL INSTINCTS, AND HE WOULD PROBABLY LEAVE THE HEAVY THINKING TO OTHERS.

A CHARACTER WITH BIG DICE IN ***SPEED***, ***MIND***, AND ***CAREER*** WOULD BE A STEELY-EYED SOLDIER. HE WOULD BE VERY GOOD WITH WEAPONS AND ARMOR, AND HE WOULD BE SKILLED WITH TACTICS AND NEGOTIATION. HE WOULD PREFER TO THINK FIRST AND TO CHOOSE HIS BATTLES CAREFULLY.

THERE'S NO RIGHT OR WRONG WAY TO CHOOSE YOUR TRAITS. THINK ABOUT WHAT YOUR CHARACTER WOULD BE LIKE, WHAT THEIR STRENGTHS ARE, AND HOW THEY WOULD DEAL WITH PROBLEMS. AND MOST IMPORTANTLY, ***HAVE FUN!***

Starting Species

Choose your Species. Write down the three Gifts it gives you. Write down your Habitat, Cycle, Diet, Senses, and Weapons.

Find the Species column on the Skill List. Find the three skill rows that your Species Trait is included with. Write your Species Trait's die in each of the three rows, in the Species column.

What is the best Species to take?

Most people who play *Ironclaw* have a preferred species in mind: Cat, Fox, Raccoon, Horse, Rat, etc. Naturally, the best Species is the one that you are the most comfortable assuming as a role.

Other players will want to pick a Species that has a specific advantage for their character's role. For example, cats can be sneaky fighters who strike from the shadows … squirrels can jump from tree-top to tree-top … horses can carry heavy loads and run fast … et cetera.

Starting Career

Choose your Career. Write down the three Gifts it gives you.

If you get the same Gift twice, only write it down once, and instead give yourself "Increased Trait (of choice)". The Gift of Increased Trait lets you increase any Trait to the next die size.

Find the Career column on the Skill List. Find the three skill rows that your Career Trait is included with. Write your Career Trait's die in each of the three rows, in the Career column.

Starting Personality

Everyone starts with a Personality Gift. Choose your Personality now, either from the suggested list below or just make one up, using one or two words.

The Personality Gift is the major defining feature of your character. Is your character a dashing hero, renowned for their boldness? Are they preening and vain, with pride that sometimes gets the better of them?

After playing your character for a while, you may decide on a different Personality. That's fine – you can change to a new Personality at no cost.

What personality should my character have?

If you're having trouble coming up with a Personality, here's a list of common suggestions.

- Altruistic, Selfless, or Self-Sacrificing
- Bold, Dashing, or Reckless
- Charitable, or Giving
- Chaste, Abstinent, or Pure
- Choleric, or Vengeful
- Envious, or Jealous
- Gluttonous, or Unrestrained
- Greedy
- Gregarious, or Friendly
- Humble
- Kind
- Lustful
- Melancholy, or Sad
- Naïve
- Obsequious, Sycophantic, or Flattering
- Patient
- Phlegmatic, or Listless
- Proud, or Vain
- Sanguine, Hopeful, or Optimistic
- Selfish
- Slothful, or Lazy
- Sneaky, Duplicitous, or Deceptive
- Sympathetic
- Temperate, Ascetic, or Restrained
- Wrathful, or Angry
- Zealous, Diligent, or Stubborn

In the world of *Ironclaw,* physicians and learned folk will describe *Choleric, Melancholy, Phlegmatic,* and *Sanguine* as the **Four Humors** — an "unbalanced" personality caused by a build-up of fluids in the body.

The popular religion known as the Church of s'Allumer condones the **Eight Virtues** of being *Altruistic, Charitable, Chaste, Humble, Kind, Patient, Selfless, Temperate,* and *Zealous.* These Personalities are admired by the pious and the righteous. On the other side of the coin, the Church condemns the Eight Vices of being *Envious, Gluttonous, Greedy, Lustful, Proud, Selfish, Slothful,* and *Wrathful.* Many church sermons speak out against such behavior.

Starting Local Knowledge

Ask your Game Host where the game will be starting. When they tell you the place name, write that in under "Local Knowledge".

Add your 13 Skill Marks

You may now place 13 Marks into any skills you want. You may *not* put more than 3 Marks per Skill.

Later, some Gifts may push you past the 3-Mark limit. For right now you can only put up to 3 Marks in a single Skill.

How should I assign my Skill Marks?

All Skills are good to have! Your character already starts with some dice to roll when using a few Skills — your character has a Species and a Career, and those Trait dice are included with several Skills. Marks can give you even more dice in Skills your character already has … or the Marks can be in other abilities to make your character wiser in the ways of the world.

Some players may prefer the route of putting 1 Mark in each of 13 different Skills, becoming a jack-of-all-trades. A Skill roll carries the risk of catastrophic failure, known as a *Botch*. Botches are much, much more likely with Skills where the character has no training at all … so even one Mark can make a big difference. Also, having that one Mark lets your character declare *Favorite Uses* for Skills, which can be a minor bonus.

Most of your foes will have dice no larger than d6. If you can get your Skill up to at least 3 Marks, you'll have a d8 to roll. In other words, if you want your skill to work against almost everyone you meet, put 3 Marks or more in it.

Some players will prefer the "minimaxing" route of picking four skills to have 3 Marks apiece. More Marks mean bigger dice, and bigger dice are always better.

Remember that you may only place up to three Marks in a single skill at this step, the character creation step. You'll earn more Marks as you play the game.

What Skills should I put Marks in?

Ask yourself what you think your character will be doing. Adventurers live dangerous lives, and that makes some skills more popular than others: *Dodge* to avoid being hit in combat, *Melee Combat* to use hand-to-hand weapons, *Ranged Combat* for shooting people, and *Brawling* for punching, kicking, clawing, and biting.

Skill Marks can also round out the weaknesses of some classes. If your Career lacks talking skills, you'll probably want to buy some *Gossip* and *Inquiry*. If you're worried about missing clues, consider *Observation* and *Searching*.

The bonus dice from Skill Marks stack with your Trait Dice … so if you want to be the best at what you do, get high Traits and high Marks.

Later in the game, you can change Marks

Don't worry too much if you forget something. Your character will earn more Marks as you play the game. Also, you will be able to trade in Marks you're not using for extra points.

Add 3 Gifts

You may add three Gifts of your choice. They can be any 3 Gifts that you meet the Requirements for.

What Gifts can I take?
What are Requirements?

Some Gifts are *Basic Gifts*. Any character can take these Gifts. There are no special requirements, pre-requisites or other conditions.

Advanced Gifts will have one or more *requirements* – conditions that must be met before your character is allowed to have these Gifts. Sample requirements include:

- *Another Gift.* For example, you can't take the Gift of "Rapid Guard" unless you already have the Gift of "Veteran". If you don't already have the Veteran Gift, you will have to buy Veteran as one of your 3 starting Gifts, then buy Rapid Guard as another of your starting Gifts.
- *A minimum Trait.* For example, the Gift of "Animal Magnetism" requires "Species Trait of d10 or better". If your character's Species Trait is d10, or d12, then you may take the Gift. If the Trait is only d4, d6, or d8, you may not. You may use the Gift of "Increased Trait" to raise a Trait to the level you need.
- *Special permission from the Game Host.* For example, the gift of "Ordainment" would make your character a recognized priest or priestess of a popular religion. Such characters can be fun to play, but they also have big obligations. You and your Game Host should spend a minute or two to discuss what the Gift means and how it will affect your character.

When a Gift has multiple requirements, you must have* all *the requirements before you can take it. For example, the gift of "White Magic" requires both "Literacy" and "Cleric's Trappings". Your character must have both Gifts before they can take "White Magic".

What Gifts should I take?

As an adventurer, your character will live a dangerous life, so some Gifts will be more popular than others:

- ***Increased Trait*** – If you're unsure what Gifts to take, then making your Trait Dice bigger is always good. The Gift of Increased Trait improves a die to the next size. For example, a Speed of d6 would become d8. Use Increased Trait to get rid of that d4 you start with, or to improve your Career Trait (since you'll be using your Career Die a lot).
- ***Literacy*** – The world of Ironclaw is primitive, and there's no popular education. Characters without the Gift of Literacy cannot read at all! A few Careers, such as wizards, start with Literacy … but most Careers don't. If you want your character to be able to read and write, take Literacy.
- ***Luck*** – This Gift allows you to force a die to be re-rolled, taking the best of three throws. Luck can be a real life-saver. And since Luck works on almost any die roll, it can also fix your character's bad Skill rolls, making Luck a good buy for multi-talented heroes.
- ***Resolve*** – Characters who get beaten up a lot learn how to walk it off. The Gift of Resolve lets you use your Will to resist damage. Fighting Careers start with Resolve, but it's a good buy for anyone who might take a hit.
- ***Toughness*** – Some folks are made of sterner stuff. The Gift of Toughness may be tapped to weaken damage done to your character. What's more, a character can take the Gift of Toughness multiple times, to weaken multiple hits.
- ***Veteran*** –The Gift of Veteran improves how your character aims at their targets and how they guard against attackers. Most fighting Careers start with Veteran; all would-be warriors should take it.

Some Gifts say "+1 Mark" to a Skill. These Gifts can push you over the 3-Mark Limit

For example, the Gift of Knack gives you +1 Mark to a Skill of your choice. If you already had 3 Marks in Stealth, then you now have 4. Only Gifts that grant Skill Marks can push you over the 3-Mark limit, at character creation. (After you start playing the game, there is no limit to Skill Marks.)

Later in the game, you can change Gifts

Don't worry too much about whether this Gift is better than that Gift, or if you're choosing the "wrong" Gifts. Your character will earn more Gifts as you play the game. Also, you will be able to trade in Gifts you're not using for extra points.

Add up your Skill Marks to determine Skill Dice

After all Marks and Gifts are taken, you can now determine your Skill Dice. More Marks means more dice.

- Zero Marks = No dice.
- 1 Mark = d4
- 2 Marks = d6
- 3 Marks = d8
- 4 Marks* = d10
- 5 Marks* = d12
- 6 Marks* = d12, d4

* At this step in your character's creation, more than 3 Marks is only possible if you have a Gift that adds Marks.

Dice from Skill Marks do not add to Traits

The extra dice you get from Skill Marks stay in their own column. For example, a Trait of "Species: Horse d6" would give you a d6 in Endurance. If you put 1 Mark in Endurance, you would have an extra d4, for a total of "d6, d4". (You do *not* have a d8.)

Choose a Name

Wow, did we actually get this far, and your character doesn't have a *name* yet? Let's fix that!

Common Names

Every character has at least one common name, so we know who is who in a crowd. Different regions of Calabria will have different naming conventions. Here's a listing of 52 names to help get you started.

Sample Female Names		Sample Male Names	
Abelinda	Nerilda	Alais	Nicephore
Belamire	Odelie	Beauvais	Odilon
Celestyna	Pierrine	Calixto	Petronius
Damasile	Qerene	Dalvany	Quentilien
Eldorienne	Renata	Echetone	Raguenot
Franzoez	Stessy	Foucauld	Sauvaire
Grilequin	Theognosia	Garion	Theudbald
Hombelina	Ultragotha	Heracleus	Ulderic
Irounia	Vigilia	Itamar	Vicente
Javiere	Wynne	Jean-Matthieu	Wilmot
Khalidah	Xavierre	Konhoyarn	Xever
Lecheme	Yfame	Leofred	Yariv
Magloirienne	Zozimene	Malaquias	Zemarchus

Noble Surnames

Horses of noble birth will have the surname of their house: *Boulanger* or *Moulin*. An arrogant knight-errant might declare their last name to simply be *Avoirdupois*.

Noble foxes, especially grey ones, may be of the *Rinaldi* blood-line. The Rinaldi once ruled all of Calabria, but their house has fallen into deep decline. These days, the Rinaldi have all the privileges of nobility but none of the respect.

Boars of high privilege are *Doloreaux*.

Wolves of nobility are almost always *Bisclavret,* but often they may claim another house.

The Avoirdupois horses, Bisclavret wolves, and Doloreaux boars, are the three *Great Noble Houses.* The Great Houses recognize each other as peers. The Rinaldi foxes are the *First Great House,* and their patriarch, the *Don Rinaldi* or *High King Rinaldi,* is recognized by the Great Houses as the rightful ruler of all of Calabria…. Well, the letter of the law recognizes the Don, anyway. In reality, the Rinaldi have become so weakened that the Great Houses do as they want, fighting their battles amongst each other. Each Great King hopes to gain enough power so that he may declare himself High King and then crush any challengers to their title.

Not all horses, boars, and wolves need be of noble blood of a Great House. There are still tribes of commoners who serve their blooded masters. So yes, you can play a horse who isn't an Avoirdupois.

Dozens of other noble bloodlines exist. These *Lesser Houses* or *Minor Houses* have sworn fealty to a Great House. With the permission of the Game Host, you can make up your own Minor House, complete with its checkered history of marriages, fortunes, and scandals. The Gazetteer has a lot more details on the world, and it starts on page 227.

Nicknames

Most commoners don't have a last name. Often, folks will earn *nicknames*, to tell them apart: "Young Pierre", "Fat Pierre", "Pierre the Polecat", "Pierre the Miller", "Pierre from Granvert", "One-Eyed Pierre", and so forth. Sometimes, the reason for the nickname is long gone, but the nickname sticks – for example, maybe "Old Pierre" died twenty years ago, and Young Pierre has since turned gray, but everyone still calls him that, so it sticks.

A proud character may try to start their own nickname, such as "Mavra the Ineluctable". Such nicknames will only stick if they keep working at it.

Sometimes someone will just pick up a nickname at the scene and use that for conversation. It's common knowledge that wizardry can be worked against someone, by means of knowing the target's name.

Forms of Address

What do you call someone in formal speech? How do you introduce yourself to strangers? The *forms of address* in Calabria are numerous and strange. Here are some tips.

Only nobles – that is, characters with the Gift of Nobility – may be addressed as "Sir" or "Madam". There are numerous forms of address and how to say them – characters with the Gift of Etiquette will know how to speak with nobles without embarrassing themselves by using the wrong form of address.

Characters with the Gift of Ordainment are recognized priests and priestesses. The lowest-level ordinaries in the Church of s'Allumer are addressed as "Brother" or "Sister". Common clerics – that is, folks with s'Allumer careers who are not ordained – may be addressed as "Presbyter", such as "Presbyter John". Uneducated lay-folk may slur the words and say "Prester John", instead.

There are no men ordained in the Old Faith of the Doloreaux. Ordained women, known as *Hierarchs,* are addressed as "Blessed".

Commoners are addressed as "Good", such as "Good Hendrick, have you seen my purse?"

Choose a Motto

Your character's *Motto* represents their personal outlook on life. When you're not sure what a character would do, read the motto again, and then act accordingly.

Mottos help you get into the role-playing mood

At the beginning of each play session, you and your fellow players will read your character's Motto out loud. Be enthusiastic! It's time to get into character.

Mottos help you earn Experience Points

At the end of the play session, you and your fellow players will once again read your Mottos, and then it's up to the Game Host to decide if your character lived up to the Motto. If your character kept to the spirit of their Motto, the Game Host will award 1 Experience Point.

Sample Mottos

Choose a motto that not only defines your character's outlook on the world, but also encourages taking some kind of action. Mottos earn points, so you want a motto that's broad enough to cover a variety of heroic acts, but is also one that says when and why your characters does the things that they do. Here are some examples:

- "All for one and one for all."
- "Deeds, not words."
- "Discretion is the better part of valor."
- "Duty first."
- "Failure is the mother of success."
- "First toil, then the grave."
- "First, do no harm."
- "Fortune favors the bold."
- "Get them before they get you."
- "Honor in all things."
- "Justice will prevail"
- "Keep your faith alight, but keep your powder dry."
- "Know no fear, serve with joy."
- "Knowledge is belief, belief is power."
- "Many can hide, but few can stand."
- "No one is above the law."
- "No one punishes me with impunity."
- "Nothing is done in this world until men are ready to die for it."
- "Peace to all good people."
- "Success is the nobler brother of revenge."
- "There's always something new beyond the horizon."
- "When good folk do nothing, evil prevails."

Choose a Starting Goal

Each character starts with one *Goal* that you get to pick. After character creation, only the Game Host may assign new Goals.

Sample Starting Goals

Your first Goal should be pretty simple. It should be the kind of Goal that starts you on the road to adventure. Here are some sample Goals. Pick one, or make your own:

- Defeat a foe in combat.
- Get out of town.
- Get paid.
- Go on a real adventure.
- Help someone out of danger.
- Meet a real hero.

Choose your Equipment

You begin the game with the Equipment listed in any Trappings Gifts you have taken. You may also start with up to 8 stone (50 kg) of Cheap and Average equipment. You can list your equipment on the back of your character sheet, or on another piece of paper.

You also start with money: *denarii* (Đ) equal to the maximum that you could roll on your Career Die. For example, if your Career Die is d8, then you start with 8 coins, called *denarii*. Write that number down on your character sheet, in the "Money" section.

Battle Array

The last step in Character Creation is to fill out the battle array. It's best to take a few minutes to fill this out *before* a fight starts, to avoid delaying the game.

Your ***Initiative*** is your *Speed & Mind Dice*. You roll these dice at the start of the battle to see how ready you are.

Your ***Stride*** is usually 1. Gifts can improve this.

Your ***Dash*** is half of the maximum you could roll on your Speed Dice. (d4=2, d6=3, d8=4, d10=5, d12=6), with a +1 if your Body trait is *greater* than your Speed Trait. If you carry too meach gear and become Burdened, your Dash drops to zero.

Your ***Sprint*** is your Speed die. Sprint movement is random.

Your ***Run*** is the *maximum* you could roll on your *Body die*, *plus* the *maximum* you could roll on your *Speed die*, plus your *Dash*. For example, if your Body was d8 and your Speed was d4, then your Run would be 8+4+3, or 15.

Your ***Attack*** dice vary from weapon to weapon. See the Equipment chapter for more details. List each weapon with its attack dice.

Your ***Defenses*** also vary, but everybody gets at least a ***Dodge*** defense, which is your *Speed die* and any *Dodge Dice* you have from Skills and the like.

Cover is from shields or cloaks (or magic)

Your ***Soak*** is your *Body die*. (If you have the Gift of Resolve, you may include your *Will die*, too).

Your ***Armor*** is from equipment. Most people prefer to list both their dice and their type of armor, such as "Leather d6". Some folks will wear two types of armor, such as "Leather & Cloth d6, d4", at the expense of their Dodge dice and their Dash.

As for ***Money,*** you start with *denarii* equal to your maximized Career die. So if you have a Career of d6, you start with 6 denarii.

Twelve Steps to Make a Character

STEP ONE: Choose your Traits. You may assign two d8s, three d6s, and one d4. Higher is better.

STEP TWO: Choose your Species. Fill in the blanks, as appropriate. In the Gifts section below, fill in your Species Gifts.

STEP THREE: Choose your Career. Fill in the blanks, as appropriate. In the Gifts section below, fill in your Career Gifts.

STEP FOUR: Choose your Personality. You may now claim a bonus d12 to do something appropriate.

STEP FIVE: Choose your Local Knowledge. Ask your Game Host for suggestions.

STEP SIX: Add thirteen Marks to skills. You may put up to 3 Marks in any one Skill.

STEP SEVEN: Choose Gifts. You get 3 Species Gifts, 3 Career Gifts, and then any 3 Gifts of your choice.

STEP EIGHT: Choose a Name. What do they call your character?

STEP NINE: Choose a Motto. What motivates your character?

STEP TEN: Choose a Goal. What does your character want to do?

STEP ELEVEN: Choose your Equipment. Each Career lists starting gear, but you can add more.

STEP TWELVE: Fill out the Battle array. Write in your Initiative, Stride, Dash, Sprint, and Run. What are your Attacks? Defenses? Soak? Armor? You start with Ðenarii equal to your max Career Die.

RONCLAW

OPOMORPHIC FANTASY ROLE-PLAY

Favorite

HISTORY

WITH ALLIME

WITH "CREATE A

VS. EVILDOE

SKILLS Dice from: Marks ... Species ... Career

. . Academics . .	d4
. . Brawling . .	
✠ Climbing ✠	
	d4
	d4
	d4
bat	d8
tion	
tion	
nce . .	
Combat	
. . Throwing . .	
. . Vehicles . .	
Weather Sense	d10

(None=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

MAVRA THE INELUCTABLE

RED FOX Species d4 — d8 WARLOCK CAREER

Habitat: FOREST
Senses: LISTEN, SMELL
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 19 Gender: ♀
Height: 11 HANDS Weight: PRIVATE
Eyes: AZURE Pelt: RUSSET
Distinguishing Characteristics: RIGHTEOUS OPTIMISM, FABULOUS CLOTHES

BODY d6 · SPEED d8 · MIND d6 · WILL d6

PERSONAL MOTTO
JUSTICE WILL PREVAIL

GOALS (up to three)

1. _____
2. _____
3. _____

GIFTS

		Page	X	Refresh?
Personality: ZEALOUS	(X for bonus d12 on one appropriate roll)			Respite
Language: Calabrese	(Speak the most common language of Calabria)			--
Local Knowledge:	(bonus d12 for local-knowledge rolls)			--
Combat Save	(X to negate Dying or Dead from failed Defense)			Respite
Species DANGER SENSE	(D12 TO INITIATIVE, OBSERVE DANGER)		X	--
Species KEEN EARS	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species NIGHT VISION	(PARTIAL DARKNESS --> NO DARKNESS)		X	-
Career ELEMENTALIST'S TRAPPINGS: YELLOW	(STUFF!)			SPECIAL
Career ELEMENTAL MAGIC	(USE ELEMENTAL SPELLS & WEAPONS)			BATTLE
Career LITERACY	(CAN READ AND WRITE)		X	-
LUCK	(X TO RE-ROLL ONE DIE 2 MORE TIMES, TAKE BEST)			CHAPTER
SECRETS OF AIR MAGIC	(EXTRA MAGIC REFRESH)		X	--
LIGHTNING BOLT	(AIM UPGRADES "CREATE AIR")		X	--

BATTLE Initiative: d12, d8, d6 (Speed & Mind Dice)

Movement

Stride: 1 (1) Dash: zero (½ Max Speed)
Sprint: d8 (Speed die) Run: 12 (Max Speed + Dash)

Attack

	Dice	Effect
ROD @ CLOSE	d8, d6	DAMAGE +2
CREATE AIR @ MEDIUM	d10, d8	DAMAGE +2 CRITICAL
LIGHTNING BOLT @ MED	d10, d8	DMG +3 CRIT., CONFUSE

Defense

	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8	Dodge
COUNTER w/ROD	d8, d6	
PARRY w/ROD	d12, d8, d6	BLOCK MELEE

Soak: d6 (Body dice) Armor: LEATHER & Y.ROBE d6

Combat Modifiers (Cover Dice, Gifts, etc.)

X & USE *READY* ACTION TO CALL FORTH A "CREATE AIR" SPELL.
X & USE *AIM* ACTION TO BOTH AIM AND UPGRADE "CREATE AIR" TO LIGHTNING BOLT. USE "ATTACK" ACTION TO LAUNCH SPELL.
SECRETS OF AIR = EXTRA *REFRESH* TO USE ON ONE AIR MAGIC GIFT.

Damage & Other Status

any hit = ○ **Reeling** (penalty d8; no Counters)
1 hit = ○ **Hurt** (+1 damage)
2 hits = ○ **Afraid** (cannot attack or rally)
3 hits = ○ **Injured** (+1 damage)
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** (get first aid!)
5 hits = ○ **Dead** (beyond mortal help)
6 hits = ○ **Overkilled** (allies become Afraid)
○ **Sick** (Reeling causes Knockdown)
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

☒ **Burdened** (Dash is zero, limit of d8 to ✠ Skills)
○ **Over-Burdened** (Burdened, can't run, disadvantaged)
○ **Knockdown** (disadvantaged, can't retreat)
○ **Unconscious** (helpless)

EXPERIENCE ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

Money: Orichalks _____ (=1/1; Ð) Denarii: _____ (=1 Ð) Quincunx: _____ (=3 Ð) Aureals: _____ (=24 Ð)

Species

Game Terms	
Diet	What the character prefers to eat
Gifts	Special advantages of that particular species
Habitat	Species bonus when the character is in this kind of land
Includes	Skills that may claim a Species bonus
Senses	Species bonus to use spot, listen, or smell
Weapons	Claws, teeth, and other natural attributes for fighting

Species explained

Each one begins with the species' **Name.** Underneath is a flowery **description** of the Species.

Habitat: This Species gains a bonus when in the wilderness appropriate to their habitat: Forest, Mountains, Plains, or Shore.

Diet: Herbivores eat plants, seeds, or roots. Carnivores eat insects, meat, and fish. Omnivores can eat both.

Cycle: Day species are most active during daylight. Night folk prefer the starry sky and moonless nights. Twilight species prefer dawn and dusk, when lighting is dim. (In game terms, you cannot refresh any *Respite Gifts* until your Cycle begins again.)

Senses: When making Observation rolls, you may roll your Species die to claim a bonus, but only with your listed senses. For example, if your Species says "Listen", then keep your Species die separate when you try to observe something. That die gives you a bonus to hear something, but not to see or to smell it.

Include [Species] Dice with; With *any* use of these three skills, you may claim your Species die as a bonus die. You may be able to claim your Species die as a bonus with other rolls – say, when you try to Gossip with your own kind – but you *always* get your Species die with these three skills.

Species Gifts: All natural members of this species start with these three Gifts.

Sometimes the description describes **Variant Species** – a different species that you can play if you make minor changes to the other aspects. Be sure to note the changes on your character sheet.

Armadillo

Armadillos might seem like ideal commandos: born for sorties against impossible odds, able to dig far behind enemy lines, indispensable in a knife fight, and not prone to discipline problems. However, their natural attributes also include an affinity for pacifism, tolerance and quiet introspection, rather than rough valor under fire. Most have some sort of clerical duty or handiwork as a hobby – gardening in particular suits their broad claws. They can additionally thrive as potters, librarians, barbers; occupations of slow forming craft to be done while humming along quietly.

As they are thick-skinned, scuffs and scratches are of little consequence; armadillos at work might score mark onto their hide while counting out some measure, or scratching notes on themselves as reminders, only to buff them out later. Armadillo tailors might even use the back of their hand as a shallow pin cushion; an equally fine place to display fishing flies or thumbtacks until needed.

Habitat: **Plains**	***Senses:*** **Listen, Smell**
Diet: **Omnivore**	***Weapons:*** **Claws, Teeth**
Cycle: **Night**	

Include Armadillo Dice with:	***Armadillo's Species Gifts:***
Digging	**Coward**
Jumping	**Increased Trait: Will**
Searching	**Natural Armor**

Badger

Badgers like to get their hands dirty; they eagerly muck about with tasks others would shun as too taxing. They crack boulders, engineer mines, forge anvils, haul megaliths, bore cannons, dig moats, fell timber, build dams, and other such feats. They meet the world through their hands. A badger with a hammer sees every problem as a nail.

They can get swept away in flights of fancy as any other weasel, yet with badgers this takes the form of construction rather than destruction; making things, rather than dismantling the world. They also tend to dig in and down, rather than look up and out; a badger won't share an otter's wanderlust, and feels no pull to the sea nor the sky. They are conservative homebodies who don't tend to go on grand adventures, unless by accident the adventure comes to them.

They do, however, dig fine ditches. Badgers are indispensible cogs in any successful siege engine and in laying the literal foundation for the tallest of cathedrals.

Habitat: Forest	*Senses:* Smell
Diet: Omnivore	*Weapons:* Claws, Teeth
Cycle: Night	

Include Badger Dice with:	*Badger's Species Gifts:*
Digging	Frenzy
Stealth	Increased Trait: Will
Swimming	Strength

Bat

Bats are often misunderstood for being so different. Their physical attributes fit their way of life, but are often at odds with more common standards of beauty. But it is also true that all bats claim to be vampires until the real vampires come around; it is a useful reputation to cultivate when otherwise forced to live as pariahs. They make excellent thieves, spies, illusionists, stage magicians, charlatans, paramours. They also are good at reading people, making them useful interpreters, negotiators, salesmen, performers, carnival folk and other general hagglers.

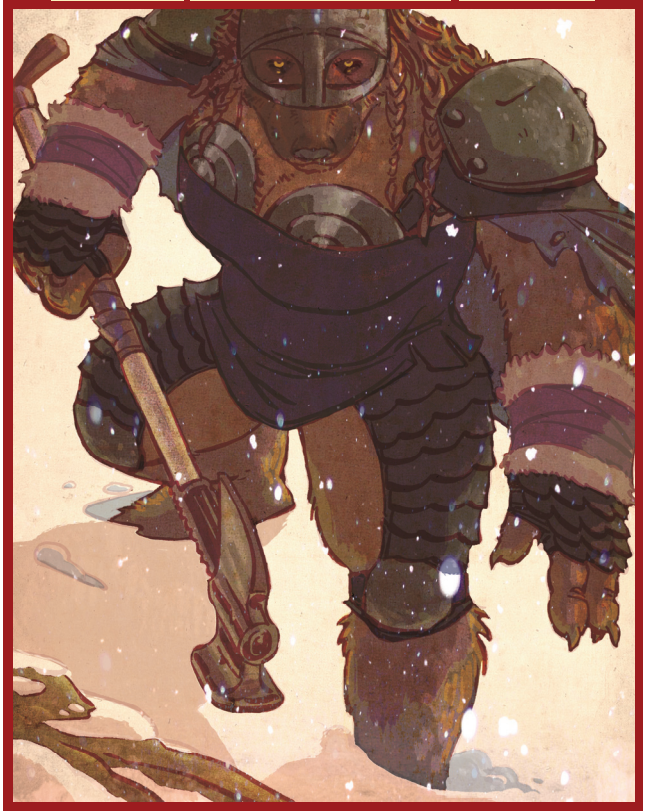
During the day, their cousins the ***Fruit Bats*** come out. (To play a Fruit Bat, change diet to Herbivore, replace Echo-Location with Night Vision.)

There are bats rumored to feed off the blood of the living. Actual ***Vampire Bats*** are a distinct and separate species. (change Cycle to Night, Replace Climbing with Stealth.)

Habitat: Forest	*Senses:* Listen, Smell
Diet: Carnivore	*Weapons:* Claws, Teeth
Cycle: Night	

Include Micro Bat Dice with:	*Micro Bat's Species Gifts:*
Climbing	Echolocation
Searching	Flight
Weather Sense	Prehensile Feet

Bear



Bear culture is both one of the oldest and newest. There are still small enclaves of bears living in the perpetually wintry northern wastes as they have for many hard ages, keeping alive a pagan culture once known for seafaring exploration and honor.

After countless generations, bears are now seamlessly integrated into cosmopolitan society and most have lost all meaningful ties to their northern relatives. Any bear on the street will tell you the same thing and claim lineage to one of the bear clans that successfully assimilated into the contemporary world. Some bears don't even have an opinion on the matter. Which is not to say they are completely easy going, as bears tend to have a short fuse for interpersonal aggravation; a bear might happily and lazily tolerate an unpleasant yet random situation, but will fly into a rage if she feels put into that same situation by another person.

The bear common to Calabria is the Brown Bear. Also known are the ***Black Bears***, who are more agile and even-tempered. (Replace Frenzy with Fast Climber.)

Habitat: Forest	*Senses:* Smell
Diet: Omnivore	*Weapons:* Claws, Teeth, Wrestle
Cycle: Day	
Include Bear Dice with:	*Bear's Species Gifts:*
Climbing	Frenzy
Endurance	Increased Trait: Body
Swimming	Strength

Boar

The boar is the always the toughest person in the room. They will drink you under the table, they will wrestle you to two pins out of three, or best three out of five, or five of seven, or as many times as it takes to win. The boar will go out of his way to find the one person they should avoid, just to insult their honor. The boar provokes duels at dawn on a regular basis. The boar settles matters with his fists.

The boar tells the best stories, throws the best parties, bakes the best pies, laughs the loudest, has the most scars, ruts the longest, and snores without mercy. The boar has a short fuse and holds a grudge for eternity. The boar is a relentless, unforgiving nemesis until they corner you and force your respect... then the boar becomes the truest friend you will ever have.

Habitat: Forest	*Senses:* Smell
Diet: Omnivore	*Weapons:* Hooves, Tusks
Cycle: Twilight	
Include Boar Dice with:	*Boar's Species Gifts:*
Digging	Charging Strike
Endurance	Increased Trait: Body
Tactics	Vengeful Fighter

Cat, Common

(After much insistence, here a Cat describes himself, in his own words.)

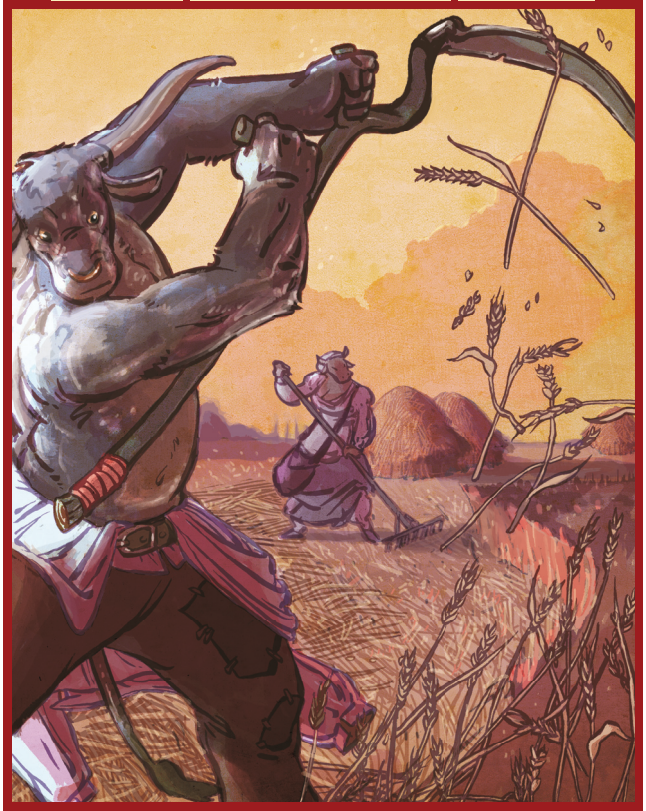
"Ah, Spring in the city! The combination of the annual arousing, the earthly renewal with whirring, bustling culture bring such fresh possibilities for easy living; physically, mentally and yes, spiritually.

"You might think city life has little to offer, regardless of season; poets long laud the countryside as more fitting a place to renew the soul. I'm sure that a bare meadow is quite droll, and that there must be something sedative about a tinkling brook – but to me, I take much more renewal of faith by the actions of people. There are daily occurrences of heroism, generosity, enlightened thought and fine living, here. Of course, by the same token, one can witness the opposite just as readily; I am not naive. However, the push and pull of such a variety of impulses produces change and progress; it is a beautiful tapestry woven with fine and coarse threads, formed by many hands. I am happy to add my sharp needle to such work."

Habitat: Forest	*Senses:* Listen
Diet: Carnivore	*Weapons:* Claws, Teeth
Cycle: Night	

Include Cat Dice with:	*Cat's Species Gifts:*
Climbing	Acrobat
Jumping	Increased Trait :Speed
Stealth	Night Vision

Cattle

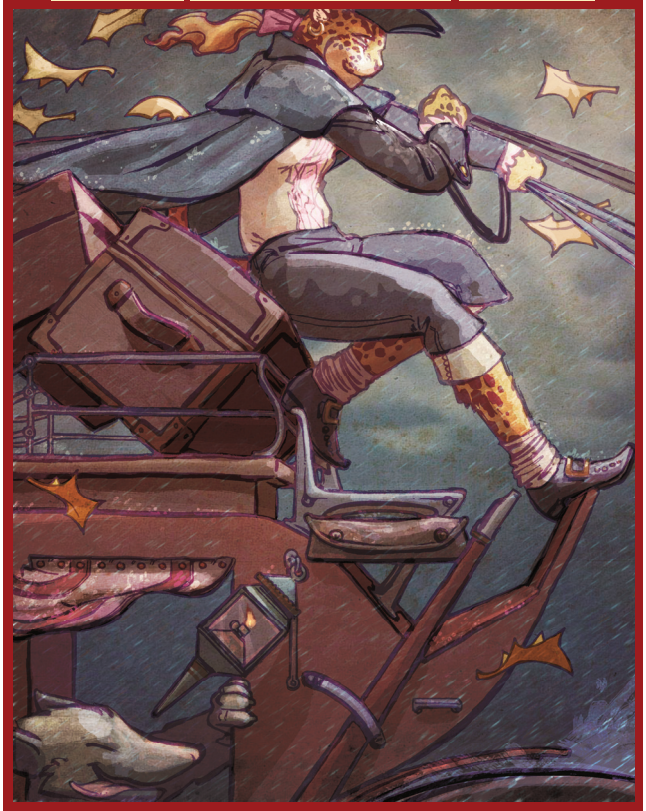


Bulls and cows are uncomplicated, hardworking, steady folk. They provide muscle and stamina where and when needed. They tend to spend when perhaps they should save, and so most don't manage beyond a comfortable lower working class. Those that marry or otherwise commit to service commonly show this through a ring in the nose.

Habitat: Plains	*Senses:* Smell, Spot
Diet: Herbivore	*Weapons:* Hooves, Horns
Cycle: Day	

Include Cattle Dice with:	*Cattle's Species Gifts:*
Endurance	Charging Strike
Tactics	Increased Trait: Body
Weather Sense	Strength

Cheetah



Cheetahs are thrill-seekers, plain and simple. They also don't care what you think. They knowingly exemplify the saying that "the candle which burns twice as bright, burns half as long". Life is short, time is fleeting and, right or wrong, they live without much use for propriety, rule systems, criticism, tradition, polemics, and other such constraints. They proceed on impulse with what little they know and they pick up the rest along the way.

Cheetahs laugh in the face of words like "No" and "Wait". They make a thousand mistakes before getting it right, and they do so with good cheer and endless optimism. You will not find a gloomy cheetah. They have no time for social parasites and emotional vampires; they are self-confident in the extreme and view every failure as merely a prelude to future greatness. They love other self-made, self-defined people. Nothing inspires a cheetah to action and excellence more than attempts to repress and discourage.

Habitat: Plains
Diet: Carnivore
Cycle: Day

Senses: Listen
Weapons: Claws, Teeth

Include Cheetah Dice with:
- Endurance
- Stealth
- Tactics

Cheetah's Species Gifts:
- Fast Mover
- Increased Trait: Body
- Increased Trait: Speed

Coyote

A coyote is a wonderful travelling companion, and many are found on the road as wandering sorts, free lances, hired guns, spontaneous preachers, occasional bards, gamblers, philosophers, and part-time astronomers. To the untrained eye, this can resemble simply being unemployed and homeless, but coyotes romanticize this as enrollment in the higher education that living in the world freely provides.

As a result, they don't actually accomplish all that much, but they do see a lot of the world and are generally street smart. The coyote way of doing things is esoteric, but effective – if you're a coyote. Though not suitable as soldiers, they can handle themselves in a back alley mugging. They have a sense for the magic in the world, but no need to use it for more than is necessary. Megalomania is not a common coyote trait.

Habitat: Plains
Diet: Omnivore
Cycle: Night

Senses: Listen, Smell
Weapons: Claws, Teeth

Include Coyote Dice with:
- Endurance
- Searching
- Tactics

Coyote's Species Gifts:
- Keen Ears
- Howling
- Survival

Deer

The stag and the doe are blessed with a natural grace and unerring step that allow them to persist in an innately dangerous world with apparent ease. Any witness to a struggle featuring deer will note how often luck seemed to favor the cervine, or claimed some kind of divine intervention. They can appear to navigate conflict unscathed and evade almost certain doom as though choreographed or privy to unnatural insight. This last interpretation is closest to the truth as deer are simply more attuned to their surroundings and are able to make use of small opportunities that pass undetected by others.

Habitat: **Forest**
Diet: **Herbivore**
Cycle: **Twilight**
Senses: **Listen, Spot**
Weapons: **Antlers, Hooves**

Include Deer Dice with:
- **Endurance**
- **Jumping**
- **Tactics**

Deer's Species Gifts:
- **Coward**
- **Fast Mover**
- **Increased Trait: Body**

Dhole

Perhaps not as proud nor ferocious as your average wolf, nor as charismatic and burnished as a fox, and maybe not as clever as a coyote nor as calculating as a jackal, the Dholes are amiable dogs, squarely middling; and in that they excel. Jolly evening gatherings and spontaneous feasts are common among them, and a Dhole wedding is a spectacle of good cheer and rustic splendor. They tend to be boisterous, rowdy and to talk with their hands.

Dholes exhibit great faith in higher forces; most attend church regularly and are superstitious. Demonstrations of power or intellect impress them greatly, as does oratory; a dhole in the crowd is a performer's best friend. They aren't particularly ambitious people, content to work enough to pay for drink and drink enough to make work bearable.

They make excellent companions, pages, assistants, seconds-in-command, squires, barkeeps and so on.

Habitat: **Forest**
Diet: **Omnivore**
Cycle: **Day**
Senses: **Listen, Smell**
Weapons: **Claws, Teeth**

Include Dhole Dice with:
- **Endurance**
- **Searching**
- **Tactics**

Dhole's Species Gifts:
- **Howling**
- **Keen Ears**
- **Keen Nose**

Dog, Common

Unlike many other species that also value family and kinship, Dogs aren't at all exclusive; those who bring an interesting tale and good cheer are welcome to share at the table. They don't hold grudges, they don't tend to feud meaningfully; ultimately, by the end of the day, a Dog is at peace with the world and his place in it...

Though this peace is due to their knack for loyalty, if not competence. Frankly, a Dog means well, but there are usually others that can do it better, whatever it is.

Dogs do know how to have fun; most bawdy bardic lore or games of chance and sport come from some old dhole, or at least are preserved within their oral tradition.

Habitat: Plains
Diet: Omnivore
Cycle: Day

Senses: Listen, Smell
Weapons: Claws, Teeth

Include Dog Dice with:
- Endurance
- Searching
- Tactics

Dog's Species Gifts:
- Keen Ears
- Keen Nose
- Tracking

Donkey

Pity the poor, misunderstood Donkey. He works tirelessly for his dinner, he never complains, and still he is the subject of many jokes, the target of many insults.

Perhaps it's because many Donkeys are resigned to their lot in life as the working class that they get the short end of the stick.

Donkeys do gravitate towards professions that involve working long hours with great physical demands, such as day-laborer, sailor, farmer, or soldier.

Habitat: Plains
Diet: Herbivore
Cycle: Day

Senses: Spot
Weapons: Hooves

Include Donkey Dice with:
- Endurance
- Jumping
- Tactics

Donkey's Species Gifts:
- Hiking
- Increased Trait: Body
- Increased Trait: Speed

Fox, Gray

Grey foxes are creatures of aristocracy by birth, giving rise to royal bloodlines as well as all the pitfalls that come with unfettered power. They are bluebloods through and through, borne out of generations of inbreeding and intrigue. Their lives play out like chess games: deeply calculated and full of gambits, sacrifices, checks and counters. No expressed motive is wholly pure, and innocence is simply another resource to exploit or trade away for profit. For the grey fox, the only other creatures that truly exist are other grey foxes. Whoever else happens to be around is a shadow, an echo, or a tool.

Physically, grey foxes can present a wide range of oddity due to inbreeding. Murky legends tell of the occasional split tail, hairlessness, or additional finger, but milder examples such as color blindness, unusual allergies or hemophilia are more credible. There is a persistent tall tale of an ancestral grey fox with a beating heart, but this is readily dismissed as complete fairyfloss.

Habitat: **Forest**
Diet: **Omnivore**
Cycle: **Night**

Senses: **Listen, Smell**
Weapons: **Claws, Teeth**

Include Gray Fox Dice with:
- **Climbing**
- **Jumping**
- **Stealth**

Gray Fox's Species Gifts:
- **Danger Sense**
- **Keen Ears**
- **Night Vision**

Fox, Red

Foxes are effervescent people, generally sociable, upbeat and optimistic. When confronted with hard truths or explicit negativity, they adopt a c'est la vie attitude and proceed forward with the best spin on the situation. They are not naive, just aware that happiness is a choice and a skill. They don't exhibit much in the way of neuroses or character flaws, though if anything this lack of "issues" can itself be a disadvantage when confronted with people caught up in their own misfortune. A fox's "cheer up, tomorrow's another day" philosophy may be aggravating for those around them who are in pain or mentally unstable, particularly when the fox can seem to live untouched by harsh realities.

Reds are good workers and thinkers, amiable, generally attractive and welcome wherever they go. Whenever an anonymous personage is represented, in formal documents or public signage, a fox is commonly used.

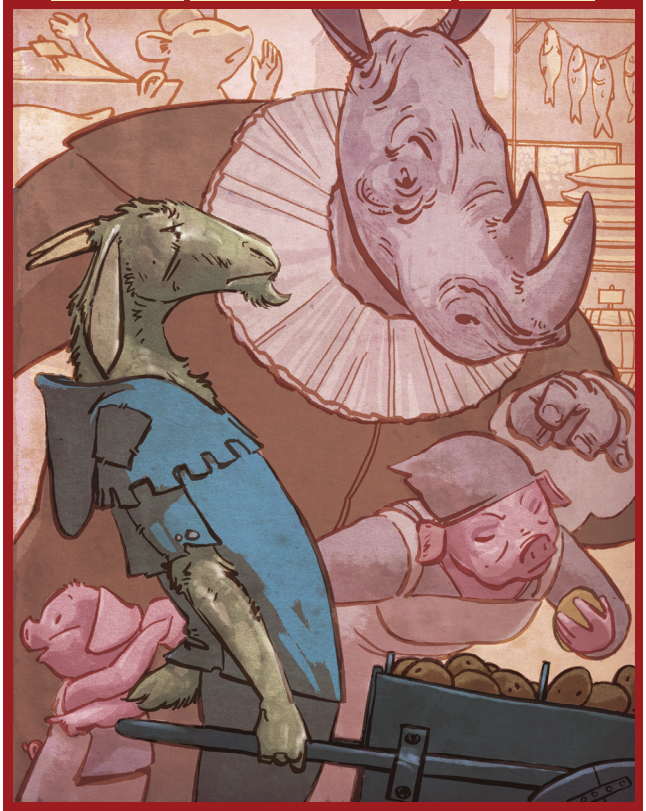
Habitat: **Forest**
Diet: **Omnivore**
Cycle: **Night**

Senses: **Listen, Smell**
Weapons: **Claws, Teeth**

Include Red Fox Dice with:
- **Digging**
- **Jumping**
- **Stealth**

Red Fox's Species Gifts:
- **Danger Sense**
- **Keen Ears**
- **Night Vision**

Goat



Goats are often characterized as stubborn, ornery misanthropes that are unimpressed with any ambition beyond what is necessary, including social achievements. Why seek a thousand friends when two will do? And this is particularly true when those friends are a sturdy pair of hands. Goats are independent, observant and thoughtful, often self-sufficient or self-employed in occupations that do not require excessive socializing (such as farmers, prospectors, mountain guides or trackers).

In more urban settings, the goat has no choice but to be around others, but tends to take on roles that afford some measure of solitude; the janitor, the gravedigger, the court executioner or shadowy assassin.

Habitat: **Mountains**
Diet: **Herbivore**
Cycle: **Day**

Senses: **Listen, Spot**
Weapons: **Hooves, Horns**

Include Goat Dice with:
- **Climbing**
- **Endurance**
- **Jumping**

Goat's Species Gifts:
- **Charging Strike**
- **Increased Trait: Will**
- **Sure-Footed**

Gorilla

There are many species known for an impulsive, happy-go-lucky nature — and then there are Gorillas, who are anything but. Taciturn, brooding, somber and serious, the ape is something of a wet blanket. Gorillas are concerned with concrete, practical matters and ways of thinking. In business, a gorilla is all about the bottom line without regard for charity or other soft motives.

Gorillas are drawn to professions that make sense of the world in terms of simple transactions, right and wrong, and they often rise to positions of power within those roles; judges, generals, sea captains, inquisitors, gang bosses, madams, sheriffs, scientists, pugilists, and so on. They don't do well taking instruction however, and find compromise distasteful.

They are architects, and not carpenters; the mob boss, not the pickpocket. Gorillas are concerned with the greater good, or the largest return on investments, instead of smaller affairs.

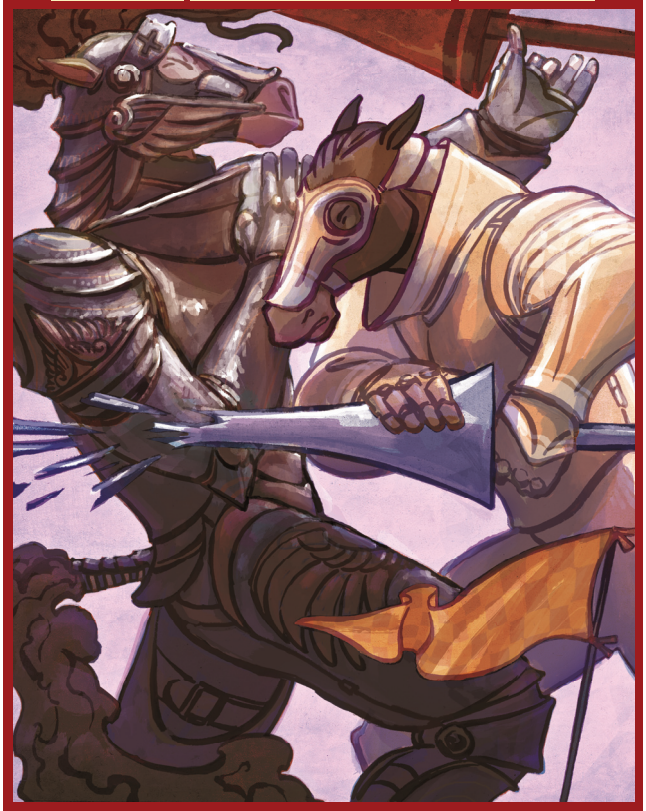
Habitat: **Forest**
Diet: **Herbivore**
Cycle: **Day**

Senses: **Spot**
Weapons: **Grab, Punch, Wrestle**

Include Gorilla Dice with:
- **Climbing**
- **Gossip**
- **Throwing**

Gorilla's Species Gifts:
- **Increased Trait: Body**
- **Prehensile Feet**
- **Strength**

Horse



For most Horses the best of times has already passed, and the age of chivalry is in dwindling twilight. Without an active crusade to commit to, nor clear battle-lines to hold, horses do their best to preserve the way of the honorable sword and shield in an age of crude muskets and even cruder musketeers.

They are similarly forthright in other aspects, speaking openly, bluntly and with little regard for sophistry or philosophy. Horses don't make for particularly good wordsmiths, lawyers, clergy, or actors, and they tend to take themselves far too seriously to do well in broad-based politics. However, they make excellent field marshals and a right-hand to power ... as long as those in charge keep the respect of the horse in question.

Horses are steeped in tradition, and they order their world around routine, ceremony and etiquette. A pledged equine is bound without exception. This can make them susceptible to unscrupulous manipulators, but also champions and formidable avengers.

Habitat: Plains	*Senses:* Spot
Diet: Herbivore	*Weapons:* Hooves
Cycle: Day	

Include Horse Dice with:	*Horse's Species Gifts:*
Endurance	Fast Mover
Jumping	Increased Trait: Body
Tactics	Strength

Jackal

There is little kindly written about Jackals, and not without reason; they have an innate tendency for ruthlessness. Even the best of them are coolly received in polite company, for a Jackal as a friend usually means a knife in the back, sooner or later. Jackals themselves know this and don't much like their own kind either; this perhaps is all that keeps them from prospering as others of similar temperament.

How they persist is as a tool to those that will, since there are times when complete ruthlessness is needed for a steady hand on the blade. As such, Jackals aren't usually found among common folks, but in the noble halls of power and in the wings of court. Young jackals are often raised alongside royal heirs not only as bodyguards but as safeguards against youthful treachery for the throne. It is very rare to find a jackal not in service to a wealthy benefactor, or making a living in tranquil occupation.

Habitat: Forest	*Senses:* Listen, Smell
Diet: Omnivore	*Weapons:* Claws, Teeth
Cycle: Day	

Include Jackal Dice with:	*Jackal's Species Gifts:*
Endurance	Increased Trait: Body
Search	Keen Ears
Stealth	Keen Nose

Lion

Volumes have been written about lions, usually by other lions; usually by other male lions. They make profoundly excellent authors, charming, witty, insightful, and no more so than when describing the leonine condition. They also shine in occupations which reward the exuberant personality; like positions of civic leadership or public address. While not always involved in aristocracy, it is not at all uncommon to find lions at middling levels of local power; as mayors, important merchants, or perhaps a low baron here and there. They tend to progress further in clerical life though hampered by the occasional need for monastic humility.

Lionesses are as hardnosed about family as they are about business. The mutuality of romantic courtship doesn't hold much attraction for the navel-gazing male, and lionesses typically have better things to do. It is a common complaint by lionesses that finding a good man is difficult; ironically, the average lioness is the one creature immune to the glamour of even the most radiant lion.

Habitat: Plains	***Senses:*** Listen
Diet: Carnivore	***Weapons:*** Claws, Teeth
Cycle: Night	

Include Lion Dice with:

- Endurance
- Presence
- Tactics

Lion's Species Gifts:

- Increased Trait: Body
- Night Vision
- Strength

Lynx

Sometimes described as a "wolf with panther's spots", the Lynx is their own species. With large paws, a thick coat of fur, and excellent poise, the Lynx prefers the colder, northern regions, and usually isn't found south of the Walls of Calabria. Besides the spots, their most notable characteristic are the tufts of black hair on the tips of their ears.

With their keen senses and fast reflexes, they make excellent scouts and mercenaries ... and yes, that also means they make excellent outlaws, because few can match their speed in the high hills and mountain tops. Most fearsome are the Lynx hermits who study the Wilding Ways. It is said that a Lynx Atavist's teeth can split a man in half in just one bite.

Habitat: Forest	***Senses:*** Listen
Diet: Carnivore	***Weapons:*** Claws, Teeth
Cycle: Night	

Include Lynx Dice with:

- Climbing
- Jumping
- Stealth

Lynx's Species Gifts:

- Acrobat
- Keen Ears
- Night Vision

Monkey

Monkeys are everything expected of them; clever, devious, playful, agile, noisy, fierce, canny, social, adaptable, and whatever else comes to mind. Everything you've heard about monkeys is true – EVERYTHING, if not about the monkey in question, then it's still true for a half-dozen others. They are not only capable of anything you could imagine, but somewhere, some monkey has already done it, is currently doing it, or will have it begun by the end of the day.

It is a widely recognized that two monkeys, having just met, will lose themselves in the most banal chatter for hours, emerging from this screeching tête-à-tête with a thorough understanding of the other. And so, what little that one monkey knows about or knows how to do, soon becomes something every other monkey met knows as well. They have no regard for personal, social, or occupational boundaries when it comes to exchanging jokes, gossip, recipes, tricks of the trade, weather tips, and other news.

Habitat: **Forest**
Diet: **Herbivore**
Cycle: **Day**

Senses: **Spot**
Weapons: **Grab, Kick, Punch**

Include Monkey Dice with:
- **Climbing**
- **Jumping**
- **Throwing**

Monkey's Species Gifts:
- **Increased Trait: Mind**
- **Prehensile Feet**
- **Prehensile Tail**

Mouse

The mice are the true believers; given their size and otherwise lack of natural offensive and defensive traits, they make up for what they lack physically with extraordinary force of will. This most commonly takes the form of a career in religion where faith and charisma is rewarded.

However, even outside of a church, mice can be found in positions requiring great faith or leadership through inspiration. They are often the hardcore revolutionaries, social progressives, and other unassuming grassroots organizers. They typically are purveyors of hope, humanism and a stoic work ethic; viewing cynicism as a luxury. As the saying goes: "A mouse holds the sword with both hands", referring both to their small size, and also their devotion to a chosen cause.

Habitat: **Plains**
Diet: **Herbivore**
Cycle: **Night**

Senses: **Listen**
Weapons: **Claws, Teeth**

Include Mouse Dice with:
- **Climbing**
- **Digging**
- **Stealth**

Mouse's Species Gifts:
- **Contortionist**
- **Coward**
- **Keen Ears**

Otter

If there were one species who would be more at home on the water than on the land, it would be the Otter. They are tireless swimmers, both above and below the waterline, and they catch more fish with their bare hands than other folk with their huge nets.

With the rise in sailing traffic, more and more Otters are found in Calabria, and not the kind who are the best representatives of the kind, either. Pirates aren't known to be the best of folk to be around, and when you combine that with an Otter's impulsiveness and spinning moral compass, and you have the foundations for trouble.

True to their namesake, Otters are found near rivers, lakes, and the coast, and are virtually absent from the inner plains.

Habitat: **Shore**
Diet: **Carnivore**
Cycle: **Twilight**

Senses: **Listen, Smell**
Weapons: **Claws, Teeth**

Include Otter Dice with:
- **Dodge**
- **Stealth**
- **Swimming**

Otter's Species Gifts:
- **Contortionist**
- **Deep Diving**
- **Fast Swimming**

Panther

Panthers include the jaguars, leopards, pumas and so on, and they make excellent fighters, leaders, captains of industry and any other role requiring cunning, fearlessness, and competence. They aren't exactly interested in nobility, seeing it as a minor reward for boldness and achievement, rather than a goal itself. For them, real power is actively obtained, and not something you are merely born into.

Unlike those other Felines (with the exception of lionesses), panthers are ambitious, purposeful, worldly, effective people. They think bigger than cats, who tend to settle for local territory and minor gambits, they aren't as prone to poetics and soft living as the lackadaisical lion, and they are able to focus with more discipline than your average cheetah.

This conservative, no-nonsense demeanor can verge on general arrogance, but it makes them useful as exploring conquistadors and proponents of manifest destiny. It also means they miss out on the wisdoms found by simple living.

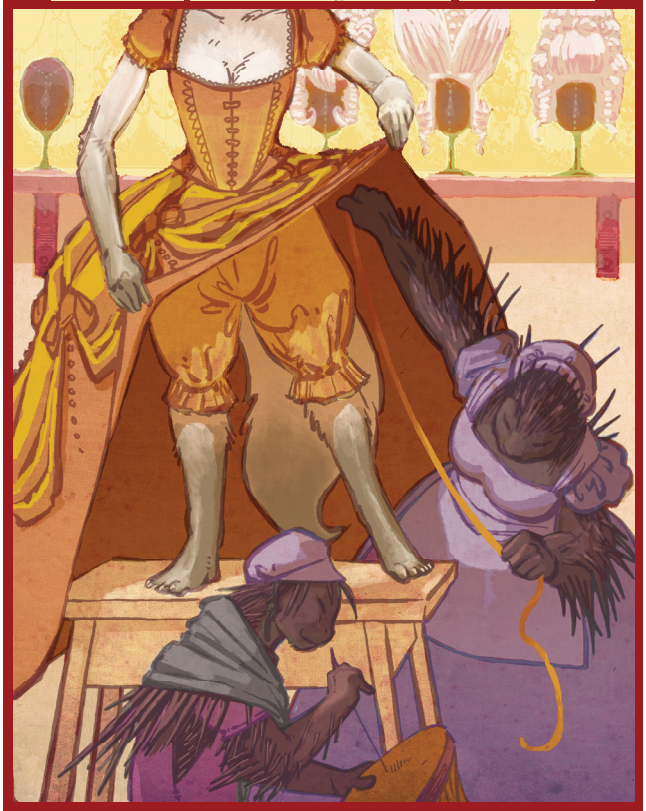
Habitat: **Forest**
Diet: **Carnivore**
Cycle: **Night**

Senses: **Listen**
Weapons: **Claws, Teeth**

Include Panther Dice with:
- **Climbing**
- **Jumping**
- **Stealth**

Panther's Species Gifts:
- **Acrobat**
- **Increased Trait: Body**
- **Night Vision**

Porcupine



Even without their renowned quills, porcupines are a difficult bunch to know with any intimacy. Many are even mistaken as being mute or deaf, or under some monastic vow of silence. They are simply quiet souls; and not particularly contemplative ones either. Their silence might come across as meditative (elderly porcupines tend to radiate a wizened calm) but should you draw one into conversation you wouldn't learn anything you didn't already know.

Porcupines fill many "invisible" roles as household staff, clerks, and practitioners of mild handiwork. They are content to be the smallest cog in the machinations of others. What is notable is that this extreme passivity means they are often correctly thought of as merely "the help", and beneath the notice of those leading more complicated lives. Many intrigues and plots are hatched in full view of porcupines by people who would otherwise demand absolute secrecy. They also tend to be trusted with matters of discretion; all secrets are safe within a porcupine.

Habitat: Forest
Diet: Herbivore
Cycle: Night

Senses: Smell
Weapons: Claws, Quills

Include Porcupine Dice with:
- Climbing
- Digging
- Presence

Porcupine's Species Gifts:
- Coward
- Keen Nose
- Quills

Rabbit

The cliché "to stub the rabbit's toe" refers not only to their large feet, but from the stereotype that all rabbits are related either by blood or by marriage, and that they are intensely loyal to family like a gang. To offend one of them is to offend all of them, at all levels of society; from nobles to ruffians, wet nurses to whalers.

Almost everyone has an anecdote about this: The stingy merchant short-changes a bunny bootblack on the way home. He arrives at his house within the hour to find it foreclosed upon by the local rabbit bank manager

In truth, the degrees of separation between any two rabbits is not typically less than for any other species,

Habitat: Plains
Diet: Herbivore
Cycle: Twilight

Senses: Listen
Weapons: Claws, Kick, Teeth

Include Rabbit Dice with:
- Digging
- Jumping
- Stealth

Rabbit's Species Gifts:
- Coward
- Fast Jumper
- Keen Ears

Raccoon

As with monkeys, raccoons are notably gifted with their hands. Although, as the saying goes, "Monkey makes; raccoon makes mischief". This reputation as troublemakers is not entirely undeserved, and it doesn't help that they naturally look the part, masked and gloved as any common burglar. They are almost universally afflicted with some mild compulsive disorder like kleptomania. At best, this can take the form of endlessly touching and handling whatever is in reach; at worst, this can develop into delinquency, adultery, and a life of crime.

Of course the seedier side of the same coin is that raccoons have the ability and temperament to succeed as thieves, stage magicians, jugglers, forgers, and other pitfalls for idle hands. They tend to respond to what's in front of them and find it hard to pass up an easy mark, a hand-puzzle, a stolen kiss, a dropped coin, or a bribe. This kind of compulsion can be taxing for the otherwise moral raccoon, and it is not unusual to find them involved in high-minded civic duty, clerical life or as devoted churchgoers.

Habitat: **Forest**
Diet: **Omnivore**
Cycle: **Night**

Senses: **Listen**
Weapons: **Claws, Teeth**

Include Raccoon Dice with:
- **Climbing**
- **Stealth**
- **Swimming**

Raccoon's Species Gifts:
- **Ambidexterity**
- **Fast Climber**
- **Night Vision**

Rat

Rats are born survivors – hearty, scrappy, resilient and resourceful. They would normally live to ripe ages were it not for a well-earned reputation for bad luck, or rather for attracting bad luck. Unlike other species that seem gifted with grace or natural charisma, rats always seem to collect scars and misfortune wherever they go; most die by the hands of others.

Perhaps this misunderstanding comes from just how blessed they truly are. In the midst of plague, rats are the least afflicted. When ships sink and all others drown, a rat or two usually manage to wash ashore, soaked but alive. They tend to thrive in the worst of environments, through famines, wars, revolutionary upheaval, witch hunts, and other calamity. And so it might seem to others as though they live under a cloud, or in league with dark forces.

The most common rat in Calabria is the Brown Rat. The ***Black Rat*** is smaller and more nimble. (Exchange Swimming for Climbing.)

Habitat: **Shore**
Diet: **Omnivore**
Cycle: **Night**

Senses: **Listen**
Weapons: **Claws, Teeth**

Include Rat Dice with:
- **Digging**
- **Stealth**
- **Swimmng**

Rat's Species Gifts:
- **Contortionist**
- **Keen Ears**
- **Survival**

Raven

Even among birds, ravens stand out as eccentric. They are incredibly intelligent people, prone to constant mutterings and endless sharp observations meant for nobody in particular, though keenly insightful. When riled, this can mount into bouts of raucous squawking matched only by donkeys in their ability to rattle and annoy. These outbursts are like lightening strikes; sudden and to the point, before subsiding completely, usually resulting in a surrounding splash of hurt feelings.

Once ravens discharge outrage they relapse into a mumbling, seething, uneasy peace. They seem perpetually irritated, short-tempered and crass, though all might be well. Yet it isn't that ravens are dour people, they are just unable to grasp most social niceties. Ravens hardly ever apologize, say "please" and "thank you", or consider the emotional world beyond their beaks. And it cannot be over-stated how little this has to do with malice, and perhaps everything to do with a mind gestated in the solitary confinement of a hard-shell egg.

Habitat: **Plains**
Diet: **Omnivore**
Cycle: **Day**

Senses: **Spot**
Weapons: **Beak, Claws**

Include Raven Dice with:
- **Searching**
- **Supernatural**
- **Weather Sense**

Raven's Species Gifts:
- **Flight**
- **Increased Trait: Speed**
- **Survival**

Rhinoceros

At some point, there were rhinos. They just sort of appeared in the background of daily life. Improbably large, often towering over most people's line of sight, the massive rhinoceros is ironically the last person you usually notice in a crowd.

They are so big that to smaller species, they parse as scenery; like some kind of mobile, lumbering piece of furniture or sentient stage prop. Even other species thought to be large (horses, bears and such) are dwarfed by your average rhinoceros. Yet when the topic of size arises, they are hardly ever considered. No one typically notices rhinoceroses unless they are in the way, a situation every rhino is intimately familiar with.

They make excellent workers when they are able to move freely or work alone. They aren't typically ambitious, many find opportunities in monastic or religious life, if for no other reason than cathedrals tend to be sturdy, open spaces and sanctuaries for misfits.

Habitat: **Plains**
Diet: **Herbivore**
Cycle: **Twilight**

Senses: **Smell**
Weapons: **Hooves, Horn**

Include Rhinoceros Dice with:
- **Endurance**
- **Presence**
- **Tactics**

Rhinoceros' Species Gifts:
- **Charging Strike**
- **Increased Trait: Body**
- **Strength**

Shrew

As far as ignorant, unwashed masses go, none are more generally ignorant, nor regrettably unwashed than shrews. These are the folks that crowd the plazas for public executions, the ones to cut you for slant looks and stone you for whatever sin is popular. Shrews are the handmaidens to Madame Guillotine, and the heralds to King Mob. In large angry numbers, they form headless beasts; surly, blind monstrosities that wage terror for its own sake.

The *Water Shrew* is common all around the coasts and rivers of Calabria, infamous for their tempers that burn hot and their bite that makes men feverish. In a few underground places can be found the *Land Shrews.* (Replace Swimming with Dodge, and replace Venomous Bite with Echolocation.)

Habitat: Shore
Diet: Omnivore
Cycle: Night

Senses: Listen, Smell
Weapons: Claws, Teeth

Include Shrew Dice with:
- Digging
- Stealth
- Swimming

Shrew's Species Gifts:
- Keen Ears
- Increased Trait: Will
- Venomous Bite

Skunk

Skunks take for granted that their reputation precedes them. They've heard all the jokes, seen all the looks, and dealt with endless unfairly sour first impressions. As a result they tend to skew one of two ways: either towards beatific, patient resignation and a thick skin against petty meanness, or towards perpetual irritation and hypersensitivity to a perceived world of misunderstanding. This is not to say that skunks see themselves as superior or inferior, but they certainly are made aware that they are different, and they tend to stick to their own kind simply because it's easier.

Skunks that succeed in the wider world tend to find ways of fitting in that mask what others regard as their central trait: their smell. It is almost a cliché that the richest skunk in town is the perfumer,

Habitat: Forest
Diet: Omnivore
Cycle: Night

Senses: Listen, Smell
Weapons: Claws, Spray, Teeth

Include Skunk Dice with:
- Climbing
- Digging
- Presence

Skunk's Species Gifts:
- Acrobat
- Night Vision
- Spray

Sparrow

The sky-folk and the ground-folk don't always understand each other; at a fundamental level, mammals (aside from the curious bats) are stuck living mundane, earthly lives while Sparrows are always free to pick up and leave with little to no notice. This leads to a general avian outlook on life that places little importance on notions of permanence or ties to a location. Sparrows don't usually recognize nationality or class in the same way mammals do; patriotism or landed aristocracy seems like a silly distinction to make when one acre of mud is little different from another as seen from above.

As a result, they aren't particularly skilled at navigating closure to conflicts and compromise. While this makes them unsuited as diplomats, they are natural couriers, messengers, scouts, spies, bombardiers and so on.

Habitat: Forest
Diet: Herbivore
Cycle: Day

Senses: Spot
Weapons: Beak, Claws

Include Sparrow Dice with:
- Endurance
- Searching
- Weather Sense

Sparrow's Species Gifts:
- Flight
- Increased Trait: Speed
- Performance: Singing

Squirrel

Squirrels are peerless hoarders, literally and metaphorically; this refers to the gathering of material but also information, knowledge and power. It is not the same as kleptomania, because squirrels are more than willing to work for their possessions legitimately, but they then take great stock in ownership. This can lead to a miserly, hermitage existence of accumulation without purpose nor joy.

"You never know when it might come in handy," is a typical squirrel mantra. Other rationalizations include scrounging against some hypothetical future scarcity. At root is a fear of the future and the unknown. A squirrel's worst fear is to be without options, unprepared. They are consummate control freaks, highly superstitious and particular about their possessions. Those that can make use of this compulsion tend to succeed spectacularly as merchants, financiers, pawnbrokers, curators, and the like.

Habitat: Forest
Diet: Herbivore
Cycle: Night

Senses: Listen, Spot
Weapons: Claws, Teeth

Include Squirrel Dice with:
- Climbing
- Digging
- Jumping

Squirrel's Species Gifts:
- Coward
- Fast Climber
- Increased Trait: Speed

Tiger

Tigers do not consider themselves immigrants. That would imply putting down roots; instead a tiger in the world is simply one who hasn't yet returned home. They are foremost proud of who they are and where they come from, and they have little need for cultural assimilation or appeasement to local norms. This does not make them uncultured, just foreigners.

Physically, tigers are natural athletes, able to tackle a wide variety of tasks with typical feline grace and poise. They are typically quite proud of their stripes and will bare them as a matter of course, sometimes doing so over more conservative attitudes about modesty. "Stripes are always appropriate," is an old tiger saying to this effect.

Tigers tend to maintain connections to their place of origin, making them often useful in spice and textile trading or other import / export mercantile, legal and otherwise. Sometimes this takes the form of slave trading and other activities common to their culture but perhaps frowned upon in more cosmopolitan society.

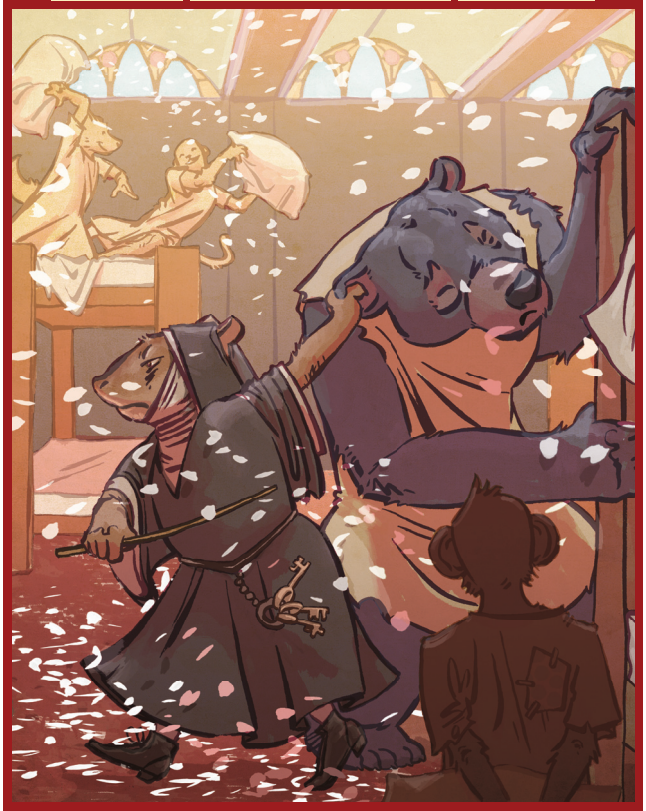
Habitat: **Forest**
Diet: **Carnivore**
Cycle: **Night**

Senses: **Listen**
Weapons: **Claws, Teeth**

Include Tiger Dice with:
- **Jumping**
- **Presence**
- **Stealth**

Tiger's Species Gifts:
- **Increased Trait: Body**
- **Night Vision**
- **Strength**

Vole



Voles and mice share many of the same traits, though it could be said that voles get the shorter end of an already short stick. They are physically more stout than mice, stubbier all over, with hardly a tail to speak of.

Vole families are typically matriarchal, with large extended families often living together under one roof or as close neighbours. Whereas mice might be active crusaders and participants in worldly struggle, voles tend to take a more monastic approach; no less involved in matters of faith, but just more sedentary about it. Voles will build abbeys and orphanages, soup kitchens and seminaries, instead of venturing out on holy wars or bothering with converting the world. They tend to be the clerics, and not the paladins or missionaries.

Presented here is the Common Vole. Their cousins, the ***Water Voles,*** make their living along the rivers. (Change Habitat to Shore, replace Increased Trait: Speed with Deep Diving.)

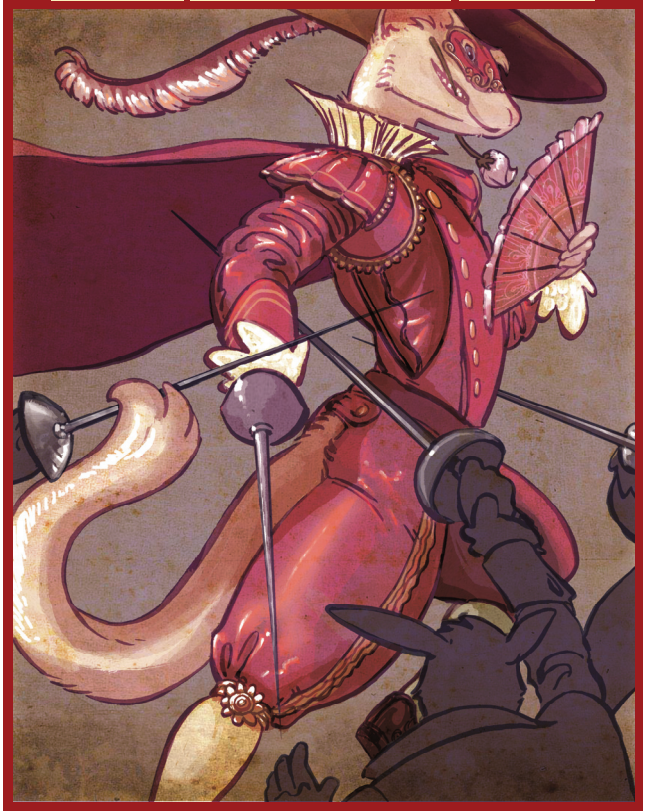
Habitat: **Plains**
Diet: **Herbivore**
Cycle: **Night**

Senses: **Listen**
Weapons: **Claws, Teeth**

Include Vole Dice with:
- **Digging**
- **Stealth**
- **Swimming**

Vole's Species Gifts:
- **Contortionist**
- **Coward**
- **Increased Trait: Speed**

Weasel



Weasels are notoriously difficult to pin down, both literally and metaphorically with generalities – aside from the mercurial nature and scrappy demeanor shared by all mustelids. They exhibit both of these qualities to a higher degree than their related species, badgers and otters, and much that can be said about weasels has to do with them as agents of chaos.

It is said that to know a weasel for a week is to know seven weasels. One day the weasel can be vapid, easily distracted, and restless, the next day the same weasel can latch onto a subject or task and pursue it hell-bent and relentless to the point of exhaustion, only to spend the third day unconscious in recovery.

Most weasels with any pretense of class tend to live as eccentric, unfettered dandies or more bohemian, illicit lifestyles – often illegal or unethical.

Related to the weasel is the ***Polecat,*** also known as a ferret. Polecats are more deliberate and focused on short-term goals. (Replace Increased Trait: Speed with Tracking.)

Habitat: Forest	*Senses:* Smell
Diet: Carnivore	*Weapons:* Claws, Teeth
Cycle: Twilight	

Include Weasel Dice with:	*Weasel's Species Gifts:*
Digging	Contortionist
Dodge	Increased Trait: Speed
Stealth	Springing Strike

Wolf

An old wolves' tale, according to oral tradition:

"See now this aging black wolf, long wedded to his devoted, sensible wife. He has a young mistress on the side, who is spry and frisky.

"He one day notices at the end of his muzzle that he is starting to grey and he rather likes it. He knows that his inky fur will soon be peppered with the pale hairs of his long years. Much to his pride, he thinks it makes him look distinguished, and so on.

"However, his mistress feels that she is too young to be with a man that looks so old, and so she plucks out his grey hairs when they are together. His wife can tell something is strange about him, but she can't quite put her finger on it.

"However, she does feel that he looks too young to complement her; she doesn't want to be mistaken for his mother! And so she plucks out his darker hairs when they are together.

"He is soon as bare as though struck by mange – much to everyone's dismay."

Habitat: Forest	*Senses:* Listen, Smell
Diet: Omnivore	*Weapons:* Claws, Teeth
Cycle: Night	

Include Wolf Dice with:	*Wolf's Species Gifts:*
Endurance	Hiking
Searching	Howling
Tactics	Tracking

Careers

Every character starts the game with one Career. The Gift of "Extra Career" will let you get more.

First, there is the ***Career Name,*** followed by a short ***Description.*** Just like how the Species die is included with three Skills, the Career die is ***included with*** three Skills. Every Career also starts with three ***Gifts***.

To help get you started, every career lists ***Trappings,*** the typical gear that someone with that job would have. When desigining your character, you can pick your own equipment -- you can find a lot of stuff in the Equipment chapter, page 88. Characters can start with any appropriate cheap or average-cost equipment. Some Careers start with Gifts that grant them access to special gear, and that's listed in the Trappings.

There are many more Careers than just the ones listed here … but other Careers may not be appropriate for most Player Characters.

Almoner

A practitioner of White Magic who has devoted their life to charity, using supernatural power to heal others.

WIZARD

Include Career Dice with:	*Career Gifts:*
Academics	Cleric's Trappings (Left-Hand)
Leadership	Literacy
Supernatural	White Magic

Trappings: Electrum Rod (Damage +2, Parry d12), Leather armor (d6), knife, first aid kit, holy vestments, holy symbol

Bawd

Sometimes called a "procurer" or "hustler", a good Bawd knows where all the dirty goings-on in the city are, and is willing to entertain … for a price.

MISCREANT

Include Career Dice with:	*Career Gifts:*
Deceit	Carousing
Gossip	Seduction
Negotiation	Streetwise

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6), dagger, cheap make-up, cheap cologne

Bodyguard

A bouncer or attendant, a Bodyguard must be willing to take a bullet for their charge.

WARRIOR

Include Career Dice with:	*Career Gifts:*
Brawling	Bodyguard
Inquiry	Danger Sense
Observation	Resolve

Trappings: Staff (Damage +1, Parry d12), Leather armor (d6), dagger, rope

Bounty-Hunter

A thief-taker who finds people and then brings them back alive for a reward.

WARRIOR

Include Career Dice with:	*Career Gifts:*
Brawling	Resolve
Melee Combat	Shadowing
Searching	Tracking

Trappings: Mace (Damage +2), Sling (Damage +0), Leather armor (d6), dagger, large sack, small sack, rope

Burglar

Someone who breaks and enters to steal valuables, a Burglar is sometimes called a "wall-breaker" or "second-story man."

MISCREANT

Include Career Dice with:	*Career Gifts:*
Climbing	Fast Climber
Searching	Shadowing
Stealth	Streetwise

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6), large sack, small sack, dagger, lockpicks, knife

Charlatan

A con artist, often disguised as a doctor or a mystic, the Charlatan peddles useless charms and quack medicine to the rubes.

MISCREANT

Include Career Dice with:
- Deceit
- Negotiation
- Presence

Career Gifts:
- Disguise
- Forgery
- Streetwise

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6), dagger, cheap make-up, spare clothes

Elementalist

Trained in the Dunwasser philosophy, an Elementalist has supernatural command over the natural elements.

WIZARD

Include Career Dice with:
- Academics
- Observation
- Supernatural

Career Gifts:
- Elementalist's Trappings (Star)
- Elemental Apprentice
- Literacy

Trappings: Dioptra Rod (Damage +2, Parry d12), Leather armor (d6), knife, first aid kit

Dilettante

A ne'er-do-well who avoids work by spending the family fortune, the Dilettante can get mixed up in all kinds of affairs.

NOBLE

Include Career Dice with:
- Gossip
- Inquiry
- Negotiation

Career Gifts:
- Dilettante's Trappings
- Literacy
- Nobility

Trappings: Pistol (Spark d10, Damage +2 Slaying), Rapier (Damage +2 Impaling), Leather Armor (d6), dagger, hat, cape, signet ring

Explorer

A brave soul who looks to carve a new path through the wilderness, an Explorer needs both their health and their wits to survive.

ACADEMIC

Include Career Dice with:
- Academics
- Endurance
- Searching

Career Gifts:
- Cartography
- Literacy
- Research

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6), dagger, undecipherable map to unknown place

Dopplesöldner

A front-line soldier who specializes in two-handed weapons and great strength.

WARRIOR

Include Career Dice with:
- Dodge
- Endurance
- Melee Combat

Career Gifts:
- Resolve
- Strength
- Veteran

Trappings: Greatsword (Damage +3), Sling (Damage +0), Leather armor (d6), knife, hat

Knight-Errant

Failing fortunes have made this brave and blooded warrior become a sell-sword so they can pay the bills.

NOBLE

Include Career Dice with:
- Dodge
- Melee Combat
- Tactics

Career Gifts:
- Etiquette
- Nobility
- Veteran

Trappings: Longsword (Damage +2), Shortbow (Damage +0 Critical), Wooden Shield (Cover d8), Leather armor (d6), signet ring

Mercenary

Sometimes called a "white-shield" or "sell-sword", a Mercenary works odd jobs for money, trying to balance risk with payoff.

WARRIOR

Include Career Dice with:
- Dodge
- Melee Combat
- Ranged Combat

Career Gifts:
- Haggling
- Resolve
- Veteran

Trappings: Longsword (Damage +2), Shortbow (Damage +0 Critical) Wooden Shield (Cover d8), Leather armor (d6), dagger

Pit Fighter

A ruthless gladiator who does battle for other's entertainment – and always illegally – the Pit Fighter hopes to make a fortune and to get out of the arena.

WARRIOR

Include Career Dice with:
- Brawling
- Dodge
- Melee Combat

Career Gifts:
- Bravery
- Resolve
- Veteran

Trappings: Mace (Damage +2), Leather armor (d6), dagger, bandages

Messenger

From the pages who carry notes inside the cities, to the letter-carriers who hike along the roads, Messengers are everywhere people are.

LABORER

Include Career Dice with:
- Endurance
- Gossip
- Observation

Career Gifts:
- Dead Reckoning
- Geography
- Hiking

Trappings: Shortsword (Damage +1 Impaling), Sling (Damage +0), Leather armor (d6), dagger

Rake

A rogue who enjoys a good time, the Rake must move quickly to always be one step ahead of their creditors.

MISCREANT

Include Career Dice with:
- Dodge
- Gossip
- Negotiation

Career Gifts:
- Carousing
- Fast-Talk
- Streetwise

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6), dagger, hat, cape

Paladin

Sometimes called "the Fist of God", the Paladin devotes their life to fighting with sword and with spell against the super-natural forces of evil.

WIZARD

Include Career Dice with:
- Academics
- Melee Combat
- Supernatural

Career Gifts:
- Cleric's Trappings (Right-Hand)
- Literacy
- White Magic

Trappings: Calendar Sword (Damage +2), Wooden Shield (Cover d8), Leather Armor (d6), dagger. holy symbol, bible

Ranger

Patrolling large swaths of forest and plains, Rangers bring law to the lawless and hope to the hopeless.

WARRIOR

Include Career Dice with:
- Dodge
- Endurance
- Ranged Combat

Career Gifts:
- Bravery
- Resolve
- Veteran

Trappings: Longbow (Damage +1 Critical), Shortsword (Damage +1 Impaling), Leather armor (d6), dagger, 7-league boots

Scout

Advanced lookouts who take the point, then report back what they see, there are two kinds of Scouts – the quick and the dead.

Include Career Dice with:
- Endurance
- Observation
- Stealth

Career Gifts:
- Dead Reckoning
- Hiking
- Resolve

Trappings: Sling (Damage +0), Shortsword (Damage +1 Impaling), Wooden shield (Cover d8), dagger

Soldier

Whether it's for king or for country, the Soldier marches many miles and then fights alongside comrades.

Include Career Dice with:
- Melee Combat
- Ranged Combat
- Tactics

Career Gifts:
- Hiking
- Resolve
- Veteran

Trappings: Longbow (Damage +1 Critical), Longsword (Damage +2), Wooden shield (Cover d8), Leather Armor (d6), old uniform

Sorcerer

A sly wizard who learns the mysterious "Green & Purple Magic" to tap into the minds of others and to learn their secrets.

Include Career Dice with:
- Academics
- Inquiry
- Supernatural

Career Gifts:
- Cognoscente's Trappings (Green)
- Green & Purple Apprentice
- Literacy

Trappings: Quicksilver Rod (Damage +2, Parry d12), Leather armor (d6), Green Robe, Olive Wand, Tourmaline Headband

Spellbinder

A fearsome wizard who uses "Green & Purple Magic" to control weaker minds.

Include Career Dice with:
- Academics
- Negotiation
- Supernatural

Career Gifts:
- Cognoscente's Trappings (Purple)
- Green & Purple Apprentice
- Literacy

Trappings: Quicksilver Rod (Damage +2, Parry d12), Leather armor (d6), Green Robe, Olive Wand, Tourmaline Headband

Thaumaturge

A humble wizard of Thaumaturgy, the mysterious and purest form of magic.

Include Career Dice with:
- Academics
- Observation
- Supernatural

Career Gifts:
- Thuamaturge's Trappings
- Thaumaturgy Apprentice
- Literacy

Trappings: Longsword (Damage +2), Wooden Shield (Cover d8),Leather armor (d6), dagger, divining rod

Vagabond

A carefree wanderer out to see the world, the Vagabond talks to everyone as they seek out adventure in all corners.

Include Career Dice with:
- Endurance
- Gossip
- Observation

Career Gifts:
- Carousing
- Cosmopolitan
- Streetwise

Trappings: Mace (Damage +2), Cloth armor (d4), large sack

Warlock

A wizard who has passed over theory and philosophy to train to use elemental magic for battle.

Include Career Dice with:
- Dodge
- Melee Combat
- Supernatural

Career Gifts:
- Elementalist's Trappings [Red, Amber, Yellow, or Blue]
- Elemental Apprentice
- Literacy

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6)

SKILLS

Ordinary tasks like walking, talking, etc. will not require any special training. When a character tries to perform a task such as climb a wall, swing a sword, convince someone not to swing a sword, etc., they will have to draw upon their *Skills*.

Game Terms	
Skill	A trained ability to do things
Mark	A measure of training in a skill
Dice	Species, Career, and Marks give you these to roll
Bonus	An extra die to roll, increasing your chance of success
Penalty	Dice rolled against you, increasing possible failure
Trait	Body, Speed, Mind, and Will; often combined with Skills
Limit	A cap on Skill dice
Favor	When you get to re-roll one 1
Favorite Use	If you have any Marks, your Fave Use can claim Favor

Skill Dice

To succeed at a Skill Test, you will roll your Skill Dice, trying to beat a target.

Where Do I get Skill Dice?

You can get skill dice from several sources.

- ***Marks:*** Specialized training earns a character Marks in a Skill. One Mark gives you an extra d4 to roll, and also lets you pick a Favorite Use.
- ***Species Dice:*** Every character starts with a Species Trait that is included with three Skills.
- ***Career Dice:*** Every character starts with a Career Trait that is included with three Skills.

Do Not Add Dice Together

For example, if you have a Career Die of d6 and a Species Die of d8, and they are both included with Jumping, you do *not* have a Skill Die of "d12" — you have d8, d6.

Skill Dice are listed in separate columns on the character sheet: one for Marks, one for Species, and one or more for Career.

Skill Marks

The more Marks you have in a skill, the more dice you get to roll.

At character creation, you will get Marks to distribute among your Skills — with no more than 3 in any one Skill. (You may also get extra Marks from Gifts — and those Marks *can* take you past the 3-Mark limit.)

During play, you will also earn Experience that will let you increase your Marks.

Skill Marks		*Skill Dice*
Zero	(no training at all)	no dice
1		d4
2		d6
3	(competent)	d8
4		d10
5		d12
6	(expert level)	d12, d4
7		d12, d6
8		d12, d8
9	(master level)	d12, d10
10		2d12
11		2d12, d4
Etc.		etc.

In summary, to calculate skill, for every 5 full Marks, you get a d12, with a remainder of 1 to 4 giving a bonus die from d4 to d10.

Marks buy new Skill Dice – they do *not* increase Trait Dice

If your Career Die gives you Deceit d8, and you put 1 Mark in Deceit, then you now have d8, d4 dice. (You do *not* have a d10.)

Skill Rolls Without Marks

Sometimes, a character will try to do something where they lack training. In that case, they should roll what dice they can. For example, anyone could try to reason with others, rolling just their Mind Trait — folks with Skill in Negotiation will just be better at it.

Rolling all ones is a *Botch* — the worst possible result. Folks who roll only one die are much more likely to Botch than someone with even one Mark's worth of training!

Including Trait Dice

Every Player Character begins the game with one Species Trait and one Career Trait. These Trait Dice are included with all rolls of their listed Skills.

The Species Trait represents natural ability and instinct. The Career Trait represents broad life experience. These Traits provide benefits to a lot more activities, not just the Skills they have listed to be included with. Players are encouraged to come up with new uses for their Traits. For example, a Game Host might allow a Mercenary to include his Career Trait

when Gossiping with other Mercenaries, by swapping stories about their experiences as a warrior-for-hire. The Game Host should take care that Careers aren't included with *everything*, though — only for uses that are appropriate to the story.

Traits don't add to Marks in Skills, they are included with Skill Dice.

For example, a Bandit with a Bandit Trait of d6, and 3 Marks in Deceit, has total Deceit Dice of d8, d6 (and *not* d12).

Sometimes, you may be rolling two Skills at once. If a Trait is included with both Skills, then yes, you may include the Trait Dice twice. For example, if you're asked to roll Deceit and Inquiry dice together, and your Career is included with both, you may include your Career Die twice.

Favorite Use

Unlike Traits, which represent general capacity, Skills are specialized training … and they can be even more specialized. A character with at least one Mark in a Skill can learn a *Favorite Use* — one aspect of the Skill that the character excels at.

When rolling Skill Dice towards your Favorite Use, your roll is *Favored* — you can re-roll any one die that comes up "1".

For example: Dierdre grew up in the Granvert Woods, so she's no stranger to scaling trees. She buys 3 Marks in "Climbing" with "Favorite Use: Trees". Later, when trying to get a better look around, Dierdre decides to climb a tree. She rolls her Body & Climbing of d8, d6 and they come up 1 and 3. However, since she has a Favorite Use for climbing trees, she re-rolls the 1. The re-roll comes up 7. Dierdre scores 7 & 3.

Normally, each skill can only have one favorite use at a time.

Favorite Weapon

A special type of Favorite Use is "with my Favorite Weapon." The character designates one particular weapon to be the Favorite. This weapon is unique — no other weapon has the same edge, heft, and balance quite like this Favorite.

Using a Favorite weapon grants Favor to Attack Rolls, Counter-Attack Rolls, and Parry Rolls made with the weapon.

Since Favorite Weapons are so personal, characters are encouraged to give their favorite weapon a fancy name.

Declaring your Favorite Use costs nothing …

If you have at least one Mark in a skill, you can declare your Favorite Use at any time … up to and including when you roll your dice and a "1" is right in front of you.

As soon as you declare your Favorite Use, write it down on your character sheet.

… But Changing a Favorite Use costs 1 Experience

Later, if you want to change your Favorite Use, you must spend 1 Experience. Yes, this means that if you have a Favorite Weapon, and that weapon is lost or destroyed, you'll have to spend 1 Experience to declare a new Favorite Weapon.

Descriptions of Skills

Each Skill description includes some general advice on how the skill should be used. More ideas on how to use skills can be found in the Spot Rules chapter. Combat skills are described in greater detail in the Combat chapter.

Skill Descriptors

Each Skill has one or more *descriptors*, to describe what the skill is used for and what rules might apply.

- ***Culture Skills*** don't work as well when you use them with folks outside your character's native culture. You might have a penalty to your rolls, or some tasks may even be impossible.
- ***Encumbered Skills*** depend on freedom of movement. If your character is weighed down by too much inventory, these Skills will suffer.
- ***Physical Skills*** are motor skills, athletic endeavors, and expressions of physical fitness.
- ***Mental Skills*** represent intelligence, life experience, reasoning capacity, and abstract thinking.
- ***Social Skills*** determine how your character interacts with others – to make them happy, sad, angry, afraid, cooperative, etc.

Gifts That Improve Any Skill

There are some Gifts that can grant bonuses to any skill. These Gifts include:

- Extra Favorite (+1 Mark, add another Favorite Use)
- Favor Bonus (when claiming favor, roll a bonus d12)
- Knack (+1 Mark, re-roll one use of the skill)

Academics
(Culture, Mental)

Book-learning, scientific theory, and even just plain life experience – all advanced education in the mundane world is covered by the Academics skill. Geography, law, history, literature, medicine, and all that abstract stuff.

The Game Host may ask you to roll your character's Mind Dice & Academics Dice to recognize some obscure fact or figure. (The player might be smart, but the character might not know certain things.) Really obscure facts – the stuff only learned in books – may be a roll of Academics alone … meaning that uneducated folks won't even have a chance at knowing some things.

A character may roll Mind & Academics to apply emergency first aid to a dying character, which can greatly improve their odds of survival.

Sometimes, your dice may be subject to an *Academics limit* – no dice may be larger than your biggest Academics die (or d4, if you have no dice at all). Examples of limited rolls include when you write a scholarly letter to someone, or when you attempt to negotiate a complex legal procedure.

Suggested Favorite Uses for Academics

- Geography
- History
- Law
- Medicine
- Mathematics
- Physical Sciences

Gifts That Improve Academics

- First Aid (faster and better medicine)

Brawling
(Physical)

Brawling skill covers all punching, kicking, wrestling and other natural weapons.

As an attack, you may roll your Body & Brawling dice vs. a foe's defense, to strike them with your bare hands. See the Combat chapter for more details.

Suggested Favorite Uses for Brawling

- With wrestling moves (breaking free, grabs, and wrestles)
- With punching
- With kicking
- With my favorite Natural Weapon

Gifts That Improve Brawling

- Brawling Fighter (improves your brawling attacks, defense, and damage)

Climbing
(Encumbered, Physical)

As an action, use Body, Speed, and Climbing to climb over things. The better you roll, the faster you'll move.

Climbing can also be used for last-minute saves. When you're pushed off a ledge, roll your Body, Speed, and Climbing to avoid falling off.

Climbing dice can be limited if you're burdened with too much stuff.

Sometimes, your dice may be subject to a *Climbing limit* – no dice may be larger than your biggest Climbing die (or d4, if you have no dice at all). Examples of limited rolls include when you try to fight or to dodge while clinging to a cliff face.

Suggested Favorite Uses for Climbing

- Trees
- Rocks and Cliffs
- Rooftops

Gifts That Improve Climbing

- Fast Climber (easier, quicker climbing)
- Parkour (free-running up and down surfaces)

Craft
(Physical, Mental)

The skill of working with your hands, Craft skill is necessary to repair or to build things.

Use Mind & Craft for a quick fix that takes no longer than five minutes. Physically-strenuous work, such as black-smithing or wall-building, may including Body dice. Long hours – eight or more – will increase the difficulty, but you may be allowed to use your Will dice.

Suggested Favorite Uses for Craft

- With a specific Craft of choice

Gifts That Improve Craft

- Forgery (copy other people's work)
- Team Player (work better with others)

Deceit
(Culture, Social)

A necessity for spies and thieves, Deceit skill is used for lying, for pretending to be someone else, and for playing anyone else false, for any reason. Deceit can be used to impersonate someone of a different social class, position, gender, or race.

In casual conversation, use Will & Deceit to lie to other people. Suspicious listeners use their Mind & Inquiry to see through your deception. The Game Host may penalize you for particularly outrageous lies.

Sometimes, an interrogator will attempt to browbeat information from you, using their Mind, Inquiry, and Presence dice. You can pretend not to know anything – or pass along misinformation — by using Will, Deceit, and Negotiation dice.

To swipe an object without anyone noticing – a dangerous stunt – roll your Speed and Deceit dice. Other people will roll their Mind and Observation to notice your theft. To conceal an object on your person – another dangerous stunt – roll your Body & Deceit dice. Other people will contest you with their Mind & Searching dice. The Game Host may impose penalties on you for particularly large or strange objects.

Suggested Favorite Uses for Deceit

- Acting on the stage
- Disguise
- Stealing objects
- Matters of money
- Matters of the heart

Gifts That Improve Deceit

- Disguise (bonus for imposture)
- Legerdemain (faster, easier sleight of hand)

Digging
(Physical)

Digging is the skill of removing dirt, of shoring up underground habitats, and of knowing about the make-up of earth, sand, clay, and the like. Digging is a common skill among many of *Ironclaw's* species.

Suggested Favorite Uses

- In my favorite habitat
- Mining

Gifts That Improve Digging

- Spelunking (bonus for exploring caves)

Dodge
(Encumbered, Physical)

A popular skill with those who fight – use Speed & Dodge dice to avoid being hit by most attacks. See the Combat chapter for more details.

Suggested Favorite Uses for Dodge

- When Retreating or fleeing
- Vs. Melee Attacks
- Vs. Ranged Attacks
- Vs. Magic
- Vs. Mobs (that is, when threatened by three or more foes)

Gifts That Improve Dodge

- Coward (bonuses to dodge when Afraid)

Endurance
(Encumbered, Physical)

Resistance to pain, to fatigue, and to deprivation can be increased by training up your Endurance skill.

Almost all long-distance travel in primitive worlds is done by walking. Roll Body & Endurance dice to determine not just how much time you can spend marching before you become fatigued, but also to determine how fast you can march.

In the wilderness, you can forage for food. Use Body, Mind, and Endurance dice vs. the difficulty of the climate. (Endurance represents not only your resistance to hunger, but also what you are willing to stomach.)

All Endurance dice can be limited by Encumbrance. (See page 90).

Suggested Favorite Uses for Endurance

- Foraging
- Hiking

Gifts That Improve Endurance

- Hiking (bonus for long-distance travel)
- Survival (bonus for foraging)

Gossip
(Culture, Social)

In social situations, one can use Gossip skill to gather information from others. A person skilled in Gossip can find out the "real story" based on rumor and speculation.

Take one hour to use Mind & Gossip dice to speak with individuals in a crowd. A successful roll will help you find one or two people who can tell you something, or maybe you'll just get "the word" about what's going around.

If you're being observed, you can use your command of the art of conversation to slip a message only you and your confidant will understand. Roll Mind & Gossip dice vs. a difficulty set by the Game Host. Your observers will have to defeat your roll, using their Mind & Inquiry dice, or they won't even notice.

Gossip is a passive skill – when it's used correctly, folks won't remember that you've been using them for information. ("We were just talking!") In role-playing situations, the Game Host can assume you spent about 50 minutes talking to folks before you finally hone in on the one person who really knows something, and then that scene can be role-played for about 10 minutes or so. A related skill, Inquiry can be used to ask questions of a target, but subjects of that skill are very well aware they're being questioned.

Suggested Favorite Uses for Gossip

- While gambling
- At parties
- Looking for missing people

Gifts That Improve Gossip

- Carousing (bonus in bars and taverns)
- Etiquette (bonus with the well-to-do)
- Insider (bonus with a specific crowd)
- Local Knowledge (bonus with the locals)
- Streetwise (bonus with criminals)

Inquiry
(Culture, Social)

The skill of reading people's emotions, of knowing the right question to ask, and of deciding the quality of the answers given, Inquiry is a popular skill with investigators, police, spies, and adventurers. Inquiry dice can be used to oppose attempts to play you false or to sway your opinion.

When questioning someone, roll your Mind & Inquiry dice. Targets who want to lie to you must defeat your roll, using their Will & Deceit dice. Targets that simply want to refuse to talk to you may roll their Will & Presence dice, in an attempt to blow you off. (Of course, if they're not restrained, they could simply leave.) All too often, a target may want to help you, but they may not know the right answers themselves or they may not understand your questions – the Game Host may set a difficulty to see if you can glean any information at all.

If you must, you can try intimidating a suspect to give up information, by combining your Mind, Inquiry, and Presence dice. Your subject will try to resist, possibly by telling you what you want to hear – they resist with Will, Deceit, and Negotiation dice. Intimidating a target always makes them hostile towards you.

Inquiry can be a passive skill, when you just want to know if someone's lying to you. (In a role-playing game, it can be difficult to tell. After all, the other Players and the Host are constantly "lying", pretending to be all sorts of strange characters!) Inquiry can also be active, when you're trying to get the truth from someone – it's not just the skill of seeing through lies, it's also about knowing which question to ask next. When you use Inquiry to get the truth from folks, they are aware you came by and asked questions – they may be friendly, or they may be hostile, but they will remember you. (Compare this skill to Gossip, where successful use of the skill means people probably won't remember you.)

Suggested Favorite Uses for Inquiry

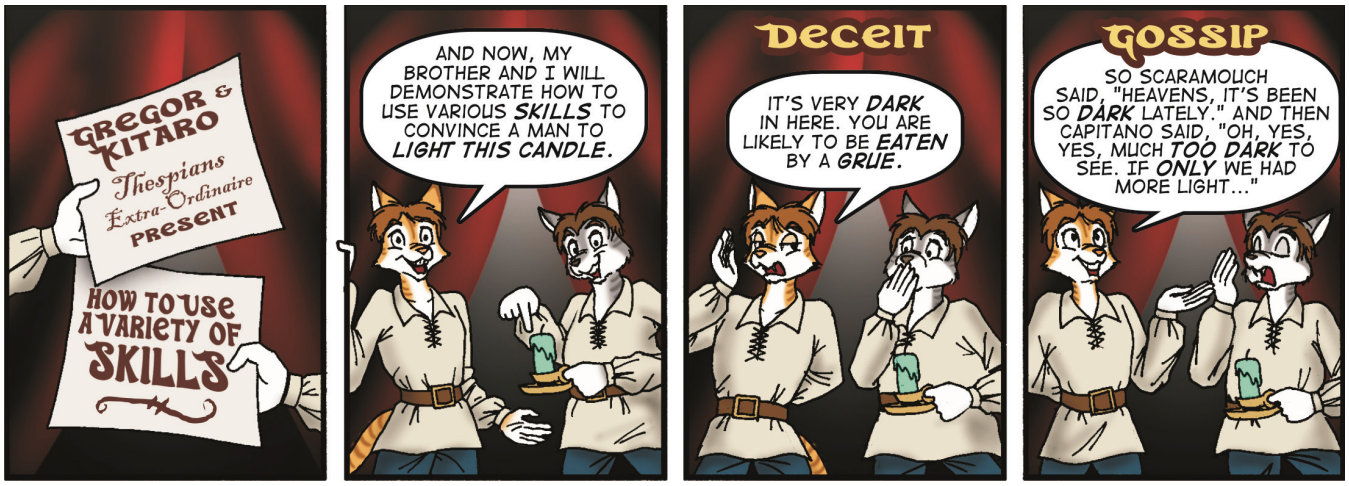
- Vs. criminal suspects
- Vs. those below your station

Gifts That Improve Inquiry

- Insider (bonus with a specific crowd)
- Streetwise (bonus with criminals)

Jumping
(Encumbered, Physical)

Jumping skill covers leaping for distance, leaping for height, tumbling, hand-stands, and basic feats of acrobatics. Jumping skill goes well with Climbing skill.



See "Jumping" in the Spot Rules chapter for more details.

All Jumping dice can be limited by Encumbrance. (See page 90).

Suggested Favorite Uses for Jumping

- From rooftop to rooftop
- To reduce falling damage

Gifts That Improve Jumping

- Acrobat (speedy stand-up)
- Fast Jumper (easier, quicker jumping)
- Parkour (free running)

Leadership
(Culture, Social)

Many battles are decided not by the skill of the warriors, but by the skill of their leader. Leadership skill is used to convince others not to lose hope, to face dire peril, and to overcome great odds.

The "Rally" action lets you roll your Will & Leadership dice to rally others in combat. See "Rally" in the Combat chapter, for more details.

Take five minutes to use Mind, Will, and Leadership to make an impassioned speech to your soldiers, to put their wits at ease, and to raise their spirits for the battle to come.

Suggested Favorite Uses for Leadership

- When out-numbered
- With my well-trained subordinates

Gifts That Improve Leadership

- Troop Leader (rally multiple targets)
- True Leader (rally for even more benefits)

Mêlée Combat
(Physical)

Very popular with adventurers, the Melee Combat skill is used with all hand-to-hand weapons. (For punches and kicks, use the Brawling skill. For bows and guns, use the Ranged Combat skill. For thrown weapons, use the Throwing skill.)

As an attack, roll your Body & Melee Combat dice. Your target resists with an appropriate defense. See the Combat chapter for more details.

Suggested Favorite Uses for Melee Combat

- With my favorite weapon
- While showing off
- With Aiming
- With Guarding
- From surprise
- Vs. Mobs (that is, when threatened by three or more foes)

Gifts That Improve Melee Combat

- Charging Strike (sprint, then attack)
- Springing Strike (attack, then sprint away)
- Veteran (bonuses for aiming and guarding)

Negotiation
(Culture, Social)

In a combat situation, you can use the Negotiation skill as a stunt, to reason with your foes. See the Combat chapter for more details.

With a friendly, Minor Character, you can use Will & Negotiation vs. their Will & Negotiation to convince the character to do something they wouldn't normally do. The Game Host may impose penalties for particularly unreasonable requests.

Negotiations with Major characters should be role-played in the course of the game. And even if the role-playing goes well, the Game Host may call for die rolls to see if things go according to plan, or if there's a minor hang-up.

Sometimes, you may want to exaggerate the truth a bit, to help your negotiations along. If you lie, you can include your Deceit dice with your Negotiation … but your target may now include their Inquiry dice, and if they discover that you're lying, they will most likely become hostile.

Suggested Favorite Uses for Negotiation

- With nobles
- With criminals
- When lying
- When fast-talking

Gifts That Improve Negotiation

- Diplomacy (for long negotiations)
- Fast-Talk (for quick negotiations)
- Insider (bonus with a specific crowd)

Observation
(Mental)

Most adventurers can't get enough marks in Observation. This skill covers sensory information: sight, hearing, touch, smell, and taste.

No rolls are needed to observe things in plain view. When people or objects are covered, concealed (actively hidden), the Game Host may call for rolls of Mind and Observation dice to notice things.

Observation is a passive skill. To actively look around, use the Searching skill.

Suggested Favorite Uses

- Seeing things
- Hearing things
- Smelling things
- When in the mountains
- When in the plains
- When in the forest
- When all alone
- During the day
- During twilight
- During the night

Gifts That Improve Observation

- Danger Sense (bonus to observe foes)
- Keen Ears (bonus for hearing)
- Keen Eyes (bonus for seeing)
- Keen Smell (bonus for smelling and tasting)
- Night Vision (see better in the dark)

Presence
(Social)

When you want to make a lasting impression on others, use Presence. This skill covers showing off, stage-acting, loud bravado, and even scaring other people. Presence can also be used to resist other folks' use of Presence – the more confident you are in yourself, the less that other people can affect you.

Presence isn't limited by language or culture, like other social skills. This skill impresses people with how charismatic you are. Unfortunately, Presence also lacks nuance, and uses of the skill can lower people's opinions of you. (To inspire others to great feats of derring-do, use Leadership. To convince other people to help you, use Negotiation. To get people to answer your questions, use Inquiry.)

In combat situations, Presence can be used to scare other people – a dangerous stunt. See the Combat chapter for more details.

Suggested Favorite Uses for Presence

- Public speaking
- Intimidation

Gifts That Improve Presence

- Oratory (bonus for public speaking)
- Performance (bonus for stage shows)

Ranged Combat (Physical)

Very popular with adventurers, Ranged Combat is the skill of using ranged weapons, such as bows, crossbows, slings, and guns. (Thrown weapons, like axes or daggers, use Throwing skill, instead.)

As an attack, roll your Speed & Ranged Combat dice vs. a target's defense. See the Combat chapter for more details.

Suggested Favorite Uses for Ranged Combat

- With my favorite weapon
- When Aiming

Gifts That Improve Ranged Combat

- Sharpshooter (better long-range attacks)
- Veteran (bonuses for aiming and guarding)

Riding (Physical)

Primitive worlds will rely on riding animals for swift transportation over great distances.

For simple riding in ideal conditions, no roll will be necessary. For trick riding or other quick escapes, rolls of Speed & Riding dice may be called for. See "Riding" in the Spot Rules for more details.

Sometimes, your dice may be subject to a *Riding limit* – no dice may be larger than your biggest Riding die (or d4, if you have no dice at all). Examples of limited rolls include when you try to fight or to dodge while riding.

Suggested Favorite Uses

- With my favorite mount
- When riding full-tilt

Gifts That Improve Riding

- Animal Handling (bonus when dealing with animals)

Searching (Mental)

Methodically going through someone's pockets, or their room, or a large area is covered by the Searching skill. Unlike passive Observation, the Searching skill means poking, prodding, digging, and generally turning things inside-out.

A quick pat-down of a restrained, unresisting target is a roll of Mind & Searching dice vs. the target's Body & Deceit dice.

Take six seconds to roll Mind & Searching dice to search an area no bigger than 1 pace across. (Searching in combat, this way, is a dangerous stunt.) The Game Host should assign a difficulty based on whether you know what you're looking for, how concealable the object is, etc. A rival may add their Mind & Deceit dice as additional difficulty.

Take one minute to roll Body, Speed, Mind, and Searching to ransack a 4-pace by 4-pace room (and making a loud noise in the process). The Game Host should assign difficulty, as above.

Take four hours to forage for food in the wilderness, rolling your Mind & Searching dice vs. a difficulty determined by the region and by your current circumstances.

You can follow footprints or any kind of tracks, rolling your Mind & Searching. See "Tracking" in the Spot Rules chapter.

Suggested Favorite Uses for Searching

- Finding contraband
- Finding valuables
- Foraging
- Tracking

Gifts That Improve Searching

- Survival (bonus for foraging)
- Tracking (bonus to follow a trail)

Stealth (Encumbered, Physical, Mental)

Another skill quite popular with adventurers, Stealth measures your ability to avoid detection. Roll Speed & Stealth vs. all observers' Mind & Observation, to sneak past people. See the Spot Rules chapter for more details.

All Stealth dice can be limited by Encumbrance. (See page 90).

Suggested Favorite Uses for Stealth

- In the dark
- While wearing stealthy clothes
- In the mountains
- In the forest

Gifts That Improve Stealth

- Disguise (for hiding in a crowd)
- Shadowing (for avoiding pursuers)

Supernatural (Mental)

Superstition, folklore, theology, religion, and all things beyond this natural world are covered by the Supernatural skill. In fantastic settings, the Supernatural skill also provides a practical knowledge of how magic works.

Supernatural skill can be used to sense the unseen – a "third eye", a "sixth sense", or mystic knowledge of what to look for.

Suggested Favorite Uses for Supernatural

- Detecting magic
- With Holy Magic
- With Elemental Magic
- With Unholy Magic

Gifts That Improve Supernatural

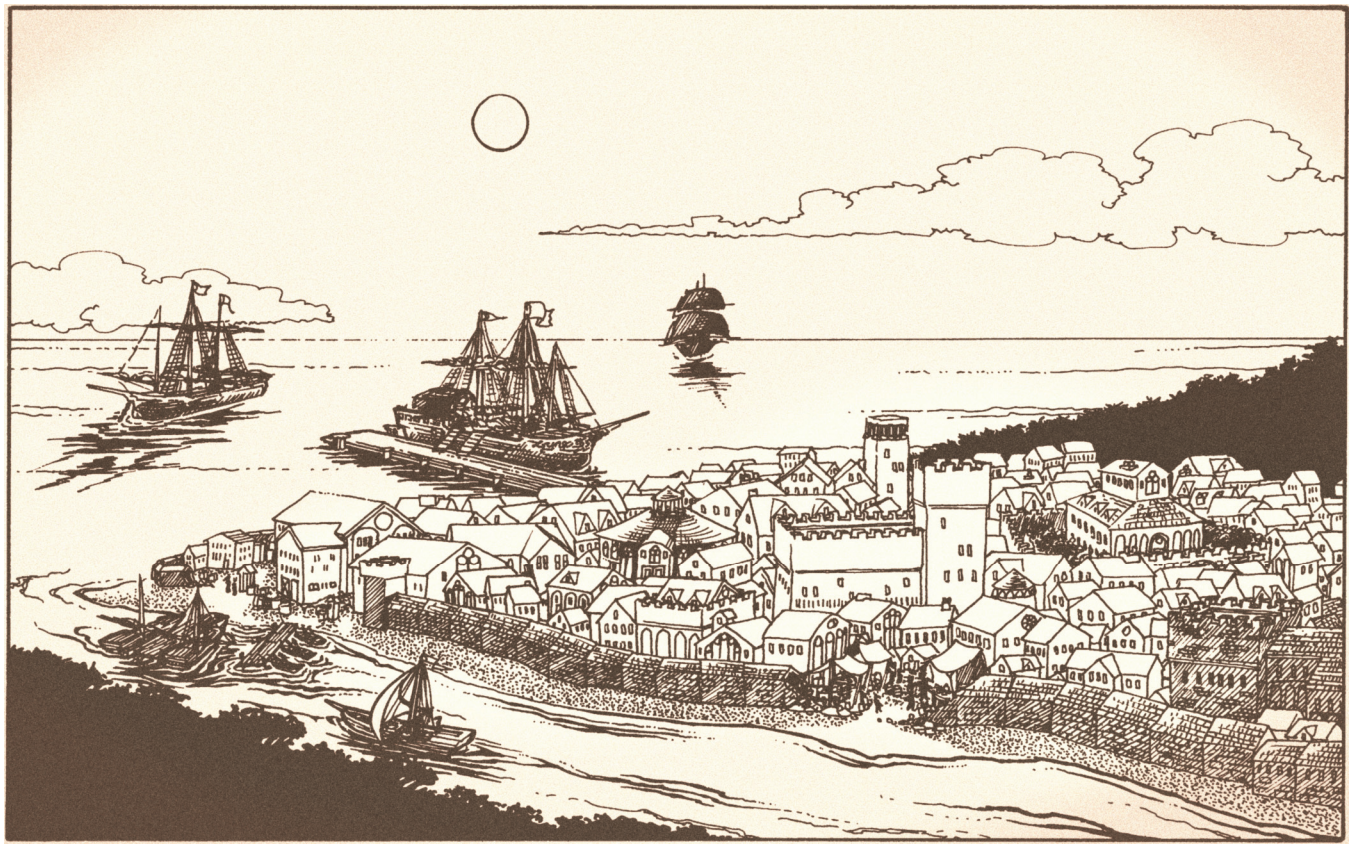
- Mystic (bonus with a particular kind of magic)

Swimming (Encumbered, Mental)

The skill of maneuvering in water, Swimming also covers holding one's breath for long periods of time.

Roll Body & Swimming dice to avoid being swept away by strong currents. Use your Speed and Swimming dice to move through water. Roll your dice, and every 4 or better moves you one pace. Moving in water is a stunt that can put you at risk. See Swimming in the Spot Rules, page 150.

All Swimming dice can be limited by Encumbrance. (See page 90).



Sometimes, your dice may be subject to an *Swimming limit* – no dice may be larger than your biggest Swimming die (or d4, if you have no dice at all). Examples of limited rolls include when you try to fight or to dodge while in the water.

Suggested Favorite Uses for Swimming

- Fighting in water
- Swimming for distance

Gifts That Improve Swimming

- Fast Swimmer (easier, quicker swimming)

Tactics
(Physical, Mental)

In a fight, numbers can be used to advantage … but not if you don't know when to strike.

When you are flanking an opponent, you may claim your Tactics dice as bonus attack dice. See "Flanking" in the combat chapter.

Suggested Favorite Uses for Tactics

- When led by a particular leader
- When my favorite ally is threatening my target

Gifts That Improve Tactics

- Counter-Tactics (use Tactics against attackers)

Throwing
(Physical)

Throwing is the skill of throwing for distance and for accuracy. To hit a target with a thrown weapon, you will roll your Body, Speed, and Throwing Dice vs. the target's defense. See the "Combat" chapter for more details.

Suggested Favorite Uses for Throwing

- With my favorite weapon
- From surprise

Gifts That Improve Throwing

- Quick-Draw (draw new weapons quickly)

Vehicles
(Physical, Mental)

The Vehicles skill is for operating a vehicle, from a simple cart up to a large vessel.

Sometimes, your dice may be subject to a *Vehicles limit* – no dice may be larger than your biggest Vehicles die (or d4, if you have no dice at all). Examples of limited rolls include when you try to fight or to dodge while in a fast-moving vehicle.

Suggested Favorite Uses

- With my favorite vehicle

Gifts That Improve Vehicles

- Sailing (bonus with sailing craft)
- Teamster (bonus with animal-drawn vehicles)

Weather Sense
(Physical, Mental)

As much intuition as a science, Weather Sense is the skill of knowing what the weather is right now, what it will be in a few hours, tomorrow, or next week. Experts with this skill can identify the results of bad weather, the countermeasures against its extremes, and (with enough history) predict the regular cycles over years.

Airborne folk can use Weather Sense to predict when the air pressure will change and to find thermals for easier gliding.

Suggested Favorite Uses

- For farming
- For a specific landscape
- Flying

Gifts That Improve Weather Sense

- Local Knowledge (for a particular place's weather)

GIFTS

Skills represent training or aptitude for common tasks, rated in ever-increasing dice. *Gifts* are special abilities characters can have. Some will be social aspects, such as increased wealth. Some will be physical, such as greater resistance to injury or an uncanny knack to turn aside a fatal blow. Others will be mental, such as improved senses or heightened awareness.

Some Gifts have limitations on how often they can be used. Physical Gifts can be so demanding that the character gets too tired to continue using them. Mental Gifts can tax the spirit. Social Gifts can be pushed too far before people are more insulted than impressed. And sometimes, fate can only be pushed so far before karma comes around again. In game terms, some Gifts become ''Exhausted'' after use and must be refreshed before they can be used again.

Game Terms	
Action	Something you do in a fight situation
Battle	Refresh this Gift in combat, with an action
Chapter	Refresh this Gift when a new Chapter begins
Choice	Declare this, for your Gift's benefit to apply
Descriptor	Key words that describe the Gift; some rules may apply
Exhaust	After using the ability, Gift must be refreshed to use again
Gift	A special advantage you have over the non-Gifted
Influence	Refresh this Gift when your influence returns
Keystone	A Gift that is a requirement for many other Gifts
Manifold	A Gift you can take multiple times, for different benefits
Multiple	A Gift you can take multiple times, for the same benefit
Plot	Descriptor for Gifts sensitive to the needs of the story
Reaction	Something you do to respond to a fight situation
Refresh	Un-Exhaust a Gift so you can use it again
Requires	Conditions you must have before you can have the Gift
Respite	Refresh this Gift after a good sleep and a nice meal
Specialty	Gift that grants a bonus d12 for very particular situations
Trappings	Gift that grants special equipment
Trigger	When this happens, the Gift's ability comes into play
X	Short for "eXhaust"; Gift must be Refreshed to use again

Explanation of Gifts (Descriptors)

After the title of the gift follows one or more descriptors. These key-words put the Gift in a category or two. Other abilities may allow extra uses of the right kinds of Gifts. Special rules apply to certain kinds of Gifts — for example, Influence Gifts (that is, Gifts with the descriptor of "Influence") affect the way your character is treated in society.

Flavor Text: Some Gifts have an opening paragraph in italics, offering advice or philosophy.

Requires

You must meet all these requirements before taking the Gift. Each * after the Gift's name indicates one Requirement.

In some cases, a Gift will require multiple dice. For example, a Gift that requires "Jumping dice of 2d8 or better" requires a Jumping roll that has at least two dice in it which are d8, d10, or d12. (A roll of d12, d4 doesn't qualify, nor does a roll of 3d6.) Gifts that require multiple dice are easier for characters who have Species or Careers that add appropriate dice.

Keystone Gifts

Some Gifts are requirements for a suite of other Gifts. These *Keystone Gifts* are listed with the other Gifts that require them.

[Choice]

When you first take this Gift, you must choose something to fill in the [Choice], such as a Skill name. Whenever you see "[Choice]" in the Gift's abilities, substitute that choice. You must declare your [Choice] when you first take the Gift, and the choice stays the same until you retrain the Gift.

Multiple

You can take this Gift multiple times. Each instance of the Gift Exhausts separately. For example, if you have "Toughness ×2", then when one Toughness becomes Exhausted, you have a second that's still useable. Only Gifts with "Multiple" in their descriptions can be taken multiple times in this way.

Manifold

This Gift has a [Choice] option. You can take this Gift multiple times, picking a different [Choice] each time.

Different choices are different Gifts. For example, "Extra Career: Bodyguard" is a completely different Gift from "Extra Career: Gambler."

In some cases, a Manifold Gift is also Multiple, such as "Increased Trait [of Choice]". Each Manifold is different, so "Increased Trait: Body ×2" (two Gifts) are different from "Increased Trait: Speed" (a third Gift).

Opportunity Cost

Many Gifts provide abilities that must be used, declared, or activated.

Unless otherwise stated, a Gift's ability is always in effect. No opportunity cost or special actions are necessary. For example, if your character has the Gift of Night Vision, your character always has improved eyesight in the dark.

Reaction

This ability can be claimed as a Reaction. You can use Reactions when it's not your turn, as long as your character is Reactive — that is, as long as they're aware of threats, not reeling from pain, not running pell-mell, et cetera.

Sometimes, the ability requires a certain kind of Reaction. For example, "Reaction (Parry)" means the ability requires that you use the Parry Reaction. If you can Parry, you can use the ability.

Other times, the ability won't say what kind of Reaction it is. In that case, it's a "new Reaction", and you must be fully Reactive to claim it. If you are Inactive (because you're reeling from injuries, because you're running at full tilt, etc.), then you can't use this ability.

Action

This ability requires you to declare it as your Action for your turn. You can only use this ability when it's your turn — that is, when you are the Active character.

If an Action ability lists another Action — for example, "Melee Attack" — then this ability is an improved form of another type of thing that your character would do. Any other abilities you might have that also improve the action of "Melee Attack" stack right along with this improvement.

Extra Action

Some abilities grant an extra action. For example, you can take three actions – two actions of your choice, and a third extra action granted by this ability. You can take these actions in any order (if the Gift doesn't say otherwise).

The rule of "can't take the same action twice in a turn" still applies. For example, if your Gift grants you an extra "aim" action, then neither of your other two actions can be an "aim" action.

There is no limit to the number of extra actions you can take on your turn … other than the "never the same action twice" rule. For example, four different Gifts might let you take an extra stand-up, an extra dash, an extra sprint, and an extra ready-weapon … and you'd *still* have two other actions to take. However, if you already took one "refresh" action, you can't use a Gift that grants a second "refresh" action – you can't take the same action twice on the same turn.

Some gifts only grant specialized actions, such as a refreshing only certain Gifts. See the Gift for more details.

Trigger

This ability comes into play when the triggering condition is met. Trigger abilities don't usually require an action … although some of them are triggered when you perform a certain action.

Exhaustion and Refresh

Some abilities can only be used once before the character must pause to take a breath, or must otherwise recover them. Your character begins the game with all of their Gifts fully stocked and refreshed … but it won't stay that way for long!

"X" Abilities no longer work when a Gift is Exhausted

When an ability is listed under an "X", if the Gift Is Exhausted, *none* of its "X" exhaustable abilities work.

If an ability isn't listed under "X", it still works, even if the Gift is currently exhausted. For example, even if you exhaust your Nobility to get something done, you're still of noble blood, you're still entitled to the privileges of royalty … even though your influence is temporarily diminished.

Each Gift has different rules on when you can use it again. A *Battle Gift* can be refreshed in a fight with a "Refresh" action. A *Respite Gift* requires both 8 hours of rest and the start of your character's Natural Cycle. A *Chapter Gift* refreshes at the start of the next Chapter. Influence Gifts refresh after a cool-down period, when other folks don't think you were so pushy anymore; the Game Host will have to decide when that is. Special Gifts have special rules – read the description for more details.

X (Battle)	X (Respite)	X (Chapter)	X (Influence)	X (Special)
At the ***beginning of a fight***, roll Initiative. If you don't botch, ***refresh all your Battle Gifts***.	After ***8 hours of rest***, and ***one square meal***, wait until the ***start of your cycle***. When it begins, ***refresh all Respite Gifts.***	When ***the game host announces*** the beginning of ***a new chapter, refresh all Chapter Gifts***.	***After a day*** of game time has passed since you exhausted this gift, ***ask the game host if your Influence gift has refreshed.***	***Read the gift's rules for how a Special gift refreshes.*** Some Special gifts are exhausted at the start of play.
Declare the "X (Battle)" ability you will use. Exhaust the gift. Play out the effects.	Declare the "X (Respite)" ability you will use. Exhaust the gift. Play out the effects.	Declare the "X (Chapter)" ability you will use. Exhaust the gift. Play out the effects.	Declare the "X (Influence)" ability you will use. Exhaust the gift. Play out the effects.	Declare the "X (Special)" ability you will use. Play out the effects. Read the rules to see what conditions might force the "X (Special)" gift to exhaust.
During a fight, you may take a "Refresh" action to refresh one Battle gift. You may not use this gift's "X" abilities again until the gift is refreshed.	***You may not refresh this gift before 8 hours have passed.*** You may not use this gift's "X" abilities again until the gift is refreshed.	***You may not refresh this gift until the next chapter begins.*** You may not use this gift's "X" abilities again until the gift is refreshed.	***The game host declares when this gift refreshes,*** which should be about a day after you asserted your Influence. You may not use this gift's "X" abilities again until the gift is refreshed.	***Read the gift's description to see how it refreshes,*** and how often you may use the ability.

Descriptions of Gifts

Each gift has one or more descriptors to help describe it, and to put it into categories about what rules apply to it.

- A ***Battle Gift*** has at least one ability that Exhausts, but it can be refreshed during combat by declaring a "Refresh" action.
- A ***Combat Gift*** grants a bonus or advantage in combat situations
- A ***Culture Gift***'s bonus or ability derived from a Culture Gift only applies to other people from the same culture or society as your character.
- ***Influence Gifts*** affect your standing in society. When exhausted, they only refresh when you regain your former status. See the rules for more details.
- A ***Keystone Gift*** is a key requirement for more Gifts. Keystone Gifts are listed on their own pages.
- ***Magic Gifts*** command otherworldly power. They are often divided into ranks of difficulty: **Apprentice, Journeyman,** and **Master.** They usually have many more descriptors based on what sort of spells they can invoke.
- ***Major Gifts*** are only for Major Characters and Player Characters. Minor Characters are not permitted to have Major Gifts.
- A ***Movement Gift*** affects how your character moves: dashing, running, sprinting, etc.
- ***Natural Gifts*** are determined by a character's Species. You cannot buy a Natural Gift with Experience – you're either born with it or not.
- A ***Plot Gift*** can have additional abilities, or even disadvantages, related to the plot of the game's story. Depending on how the story is going, a Plot Gift may become exhausted or unusable during the game.
- A ***Respite Gift*** has at least one ability that Exhausts, but it can be refreshed after a long rest. A Respite Gift may have "X (Special)" abilities that can be refreshed after a long rest, too.
- A ***Saving Gift*** prevents harm to a character.
- A ***Skill Gift*** adds 1 Mark to an appropriate Skill. If the Gift is lost, the extra Mark is lost, too.
- A ***Specialty Gift*** grants a bonus d12 under certain circumstances.
- ***Wilding Gifts*** are part of the untamed heart that beats within all "civilized" folk. Atavists cultivate their Wilding Ways.

Physical Gifts

Acrobat (Combat, Movement)

Action "acrobatic dash"

You may split your dash up into two smaller dashes. First, dash 1 pace or more in one direction, then move your Stride in any direction, then move 1 pace or more in another direction. Your total movement cannot exceed your Dash plus Stride.

(Characters without the Gift of Acrobat must Dash in a single line. They may only Stride at the beginning or at the end, not in the middle.)

Extra action "Stand up"

On your turn, you may take an extra action: "Stand up".

Retreating While Knocked Down

You can Retreat while Knocked Down, by rolling along the ground. (Knocked-Down combatants cannot normally Retreat.)

Falling Damage is Weak

If you are not helpless or otherwise unable to react, then when you fall you always land on your feet. Treat Falling Damage as *Weak*.

Brawling Fighter (Combat)

Parry with Body & Brawling Dice

You can use your Body & Brawling dice to Parry against attacks! (Characters without this Gift can't Parry with Brawling attacks.)

Brawling Attacks Threaten at Close Range; Counter with Brawling Attack

Your body is a lethal weapon. If you're not disadvantaged or otherwise out of it, you constantly threaten other foes within Close Range of you, just with your bare hands or your natural weapons.

Because your Brawling weapons now threaten at Close Range, you may now Counter with Brawling!

Charging Strike (Combat, Movement)

Action "attack: charging strike"

You have a special move — the *charging strike*.

First, declare a foe no further than 12 paces away from you.

Then, roll your Sprint die and move that many paces in a straight line, towards your foe. If you fail to reach your foe, stop there and your attack ends. Otherwise, stop when you reach your target.

Next, play out a brawling attack or a melee attack against your target.

Contortionist (Combat, Movement)

Action "squeeze through tight spaces"

You can fit into spaces other people of your size cannot — the general rule is that if you get your head through the opening, you can get the rest of you through too, given enough time. For really tight spaces, the Game Host may call for rolls of your Speed & Mind Traits vs. your own Body Trait.

Retreating without moving

You may still Retreat *without* moving one pace, by contorting your body to move out of the way of the attack.

The contortionist ability allows you to claim a successful Retreat when Knocked Down, when dodging against Ranged Weapons without Cover, and when grappled.

Action "attack: brawling attack to break free"

When using the Brawling Attack "Break Free", you may claim a bonus d12.

Coward (Respite, Combat, Movement)

When Afraid, You Move Faster and Dodge Better

Whenever you are Afraid or Terrified, add 1 to your Stride, add 3 to your Dash, and 9 to your Run. (Since Run is based on Dash, this will result in +12 to Run.)

Also, you may claim a bonus d12 to your Dodge defense (but not to other defenses).

X (Respite)

As a Reaction, you may become Afraid for the rest of this Scene (about 5 minutes).

Fast Climber (Combat, Movement)

Improved action "climb"

For you, climbing is just an action, not a stunt. (Other characters are sent Reeling after a "climb" stunt.)

You can travel over mountainous terrain faster than those who don't have this Gift. (See "Hiking" in the Spot Rules chapter.)

Fast Jumper (Combat, Movement)

Improved action "jump"

For you, jumping is just an action, not a stunt. (Other characters are sent Reeling after a "jump" stunt.)

Fast Swimmer (Combat, Movement)

Improved action "swim"

For you, swimming is just an action, not a stunt. (Other characters are sent Reeling after a "swim" stunt.)

You can travel over swampy terrain faster than those who don't have this Gift. (See "Hiking", page 148.)

Frenzy (Respite, Combat)

X (Respite)
Reaction "Become Enraged"

As a Reaction, you can become *Enraged* for one scene. (Enraged fighters may shake off being sent unconscious or afraid, but they must take the Attack action every round.)

If you are suffering from any conditions that would prevent you from becoming Enraged (such as Afraid or Unconscious), *remove those conditions and become Enraged anyway.*

Giant* (Size)

Requires

Body Trait of d12

Extra Large

You are *huge* – more than 20 hands tall, and more than 12 stone in weight. You stick out in a crowd. Clothes require custom tailoring. Your armor costs and weighs twice as much.

You can carry more weight. (See "Encumbrance", page 90.)

You are so big and obvious that others may claim a bonus d12 to detect you with Observation.

Extra 1 pace of Range in hand-to-hand

When you attack others with Brawling or with Melee Combat, you may strike at up to one pace further. That is, your Close attacks will strike 1 or 2 paces away from you, and your Reach attacks will strike 2 or 3 paces away from you.

There is no extended threatening range, this bonus is only for your attacks.

Hiking (Specialty, Movement)

Bonus d12 for long-distance travel

You can walk to the ends of the earth. When making rolls for enduring long-distance travel on foot, you may claim a bonus d12.

Keen Ears

Better Hearing

You have better hearing. When using Observation to hear something, you may negate the highest-showing difficulty die that opposes you.

You can hear into the ultrasonic range. You can hear some sounds other folks without Keen Ears simply cannot.

Keen Eyes

Better Seeing

You have better eyesight. When using Observation to see something, you may negate the highest-showing difficulty die that opposes you.

Keen Nose

Better Smelling

You have a better sense of smell. When using Observation to smell something, you may negate the highest-showing difficulty die that opposes you.

When tracking a quarry who you can identify by scent, you may claim an extra d12. (See "Tracking" in the Spot Rules.)

When foraging for food in the wilderness, you may claim an extra d12.

Legerdemain (Combat)

Improved Action "draw item: sleight of hand"

For you, stealing an object is not a stunt, but a simple "draw" action.

Improved Action "draw item: concealed weapon"

For you, drawing a concealed weapon is no longer a stunt, but a simple "draw weapon" action.

New action "attack: pick pocket"

You can attempt to pick someone's pocket of a random item. Treat an attempt to pick someone's pocket as an attack. (It's really best to pick the pocket of someone who's disadvantaged!) At Close Range, roll your Speed & Deceit vs. the target's Mind & Observation. If the target is aware of you, they may attempt to Counter. If the target is actively in combat, whether they know you're there or not, they may elect to Dodge.

Unlike a regular attack, you cannot claim a combat advantage bonus … in fact, if you *don't* have combat advantage, your attack is *limited to d8s or smaller*.

If you Succeed, you get a random item from the person's pockets, purse, satchel, or what have you, provided that it's a small item easily purloined. In addition, your target is *not* sent Reeling – they probably don't even know you got something.

Melee Finesse (Combat)

Speed & Melee Combat

With a *Melee Weapon*, you can use *Speed and Weapon Melee Combat Dice* (instead of Body and Melee Combat Skill) when Attacking, Counter-Attacking, and Parrying … however, your dice will be limited by your Encumbrance.

Notes

You can only use Melee Finesse with Brawling Skill if you have the Gift of *Brawling Fighter*.

Mounted Fighter (Combat)

Mount includes your Riding Dice with defenses

Whenever you are riding a mount, your mount may include all of your Riding Dice with its Counter-Attacks, Parries, and Dodges. See "Mounted Combat" in the Spot Rules for more details.

Night Vision (Combat)

See Better in Darkness

You can see better in the dark. For spotting and attack purposes, treat poor lighting as fair lighting. Night Vision does not compensate for total darkness (like in a cave) or for being blind.

You can travel at night twice as fast as those who don't have this Gift. (See "Hiking" in the Spot Rules chapter.)

Pacifist (Combat)

X (Special)

Your personal commitment to avoiding violence has honed your sense of danger.

If you ever Attack or Counter-Attack, exhaust this Gift. If you ever cause anyone to be Hurt, Injured, Dying, Sick, or Dead, for any reason, exhaust this Gift. You may not refresh this Gift until 24 hours after the exhausting incident.

As long as this Gift is *not* exhausted, you may claim an extra d12 with all defenses.

Parkour* (Combat, Movement)

Requires:

Fast Climber

Action "stunt: free running up"

As a stunt, you may run *up* a wall … either to the top or some platform way up there.

First, declare a straight line to a high spot that you will move to, and the wall that you will scale. Then, roll your Sprint die. Move that many paces towards the wall – if you fail to reach it, stop moving.

If you do reach the wall, you may start to run *up* the wall. For every pace of ground that you covered before you got to the wall, you may move one pace vertically, *up* the wall.

If you fall short of your target, you have two choices: you may either fall back down the wall (which results in falling damage) or you may attempt a last-ditch grab – see "Falling" in the Spot Rules.

No matter the outcome, you are always Reeling after this stunt.

Action "stunt: free running down"

As a stunt, you may run *down* a wall.

First, declare a straight line to a low spot that you will move to, and the wall you're going to run down. Then, roll your Sprint die. Your Sprint score is both your lateral movement (across) *and* your descending movement (down). For example, if you score a 7, then you move 7 paces forward *and* 7 paces down.

If you fail to reach the ground, you're in trouble. Following the previous example, if you scored a 7, but you needed to descend 8 paces, then you didn't make it. If you fall short, you have two choices: you may either fall back down the wall (which results in falling damage) or you may attempt a last-ditch grab – see "Falling" in the Spot Rules.

No matter the outcome, you are always Reeling after this stunt.

Action "stunt: free running sideways"

As a stunt, you may run *along* a wall … possibly to a platform on the other side of a gap.

First, declare a straight line to a spot that you will move to, and the wall that you will run across. The wall must be within your Stride distance.

Then, roll your Sprint die. Move that many paces along the wall. You must run in a straight line – if the wall is curved, you won't be able to run. The wall must also be smooth – if the wall would be bad footing, then you can't run across it. (Yes, the Gift of Sure-Footed would negate bad footing penalties.)

At the end of your movement, you must then move your Stride in any horizontal direction. If you end up on good footing, your movement ends and you are sent Reeling. If you end up on *no* footing – then you fall! See "Falling" in the Spot Rules.

No matter the outcome, you are always Reeling after this stunt.

Springing Strike (Combat, Movement)

Action "melee attack (springing strike)"

You have a special attack – the Springing Strike.

First, declare a brawling attack or a melee attack against a target. If you tie or lose the attack, play out the effects as normal – the springing strike has no additional effects.

If you win the attack, play out the effects as normal, and then immediately roll your Sprint Dice. You must move that many paces, directly away from your target, in a straight line.

Notes

Since you may voluntarily lower your Speed, you may declare you will roll a smaller die. For example, if your Sprint die is d8, you may declare that your springing strike will use a d6 or a d4.

Unlike a true sprint, you must move exactly that many paces away from your melee attack's target – you can't modify the distance with your Stride.

Yes, you may press the attack and *then* spring away.

Sure-Footed (Combat, Movement)

Ignore Bad Footing and Terrible Sprints

You can run over bad footing with no loss to Dash or Stride.

When rolling your Sprint dice, you have *favor*; you may re-roll one 1.

You can travel over rough terrain faster than those who don't have this Gift. (See "Hiking" in the Spot Rules.)

Mental Gifts

Animal Handling (Combat, Specialty)

Action "rally animal"

You may attempt to rally animals. (People without this gift may not rally animals.)

Your roll is your Body Trait. If you physically grab the animal, or if you are riding it, you may include your Riding Dice. If the animal is yoked to a vehicle that you control, you may use your Vehicles Dice.

When making rolls to diagnose problems with an animal, you may claim a bonus d12.

Artist (of choice) (Specialty)

Bonus d12 for Making Art

You can create works of art. When you take this Gift, choose a type of art. When making rolls to gossip about this art, or to craft new works of art, you may claim a bonus d12.

Suggestions for Art Specialties:

- Charcoal Art
- Limning (cutting silhouettes out of paper)
- Painting
- Sculpting

Clear-Headed (Battle, Combat)

X (Battle)
Trigger: when you are Berserk, Confused, or Enraged

As a reaction, negate Berserk, Confused, or Enraged on yourself.

Alternatively, you may reduce "Controlled" or "Marionette" to "Immobilized."

Craft Specialty: [of Choice] (Specialty)

Bonus to a Specialty Craft

When you take this Gift, choose an appropriate specialty. Whenever you roll your Craft dice with your specialty, you may claim an extra d12.

Manifold

You may take this Gift multiple times, choosing a new specialty each time.

Dead Reckoning (Specialty)

Bonus d12 for Land Navigation

You have a keen sense to tell how far you have moved in a certain amount of time, and in what direction. You may claim a bonus d12 on all rolls to tell how far you've traveled and to tell what direction you've traveled.

Extra Favorite with [Skill of choice] (Skill)

+1 Skill Mark in [Skill of choice]

Add one Mark to your Skill of choice.

Another Favorite Use

You may choose an extra Favorite Use with your Skill of Choice. You still only get Favor once.

Character Development

If you lose this Gift, you also lose the extra Mark you gained from this Gift.

First Aid (Combat, Specialty)

New action "improved first aid"

For you, first aid is no longer a stunt – it's a standard action. You are not automatically sent Reeling after performing First aid.

Also, you may claim a bonus d12 with a first aid attempt.

Gambling (Specialty)

Bonus d12 with Games of Chance

When playing a game of chance, negotiating a wager, deceiving others with a bluff in a card game, inquiring from others about their own bluffs, you may claim a bonus d12.

Geography (Culture, Specialty)

Bonus d12 to Know Places and People

When making rolls to identify major roads; cities, nations, and populations, you may claim an extra d12.

Geography helps with general knowledge – for the specifics of a particular town or landscape, you'll want the Gift of Local Area Knowledge.

Heraldry (Culture, Specialty)

Bonus d12 to Know Nobles and Flags

When rolling to spot or to identify battle standards and flags, to know the family history and lineage of noble bloodlines, and to know the past and current standings of clans and dynasties, you may claim a bonus d12.

History (Culture, Specialty)

Bonus d12 to Know the Past

When making rolls to know key dates and places; timelines of wars; and myths and legends, you may claim a bonus d12.

History helps with general knowledge – for the true secret history of a particular town or landscape, you'll want the Gift of Local Area Knowledge.

Junk Expert

X (special)
Action "draw item from junk bundle"

You tend to pick up things of value and then have them ready when you need them. You must be carrying your *bundle,* a sack of unspecified junk that weighs at least 1 stone.

As an Action, you may draw a Cheap item of your choice from your bundle, that weighs no more than ¼ stone. (The Game Host should veto any inappropriate choices … but improvised weapons are always a possibility).

After drawing the item, roll your Mind & Searching vs. 3. If you succeed, you may use this Gift's ability again on another turn. If you tie or worse, exhaust this Gift. You may refresh this Gift only after spending 1 hour searching through a pile of junk.

Language (Linguistics)

You can speak a language

Every character starts with one native language. If you don't understand a language, you may have penalties to be understood. Gossip and Negotiation are impossible if you don't understand the speaker's language. Inquiry will only get you so far – you might know if they're telling the truth or lying, but you won't know what they're saying! Presence transcends language barriers.

Reading and writing is covered by Literacy. It's quite possible to be able to speak a language but not be able to read it!

Manifold

You may take this Gift multiple times. Each time, choose a different language.

Medicine (Specialty)

Bonus d12 to Heal People

When rolling to use academic knowledge to help a patient recover from injury or sickness, to inquire about a patient's history, or to identify a cause of death, you may claim a bonus d12.

Melee Fervor (Combat)

Will and Melee Combat

With a *Melee Weapon*, you can use *Will and Melee Combat Dice* (instead of Body and Melee Combat).

With a Brawling Attack, you can use *Will and Brawling Dice* (instead of Body and Brawling Dice).

Notes

You can only use Melee Fervor with Brawling Skill if you have the Gift of *Brawling Fighter*.

Melee Guile (Combat)

Mind and Melee Combat

With a *Melee Weapon*, you can use *Mind and Melee Combat Dice* (instead of Body and Melee Combat).

With a Brawling Attack, you can use *Mind and Brawling Dice* (instead of Body and Brawling Dice).

Notes

You can only use Melee Guile with Brawling Skill if you have the Gift of *Brawling Fighter*.

Mystic of [occult of choice] (Specialty)

Bonus d12 with a Particular Way of Magic

You have a keen understanding of the unknown. When doing academic research into the history of your specialty, when inquiring about incidents related to your specialty, or when attempting to detect supernatural traces of your specialty, you may claim a bonus d12.

Sample Specialties include:

- Elementalism (Air, Earth, Fire, Water, Star)
- Black Magic (Unholy)
- White Magic (Holy)
- Green & Purple Magic (Psychic)
- Blessed Magic (Blessed)
- Druid Magic (Druid)
- Thaumaturgy (Theurgic)

Overconfidence (Major, Plot)

Gain a Bonus by Making Anything Harder

There's no simple task that you can't find some way to make more dramatic. Before rolling dice, declare an offer of a bonus d12 to your opposition.

If your opposition accepts the d12, *you may also claim a bonus* d12. You may only gain a single bonus d12 from this ability.

In a skill contest (such as an Attack vs. Defense), the other character makes the choice to accept or not. Against a fixed difficulty number, the Game Host makes the choice to accept.

Note

Remember, the other side has to claim the d12 before you can claim the bonus d12. In some cases, the Game Host may rule that the extra dice are inappropriate.

If you are Overconfident, and an Overconfident character offers you the d12, then *you may not refuse* — you must always accept. However, the maximum overconfidence bonus to any one character is a single d12.

Pack Tactics* (Combat, Specialty)

d8 Tactics bonus if your ally has this Gift...

If you Attack a target that is threatened by an ally who *also* has the Gift of Pack Tactics, you may claim a bonus d8 to your Tactics dice.

You may claim a d8 Tactics bonus for *each* threatening ally that also has the Gift of Pack Tactics.

... or a d12 Tactics bonus if that ally is Guarding!

If you Attack a target that is threatened by an ally who *also* has the Gift of Pack Tactics, *and* your ally is Guarding, you may claim a bonus d12 to your Tactics dice (instead of the d8 bonus). Your ally is assumed to be harrying the target with feints, jabs, goads, and other distractions.

You may claim a d12 Tactics bonus for *each* threatening, Guarding ally that also has the Gift of Pack Tactics.

Piety of [religion of choice] (Culture, Specialty)

Bonus d12 for your Faith

You have extreme devotion to a religious cause. When negotiating with religious leaders, inquiring about matters divine, or gossiping with fellow devotees of your religion, you may claim a bonus d12.

You must choose a particular religion. Popular choices include:

- *Penitence*, the most influential religion in all of Calabria
- *Lutarism*, The Old Faith of the Doloreaux
- Athanasia, a sect of s'Allumer devoted to understanding the universe
- *Hyperdulia*, a sect of s'Allumer devoted to honoring saints of the past

Ask your Game Host for permission to choose another religion. In some places, choosing a particular religion may be against the law!

Sailing (Specialty)

Bonus d12 for sailing craft

When making rolls to identify a sailing craft's type, to operate a sailing craft, or basically for any roll involving a boat with sails, you may claim a bonus d12.

Spelunking (Specialty)

Bonus d12 for Caves

When making rolls to navigate through a cave's twisty passages, or to travel long distances underground, you may claim a bonus d12.

Teamster (Specialty)

Bonus d12 for Animal-Powered Vehicles

When operating a vehicle that is powered by one or more animals, you may claim a bonus d12.

Tracking (Specialty)

Bonus d12 to Follow Trails

When searching for tracks or when stealthily covering up your own tracks, you may claim a bonus d12.

See the Spot Rules for more details on tracking.

Unshakeable Fighter (Combat)

Immune to Overkill's fear

You are immune to the fear effect caused by Overkill. (Combatants without this Gift become Afraid when a nearby ally is Overkilled.)

Vengeful Fighter* (Combat)

Counter Attack when Hurt, Injured, or Sick

Whenever you are Hurt, Injured, or Sick, you may claim a bonus d12 with all of your Counter-Attacks. There is no bonus to your Parries, Dodges, or other defenses.

Social Gifts

Bribery (Specialty)

Bonus d12 to bribe others

You can claim a bonus d12 when using Gossip or Inquiry to find out what would be a good bribe for someone.

You can claim a bonus d12 when trying to Negotiate, if you offer the other party a good or service that they want. If you still Fail the contest, the other party would be less insulted than they would have been if you didn't have this Gift.

(Characters without the Gift of Bribery can still attempt to bribe others — and they can still get a bonus for really good bribes — but they don't get your automatic Bonus d12 and they risk offending the other party.)

Carousing (Specialty)

Bonus d12 When Drinking

You are a social drinker. When making rolls in bars, taverns, parties, and anywhere where alcohol spirits flow freely, you may claim a bonus d12.

This bonus applies, but is not limited to, gossiping with other drinkers, negotiating with drunk people, deceiving someone to believe that you're drunker than you really are, and winning drinking contests.

Cosmopolitan (Plot)

Negate Culture Penalties

You may use your Culture Skills and Gifts with *any* culture, not just your own.

Diplomacy (Culture)

Bonus d12 for Long Negotiations

You may claim a bonus d12 for any use of Negotiation conducted over five minutes (one Scene) or longer.

Disguise (Culture, Specialty)

Specialty Bonus for Imposters

When deceiving others to think you're someone else, or when you stealthily blend in with a crowd, you may claim a bonus d12.

Etiquette (Culture, Specialty)

Specialty Bonus for Minding Your Manners

You are suitably finished. When making rolls at formal functions, parties, or social events, you may claim a bonus d12.

This bonus applies, but is not limited to, rolls that involve knowing which fork to use, how to address lords and ladies, and the proper gifts and apologies to make when sucking up to aristocrats.

Fast-Talk (Culture, Specialty)

Bonus d12 for Fast Negotiations

You may claim a bonus d12 when using Negotiation to get someone to do something, as long as that something can be done in this Scene (that is, in less than 5 minutes). This bonus includes, but is not limited to, when using the "Reason" action in combat.

Haggling (Culture)

10% Discount on Most Items

When buying Average or Expensive items, you pay only 90% of the listed cost.

Whenever you buy Cheap items *in bulk*, you get a discount. Buy 9 of the same Cheap item, and the 10th one is free.

30% for Used Goods

When you sell Average or Expensive items to a Minor Character, you may claim 30% of the value of the item as standard (instead of 20%).

Your Quincunxes are worth 5Đ, not 3Đ

When you use the infamous quincunx coins to buy or sell items, you may claim full value (5 denarii) instead of the partial value that non-Hagglers get (3 denarii).

Bonus d12 for Haggling

Whenever you negotiate prices on Extravagant items, inquire about fair deals, or deceive someone about an item's monetary worth, you may claim a bonus d12.

Honor (Major, Plot, Specialty)

X (Special)

If you ever act dishonorably, exhaust this Gift. You cannot refresh this Gift until you have redressed the wrong that caused you dishonor.

Conditional Bonus to Defend Your Honor

Swear, on your honor, that you will perform some task. Whenever anyone dishonorably tries to prevent you from performing your task, you may claim a bonus d12. You may continue to claim the bonus d12 until you have performed the task or until this Gift becomes exhausted.

Dishonorable acts include attacking you without formally challenging you first. You are free to refuse any challenge from an unworthy, dishonorable foe.

Insider with [social crowd of choice] (Culture, Plot, Specialty)

Bonus d12 with Insider Crowd

You have an "in" with a particular crowd – other people who have the same Insider Gift.

When you deceive, gossip, inquire, or negotiate with people who have the same Insider Gift as you, you may claim a bonus d12. This bonus d12 is only to impress your fellow insiders. Insider Gifts with a different crowd grant no bonus. Also, your Insider knowledge only impresses folks who know your specialized jargon and mannerisms — you gain no bonus to impress folks without the same Insider Gift.

Sample Insider Crowds

- *Berla Feini* (the members of Phelan society)
- *The Blessed* (the priestesses and their attendants of the Doloreaux's Old Faith)
- *The Chivalrous* (anyone who follows the code of conduct as described in the book *On Chivalry*, such as the Avoirdupois, Rinaldi, and Bisclavret)
- *Cognoscenti* (the semi-anonymous practitioners of Green & Purple Magic)
- *Invisible Guild* (the brotherhood of criminals along the southwest coast of Calabria)
- *Penitence* (the abbots, bishops, and other higher-ups in the dominant religious order of Calabria)
- *Zhongese* (the strange bureaucracy of far-off Zhongguo)

Manifold

You may take this Gift multiple times. Choose a different social crowd each time.

Law (Culture, Specialty)

Bonus d12 with Legal Matters

When rolling to prosecute criminals, to defend yourself in court, and to know the rights that people have under the law, you may claim a bonus d12.

Legal Authority: [of Choice] * (Influence, Plot)

Requires:

Authorization from a recognized legal authority.

You are the law

You are an authorized legal agent of some greater authority. You may be a town guard, a policeman, or even the mayor. You have certain entitlements, such as carrying a concealed weapon or arresting people who break the law. Your Legal Authority is limited in scope — usually to only a single Landscape or branch of government.

You can claim a bonus d12 when Gossiping with other folks with Legal Authority.

X (Influence)

You may exhaust this Gift to push influence over other folks … even after failing a roll! Refer to the Influence rules for more details.

Local Knowledge: [Landscape of choice] (Specialty)

Bonus d12 with a certain place

You know a certain place — a borough of a large city, your home town, the sewer complex underneath the city, etc. — like it was the back of your hand. You can claim an extra d12 on rolls to know where things are, to gossip with the natives of your local knowledge, and to elude pursuit. At the Game Host's discretion, you can claim a bonus d12 on other rolls related to your local knowledge, as well.

Manifold

You can take this Gift multiple times. Each time, you must choose a different landscape for your Local Knowledge.

Notes

This is an excellent Gift for local guides, city officials, and small-time gangs of crooks. The "home turf advantage" provided by this Gift will give them an edge against Player-Characters, who usually have better dice in their general abilities but just "don't know the area like these folk do."

Every Player-Character begins the game with one Local Knowledge Gift. This Gift is often immediately re-trained for more experience. See the Character Development chapter for more details.

Low Profile (Culture, Specialty)

Bonus d12 to Blend In With Crowds

When rolling to deceive others that you're an unimportant bystander or to stealthily blend in with a crowd, you may claim a bonus d12.

Nobility* (Culture, Influence, Plot, Specialty)

Requires:

A noble bloodline or patent of nobility, traceable to a Great House or Minor House.

Bonus d12 with Noble Matters

You are a noble. When gossiping with other nobles, when negotiating special favors appropriate to the upper class, or when asserting your noble presence, you may claim a bonus d12.

You have the rights and privileges of the noble class. You are entitled to "high justice", and different laws will apply to you, most favorably.

You begin the game with a *signet ring,* a pewter or gold ring that you wear with the seal of your noble house on it. You may press the ring into wax to put your noble seal on official documents.

X (Influence)

You may invoke your noble status for special favors … even after failing a roll! Refer to the Influence rules for more details.

Multiple

You may buy this Gift multiple times, either to represent multiple titles of nobility, or to represent greater rank or authority in noble circles. You may still only claim one bonus d12, but you will gain more exhaustions.

Oratory (Specialty)

Bonus d12 with Public Speaking

When giving a public speech about an academic topic, a call to action worthy of a great leader, a winning debate point in a negotiation, or just announcing your presence to a crowd, you may claim a bonus d12.

Ordainment in [religion of choice]* (Culture, Influence, Plot, Specialty)

Requires:

An endorsement from a religious organization.

Bonus d12 with Religious Matters

You are an ordained priest or priestess. People treat you with respect. You can regularly depend on people's charity.

When you speak on academic matters of religion, when you gossip about religious matters, when you negotiate for favors for your church, or when you assert your holy presence, you may claim a bonus d12.

X (Influence)

You may invoke your churchly status for special favors … even after failing a roll! Refer to the Influence rules for more details.

Multiple

You may buy this Gift multiple times, either to represent greater rank or authority in priestly circles. You may still only claim one bonus d12, but you will gain more exhaustions.

Performance of [type of choice] (Specialty)

Bonus d12 for Entertaining the Masses

Whenever you assert your presence on stage with your performance of choice, or to know the academic particulars of your craft, you may claim a bonus d12. You may also claim the bonus d12 when you "deceive" others in how well you've immersed yourself in your acting role.

Manifold

You may take this gift multiple times. Each time, you may choose a different type of performance.

Sample Choices for Performance

Actor; Clown; Dancer; Drummer; Flautist; Guitarist; Keyboardist; Juggler; Raconteur; Singer; Trumpeter; Xylophonist

Seduction (Culture, Specialty)

Bonus d12 with the Art of Romance

When inquiring about someone's notions of love, gossiping to find a suitable partner, negotiating a romantic rendezvous, or deceiving someone who has romantic feelings for you, you may claim a bonus d12.

Shadowing (Specialty)

Bonus d12 for Following People

You know how to follow people without being seen … and that knowledge works both ways, so you know how to avoid being followed, yourself.

When you are stealthily avoiding being followed, when observing if you're being followed, or when gossiping with folks to find out if someone's been around lately, you may claim a bonus d12.

Note

Shadowing is described in the Spot Rules chapter.

Survival (Specialty)

Bonus d12 to Live Off the Land

When foraging for food or shelter, you may claim a bonus d12.

Team Player

Action "assist"

When you successfully assist someone else in a task, you grant a bonus d12. (Characters who successfully assist another character, and who do *not* have this Gift, grant only a d8 bonus. See the Basic Rules chapter for more details.)

Team Player only provides the benefit when you are the assistant, not when you are the task master.

Wealth* (Culture, Influence, Plot, Specialty)

Requires:

An appropriate background and career.

Better Money and Material Possessions

You begin the game with two Expensive items.

You are rich. When gossiping about the upper class, when negotiating for favors often granted to the wealthy, or when asserting your affluent presence, you may claim a bonus d12.

X (Influence)

You may invoke your wealthy status for special favors … even after failing a roll! Refer to the Influence rules for more details.

Multiple

Subject to the discretion of the Game Host, you can take this Gift multiple times, to represent more fabulous wealth.

Trappings Gifts

These are Gifts that give your character extra possessions, and they can help keep those things *in* your possession.

Archer's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- a composite bow
- six spare bow strings
- 12 barbed arrows
- 24 standard arrows
- a quiver
- archery gloves
- a shortsword

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Cleric's Trappings: [see below] (Plot, Trappings)

Belongings

You begin the game with:

- one Extravagant book: your own copy of *The Testaments of Helloise*, as transcribed by the Church of Penitence
- one White Robe
- one Acacia Wand
- one weapon from the following list: an Electrum Rod (for the Left-Hand Path) or a Calendar Sword (for the Right-Hand Path)
- one Talisman: a Fluroite Octohedron

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Cognoscente's Trappings: [see below] (Plot, Trappings)

Belongings

You begin the game with:

- one Extravagant book: your own copy of an anonymous volume, bound with a purple cover and strung with a green bookmark, on the subject of Green & Purple Magic
- one Robe from the following: Green Robe (for Green School) or Purple Robe (for Purple School)
- one Olive Wand
- one Quicksilver Rod
- one Talisman: a Tourmaline Headband

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Dilettante's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- a pistol
- a rapier
- a main gauche
- an Expensive outfit
- a genuine letter of recommendation

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Elementalist's Trappings: [see below] (Plot, Trappings)

Belongings

You begin the game with:

- one Extravagant book: your own copy of *On Elementalism* by the College of Dunwasser
- one Robe that matches your choice of school: Yellow (for Air), Brown (for Earth), Red (for Fire), Blue (for Water) or Starred (for Star)
- one Wand of your choice of the following: Oak (for Air), Rowan (for Earth), Hawthorn (for Fire), Alder (for Water), or Myrtle (for Star)
- one Rod of your choice of the following: Alumen (for Air), Gilded (for Earth), Treble-Best (for Fire), Argent (for Water), or Dioptra (for Star)
- one Talisman of your choice of the following: Sapphire Charm (for Air), Hematite Necklace (for Earth), Obsidian Charm (for Fire), Beryl Necklace (for Water), or Astrolabe (for Star)

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Fusileer's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- two pistols
- a fusil
- a bullet-mold making kit
- a gun repair kit
- a bandolier

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Knight's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- Plate armor
- an Expensive Melee Weapon of your choice (usually a sword)
- a metal shield
- a lance

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Musketeer's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- a musket
- a bullet making kit (molds, lead shot, etc.)
- a gun repair kit
- a powder horn
- a monopod (for bracing and aiming your gun)
- a rapier

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Rider's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- either a destrier or a palfrey (your choice)
- harness and saddle
- a saddle-holster with shortsword
- two saddlebags
- a animal's grooming kit
- a blanket
- spurs
- a riding crop

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Scholar's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- a magnifying glass
- a writing kit
- a blank octavo – a book of 96 blank pages, about 1 hand by 2 hands in size, used for notes
- three Expensive books on the subject matter of your choice, either to be named now or when the plot warrants (and with Game Host's permission)
- one Extravagant book on the subject matter of your choice, either to be named now or when the plot warrants (and with Game Host's permission)

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Signature Item [of choice]* (Plot, Trappings)

Requires:

Specific permission from the Game Host.

Belongings

You begin the game with a signature item. Perhaps it is a sword inherited from a famous ancestor. Or perhaps it's a gun you were lucky enough to pick up from someone who saved your life. You may even have some special transportation, such as a coach with two coursers to pull it, or a small ship.

The signature item should be something singularly associated with your character. It should have a name and a distinctive appearance.

X (Special)
Action "replace your missing trappings"

If you are parted from your signature item, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Spy's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- a pistol
- a stiletto
- one Cheap outfit
- two Average outfits
- one Expensive outfit
- three forged letters of recommendation.

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them. (In your case, it's much more likely that you will *replace* your forged letters or outfits with new ones.)

Once exhausted, you cannot recover this Gift until the next game session.

Thaumaturge's Trappings
(Plot, Trappings)

Belongings

You begin the game with:

- one Extravagant book: your own copy of *Thamauturgoria*, by Kyndranigar the Shadow Magus
- one Gray Robe
- one Hazel Wand
- one Cypress Rod
- one Talisman: a Lodestone Charm

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Saving Gifts

These are Gifts that can save your character's life.

Combat Edge*
(Chapter, Combat, Major, Saving, Skill)

Requires:

Mind d8 or better

+1 Mark in Tactics

You may claim +1 Mark in Tactics Skill.

X (Chapter)
Trigger: you tie on an Attack or Defense

If you tie on an attack or defense, exhaust this Gift. That tie now breaks in your favor. (That is, *your* ties count as successes, and your *opponent's* ties don't count at all.)

Combat Save
(Chapter, Combat, Major, Saving)

X (Chapter)
Trigger: failed attack or defense

Whenever you fail any attack or defense, after you roll your Soak & Armor, if you suffer any results of Unconscious, Dying, or Dead, negate all of those results.

Alternatively, you may reduce a result of Overkilled to Dying.

Diehard*
(Combat, Saving)

Requires:

Toughness

Bonus d6 Soak when Hurt
Bonus d6 Soak when Injured

Whenever you are Hurt, you may claim a bonus d6 with your Soak Dice. Whenever you are Injured, you may also claim a bonus d6 Soak Dice.

Yes, that means if you are *both* Hurt and Injured, you may claim a bonus 2d6.

Disarming Save*
(Chapter, Combat, Major, Saving, Skill)

Requires:

Body d8 or better

+1 Mark in Melee Combat

You may claim +1 Mark in Melee Combat skill.

X (Chapter)
Trigger: while using a melee weapon, you fail a melee attack, counter-attack, or parry

Whenever you fail a melee attack, counter-attack, or parry, after you roll your Soak & Armor, exhaust this Gift to negate all Unconscious, Dying, Dead, and Overkilled results from the damage.

Also, you are disarmed. If you negated a result of Dying, your weapon flies in a random direction, 4 paces from you. If you negated a result of Dead, your weapon flies 12 paces away. If you negated a result of Overkilled, your weapon shatters into fragments.

You must be using a melee weapon for this Gift to work. If you dodge, or use Brawling Fighter to counter with a brawling weapon, then you cannot use Disarming Save.

Dramatic Disheveling*
(Chapter, Combat, Major, Saving, Skill)

Requires:

Will d8 or better

+1 Mark in Presence

You may claim +1 Mark in Presence skill.

X (Chapter)
Trigger: just rolled Soak & Armor Dice

Exhaust this Gift after you roll Soak & Armor dice, and a Damage effect still scores an Unconscious, Dying, Dead, or Overkilled result on you.

First, your best armor layer is instantly shredded. If you have no armor, then your clothes are shredded, leaving you a tattered mess.

Next, negate all Unconscious, Dying, Dead, and Overkilled result just inflicted on you, from the damage you suffered.

Third, negate any Afraid or Terrified effect currently on yourself (whether it's from this damage, or if it was already there.)

Magic Save*
(Chapter, Combat, Magic, Major, Saving, Skill)

Requires:

Mystic (any)

+1 Mark in Supernatural

You may claim +1 Mark in Supernatural Skill.

X (Chapter)
Trigger: hit by magic effect

Exhaust this Gift after you are hit by a Magic Attack. Negate any and all results that Magic Attack just inflicted against yourself.

After negating the Magic Attack, you immediately become Reeling, Injured, and Confused.

Replay for Destiny****
(Chapter, Combat, Major, Saving)

Requires:

Body of d8 or better
Speed of d8 or better
Mind of d8 or better
Will of d8 or better

X (Chapter)
Trigger: failed Counter or Defense

If you fail an attack, counter-attack or defense, *before* you roll your Soak & Armor, you may declare a replay.

First, your character's life briefly flashes before their eyes, and in this tiniest of moment, they contemplate the transitory nature of life, as to whether it is their destiny to die this day.

Then, replay the last attack vs. defense exchange. Pick up all the dice, both attacker's and defender's, and re-roll them. The new result stands.

Retreating Save*
(Chapter, Combat, Major, Saving, Skill)

Requires:

Speed d8 or better

+1 Mark in Jumping

You may claim +1 Mark in Jumping skill.

X (Chapter)
Trigger: Retreat with failed defense

After you fail a defense, after you roll your Soak, *if and only if* you claim a Retreat, you may exhaust this Gift to negate all Unconscious, Dying, Dead, and Overkilled results inflicted on you, from the attack that you just Retreated from.

If you don't Retreat, you cannot use this ability.

Shield Save**
(Chapter, Combat, Major, Saving, Skill)

Requires:

Resolve
Veteran

+1 Mark in Dodge

You may claim +1 Mark in Dodge Skill.

X (Chapter)
Trigger: failed Counter or Parry with Shield, or failed Dodge with Cover Dice from Shield

You may use this ability after failing any defense that claimed a Cover bonus from your shield, after you have rolled your Soak dice. (Also, you may use this abilty with a buckler, the shield that can counter.)

Negate all Unconscious, Dying, Dead, and Overkilled results just inflicted on you from the attack that just hit you.

If you are using a wooden shield, the shield smashes into splinters and is instantly destroyed. If you are using a metal shield, the shield is still useable.

If you have no shield, you cannot use this ability.

Toughness
(Respite, Combat, Saving)

X (Respite)
Trigger: suffering Damage

After being hit with an attack and rolling your Soak, you may declare the damage to be *Weak* – roll your Soak dice *again*, and each success reduces the damage further. If the damage was already Weak, there is no effect.

Multiple

You can buy this Gift multiple times. However, you can only use Toughness once per damage effect, as each effect can only become Weak once.

Character Development Gifts

These are Gifts that improve your character's Traits or Skills.

Extra Career*** (Trait)

Requires:

The three starting Gifts of that Career

Extra Career Trait starting at d4

You have another Career! This Career begins at d4. Multiple Career Traits can be combined to provide lots more Skill dice.

You may use the "Increased Trait" Gift to buy up this Career Trait.

Favor Bonus with [Skill of Choice]* (Specialty)

Requires:

A Favorite Use with [Skill of Choice]

Bonus d12 when using Favor

If you roll one 1, before you invoke favor's re-roll, you may also claim a bonus d12.

Roll the bonus d12 first. Yes, if that d12 comes up "1", you may choose to use favor to re-roll that one.

Extra 12 When Using Favorite by Rote

If you use your Skill of Choice by rote, and you're performing your Favorite Use, you may claim a bonus 12. This bonus 12 is just like a die that always comes up 12 (basically, a maximized d12).

This extra 12 will usually score a bonus success, which will then be will be added to the others, then halved, just like any rote.

Increased Trait [of Choice] (Trait)

Increase Trait by One Die Size

Pick one Trait: Body, Speed, Mind, Will, Species, or Career. Raise that Trait by one die size, up to d12.

If you have multiple Careers, each Career Trait must be increased separately.

Multiple

You may take this Gift multiple times, increasing a Trait even further, up to d12.

Manifold

You may take this Gift multiple times to increase different Traits.

Knack for [Skill of Choice] (Skill)

+1 Skill Mark in [Skill of choice]

Add one Mark to your Skill of choice.

X (Respite)

After any roll that uses dice from your Skill of choice, you may claim the benefit of your Knack. Exhaust this Gift, then re-roll *all* your dice – Skill Dice, Trait Dice, etc. The second roll stands.

Character Development

If you lose this Gift, you also lose the extra Mark you gained from this Gift.

Manifold

You may take this Gift more than once. You must choose a different Skill each time.

Luck (Major)

X (Chapter)

Trigger: any die roll involving your character

After any die roll, pick up any one die - either one you rolled or one your opposition rolled - and roll it two more times. From the three rolls, keep any one roll that you like. You may only modify one die per contest, and it must be one that involves your character.

Multiple

You can take this Gift multiple times. In any one contest, you can use your multiple Luck Gifts to re-roll *the same die two more times* each time you don't like the way it comes up, but you *cannot* force a re-roll of any *other* dice.

Note

"Dice that involve your character" are subject to review by the Game Host. For example, *your* Initiative roll personally involves you, but someone else's doesn't. Likewise, a foe rallying another foe to attack you isn't a contest that personally involves you, either. Luck should be good fortune or miracle saves; it should not be a hammer that a character uses to have their way.

Personality: [of choice] (Major, Personality)

Character Creation

Every Major Character starts with one Personality Gift. A Personality is a one-word description of a major personality trait of the character.

X (Respite)
Trigger: any roll you make

You have a strong personality – so strong, in fact, that it helps you to get stuff done.

After any die roll that you make, you may exhaust this gift to claim a bonus d12 – if the roll is somehow relevant to your Personality. For example, if your Personality is Envious, you might claim a bonus to steal something away from someone. If your Personality is Wrathful, you might claim a bonus to strike someone in combat.

The Game Host is the final judge over whether a roll is relevant to your character's personality. The Host is encouraged to be generous about letting a character use a Personality Gift in a defensive manner. (For example, the Game Host is encouraged to allow a Player to use their Personality Bonus die as an extra Soak die if it might prevent the character's death).

Character Development

During the character development phase, you may change one Personality choice to a different choice, at no cost. For example, you may change "Envious" to "Wrathful". As usual, the Game Host must approve any character developments.

Natural Gifts

These are gifts that some species have, as part of their natural makeup. ***You may not buy Natural Gifts with Experience Points.*** To improve your natural abilities, you must buy ***Atavisms,*** instead – see the chapter on "The Wilding Way."

Deep Diving (Natural)

Swimming Dice Resist Suffocation

Include your Swimming dice with your Body dice when rolling to see if you suffer suffocation.

Hold Breath 10x as Long

You hold your breath for *ten times longer* than characters without this Gift.

X (Respite)
Trigger: when suffocation sends you Reeling

When you are sent Reeling because you cannot breathe, negate that Reeling.

Echolocation (Natural)

Reaction "echolocate"

As a reaction, declare that you will use echolocation to emit ultra-sonic sounds that allow you to navigate in complete darkness. Among other things, echolocation negates concealment up to Medium range (allowing you to Counter-Attack or to Dodge with no penalty). You cannot use echolocation if you cannot hear.

Other combatants with the Gifts of either Keen Ears or Echolocation will hear your echolocation, if they're within Long Range of you. You will have (at best) partial concealment from folks who can hear you.

For Observation purposes, echolocation is a "Listen" sense.

Echolocation is a very precise sense; it can determine very fine outlines of targets, in three dimensions, very similar to vision. Unlike sight, echolocation cannot see shades or colors; it can, however, distinguish *textures* accurately. While it is unsuitable for reading printed or handwritten text, it can be used to read inscriptions, carvings, and letters in raised relief.

You may speak all the aspects of the Language of the Night Speech. (However, *understanding* that language is a separate Gift).

Flight (Natural, Movement)

X (Battle)
Extra Action "fly at [altitude of choice]"

You have winged arms that allow you to fly, in an awkward fashion.

In game terms, you have an extra action per turn: the "fly" action. (Normally, characters can only take two actions per turn – you can take three, if and only if one of those actions is a "fly" action.)

Since you must flap your arms to fly, you can only use one-handed weapons and tools.

If your turn ends, and you haven't landed, then you will fall – see below.

While flying, you have the *Full-Tilt* status.

- At the beginning of any turn when you are flying, then you will drift your Body dice in an appropriate direction. (For example, if your Body is d8, then you will drift d8 paces.)

  The Full-Tilt will be in the last direction that you moved. In strange cases, the Game Host should choose an appropriate direction. No matter what, you will drift while flying; there is no hovering in a single spot.
- While flying, you may not Retreat. (You may still be pushed or moved by other sources.)

Choosing an Altitude: Close, Reach, or Near

To keep the game simple, the rules only keep track of a flier's altitude by Range Bands.

When declaring that you will fly, choose an altitude level: Close, Reach, or Near. You may switch freely between these levels. For example, if you started your round at Close, you may rise to Reach or Near. If you started at Reach, you may rise to Near or drop to Close, etc.

A flyer that is Close to the ground is only 1 pace up – they are weaving between ground-level obstacles. A flyer that is within Reach of the ground is 2 paces up, flying over the heads of other combatants. A flyer that is Near to the ground is 4 paces up, very much clear of the ground but still close enough to see what's going on – Near ground is the preferred altitude for most flyers.

Attackers on the ground must be within *both* distances to attack you. For example, if a flying combatant is 1 pace away on the horizontal battle map, but their altitude is Reach (2 paces), then you may threaten the combatant only with attacks that have a range of "Reach".

Ranged attacks use the worst of the two ranges. For example, if you're at Close range horizontally, but you're at Near range vertically, then you're at Near Range for purposes of ranged attacks.

Exhaust "Flight", then one action to Fly, then one action to Refresh Flight

Flight is a Battle Gift. You must Exhaust it to fly. Since you must use the "fly" action to stay in the air, you will have to be able to Exhaust Flight to fly … and if it's Exhausted, you will have to spend one of your actions to Refresh Flight.

So to keep it simple: first Exhaust your Flight, then declare your bonus "fly" action, then declare your "refresh flight" action. Your third action is yours to be whatever you want.

If you were sent Reeling: first Recover from Reeling, then declare your bonus "fly" action, then declare your "refresh flight" action.

Want to be able to do more while you're in the air? The gift of *Flying Fighter,* described in the Atavism chapter, lets you take an extra "Refresh Flight" action, bringing you up to four actions a turn: one "fly", one "refresh flight", and then *two* actions of your choice.

The rule of "never the same action twice in the turn" still applies. If you're Refreshing Flight, you're not refreshing other things. If you have other Battle Gifts that you need to Refresh, you will have to land, so that you can stop Refreshing Flight.

Use your Flying Stride, Flying Dash, Flying Sprint, and Flying Run to move horizontally

To move horizontally, you may use the standard "stride", "dash", and "sprint" actions. You may also use the "run" stunt to move a great distance.

*Your **Flying Stride** distance is the same as your Stride, plus 3.* Since most characters have a Stride of 1, then your Flying Stride is 4.

*Your **Flying Dash** distance is the same as your regular Dash.* For example, if your character has a Dash of 4, then your Flying Dash is also 4. If your Dash drops to zero (say, because of encumbrance), then your Flying Dash is also zero.

*Your **Flying Sprint** dice are your Speed dice and your Weather Sense dice.* For example, if your Speed is d8, and your Weather Sense are d12 and d6, then your Flying Sprint dice are d12, d8, d6. Just like a Sprint, you may choose to voluntarily lower your dice any time you use them. For example, instead of rolling d12, d8, d6, you could roll d8, d8, d6, or d4, d4, d4.

*Your **Flying Run** is your Maximized Body die, plus your Maximized Flying Sprint, plus your Flying Dash, plus 12.* Following the above examples, a Body d4, Speed d8, Weather Sense d12, d6 character would have a Flying Run of 32. (That's a Maximized Body for a score of 4 … a Maximized d12, d8, d6 for a score of 12 … a Flying Dash of 4 … and a bonus 12, all added together.) If you take a Flying Run stunt, at the end you will be sent Reeling, just like any other Run.

New action "Rise to Short Altitude"

As an action, if you are already flying at Close, Reach, or Near height, you may gain altitude, to Short height. For game purposes, you are 12 paces off the ground.

You may only take one rise action per turn.

New action "Rise from Short to Medium Altitude"

As an action, if you are already flying, you may gain altitude. You may rise from Short height to Medium height. (You may not rise from Medium height from any altitude lower than Short.)

You may rise from Close, Reach, or Near altitude to Short altitude.

You may only take one rise action per turn.

New stunt
"Ascend from Medium to Long Altitude"

As an action, if you are already flying, you may gain altitude. You may rise from Medium height to Long height. (You may not rise from Long height from any altitude lower than Medium.) After the move, you are sent *Reeling,* as per any stunt.

Note that this *stunt* is not a rise *action*. You can use a "rise" action to move from Short to Medium height, then the "ascend" stunt to move to Long height.

A flyer can't fly any higher than Long altitude unless they have the Gift of *High Altitude Flyer,* page 319.

New action
"Dive from Short or Medium altitude"

As an action, you may *dive.* You may drop from Medium or Short altitude to Close, Near, Reach, or Short altitude.

When you dive, you may also move your Flying Stride in any horizontal direction.

New stunt
"Power Dive from Long altitude"

As an action, you may *power-dive* from Long altitude. You may drop to Close, Near, Reach, Short, or Medium altitude.

When you power-dive, you may also move your Flying Dash in any horizontal direction.

You may fly over obstacles

While flying, you may clear any ground obstacles that are shorter than your altitude. For example, if you are within Reach of the the ground, you may fly over obstacles 1-pace tall or shorter. If you are Near to the ground, you may fly over any 3-pace-tall walls, or over other combatants. If you fly Close to the ground, you may ignore bad footing, but you will run into any other obstacles.

Landing

If, after taking any action, you end your turn within Reach distance of the ground, you may declare that you have landed. If you end your turn near something you might hang on to, like a ledge or tree branch, you may declare that you will land on that. The Game Host may call for a roll of your Body & Climbing vs. 3 to cling to alight on unusual landing spots, like flag polls or branches. (Some fliers have Prehensile Feet, which makes this kind of landing easier.) Very unusual landing spots, such as greased poles, might be even more difficult. Naturally, a landing spot must be able to support your weight, too.

Once you have landed, you have no risk of falling, and you are now treated like any other non-flying combatant.

Nervous about landing? Try a Flying Dash to the landing spot, then declaring you will land. If you fail the roll, take "Fly" as your second action and you can stay in the air. (Then take "Refresh Flight" as your third action.)

Trigger: you end your turn without having taken the "fly" action
"Fall"

At the end of your turn, if for whatever reason you did *not* take the fly action, you will *fall*. Falling is discussed in the "Spot Rules" chapter.

If you are within Long distance of the ground, you will suffer 50 paces of falling damage. If you were at Medium range, you will suffer 18 paces of falling damage. If you were at Short range, you will suffer 6 paces of falling damage. If you were at any other range, you will suffer 3 paces of falling damage.

Trigger: you suffer falling damage

Your wings will slow your falling speed. When you take falling damage, for any reason, you may claim your Weather Sense dice as Soak dice.

Howling (Natural)

Sound your Barbaric Yawp Over the World

You can vocalize a variety of ululations, noises, and growls. You may speak all the aspects of the Language of Baer Sgairnach. (However, *understanding* that language is a separate Gift).

Action "stunt: scare"

When attempting to scare a target, you may also howl. Howling is a loud noise, but it lets you claim a Bonus d12 on your scare attempt.

Trigger: you defend against a scare

When someone attempts to scare you, you may howl as a reaction. Howling is a loud noise, but it lets you claim a Bonus d12 to resist being scared.

Natural Armor (Natural)

Add Species Die to Soak Dice

Your thick hide protects you from damage. You may include your Species die with your Soak dice.

Prehensile Feet (Natural)

Grab Things With Your Feet

Your feet have thumbs, and can grip things. They act as two extra off-hands (that cannot use 2-handed weapons). However, since you have to stand on them, they're not the best for weapon use unless you have the Gift of Acrobat and you can stand on your hands.

Trigger: failed Climbing Roll

After Failing a Climbing roll (or worse), you can make a separate, desperate attempt to grab with your Prehensile Feet. Roll all your Climbing Dice again — the second result stands. If the roll is successful, you are Knocked Down until you can right yourself.

Note

The Gift of *Ambidexterity* allows you to use all Prehensile appendages as if they were your main hand.

Prehensile Tail (Natural)

Grab Things With Your Tail

Your tail is particularly strong and dextrous. You can use it as an extra off-hand.

After Failing a Climbing roll (or worse), you can make a separate, desparate attempt to grab with your Prehensile Tail. Roll all your Climbing Dice again — the second result stands. If the roll is successful, you are Knocked Down until you can right yourself.

The Gift of *Ambidexterity* allows you to use all Prehensile appendages as if they were your main hand.

Quills (Natural)

Use Quills as a Brawling Weapon

Your body is covered in modified hairs that are long, stiff, sharp, and end in barbs. People grappling you are in danger of hurting themselves.

You may claim an extra d12 to escape from any grapple.

Spray (Natural)

X (Respite)
Action "Stunt: Spray Attack"

You can lift your tail, turn your rear toward your enemy, and release stinging acidic spray in a line behind you.

Spray is a special attack with Medium Range. It uses your Body, Speed & Species vs. your target's Speed & Dodge. (Cover Dice applies normally.)

If you hit, the base effect is Blinded 3, Stench, and Sweep Short.

Characters affected by Stench cannot use Keen Nose and have a penalty d12 to avoid detection. The Stench must be washed off, using special cleaners (not just water).

The Spray attack is a stunt, so afterwards, you are sent Reeling.

Venomous Bite (Natural)

X (Respite)
Trigger: Bite attack scores a "Hurt" Result

If your Bite scores a "Hurt" result on a target, you may choose to exhaust this Gift. If you do, the target also becomes Sick.

Ally (Keystone, Plot)

Ally: Name, Career, Species

You have a trusted ally, another character in the game who has your best interests in mind. Your ally could be a brother, sister, cousin, or other relative. Or maybe your ally is a childhood friend who tags along on your adventures. In some cases, an ally could be a trusted servant, or maybe a bonded villain who owes you a debt of honor.

An ally is a Minor Character. Your ally has d6s in all Traits. Naturally, your ally has a Species and Career, and all the appropriate Gifts that go with them. Allies also start with a Gift of a Langage that you understand. Allies have no extra Marks in Skills, and they just have the seven Gifts they start the game with. (No Local Knowledge for Allies!)

Allies do not earn Experience – if you want your Ally to get better, you have to take the Gift of "Improved Ally".

Like most Minor Characters, your ally is normally controlled by the Game Host. However, in some cases, the Host may let you control the ally. (For example, if the party gets split into two groups, your main character may go with one group, and your ally may go with the other. If the ally's party runs into trouble, the Host may let you declare what the ally does.)

An ally always has your character's best interests in mind. They will not betray your main character, unless they are somehow tricked into doing so, or unless they are convinced that a minor betrayal will somehow spare them from a worse fate.

Gang of Irregulars* (Culture, Major, Plot)

Requires:

Ally

Gang of Irregular Allies

In addition to your ally, you have a gang of people who follow you around and help you out. In game terms, an *irregular* is a minor character you pick up in the course of play who may or may not be around, next chapter.

At the beginning of the play-session, you pick up one irregular. You may declare you will roll your Mind and Gossip dice vs. 3. Each success you score is one more irregular who shows up. (Gifts like Insider and Local Knowledge may increase this roll.) You Ally assists you with this roll.

The same irregulars may hang around from chapter to chapter, or they may come and go, as the Host sees fit. When a new chapter starts, the Game Host may change the line-up of the irregulars. The Host may also call for a new Gossip roll, and the count of irregulars will re-set to the new roll's result.

The irregulars have d6s in all Traits, and all Gifts from their Species and Careers. These minor characters are usually the same Species and Career as your Ally … but they might not be. The Game Host may assign new names, Species, and Careers at random. The Game Host may also rule that the nature of your character attract certain kinds of irregulars. For example, if your character is Streetwise, your irregulars may be gypsies, tramps, and thieves. If your character is Ordained, your irregulars may be religious folk. If your character has Nobility, your irregulars might be ne'er-do-well dilettantes, etc.

Irregulars may bolster your number in combat, or they may be sent on various errands. Irregulars will have expenses, and as long as they're hanging out with you, they assume you will cover them. If you don't, there's no hard feelings – but they will disappear until the next chapter, as they wander off to find money.

The irregulars have your best interests in mind, but their morale is questionable. Injured or Afraid irregulars will flee a battlefield at the first opportunity, and they won't return before the next chapter.

Irregulars won't betray your main character – they will disappear or skip town, and they will only warn you of danger if it is zero trouble to do so. If you live a dangerous life, your irregulars may get threatened by your enemies; their refusal to sell you out may get them humiliated, beaten up, or even killed.

As an adventurer, it's known that you live a dangerous life, so irregulars know what they're getting into … but if it becomes obvious that too many people who hook up with you come to a nasty end, the Host may raise the difficulty for mustering up future irregulars, or they may declare you must re-train this Gift.

Improved Ally* (Culture, Major, Plot)

Requires:

Ally

Gifted Ally

Your ally has a Gift. Choose an appropriate Gift for your Ally to have.

Allies may *never* have Major Gifts, because allies are always minor characters.

Multiple

You may take this Gift multiple times. Each time, your Ally gains another Gift.

Ambidexterity (Combat, Keystone)

All Hands are now Good Hands

You may fight with either hand at no penalty. If a weapon lists that it requires a "Good Hand", you may use any hand – left or right – at no penalty. (Characters without this gift suffer a d12 penalty when they attempt to use an off hand as a good hand.)

Action: "draw two weapons"

When you declare a "draw weapon" action, you may draw two one-handed weapons at once. (Characters without this Gift must draw multiple weapons one at a time.)

Reaction: bonus d12 to Parry, when using two weapons

If you have two weapons ready, you may use both to parry the same attack. Use the parrying dice of the better weapon, and you may claim a bonus d12.

Akimbo Fighter* (Combat)

Requires:

Ambidexterity

Akimbo Attack, Counter, Parry with Favor

When you fight with two weapons, you may claim *favor*. Your attacks, counters, and parries may re-roll one die that comes up 1.

Akimbo Threatens when Reeling

When you are Reeling, and if you are fighting with two weapons, you may still threaten.

Any attackers may claim the bonus d8 to hit you, but you may still Counter.

Akimbo Breaks Ties on Parries

If you Parry, while using two weapons, any ties break in your favor. You may only claim the tie-breaking bonus on Parries, not on Counters or other defenses, and only when you Parry using two weapons.

Tandem Replay* (Battle, Combat)

Requires:

Ambidexterity

X (Battle)

Trigger: your attack, counter-attack or parry fails, while you carry two weapons

If your attack, counter-attack, or parry fails, but you have two weapons ready, you may try again with your second weapon. Declare your second weapon to be used; then both combatants re-roll their attack vs. defense. The second result stands.

If you win the second contest, remember that you're using your second weapon, not the first.

Tandem Strike * (Battle, Combat)

Requires:

Ambidexterity

X (Battle)

Action: "melee attack: tandem strike"

You may make two melee attacks: first with one weapon, then the other.

First, exhaust this Gift. Then declare a target for your first weapon, and play out that attack normally. Then declare a target for your second weapon, and play out that attack. (Yes, you could choose the same target both times.) Note that the target defends normally – if the target can still Counter-Attack, they may Counter-Attack.

If you attack the same target *twice,* the target uses *one defense roll* against *both* of your attacks. If you attack the same target twice, and even *one* of your attacks fails to beat the target's Counter dice, then you were hit with a Counter-Attack.

If you attack two different targets, each target defends normally. Yes, attacking two targets could put you at risk for two counter-attacks.

Both attacks happen simultaneously. Even if the first attack sends you Reeling, Unconscious, or worse, both attacks are played out. Likewise, even if your first attack sends the target Reeling, a second attack doesn't take advantage – it's happening at the same time as the first attack.

Counter-Tactics (Combat, Keystone)

Attacker using Tactics? Defend using Tactics, Too

When someone includes Tactics dice in an Attack made against you, you may include your own Tactics dice with your defense against that attack.

(Normally, Tactics dice are only used for Attacks, and only against flanked opponents.)

All-Out Attack * (Battle, Combat, Wilding)

Requires:

Counter-Tactics

X (Battle)
Trigger: any successful attack
Action: "stunt – second strike"

After playing out one successful attack, you may Exhaust this Gift to launch a *second strike*.

A second strike may only be a simple Brawling Attack or a simple Melee Attack. Other attacks are not permitted – no Ranged Attacks, Magic Attacks, bizarre attacks provided by strange Gifts, etc.

Just like any stunt, after playing out the second strike, you are sent Reeling and your turn ends.

All-Out Attack's second strike is an action, so you will have to have an action left this turn, to do it.

Guard Breaker* (Combat)

Requires:

Counter-Tactics

X (Battle)
Action "brawling or melee attack: guard breaker"

When you use a Brawling Attack or a Melee Attack against a target that is Guarding, you may Exhaust this Gift and declare a *guard breaker*.

You may claim a bonus 2d12 to hit your target. (There is no bonus against targets who are not Guarding.)

If you hit, your damage becomes *Weak*. (The target rolls their Soak dice twice, to reduce damage from your attack.)

Knockdown Strike * (Battle, Combat, Wilding)

Requires:

Counter-Tactics

X (Battle)
Action "knockdown attack"

You may use any brawling or melee attack to make a *knockdown attack*. First, declare your knockdown attack against any foe, and exhaust this Gift. Then, play out your attack. If you succeed, your foe is Knocked Down, in addition to any other effects.

Mob Fighter* (Combat)

Requires:

Counter-Tactics

Trigger: melee attack incapacitates target

When your melee attack inflicts a Dying, Dead, Overkill, Asleep, or Unconscious result on a target, you may immediately sweep to strike a new target.

You may still sweep even if the target negates your result by using a Saving Gift.

You may only claim the sweep attack on your turn. Mob Fighter does not help with counter-attacks.

Threatening Fighter* (Battle, Combat, Wilding)

Requires:

Counter-Tactics

X (Battle)
Trigger: threatened foe attacks a different target

If a combatant that you threaten declares an Attack action against someone who is *not* you, you may declare that you will interrupt that fighter. Exhaust this Gift, then play out an attack with your threatening weapon.

See the "Combat" chapter for more details on interrupting and threatening.

Danger Sense (Combat, Keystone, Specialty)

Start of battle: "Rolling Initiative"

You may claim a bonus d12 with all Initiative rolls.

Bonus d12 for Danger

You are constantly watchful for attackers. You may claim a bonus d12 on all rolls to detect danger, including but not limited to observe hidden enemies, to search for deadly traps, and to gossip with locals about which places in town are more dangerous.

Bodyguard* (Battle, Combat, Movement, Wilding)

Requires:

Danger Sense

X (Battle)
Trigger: ally is attacked

When an ally is attacked, declare you will use the Bodyguard Gift. That ally must be no further away from you than your Stride.

Exhaust this Gift, then swap places with that ally. You are now defending in place of your ally, just as if you were the declared target in the first place. Any special attacks, modifiers, etc. that were declared against the original target are now in play against you. You may use any valid defense (counter, dodge, etc.) against this attack.

Your ally must agree to swapping places with you. If they refuse, for any reason, do not Exhaust this Gift and don't swap places.

If the attack claimed both you and your ally as targets (say, for example, because it was a Group attack), then the attack against your ally is negated, but you are still attacked. You must still swap places with your ally, but you only get attacked once. (Don't play out two attacks against yourself!)

Blind-Fighting* (Combat)

Requires:

Danger Sense

Concealment penalties are only d8 at Near Range

When you make an attack at Near Range (4 paces), all concealment penalty dice are only d8s, not d12s.

Concealment doesn't stop you from threatening

Your uncanny sense of battle allows you to threaten folks with your weapons, even when you suffer concealment. (Yes, this means you *can* Counter when you're Reeling, since the Reeling penalty is a concealment penalty!) Your counter suffers a concealment penalty: d12 vs. totally-concealed attackers, d8 vs. partially-concealed attackers (such as when you're Reeling.

Prudence* (Combat)

Requires:

Danger Sense

Start of Battle

At the start of battle, you are automatically *Guarding* (bonus d8 to all defenses), if you are able to Guard. If you are not able to Guard – for example, if you are helpless, or if you Botched your initiative roll and were sent Reeling – this Gift has no effect.

Sixth Sense* (Combat, Major)

Requires:

Danger Sense

Trigger: someone attacks with concealment bonus

You have an uncanny sense of danger. Whenever anyone attacks you and claims a concealment bonus, you may claim a bonus d12 with any Parry or Dodge. (Note: the bonus to hit against a Reeling target is a concealment bonus.)

You may not claim this bonus against attacks that do not claim concealment bonuses. You may not claim this bonus if you are helpless, nor with Counter-Attacks.

Stitch in Time* (Chapter, Major, Saving)

Requires:

Danger Sense

X (Chapter)
Trigger: you are attacked

You have an amazing ability to recover just before someone attacks. When you are attacked, but before any attack dice are rolled, declare you will exhaust this Gift for the following benefits:

- Negate all Reeling, Asleep, and/or Unconsciousness status on yourself.
- Replace any Dying condition with Sick and Afraid.
- Add the Guarding status.

Fast Mover (Combat, Keystone, Movement)

Improved Stride, Dash, and Run

Your movement increases:

Add 1 to your Stride. Add 2 to your Dash. Add 6 to your Run. (Note: since Run is based on Dash, your total Run distance will increase by 8.)

If you have the Gift of Flight, this Gift improves your Flight movement, too.

Artful Dodger* (Combat, Movement)

Requires:

Fast Mover

Trigger: you are attacked at Medium Range

You can move out of harm's way with blinding speed. When someone attacks you at any range greater than Short, you may claim a d12 concealment bonus with your Dodge (and *only* with your Dodge).

Mad Sprint* (Battle, Combat, Movement, Wilding)

Requires:

Fast Mover

X (Battle)
Add Body dice to Sprint distance

After playing out a Sprint, for any reason, declare you will Exhaust this Gift. Then, roll your Body die and add that to your Sprint distance.

Sprints are always in a straight line.

Rapid Dash * (Battle, Combat, Movement, Wilding)

Requires:

Fast Mover

X (Battle)
Extra action "dash"

Exhaust this Gift to take an extra action on your turn: "dash".

Rapid Sprint * (Battle, Combat, Movement, Wilding)

Requires:

Fast Mover

X (Battle)
Extra action "sprint"

Exhaust this Gift to take an extra action on your turn: "sprint".

Fencing (Combat, Keystone)

Parry with Fencing Weapon? Use Body, Melee Combat Dice, *and* Dodge Dice

When you Parry (not Counter-Attack) with a fencing weapon, you may include your Dodge Skill dice. (That's just your Dodge dice, not your Speed too.) Your Dodge Dice are limited by Encumbrance.

Disarming Strike * (Battle, Combat)

Requires:

Fencing

X (Battle)

Action "melee attack with fencing weapon"

When executing a Melee Attack with a fencing weapon, you may declare a *disarming strike.* First, exhaust this Gift. Then, play out the attack, as normal. If you missed your foe, nothing happens. If you hit your foe, you have disarmed them, as per below:

- If your foe had a one-handed weapon, your foe is disarmed and you cause damage, as normal.
- If your foe had a two-handed weapon, your foe is disarmed, but you cause *Weak* damage.

Fencing Replay* (Battle, Combat, Saving)

Requires:

Fencing

X (Battle)

Trigger: after rolling a fencing Attack, Counter, or Parry

This ability can be triggered after you roll your dice with a fencing weapon. You may have rolled an attack, counter, or parry. Your foe must have rolled already, as well. You must trigger this ability before any Damage or Soak is determined, however.

Your blade clatters with your foe's, and you may exhaust this Gift to trigger a *fencing replay.*

Re-roll your dice and your opponent's dice. The new result stands, for better or for worse.

Rapier Lunge* (Combat)

Requires:

Fencing

Action "melee attack with rapier"

When executing a Melee Attack with a rapier, you may declare a *rapier lunge* — You may attack foes at *Reach* range. (Characters without this Gift can only attack with rapiers at Close Range.)

Note

You may still only Counter with a rapier at Close Range.

Literacy (Keystone)

You can read!

You can read and write. The Game Host may call for rolls of Mind and Academics to understand particularly difficult texts. (Characters without this Gift can't read or write *at all!)*

Manifold

Learning a new alphabet requires a new Literacy gift.

Administration* (Culture, Specialty)

Requires:

Literacy

Bonus d12 to manage affairs

When making rolls for administrative duties, you may claim a bonus d12. This bonus applies, but is not limited to, rolls that involve balancing books, meting out paychecks, and complying with various laws.

Astrology* (Specialty)

Requires:

Literacy

Know The Mysteries Of The Stars

When making rolls to navigate by star-light, to determine horoscopes, or anything else related to astrology, you may claim a bonus d12.

Cartography* (Specialty)

Requires:

Literacy

Read Maps and Make Maps

For all rolls involving whether a map is accurate or not, how to read a map, and how to plot a course using a map, you may claim a bonus d12.

Doctor*

Requires:

Literacy

Recuperation

You can treat the Injured and Sick. Take one hour and use your medical supplies to treat a patient, by rolling your Mind & Academics vs. 3. For each success you score, the patient earns 1 point towards healing an Injured or Sick quota.

If the patient is *both* Injured and Sick, you must split your points between the two quotas, however you like.

Mathematics* (Specialty)

Requires:

Literacy

Bonus d12 to Work with Numbers

When rolling to count inventory, to draft an engineering plan, or anything else that involves algebra and complex numbers, you may claim a bonus d12.

Research* (Culture, Specialty)

Requires:

Literacy

Bonus d12 to Look Things Up

When you have access to a large library, university, or other repository of knowledge, you may claim a bonus d12 with rolls to research academic or supernatural matters.

Also, slow research is second-nature to you. When performing long-term research by rote, your successes count full value. (Other characters who do research by rote only get half value.)

Tradewinds Navigation* (Specialty)

Requires:

Literacy

Bonus d12 to Plot Long Sea Voyages

When plotting a navigation course for a sailing vessel, you may claim a bonus d12.

Quick-Draw (Combat, Keystone)

Extra action: "draw weapon"

You can take an extra action on your turn: a "ready" action, but only to draw a weapon. The standard rules apply: you can't take the same action more than once, during your turn.

Quick-Draw only works with physical weapons, not with magical weapons or anything else beyond the mundane.

Quick Sheathe* (Combat)

Requires

Quick Draw

Extra action "Put away"

You may take one extra "put away" action every round.

Second Throw* (Battle, Combat)

Requires:

Quick-Draw

X (Battle)
Trigger: throwing attack

After resolving a thrown attack, you may immediately exhaust this Gift to *follow* with a *second* throwing attack. You quickly draw another weapon and throw it at a target – either the same target, or a different one.

Sudden Draw* (Combat)

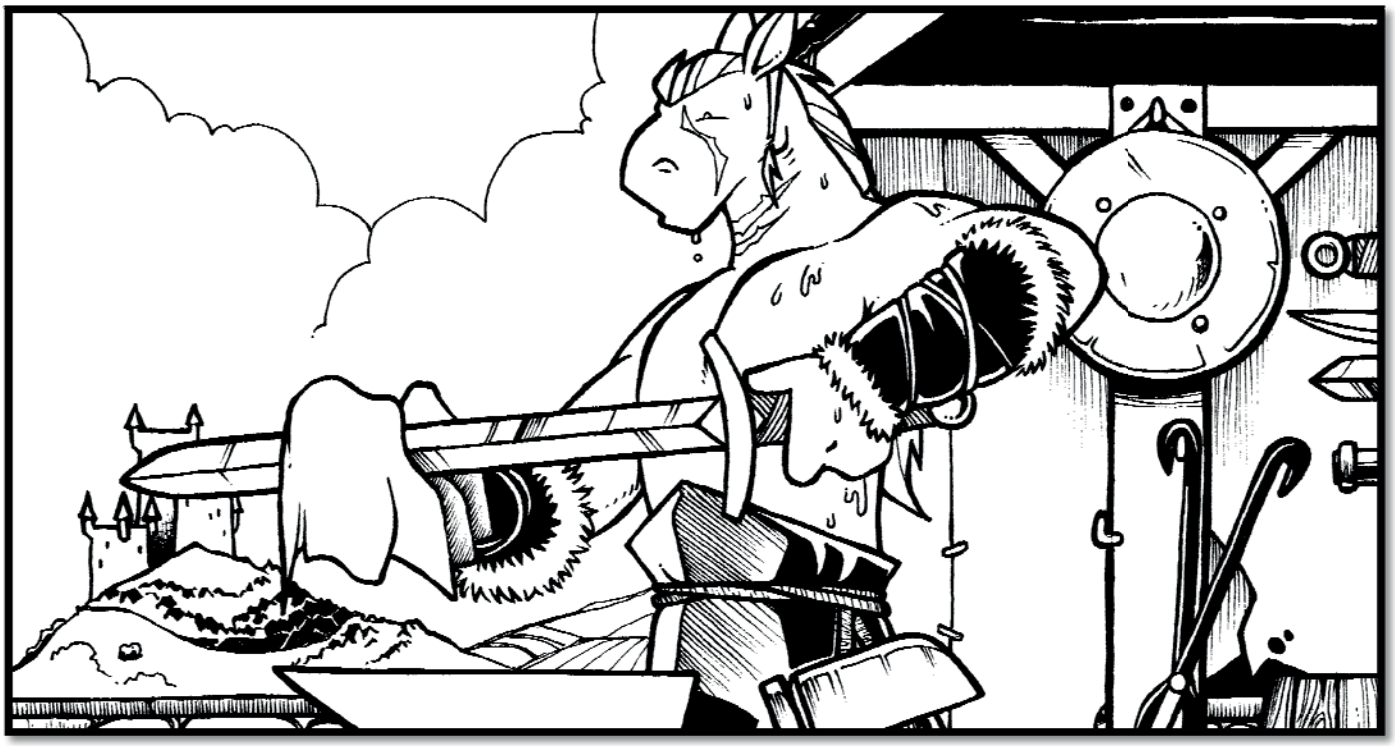
Requires

Quick Draw

X (Battle)
Interrupt: Draw a weapon

Interrupt someone else's turn to declare you will exhaust this Gift to draw a weapon. You may immediately defend yourself with the weapon you have just drawn.

You may not interrupt your own turn with this ability. You must wait until your turn is over before using the Sudden Draw.



Resolve (Combat, Keystone)

Include Will Dice with Soak Dice

You may claim your Will Dice as bonus Soak Dice. (Characters without this Gift use only their Body Dice as Soak Dice.)

Armored Fighter* (Combat)

Requires:

Resolve

Increased Armor Dice

Your Armor Dice increase by one size. For example, if your Armor Dice were d10, d6, they are now d12, d8.

Your Soak Dice are unaffected.

Guard Soak* (Combat)

Requires:

Resolve

Trigger: failed defense when you are Guarding

If you just failed a defense while you are *Guarding*, you may include your Guarding die as a bonus Soak Die. (For example, if you claimed a d8 Guarding bonus to your defense, then you may also claim a d8 bonus to your Soak.)

Relentlessness* (Battle, Combat, Wilding)

Requires:

Resolve

X (Battle)
Trigger: You are hit by an attack.

If you are hit by an attack, and that attack sends you Reeling, you may exhaust this Gift to negate the Reeling.

Scary Fighter* (Battle, Combat)

Requires:

Resolve

X (Battle)
Action "attack vs. Afraid or Terrified Target"

When you make an attack against an Afraid or Terrified target, you may claim a bonus d12.

Shield Soak* (Combat)

Requires:

Resolve

Trigger: failed defense that used Shield's Cover

If you just failed a defense that used Cover Dice from a shield (such as a Parry or a Dodge), your Soak is improved. You may claim the shield's Cover Dice as extra Soak Dice.

Sharpshooter (Combat, Keystone)

Action: "ranged attack with reduced Range penalty dice"

When you make a ranged attack, your penalty Range Dice are better than those attackers who don't have this Gift.

You suffer *no penalty* up to Short Range; at Medium Range, you suffer d8; at Long Range, you suffer d12; at Very Long Range, you suffer 2d12. See the Combat Rules chapter for more details.

Aiming on the Draw* (Battle, Combat)

Requires:

Sharpshooter

Combo "ready ranged weapon and aim"
Combo "reload ranged weapon and aim"

You have two new combination actions. When readying a ranged weapon, or when reloading a ranged weapon, you may also take an "Aim" action with the weapon you just reloaded or readied.

Aiming-on-the-draw only works with Ranged Weapons, and not with any other kind of weapon.

Counter Shot * (Battle, Combat)

Requires:

Sharpshooter

X (Battle)
Counter-Attack with Bow, Crossbow, Pistol, or Carbine

Exhaust this Gift to Counter-Attack with a loaded bow, crossbow, pistol, or carbine, against Attacks made against you from up to Near Range (4 paces). (Without this Gift, you cannot counter with these ranged weapons, at all.)

This Gift does not allow you to counter with fusils, muskets, slings, or other Ranged Weapons.

Instinctive Shot* (Battle, Combat)

Requires:

Sharpshooter

X (Battle)
Action: "ranged attack"

Before making a ranged attack, declare you will exhaust this Gift. When you play out your attack, negate *all* of the target's bonus defense dice from Cover and Concealment.

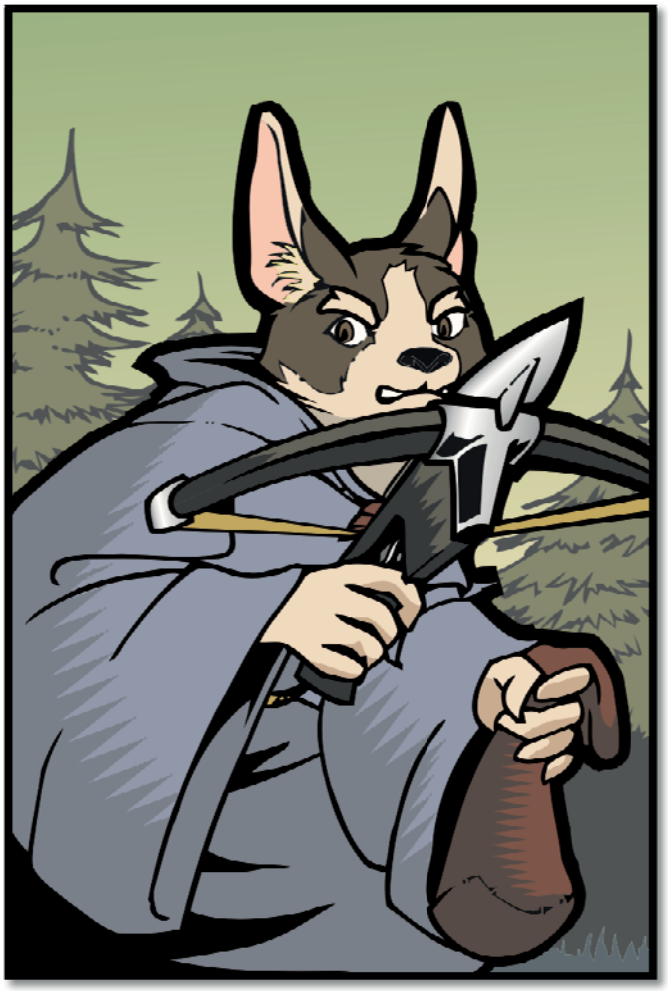
Sniper's Shot * (Battle, Combat)

Requires:

Sharpshooter

X (Battle)
Action: "ranged attack"

Before making a ranged attack, declare you will exhaust this Gift. When you play out your attack, negate *all* of the target's bonus defense dice from Range.



Streetwise (Combat, Keystone)

Bonus d12 with the Criminal Element

You have a keen insight into the underworld. When gossiping with other streetwise folks, when negotiating for criminal services, when inquiring about past or future crimes, or when deceiving others about your shady activities, you may claim a bonus d12.

Forgery* (Culture, Specialty)

Requires:

Streetwise

Bonus d12 for Imitations

You can falsify the origins of objects. For example, you can make a work of art look like it was painted by someone else, or you can make a bogus legal document look legitimate. You can make a modern item look antique by making fake distress marks. You can make cheap paint look like real gold, etc.

You must make the item normally — this Gift does not provide you with the skills. Once the item is made, other folks will have a d12 penalty to any rolls made to see through your forgery, in addition to any rolls against your skill.

Also, it takes a crook to know a crook. You may claim a bonus d12 to identify someone else's work as a forgery.

When using a skill to make a copy of an item that is *present*, you may claim a bonus d12, *limited* by your highest skill die. For example, if forging a document requires Mind & Academics, and your dice are d8, d6 … then your limit on Forgery is d8, so you may only claim a bonus d8.

Multiple

You may take this Gift multiple times. Each time, your opponents have an extra d12 penalty to see through your work, you may claim an extra d12 to recognize forged handiwork, and you may claim another (limited) bonus d12 to your forgery rolls.

Sabotage* (Specialty)

Requires:

Streetwise

Bonus d12 to defeat locks and traps

When making rolls to disable machines and to bypass traps, you may claim a bonus d12. This bonus applies, but is not limited to, academic knowledge about locks and traps, using craft to bypass or to disable locks and traps, and climbing or sneaking around alarms.

Sneaky Fighter* (Combat)

Requires:

Streetwise

Attack with Concealable Weapon

Whenever you *attack* with a weapon that has the *Concealable* descriptor, you may claim a bonus 2d8 with your attack dice. There is no bonus for Counters or Parries.

Skulking* (Battle)

Requires:

Streetwise

X (Battle)
Negate Reeling When Hiding and Sneaking

After declaring a "hide" or a "sneak" stunt, Exhaust this Gift to negate the Reeling effect. The stunt still ends your turn, as usual, but at least you're not Reeling.

Characters without this Gift are sent Reeling after a "hide" or "sneak" stunt. See the Spot Rules for more details.

Strength (Combat, Keystone)

Carry More and Hit Harder

With all Natural Attacks, Melee Attacks, and Thrown Attacks, you may include an extra d8. (There is no benefit for Counter-Attacks or Parries.)

You can carry more weight. (See "Encumbrance", page 90.)

Improved Strength* (Combat)

Requires:

Strength

Even Stronger Attacks; Carry More Weight

With all Brawling Attacks, Melee Attacks, and Thrown Attacks, you may claim a bonus d12 (instead of the bonus d8 from Strength). There is no benefit for Counter-Attacks or Parries.

You can carry even more weight. See "Encumbrance" in the Spot Rules.

Indomitable Fighter * (Battle, Combat, Wilding)

Requires:

Strength

X (Battle)
Trigger: you are sent Reeling from an Attack

When you are sent Reeling from a foe's successful attack, declare you will Exhaust this Gift. Roll your Body Dice, Will Dice, and Strength Dice vs. 3, and count the successes. *All* foes within Close range of you must resist with their Body Dice. Will Dice, and Strength Dice. If they fail to resist, they are Pushed one pace away for each hit you scored.

Line Breaker* (Combat)

Requires:

Strength

Trigger: moving on the battlefield

When you move on the battlefield, for any reason, you may move through the spaces of any unfriendly, *Reeling* combatants. Those combatants are pushed 1 pace to the side (your choice of direction). If the combatant can't be pushed into an open space for any reason, then the combatant is Knocked Down and you must stop moving at that point.

This ability only affects Reeling combatants. Wary, reactive combantants block your path, as normal.

Mighty Grip (Combat)

Requires:

Strength

Use Melee Weapons Without Awkwardness

You may use Awkward weapons as if they were typical, easy weapons. (Characters without this Gift are sent Reeling when they use an Awkward weapon to attack or to counter-attack.)

Mighty Strike* (Battle, Combat, Wilding)

Requires:

Strength

X (Battle)
Action "melee attack: mighty strike"

Exhaust this Gift, then declare a melee attack against a target. If your attack hits, your attack causes +1 Damage, above and beyond all other damage, *and* you may add the "Push 1" effect.

True Leader (Combat, Keystone)

Action: "rally with a new boon: grant Focus to target"

You may claim a new boon when rallying: You may grant *Focus* to an ally.

Your ally must be able to receive Focus. Allies that are Reeling, Confused, Enraged, or Afraid cannot become Focused.

Notes

You use Will & Leadership dice to Rally. See the Combat Rules chapter for more details.

Commanding Leader* (Combat)

Requires:

True Leader

Action "rally"

When you take the Rally action, your penalty Range dice are reduced. You suffer *no* range penalty dice up to Short Range; at Medium Range, you suffer d8; at Long Range, you suffer d12; and at Very-Long Range, you suffer 2d12.

Militia Leader* (Combat)

Requires:

True Leader

Action "rally a target with Local Knowledge"

When you Rally a target that has Local Knowledge, and when the target is in the landscape of their Local Knowledge, you may claim a bonus d12 with your Leadership dice.

Troop Leader* (Combat)

Requires:

True Leader

Action "rally a Group of targets to negate Afraid"

You may rally a mass of troops at once! … But only to remove the Afraid condition.

First, , declare a Group of targets. Then, you roll your Will & Leadership, just like any rally.

Each ally resists with a 3 … plus any dice for Range (d8 for Short, d12 for Medium, etc.) The Gift of Commanding Leader may reduce this range.

Ties do not count, only successful overcoming of the target's resistance will result in a successful rally.

If you succeed against an ally, you may negate the *Afraid* condition on that ally.

The maximum number of targets in your Group is your score. For example, if your highest die came up 7, you may only rally 7 targets in your Group. Closer targets rally first, but otherwise you may choose.

Note that unlike a regular rally, a troop rally can only remove the Afraid condition. A troop rally cannot remove Reeling, nor can it benefit from other rally-boosting Gifts, such as "True Leader".

The Troop Leader Gift is excellent insurance against the mass fear caused by an "Overkill" effect.

Watchful Leader* (Battle, Combat, Skill)

Requires:

True Leader

+1 Mark with Observation

You have an extra Mark with Observation skill. If you retrain this Gift, you lose this extra Mark.

X (Battle)
Trigger: successful Rally

After any successful Rally, exhaust this Gift, then declare a target you just Rallied. If anyone attacks that ally before your next turn, you may *interrupt* to launch an Attack.

You may use any attack that you have ready – Melee Attack, Ranged Attack, Thrown Attack, Special Attack, etc. – as long as the attacker of your declared target is within range.

You must be able to interrupt with an attack. You cannot be Reeling, Afraid, Confused, Enraged, or be suffering from any other condition that makes you lose competence or confidence.

When your turn comes back, your watch ends. You will have to refresh this Gift, then successfully Rally a target, to use it again.

Veteran (Combat, Keystone)

Action: "aim improved to d12"

When Aiming, you may claim a bonus d12 with your attack (instead of the typical d8).

Action "guard improved to d12"

When Guarding, you may claim a bonus d12 with all defenses (instead of the typical d8).

Bravery* (Battle, Combat, Wilding)

Requires:

Veteran

X (Battle)
Trigger: being Afraid

Any time your character is Afraid, declare you will Exhaust this Gift. Then, negate the Afraid condition on your character.

The Gift of Bravery has no effect on the Terrified condition.

Focused Fighter* (Combat)

Requires:

Veteran

When Focused, bonus d12 to all defenses

Whenever you have Focus, you may claim a bonus d12 to all defenses: Counter-Attacks, Parries, Dodges, and any other defenses you may roll.

Knockout Strike (Battle, Combat)

Requires:

Veteran

X (Battle)
Action: "brawling or melee attack: knockout strike"

Before making a brawling attack or a melee attack, declare you will exhaust this Gift. The damage from your attack becomes Weak. If you score a Hurt result against your target, the target also becomes Asleep. If you score an Afraid result against your target, your target also becomes Unconscious.

X (Battle)
Action: "melee attack: knockout strike with truncheon"

As "knockout strike", above, only if your melee weapon has the *Truncheon* descriptor, you may claim a bonus d8 with your attack.

Rapid Aim* (Battle, Combat, Wilding)

Requires:

Veteran

X (Battle)
Extra action "aim"

Exhaust this Gift to take an extra action on your turn: "aim".

Rapid Guard* (Battle, Combat, Wilding)

Requires:

Veteran

X (Battle)
Extra action "guard"

Exhaust this Gift to take an extra action on your turn: "guard".

Shield Fighter* (Combat)

Requires:

Veteran

Increased Armor Dice

When you fight with a Shield that has a Cover Die of d8, you may improve that cover to d12. Only Shields are improved, not bucklers or cloaks.

Magical Gifts

Anonymous** (Magic, Plot, Skill)

You have forsaken your own name, to prevent others from using it to claim power over you.

Requires:

Permission from the Game Host
No Influence Gifts.

Character Development

You have no name. If you are just starting the game, write "Anonymous" in the blank on your character sheet. If you had a name, you renounce it – replace it with "Anonymous".

Because you have no name, and no standing in society, you cannot have any Influence Gifts.

+1 Mark in Supernatural

You may claim +1 Mark in Supernatural Skill.

X (Special)
Trigger: saying your own name

If you tell someone your name, exhaust this Gift.

You cannot tell anyone *any* name to use for you without exhausting this Gift. Other people may assign you a name, such as "The Nameless One" or "Rump-Fed Mooncalf", and it's okay if you agree to *respond* to the name. But if you ever speak a name for yourself, exhaust this Gift.

This Gift refreshes after you spend 24 hours without any contact whatsoever with any persons who heard you speak your name, and after any names you wrote down for yourself have been erased or destroyed.

When unexhausted, benefits to defense

While this Gift is *unexhausted*, you may claim the following benefits:

- You may claim a bonus d12 to defend against any Magic attack.
- You are *never* the "lowest roller". If you are hit by any attack that has something special happen to the lowest roller, and you happened to be lowest roller, the effect does not happen to you. The "lowest-roller" effect happens to the second-lowest roller, or someone who tied with you, etc. (If there isn't any candidate for lowest-roller – maybe you were the only in the scope, maybe you're the only one who failed to resist, etc. – then the "lowest roller" effect is completely negated.) If you failed to resist the effect, you still suffer normally … just not as bad as the lowest-roller would.

Elemental Apprentice** (Battle, Magic, Apprentice, Air, Earth, Fire, Water)

Requires:

Literacy
Elementalist's Trappings (Any)

Stunt "reason with elemental"

You may speak with elementals, the manifestations of universal energy, by taking the "Reason" action. You cannot force an elemental to manifest, but you can talk to one that is still dormant. If you roll well with your Gossip or Negotiation skills, the elemental might deign to speak with you. (Elementals are notoriously emotional.)

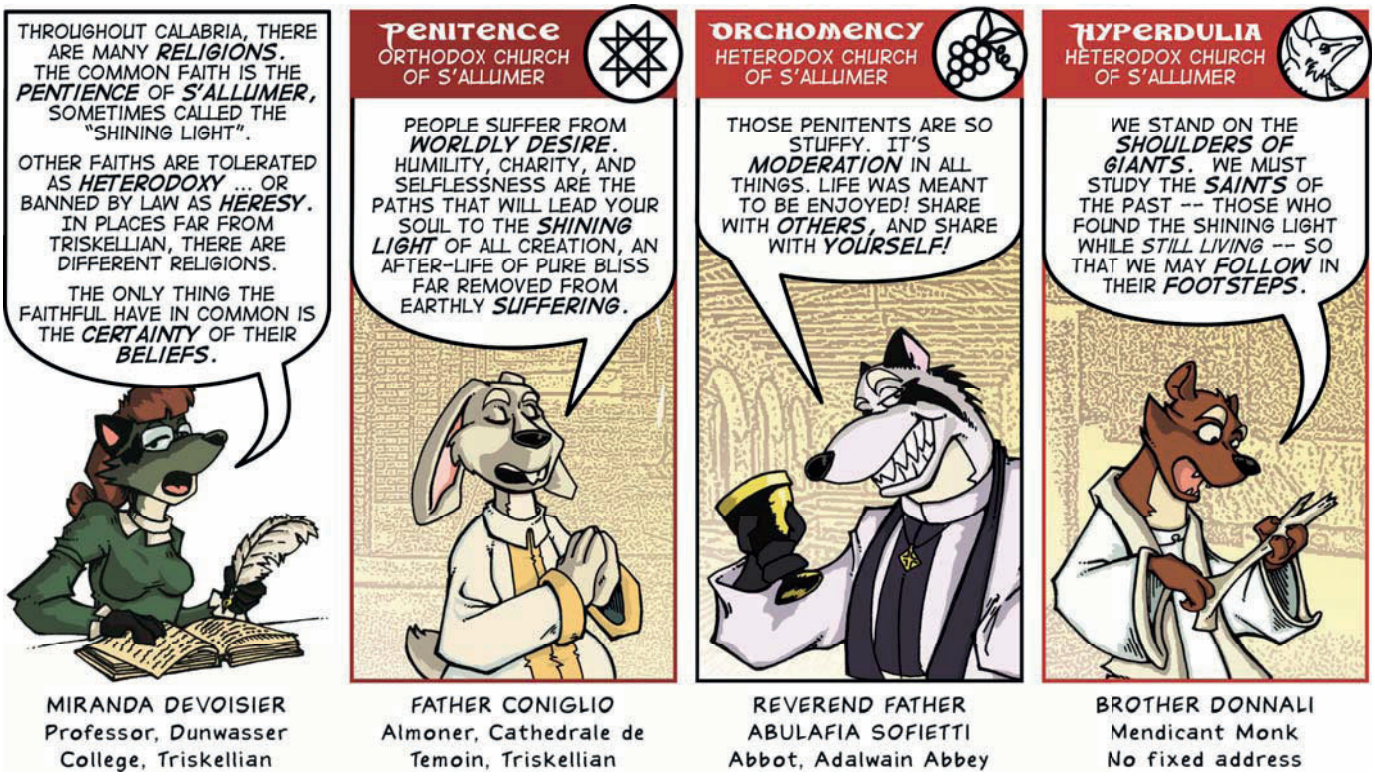
While people without this Gift may talk to elementals, their words are not understood, and they receive no intelligible reply.

Stunt "minor elemental effect"

Your knowledge of petty elemental magicks allows you to perform minor little feats of wizardry to manipulate the physical world. You can call forth a misty fog, spark a candle or a gun, lift ¼ stone or less of unattended physical materials and move them around within Near range, freeze or boil one liter worth of liquid, or any other petty feat of magic involving the physical world. The Game Host is the final arbiter of what is petty elemental magic and what isn't.

X (Battle)
Action "ready Elemental weapon"

Exhaust this Gift, then use the ready action to draw forth an Elemental weapon. The spell remains in



your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Elemental weapons are Magic Attacks. Your Gift allows you to ready the following magical weapons:

- Create Air
- Create Earth
- Create Water
- Ignite Fire
- Move Air
- Move Earth
- Move Fire
- Move Water

Green & Purple Magic Apprentice** (Battle, Magic, Apprentice, Psychic)

Requires:

Literacy
Cognoscente's Trappings (Any)

Stunt "reason with shade"

You may speak with shades, the ghosts of personality, by taking the "Reason" action. You cannot force a shade to manifest, but you can talk to one that is still dormant. If you roll well with your Gossip or Negotiation skills, the shade might deign to speak with you. (Shades are notoriously emotional.)

While people without this Gift may talk to shades, their words are not understood, and they receive no intelligible reply.

Action "rally by thought-sending"

By taking the "rally" action, you may send your thoughts to a single target within Medium range of you, provided you have line of sight. The target hears your voice in their head, as if you were speaking aloud in a voice only they can hear. (Those schooled in the Supernatural may make a simple roll to figure this out; other people may just assume they can't see the speaker, which can lead to embarrassing situations if they respond by speaking out loud.)

Outside of combat situations, the Thought-Sending effect can be used simply to send instructions. Inside of combat, *you may use your Will & Leadership to rally a single target, up to Medium range, with no Range penalties.*

The Cognoscenti use their thought-sending to have conversations with each other, or with their servants, in public places, without fear of anyone listening in.

X (Battle)
Action "ready Psychic weapon"

Exhaust this Gift, then use the ready action to draw forth a Psychic weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a

FRATER ANÁXIOS
Convulsionaire Capitular
Assidu

REVEREND SOVARÉS
Chaplain, Dunwasser College, Triskellian

ESPIGA ANÔNIMO
Tergiversator
No fixed address

SISTER FIGLIADISTELLA
Sexton
Palingénésie Monastery

free action), or until the end of the Scene (five minutes).

Psychic weapons are Magic Attacks. Your Gift allows you to ready the following magical weapons:

- Ataxia
- Eyebite
- Perplexing

Thaumaturgy Apprentice** (Battle, Magic, Apprentice, Theurgic)

Requires:

Literacy
Thaumaturge's Trappings

Trigger: when guarding
Reaction "supernatural light"

Whenever you are guarding, you may call forth a *supernatural light.* Everything Near you (within 4 paces) is illuminated as per daylight, although no one can clearly see where the light is coming from.

This light is supernatural, and it does not travel further than 4 paces from you. Supernatural light totally negates supernatural darkness in its area of effect.

Action "guard with supernatural shield"

When you take the "Guard" action, you may call forth a *supernatural shield.*

You and any allies Near you (within 4 paces) gain good Cover (bonus d8 to Parry and Dodge). Allies within Short Range (12 paces) gain minor Cover (bonus d4 with Parry and Dodge).

You must be able to see an ally to grant them the supernatural Cover. The cover only lasts as long as you Guard.

The supernatural shield is invisible, but still protects the wizard from harm. Thaumaturges often use this spell as a magic umbrella, to keep the rain off their heads.

X (Battle)
Action "ready Theurgic weapon"

Exhaust this Gift, then use the ready action to draw forth a Theurgic weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Theurgic weapons are Magic Attacks. Your Gift allows you to ready the following magical weapons:

- Misfortune
- Silence

White Magic Apprentice** (Battle, Magic, Apprentice, Holy)

Requires:

Literacy
Cleric's Trappings (Any)

Action "rally and apply divine aid"

Whenever you take the "rally other" action, you may call upon the Shining Light of All-Creation to bless the target. Roll your Will & Leadership, as always, and note the successes. You now have some new boons you may claim:

- Remove the "Hurt" condition from the target.
- Replace the "Dying" condition with the "Fatigued" condition.
- Remove the "On Fire" Condition
- Replace the "Marionette" condition with the "Reeling" condition.
- Replace the "Controlled" condition with the "Immobilized" condition.
- Replace the "Immobilized" or "Slowed" condition with the "Reeling" condition.

At the discretion of the Game Host, applying divine aid may be able to cure the target of other afflictions.

Long action (five minutes)
"Lead group in healing prayer"

After any battle has ended, you may gather all your allies around you and lead them in inspirational prayer. All allies who participate in your prayer have their "Hurt" conditions removed.

X (Battle)
Action "ready Holy weapon"

Exhaust this Gift, then use the ready action to draw forth a Holy weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Holy weapons are Magic Attacks. Your Gift allows you to ready the following magical weapons:

- Repudiation
- Rebuke

EQUIPMENT

Game Terms	
Aureal	Gold coin worth 24Đ
Average	This item costs a fair amount
Burdened	Character's Dash is zero, limit of d8 to some skills
Cheap	This item is common and inexpensive
Denarius	Silver coin , standard unit of money, abbreviated Đ
Descriptor	Key-word that describes the item; special rules may apply
Encumbrance	Measure of weight that a character can carry
Expensive	This item costs a lot of money
Extravagant	This item costs a lot of money, and is often made to order
Orichalk	Copper Coin worth 1/12Đ
Proscribed	This item is controlled by law
Quincunx	Silver coin worth 3Đ
Rare	This item is hard to find
Stone	6.35 kilograms or 14 pounds

Money

Prior to 515, the Rinaldi family controlled all currency and all mints — which they used to their advantage. Mint more coins and push them into circulation, and the value of money might decline. Likewise, melt too many down or cluster some away to cause a shortage, and the value of money might go up. The Major Houses of Calabria were displeased by such displays, but it wasn't until 515 that they were able to force an order of law.

Since 515, by standing of High King Don Rinaldi, only the *Minters Guild* is permitted to strike coins in Calabria. Made up of members of the Great Houses, Lesser Houses, and master guildsmen of the merchants of Triskellian, the Minters Guild meets four times a year to decide what coins need be made.

The three most common coins in Calabria are the *denar,* the *aureal,* and the *orichalk.*

Denar

The standard coin is the denar (plural denarii), a small silver coin defined as the worth of one day of unskilled labor. Each coin weighs about 4.5 grams.

The coins bear the image of the current Don on one side; on the other, the year of minting as well as RURU (*rex una, republicus una* –"one rule, one people", in the Magniloquentia language), the motto of Calabria.

When listing prices, it's common to use a "d with stroke", or **Đ**, for denarii. For example, if something costs 4 denarii, the price is listed as "4Đ". In some accounting records, "d" is used as the abbreviation, though that can confuse some folks as whether it means days of labor or denarii earned.

Aureal

The aureal is a solid-gold coin weighing 6.3 grams. Its value is set at 24 denarii. Before the Minters Guild Act of 515, their appearance varied. After 515, they have one side with three seashells (the Rinaldi crest); on the other side, a depiction of the Royal Palace at Triskellian, above it says "24Đ" and below it lists the year of minting.

Orichalk

While there are fewer orichalks than denarii in circulation, this coin is seen far more frequently. In 515, Don Rinaldi signed the Minters Guild charter and fixed the exchange rate of 12 orichalks to 1 denar.

The orichalk is made of a bronze alloy that looks like copper. They usually have a triskele on one side; on the other side "1/12" and the year the coin was minted.

Quincunx

Seen rarely in Doloreaux lands, and hardly anywhere else, the quincunx was a silver coin worth 5 denarii, issued during the first and second centuries to soldiers in the Rinaldi army, and later in the third century as tribute to the Doloreaux. As gold replaced silver for larger transactions, this coin was phased out and is now illegal to use as money since the Minters Act of 515. Each weighs 13.5 grams, but the imagery on each one varies wildly, from three seashells (the Rinaldi crest), to some Rinaldi king, to (in later years) some Doloreaux Baron that the Rinaldi sought to court favor with.

Player-Characters who try to use Quincunxes as currency can assume each one is worth 3 denarii. Characters with the Gift of *Haggling* can assume a Quincunx is worth its "legal" value of 5 denarii.

Radiate

In centuries past, Rinaldi were known to issue "vanity coins" featuring the likeness of a king, queen, or even a friend of court. Most of these show someone's head with a crown radiating many lines of light and are thus nicknamed radiates. Radiates are no longer official issue and thus are banned by the Minters Guild Act of 515. They can be sold to collectors, or they can be melted down — most are pretty large, weighing in at 12.6g, with a rare few at 18.9g.

Bunne-de-at, Silver Earrings

The Phelan do not recognize coinage or money. Barter is far more likely. A common custom among travelers is to wear many small, silver earrings called *bunne-de-at.*

These earrings are worth about 4 denarii in silver … but one would still have to haggle when trading with merchants, even the Phelan.

The trading of *bunne-de-at* is specifically banned by Bisclavret law. Western merchants will melt them down into silver, first.

Gold Ingots

When travelling, merchants will prefer money that everyone can respect: bars of gold. Calabrese custom has a standard bar weighing 453.6 grams – about 1/14 of a stone, worth 72 aureals or 1,728Đ. Larger or smaller ingots are certainly possible.

By law, any ingot must be stamped with the seal of the foundry that minted it, and the weight of the ingot. Shaving off bits of an ingot is a crime.

Jewels

Diamonds, sapphires, rubies, etc. can also be used for barter. The value of jewels is something that almost always requires haggling, but jewels can't be beat for portability.

In game terms, jewels are always Extravagant and Rare, but they can be of any value. The finer details, such as flaws, cuts, weight, etc., are understandable only to jewelers and other connoisseurs – so Haggling tests will be necessary.

Promissory Notes

The bank checks of Calabria, a *promissory note* is a piece of paper, signed and stamped with a signet ring, and the seal of the merchant house that authorizes it. The Merchants Guild of Calabria have agreed to honor each other's notes – just go to any counting house bonded to the Guild, and cash the note. Most houses charge a fee of 1 denar to cash a note, plus another 1 for notes in excess of 100 denarii. Because there's a fee, most people don't even bother with notes unless the amount is 48 denarii or more.

Like checks, a promissory note can be signed to only be cashed by a certain party, which helps deter thieves.

Finding Stuff

As a general rule, the bigger a town is, the easier it is to find stuff. Cheap and Average goods can be found in just about any town. To buy unusual items, the Game Host may call for a roll of Mind & Gossip vs. an appropriate difficulty.

The gift of Local Area Knowledge gives a bonus d12 to any roll to find items for sale. The Gift of Streetwise gives a bonus d12 when looking for proscribed items.

		To Find Item, Test Mind & Gossip vs. …					
Size of town	*Purchasing Power*	*Cheap*	*Average*	*Expensive*	*Extravagant*	*Rare*	*Proscribed*
Thorp (10 people)	1d12 Đ	2d6	2d8	2d10	2d12	Extra d12	Extra d12
Village (100 people)	1d12 x 10 Đ	No roll needed	2d6	2d8	2d10	Extra d12	Extra d12
Town (1,000 people)	1d12 x 100 Đ	No roll needed	No roll needed	2d6	2d8	Extra d8	Extra d12
City (10,000 people)	1d12 x 1,000 Đ	No roll needed	No roll needed	2d4	2d6	Extra d8	Extra d12

At the discretion of the game host, some items might be rare or even more difficult to find in some places, but easier to find in other places. Among the lawless (such as, say, in an outlaw camp, or the wilderness far beyond the protections of king and country), the Proscribed penalty for availability may not apply.

Only So Many Coins in Circulation

Purchasing power is a guideline as to how much liquid cash that a location has to spend. For example, if a village has only 80 denarii in coins, then they can't pay out more than 80 denarii to the players. There just isn't any more money! The characters will have to find another place to sell the rest of their items, or they will have to barter their goods for other items, or they will have to go on some sort of adventure to find financiers who can deal with all their money, or they may have to wait a week to see if things change (and perhaps the Game Host will roll the purchasing power again).

The purchasing power also represents all the merchants in town, not just one location. The Game Host should use their best judgment – they are encouraged to not simply assume that there's enough coinage at any one place for any one sale.

The Merchants Guild of Calabria and the Great Noble Houses sometimes deal with astronomical sums:

hundreds or thousands of denarii. But they will usually use promissory notes to keep their money safe. In rare cases, caravans will carry tribute of ingots and jewels … and those caravans will be very, *very* well-guarded.

If the Player-Characters ever get so rich that their purchases move beyond the purchasing power limits, they will have to enter the world of high finance: writing promissory notes and paying banker's fees, investing in jewels and works of art, and building their own vaults and security measures to protect them.

Default 20% for Used Goods

Adventurers will gather a lot of loot. They will want to get rid of old weapons, armor, and items, and they may pick up inventory from fallen foes.

Anything the Player-Characters try to sell off to local merchants is, by definition, a *used good.* By default, merchants will pay 20% of the market value for used Average and Expensive goods – no roll is required.

(The Gift of Haggling raises the default to 30%, but only if the character with Haggling makes the transaction.)

Most merchants will trade in any common Average-cost or Expensive-cost goods. Used, Cheap goods aren't worth bothering with unless in bulk (10 or more), and Extravagant items are always subject to negotiation.

Rare items might require some wheeling and dealing. Proscribed items *certainly* will require special care – these items are unlawful to sell to people without the appropriate credentials.

Encumbrance

The standard unit of weight in *Ironclaw* is the *stone,* which is 6.4 kg or 14 pounds. Characters who carry too much weight or who wear too many layers of armor will suffer Encumbrance.

	Encumbrance		
Trait or Gift	*None*	*Burdened*	*Overburdened*
Body d4	1 stone	3 stone	5 stone
Body d6	2 stone	5 stone	8 stone
Body d8	3 stone	7 stone	11 stone
Body d10	4 stone	9 stone	14 stone
Body d12	5 stone	11 stone	17 stone
Strength	+1 stone	+2 stone	+3 stone
Improved Strength	+2 stone	+4 stone	+6 stone
Giant	+1 stone	+2 stone	+3 stone

A ***Burdened*** character's Dash drops to zero. They may not take the Dash action, and their Running speed is reduced. They suffer an Encumbrance Limit of d8 – none of their Speed Dice, and their Encumbered Skills (like Dodge) cannot have dice larger than d8s. Any d10s or d12s are downsized to d8s. (Yes, this can reduce Sprint Dice.)

An ***Over-Burdened*** character is disadvantaged: all other characters may claim a bonus d8 when attacking the character. Also, Over-Burdened characters cannot Run, and they suffer all the problems that Burdened characters do, as above.

Weapons

Name: The name of the weapon.

Use: A weapon used in the ***good hand*** can be used in the off-hand – but if it is, you suffer a d12 penalty with all rolls involving the weapon. (The Gift of Ambidexterity eliminates this penalty) A weapon used in the ***off hand*** can be used in any hand at no penalty. A weapon that requires ***2 hands*** can be temporarily held in one hand – letting go and grabbing again are a free action – but at the moment the weapon is used, you must have two hands on the weapon.

Range: The range of the weapon. If the weapon uses Melee Combat with its attack dice, then it also ***threatens*** at this range, as well.

Close weapons may attack foes up to 1 pace away. Reach weapons may attack foes more than 1 pace, but up to 2 paces. Other weapons attack at Near (4 paces), Short (12 paces), Medium (36 paces), Long (100 paces), or more.

Attack Dice: These are the dice used to attack, and the target you need to beat. Weapons that list "vs. ***defense***" can be Countered, Parried, or Dodged, as appropriate. Weapons that list "vs. 3" are ***resisted***; you roll your dice and count the fours or better.

Effect: The effect of using the weapon. If the attack is resisted, the dice used to resist it with will be listed here. Most weapons cause Damage – one point per success rolled, plus a bonus.

Any successful attack also sends the target *Reeling,* whether it does any damage or not.

Descriptors: Some descriptors have rules effects. The price of the weapon will be listed here, in denarii, marked with "**Đ**".

Player Characters may start the game with up to 8 stone worth of Cheap and Average equipment. After that, you determine your starting money: your maximized Career Die, in denarii.

Brawling Attacks

Name	Equip	Range	Attack Dice	Effect	Descriptors
Break Free	Off hand	Close	Body, Brawling vs. defense	Damage +1 Weak, Escape	Bare-handed
Cestus	Off hand	Close	Body, Brawling vs. defense	Damage +1, Parry d12	Average (3Đ), ⅛ Stone, Rare, Truncheon
Disarm	Good hand	Close	Body, Brawling vs. defense	Damage +1 Weak, Disarm	Bare-handed
Grab	Off hand	Close	Body, Brawling vs. defense	Damage +1 Weak, Grapple	Bare-handed, Counters Break Free
Head Butt	Head	Close	Body, Brawling vs. defense	Damage +1 Weak, Critical	Bare-handed, Counters Break Free
Kick	Foot	Close	Body, Brawling vs. defense	Damage +1, Awkward	Bare-handed
Punch	Good hand	Close	Body, Brawling vs. defense	Damage +1 Critical	Bare-handed
Shove	Off hand	Close	Body, Brawling vs. defense	Damage +1 Weak, Push 1	Bare-handed, Counters Break Free
Wrestle	2 hands	Close	Body, Brawling vs. defense	Damage +1, Grapple	Bare-handed, Counters Break Free

The **cestus** is a series of leather thongs tied over the hand. While it is technically a weapon, it uses Brawling skill to strike foes. Normally, Brawling can't be used to Parry, which makes the cestus useless to most folks … unless you have the Gift of Brawling Fighter.

The **Break Free** move is used to break out of a grapple. If you have someone grappled with your bare hands, you may Counter-Attack with the Grab, Head Butt, Shove, or Wrestle Attacks.

Natural Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Antlers	Head	Close	Body, Species, Brawling vs. defense	Damage +1 Impaling, Counters Antlers	Natural
Beak	Head	Close	Body, Species, Brawling vs. defense	Damage +1 Impaling	Natural
Claws	Off hand	Close	Body, Species, Brawling vs. defense	Damage +1 Critical	Natural
Hooves	Foot	Close	Body, Species, Brawling vs. defense	Damage +1 Critical	Natural
Horns	Head	Close	Body, Species, Brawling vs. defense	Damage +1 Impaling, Counters Horns	Natural
Quills	Body	Close	Body, Species, Brawling vs. defense	Damage +1 Impaling	Natural
Spines	Body	Close	Body, Species, Brawling vs. defense	Damage +1 Critical	Natural
Spray	Body	Medium	Body, Speed, Species, Brawling vs. defense	Blinded, Stench, Sweep Short	Natural
Teeth	Head	Close	Body, Species, Brawling vs. defense	Damage +1, Grapple	Natural
Tusks	Head	Close	Body, Species, Brawling vs. defense	Damage +1 Impaling	Natural

Antlers – Antlers are bony, usually branched structures which grow from the heads of cervines once each year, and are subsequently shed.

Beak – The beak is composed of a sheath of keratin over the maxilla and mandible.

Claws – Found at the ends of the digits of birds (excluding the wings), reptiles, and most mammals, claws are curved, pointed structures made of keratin.

Hooves – An analogue to claws, hooves are blunt, sturdy, keratinous structures located at the ends of the toes of ungulates.

Horns – Horns are permanent structures made of bone sheathed in keratin, which grow directly from the skull,

Quills – For porcupines, quills are modified, hollow hairs that are extremely sharp and loosely attached to the skin. Additionally, they have backward-pointing barbs which cause the quills to work themselves deeply into any flesh they pierce.

Spines – The hedgehog's version of quills; these structures are similar to the porcupine's quills but are firmly attached to the skin and lack the extreme sharpness and backward-pointing barbs.

Spray – Skunks can produce a highly-offensive spray containing sulfur compounds. Not only is the spray malodorous, it can cause temporary blindness and interfere (unsurprisingly) with one's sense of smell.

Teeth – Teeth are enamel-covered, dermal structures rooted in the maxillae and mandibles of most mammals and some reptiles. The first teeth to form are the deciduous teeth, which are later replaced by the permanent dentition. Many mammals have very sharp teeth, used for defense or eating. The canine teeth are most commonly the longest and sharpest. Additionally, in carnivores, the carnassial teeth (last upper premolar and first lower molar) are sharp and are designed to shear through flesh and bone.

Tusks – Some races have special teeth that project well beyond the mouth.

Cheap Melee Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Club	Off hand	Close	Body, Melee Combat vs. defense	Damage +2 Weak	Cheap (½Đ), ¼ Stone, Truncheon
Goad	2 hands	Close, Reach	Body, Melee Combat vs. defense	Damage +2 Weak	Cheap (1Đ), ½ Stone, Truncheon
Hammer	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Weak	Cheap (½Đ), ⅛ Stone, Truncheon
Improvised	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Weak	Cheap (1Đ), ¼ Stone, Improvised
Knife	Good hand	Close	Body, Melee Combat vs. defense	Damage +1	Cheap (½Đ), ⅛ Stone, Blade, Concealable
Pitchfork	2 hands	Reach	Body, Melee Combat vs. defense	Damage +2	Cheap (1½Đ), ¾ Stone, Spear
Plançon	2 hands	Close	Body, Melee Combat vs. defense	Damage +3 Critical, Awkward, Can't Parry	Cheap (2Đ), 1 Stone, Truncheon
Rake	2 hands	Reach	Body, Melee Combat vs. defense	Damage +3 Weak	Cheap (1½Đ), ¾ Stone, Spear
Scythe	2 hands	Close	Body, Melee Combat vs. defense	Damage +2	Cheap (1½Đ), ¾ Stone, Axe
Sickle	Good hand	Close	Body, Melee Combat vs. defense	Damage +1	Cheap (½Đ), ¼ Stone, Axe
Staff	2 hands	Close	Body, Melee Combat vs. defense	Damage +1, Parry d12	Cheap (1½Đ), ¾ Stone, Truncheon
Torch	Good hand	Close	Body, Melee Combat vs. defense	Damage +0, Weak, On Fire	Cheap (½Đ), ¼ Stone, Truncheon

Club – A club is a short staff or heavy stick light enough to be used in one hand. Also called truncheons, nightsticks, cudgels, shillelaghs, and batons, a club's best feature is that it is cheap and easy to make. Conversely, it's just a thick stick.

Goad – This is a long stick with a pointed end, used to prod livestock or slaves in order to get them to move.

Hammer – Existing in many forms suited for use on different materials and for different tasks, hammers are easy to find and inexpensive. They come in a range of sizes, and consist of a short, wooden handle with a head that can have a flat, round, or curved striking surface.

Improvised – In a pinch, anything can be used as a weapon. Larger, two-handed items such as chairs or logs might do +1 damage, at the discretion of the Game Host.

Knife – Consisting of a blade and a handle, knives come in a great array of shapes and sizes, according to use. While most blades are sharpened on only one side, some such as those used for hunting can be sharpened along part of the spine.

Pitchfork – Pitchforks are agricultural implements with a long, wooden handle and a set of tines, usually three or four, in a single plane at one end. Sometimes used by farmers as an improvised weapon.

Plançon – Easy and cheap to make, the plançon is simply a wooden rod with two handles and a steel spike on the end, to use to bash open doors.

Rake – Often seen in association with pitchforks, the rake is sometimes used as an improvised weapon. Rakes come in various forms, depending on what their intended use is. In general, rakes are agricultural tools used to gather material spread on the ground. They consist of a long handle with a head on one end with a row of metal or wooden teeth, perpendicular to the handle.

Scythe – A scythe is an agricultural tool used in mowing grass, crop reaping, and harvesting thatch. Scythes consist of a long shaft made from wood with a long, curved blade attached to the end at approximately a right angle. The opposite end has a T-style handle and a shorter handle about a third of the way down the shaft.

Sickle – Similar to the scythe but smaller and designed for single-handed use, a sickle can be found in a variety of styles, but all have a short handles without crosspieces and a short, curved blade approximately as long as the handle.

Staff – A staff is a long rod used as a weapon.

Torch – The best choice when portable light is needed but a candle is insufficient and a lantern unavailable. Torches are made from a short, wooden shaft with the end wrapped in cloth soaked in an inflammable material. The torch is the perfect companion to rakes and pitchforks when carried by mobs of irate villagers.

Cheap Ranged Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Short Bow	2 hands	Medium	Speed, Ranged Combat vs. defense	Damage +0 Critical	Cheap (2/3Đ), ⅛ Stone, Bow, Reload/1
Sling	Good hand	Medium	Speed, Ranged Combat vs. defense	Damage +0	Cheap (½Đ), ⅛ Stone, Sling, Reload/1

Short Bow – The short bow is a bow with an approximately rectangular cross-section and with no or slight recurve. This bow can be made out of a variety of cheap woods and is easier to make than a longbow.

Sling – Made of a flat, shallow pouch with a cord extending from either end, this weapon is used to launch small projectiles such as stones or lead bullets. The user places the bullet in the pouch and holds the strings at the ends. The sling is swung rapidly and one cord released from the caster's grip to release the bullet.

Common Melee Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Battle Axe	Good hand	Close	Body, Melee Combat vs. defense	Damage +2	Average (6Đ), ¼ Stone, Axe
Dagger	Off hand	Close	Body, Melee Combat vs. defense	Damage +1	Average (1½Đ), ⅛ Stone, Thrown, Blade, Concealable
Great Axe	2 hands	Close	Body, Melee Combat vs. defense	Damage +3	Average (9Đ), ¾ Stone, Axe
Greatsword	2 hands	Close	Body, Melee Combat vs. defense	Damage +3	Average (9Đ), ¾ Stone, Blade
Half-Spear	Good hand	Close	Body, Melee Combat vs. defense	Damage +2	Average (3Đ), ¼ Stone, Spear
Hatchet	Good hand	Close	Body, Melee Combat vs. defense	Damage +1	Average (2/3Đ), ⅛ Stone, Thrown, Axe
Iron Staff	2 hands	Close	Body, Melee Combat vs. defense	Damage +2, Parry d12	Average (9Đ), ¾ Stone, Truncheon
Javelin	Good hand	Close	Body, Melee Combat vs. defense	Damage +0 Impaling	Average (2/3Đ), ⅛ Stone, Thrown, Spear
Lance	Good hand	Reach	Body, Melee Combat vs. defense	Damage +1	Average (3Đ), ¼ Stone, Spear, Can't Parry, Tilting
Long Spear	2 hands	Reach	Body, Melee Combat vs. defense	Damage +2 Impaling	Average (9Đ), ¾ Stone, Spear
Longsword	Good hand	Close	Body, Melee Combat vs. defense	Damage +2	Average (3Đ), ¼ Stone, Blade
Mace	Good hand	Close	Body, Melee Combat vs. defense	Damage +2	Average (3Đ), ¼ Stone, Truncheon
Shortsword	Good hand	Close	Body, Melee Combat vs. defense	Damage +1 Impaling	Average (2/3Đ), ⅛ Stone, Blade

Battle Axe – Axes used in combat likely evolved from those used as tools, which have evolved to fell enemies rather than trees. They consist of a stout shaft with a heavy head, which can be either single or double edged.

Dagger – Similar to knives, daggers differ by being sharpened on both sides of the blade and are designed for stabbing. They can also be effectively used to slash an opponent.

Great Axe – Larger than a battle axe, the great axe has two sharp edges and requires two hands.

Greatsword – A massive sword that requires two hands.

Half-Spear – A long stick with a point on the end, small enough to use in one hand, but too heavy to throw.

Hatchet – A diminutive axe suitable for use with a single hand.

Iron Staff – Like its wooden counterpart, except this staff is made of iron.

Javelin – The javelin is a light spear with a slender head designed for throwing.

Lance – A spear used by mounted warriors, which is a long pole of wood with a sharp, steel tip.

Long Spear – A long pointed stick, held in two hands, the long spear can be devastating when used in large formations.

Longsword – This is a sword with a cruciform hilt and straight, double-edged blades. The pommel is heavy and solid, and can be used for striking. Often used in two hands, the longsword can be wielded in a single hand.

Mace – Designed to cause concussive damage, maces are heavy, have sturdy, metal or wooden shafts and handles, and heads attached directly to the shaft. The heads can be made either from solid, rounded steel, or thick metal plates that radiate out from the end of the shaft.

Shortsword – This single-handed cruciform sword is similar to the longsword in form.

Common Ranged Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Lever Crossbow	2 hands	Long	Speed, Ranged Combat vs. defense	Damage +2	Average (2/3Đ), ⅛ Stone, Crossbow, Reload/2
Long Bow	2 hands	Long	Speed, Ranged Combat vs. defense	Damage +1 Critical	Average (2/3Đ), ⅛ Stone, Bow, Reload/1
Staff Sling	Good hand	Long	Speed, Ranged Combat vs. defense	Damage +2	Average (3Đ), ¼ Stone, Sling, Reload/2
Winch Crossbow	2 hands	Long	Speed, Ranged Combat vs. defense	Damage +3	Average (3Đ), ¼ Stone, Crossbow, Proscribed, Reload/3

Lever Crossbow – The crossbow is a variant of the traditional archery bow, with the prod mounted horizontally atop the stock. The bowstring is held drawn by a cylindrical pawl, which can be released by a trigger mechanism. Due to the short, thick nature of the prod, cocking a crossbow takes considerable force, which in this type of crossbow is supplied by a lever. Unlike regular bows, crossbows can be held cocked without much effort, allowing the crossbowman the leisure of taking careful aim. This, however, makes them slower to load. Crossbows fire bolts, which are similar to arrows, but shorter. The bolt rests atop the stock when the crossbow is loaded in a special groove.

Long Bow – The longbow is a flexible, straight bow approximately as long as the user is tall, which is D-shaped in cross section and made from a single piece of wood. This bow can only be made out of certain types of wood, and thus it's much more expensive than the short bow.

Staff Sling – Made of a pole with one end of a short sling attached to one end, the staff sling acts like a long lever, increasing the power of the sling. The free end of the sling has a loop at its end, which is released by the thrower to hurl the projectile.

Winch Crossbow – The primary difference between the lever crossbow and winch crossbow is the mechanism which draws the string back. As described in the name, this crossbow uses a winch to cock it.

Rare Melee Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Bastard Sword	Good hand	Close	Body, Melee Combat vs. defense	Damage +3, Awkward	Average (18Đ), Rare, ¾ Stone, Blade
Billhook	2 hands	Reach	Body, Melee Combat vs. defense	Damage +1, Knockdown	Average (18Đ), Rare, ¾ Stone, Spear
Meteor Hammer	2 hands	Reach	Body, Melee Combat vs. defense	Damage +1 Critical, Grapple, Can't Parry	Average (6Đ), Rare, ¼ Stone, Flail
Monopod	Off hand	Close	Body, Melee Combat vs. defense	Damage +2, Awkward	Average (6Đ), Rare, ¼ Stone, Truncheon
Rope Dart	2 hands	Reach	Body, Melee Combat vs. defense	Damage +1 Impaling, Grapple, Can't Parry	Average (6Đ), Rare, ¼ Stone, Flail
War Hammer	2 hands	Close	Body, Melee Combat vs. defense	Damage +4, Awkward, Can't Parry	Average (18Đ), Rare, ¾ Stone, Truncheon

Bastard Sword – Also called the "hand and a half sword" or "executioner's sword", the bastard sword has a blade that is a good two to three hands longer, which can give it more punch, but also makes it awkward to use.

Billhook – A weapon with its origins in agriculture, the billhook consists of a shaft with a spearhead at the end with a billhook blade attached below the spearhead.

Meteor Hammer – Made from a length of rope with a weight tied at one end, the meteor hammer is a simple weapon to make and a difficult weapon to use.

Monopod – Used as a support when aiming long gunpowder weapons, the monopod is made of iron and could damage someone if they were smacked with it.

Rope Dart – Made of a long rope, the difference between the rope dart and meteor hammer is instead of a rounded weight, the head of this weapon is a pointed weight attached to the rope by a series of rings.

War Hammer – Looking similar to a carpenter's hammer, but with a long handle and a point on one end of the head, the war hammer functions similarly to a mace, where the intent is to bludgeon or pierce an opponent or his armor.

Expensive Melee Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Badelaire	Good hand	Close	Body, Melee Combat vs. defense	Damage +2, Sweep Close, Tilting	Expensive (15Đ), ¼ Stone, Blade
Buckler	Off hand	Close	Body, Melee Combat vs. defense	Damage +1, Cover d4	Expensive (15Đ), ¼ Stone, Fencing
Ball and Chain	2 hands	Reach	Body, Melee Combat vs. defense	Damage +2 Critical, Grapple, Awkward, Can't Parry	Expensive (15Đ), ¼ Stone, Flail
Brandistock	2 hands	Reach	Body, Melee Combat vs. defense	Damage +3 Impaling	Expensive (225Đ), ¾ Stone, Spear, Proscribed
Cane Sword	Good hand	Close	Body, Melee Combat vs. defense	Damage +1 Impaling	Expensive (7½Đ), ⅛ Stone, Fencing, Concealable
Cinquedea	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Critical	Expensive (7½Đ), ⅛ Stone, Blade
Estoc	2 hands	Close	Body, Melee Combat vs. defense	Damage +3 Impaling	Expensive (45Đ), ¾ Stone, Blade
Falchion	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Critical	Expensive (45Đ), ¾ Stone, Blade
Flail	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Critical, Grapple, Awkward, Can't Parry, Flail	Expensive (15Đ), ¼ Stone, Flail
Francisca	Good hand	Close	Body, Melee Combat vs. defense	Damage +2, Thrown	Expensive (7½Đ), ⅛ Stone, Axe
Glaive	2 hands	Close	Body, Melee Combat vs. defense	Damage +4, Awkward	Expensive (45Đ), ¾ Stone, Axe
Great Flail	2 hands	Close	Body, Melee Combat vs. defense	Damage +3 Critical, Grapple, Can't Parry, Flail	Expensive (15Đ), ¼ Stone, Flail
Great Morningstar	2 hands	Close	Body, Melee Combat vs. defense	Damage +3 Impaling	Expensive (45Đ), ¾ Stone, Flail
Guisarme	2 hands	Reach	Body, Melee Combat vs. defense	Damage +2 Impaling, Knockdown	Expensive (135Đ), ¾ Stone, Spear, Proscribed
Halberd	2 hands	Reach	Body, Melee Combat vs. defense	Damage +3 Impaling	Expensive (135Đ), ¾ Stone, Axe, Spear, Proscribed
Main Gauche	Off hand	Close	Body, Melee Combat vs. defense	Damage +2, Parry d8	Expensive (7½Đ), ⅛ Stone, Fencing
Man Catcher	2 hands	Reach	Body, Melee Combat vs. defense	Damage +3, Weak, Grapple	Expensive (150Đ), ¾ Stone, Spear, Rare
Misericord	Good hand	Close	Body, Melee Combat vs. defense	Damage +1 Critical, Can't Parry	Expensive (7½Đ), ⅛ Stone, Blade , Concealable
Morningstar	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Impaling	Expensive (15Đ), ¼ Stone, Truncheon
Net	Good hand	Close	Body, Melee Combat vs. defense	Damage +2, Weak, Grapple	Expensive (15Đ), ¼ Stone, Flail, Thrown, Awkward, Can't Parry
Pike	2 hands	Reach	Body, Melee Combat vs. defense	Damage +3 Critical	Expensive (135Đ), ¾ Stone, Axe, Spear, Proscribed
Punch Dagger	Off hand	Close	Body, Melee Combat vs. defense	Damage +1 Impaling	Expensive (7½Đ), ⅛ Stone, Blade, Concealable
Rapier	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Impaling	Expensive (7½Đ), ⅛ Stone, Fencing, Rapier
Saber	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Critical	Expensive (15Đ), ¼ Stone, Fencing
Stiletto	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Impaling	Expensive (22½Đ), ⅛ Stone, Blade, Proscribed, Concealable
Whip	Good hand	Reach	Body, Melee Combat vs. defense	Damage +2 Critical, Weak, Can't Parry	Expensive (7½Đ), ⅛ Stone, Flail, Loud
Zweihänder	2 hands	Close	Body, Melee Combat vs. defense	Damage +4, Awkward	Expensive (45Đ), ¾ Stone, Blade

Badelaire – A slight-curved broad-bladed sword, the badelaire is the signature weapon of the Rinaldi.

Buckler – A buckler is a small, dome-shaped shield that fits over the fist. It is the only melee weapon that provides Cover, so it is usually carried in the off-hand and not used to attack, though in a pinch, it can be used to smash a face.

Ball and Chain – This weapon is a higher-quality version of the meteor hammer, where the rope is replaced by a fine, strong chain.

Brandistock – A short pole weapon with a retractable head consisting of a single or a triad of points. With the head retracted, the brandistock could easily pass as a walking stick. The brandistock is the preferred weapon of the Constabulary of Triskellian.

Cane Sword – This weapon consists of a slender sword concealed inside a walking cane, which can be removed with a quick twist of the cane's head.

Cinquedea – The cinqueda is a short sword with a blade shaped like an elongated pyramid in cross section. The name means 'five fingers', which refers to the width at the base of the blade. Primarily a thrusting weapon, this sword exhibits several fullers on the wider parts of the blade.

Estoc – Also called a tuck, this sword is long, slender, and fast. The blade is quite rigid, often with a diamond-shaped or triangular cross-section. The estoc is designed to be able to be thrust between rings of chain mail or slide in between gaps in plate armor.

Falchion – The falchion is a single-handed sword with a single-edged, slightly curved, heavy blade which is often wider at the tip than at the base. The falchion is the signature weapon of the Avoirdupois.

Flail – Another weapon derived from an agricultural tool, the flail is made from a wooden shaft with a heavy head attached to the end by a chain. The head, and sometimes heads, can be made of short, iron-studded wood poles, iron weights, or spiked, iron balls.

Francisca – The francisca is a throwing axe with an arch-shaped head that widens towards the edge.

Glaive – Similar in style to a billhook, this weapon has a single-edged blade mounted on a long shaft. Additionally, the head can have a hook on the back of the blade.

Great Flail – A great flail is a two-handed version of a flail, whose loud whooshing noises as it spins thrills one's foes with fear.

Great Morningstar – A two-handed version of the morningstar, this is basically a big club with a spiked ball on the end.

Guisarme – Another modified agricultural tool, the guisarme originated with a pruning hook on a pole. Proper guisarmes have a long head with a point and a hook mounted on a long pole.

Halberd – Consisting of a long shaft surmounted by contiguous axe blade on one side, hook behind it, and spear point atop, the halberd is a versatile weapon suited to use against foes on foot and mounts.

Main Gauche – This weapon is also called a parrying dagger. Main gauches typically have a wide cross-guard and slots perpendicular to the blade at its base, used to catch an opponent's sword. Trident daggers take these sword-catching slots to an extreme, where they extend out from the blade at a 45 degree angle, making them much more effective parrying weapons.

Man Catcher – Made from a head with two semicircular prongs mounted on a pole, which have enough flexibility to slide around an individual dressed in armor, yet are strong enough to keep them captured.

Misericord – Used to deliver a killing stroke on a wounded opponent, this weapon is a dagger with a long, narrow blade designed to slip into gaps in armor.

Morningstar – Similar to a mace, this one-handed club has a head with wicked spikes.

Net – A circular net with the approximate diameter of an average polearm with weights around the perimeter.

Pike – The pike is a very long polearm consisting of a wooden shaft and a spearhead. This weapon is typically used against mounted opponents, with the butt end braced against the ground.

Punch Dagger – Consisting of a dagger blade mounted on an H-shaped handle and gripped by the crossbar of the H, this dagger is a thrusting weapon.

Rapier – A single-handed sword with a thin blade, the rapier is designed to be fast. The hilt typically has some form of basket hand guard. The blade is sharpened on both sides, anywhere from base to tip, or from halfway up the blade to the tip.

Saber – A single-handed sword with a single-edged, curved blade. The curve can range from slight to quite extreme.

Stiletto – A thin dagger with a stiff, sharply-pointed blade, favored by assassins.

Whip – A long, thin, often braided and tapered length of leather at the end of a short handle.

Zweihänder – This long, heavy sword is so named because all but the very strongest are unable to effectively wield it in a single hand. The base of the blade is unsharpened for a ways ahead of the cross guard, so that one could grasp the base of the blade with one hand to get more leverage.

Expensive Ranged Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Arbalest	2 hands	Long	Speed, Ranged Combat vs. defense	Damage +4, Reload/4	Expensive (135Đ), Crossbow, ¾ Stone, Proscribed, Reload/4
Composite Bow	2 hands	Long	Speed, Ranged Combat vs. defense	Damage +2 Critical	Expensive (15Đ), Rare, Bow, ⅛ Stone, Reload/1
Fusil	2 hands	Long	Speed, Ranged Combat vs. defense	Spark d10, Damage +3 Slaying	Expensive (180Đ), Rare, Gun, ½ Stone, Loud, Proscribed, Reload/10
Musket	2 hands	Medium	Speed, Ranged Combat, d8 vs. defense	Spark d10, Damage +2 Slaying	Expensive (90Đ), Gun, ¼ Stone, Loud, Proscribed, Reload/8
Pistol	Good hand	Short	Speed, Ranged Combat vs. defense	Spark d10, Damage +2 Slaying	Expensive (30Đ), Rare, Gun, ¼ Stone, Loud, Reload/10

Arbalest – A variety of large crossbow with a steel prod, the arbalest uses a winch to draw the string back.

Fusil – The fusil is a light musket which uses a piece of flint to create sparks to ignite the powder.

Composite Bow – Rarer still than the longbow, the composite bow is made of either two different woods, or of wood and shed horns, laminated together. The glue used in such bows is vulnerable to the moisture, so this bow requires great care.

Musket – A musket consists of a tube mounted on a stock through which lead balls are fired, using a trigger mechanism and black powder.

Pistol – Capable of firing a single shot, pistols are small, muzzle-loaded firearms that use a wheel-lock spring to ignite a firing pan of powder to project a bullet.

Extravagant Melee Weapons

Name	Equip	Range	Attack Dice	Effect	Descriptors
Airmcoinneála	2 hands	Close, Reach	Body, Melee Combat vs. defense	Damage +2 Slaying, Awkward, Sweep Close	Extravagant (1,800Đ), Rare, 1 Stone, Blade, Proscribed
Ambrascura Dagger	Off hand	Close	Body, Melee Combat vs. defense	Damage +1 Critical	Extravagant (75Đ), Rare, ⅛ Stone, Thrown, Blade, Concealable
Calendar Sword	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Critical	Extravagant (150Đ), Rare, ¼ Stone, Blade, Holy
Epee da Alumen	Good hand	Close	Body, Melee Combat vs. defense	Damage +3 Impaling	Extravagant (75Đ), Rare, ⅛ Stone, Fencing, Rapier
Extinguisher	2 hands	Close, Reach	Body, Melee Combat vs. defense	Damage +2 Slaying, Awkward, Sweep Close	Extravagant (1,800Đ), Rare, 1 Stone, Truncheon, Proscribed
Flamberge	2 hands	Close	Body, Melee Combat vs. defense	Damage +3 Critical	Extravagant (1,800Đ), Rare, 1 Stone, Blade, Proscribed
Gae Bolga	2 hands	Close, Reach	Body, Melee Combat vs. defense	Damage +2 Slaying, Awkward, Grapple	Extravagant (600Đ), Rare, 1 Stone, Spear
Galloway Flail	2 hands	Close, Reach	Body, Melee Combat vs. defense	Damage +3 Critical, Grapple, Awkward, Can't Parry	Extravagant (600Đ), Rare, 1 Stone, Flail
Matersecuri	2 hands	Close, Reach	Body, Melee Combat vs. defense	Damage +2 Slaying, Awkward, Sweep Close	Extravagant (1,800Đ), Rare ,1 Stone, Axe, Proscribed
Mortuary Sword	Good hand	Close	Body, Melee Combat vs. defense	Damage +2 Impaling	Extravagant (450Đ), Rare, ¼ Stone, Blade, Proscribed, Unholy
Rod	2 hands	Close	Body, Melee Combat vs. defense	Damage +2, Parry d12	Extravagant (300Đ), Rare, ½ Stone, Truncheon
Wand	Good hand	Close	Body, Melee Combat vs. defense	Damage +0 Weak, Can't Parry	Extravagant (75Đ), Rare, ⅛ Stone, Truncheon

Airmcoinneála – The myth is that the forging technique for this sword was discovered from the forest-goblins of the Phelan lands. It is said that the Airmcoinneála moves faster than lightning and hits harder than thunder.

Ambrascura Dagger – There is a species of eel that lives in Epinian Bay, which barfs up a strange sort of gray amber. If a piece is large enough, it can be fashioned into a fine blade.

Calendar Sword – The signature weapon of the Paladins of s'Allumer, this double-edged sword has no tip, so that it can be held at the altar when one knees to pray. The blade is engraved with the eight holy days of the calendar.

When a Holy magic weapon is loaded into a Calendar Sword, that spell now threatens at Near range.

Epee da Alumen – Only the master smiths of the Avoirdupois know how to work with the rare metal *alumen,* which is strong but much too light to make a decent sword or axe.

Extinguisher – The stylized hammer used by the Eteignoirs, the separatists who opposed Avoirdupois unification. It is designed to resemble a candle-snuffer, to snuff out the spark of life.

Flamberge – A large two-handed sword with a wavy, flame-shaped blade, it is said that the flamberge cuts more deeply and painfully than other weapons. Whether that's true or not, the flamberge is the signature weapon of the Heliodromes, the cult of sun-worshippers now banned by the Church of s'Allumer.

Gae Bolga – A massive spear with a long blade at the tip, with wicked barbs that bend backwards. The Gae Bolga sticks in the target until removed.

Galloway Flail – A long staff with three iron bars attached by chains, even longer and more dangerous than the great flail.

Matersecuri – A massive single-bladed axe, the Matersecuri is the signature weapon of the Vidames, the protectors of the Blessed of Lutara.

Mortuary Sword – A cut-and-thrust sword with a hand guard that resembles a rib cage, this weapon is illegal because of its strong association with Necromancres.

Rod – A wizard's weapon, available in a variety of materials. Air Wizards prefer rods made of the light, mysterious metal *alumen*. Fire Wizards use metal that has been melted and poured three times, called *treble-best* steel. Earth Wizards use a steel staff filigreed with gold, while Water Wizards prefer silver. Star Wizards use a rod that not only is worthy of war but that also has a sighting tube at one end, to measure angles to the sky. Clerics use a rod forged with *electrum,* an alloy of silver and gold that symbolizes their covenant between heaven and earth. The Cognoscenti prefer a staff with a hollow center, filled with quicksilver – one swing of the staff brings the liquid flowing to one end. Thaumaturges use a rod made from wood from the cypress tree, for mystical reasons only they understand.

When any spell is loaded into any Rod, that spell now threatens at Near range. Not only does the spell threaten, it may also be used to Counter-Attack. When Countering with a Rod, only the attacker is affected – reduce any scope to just the attacker.

Wand – A wizard's tool, the wand can be used to hold spells, and then direct them great distances with fantastic accuracy. Each kind of magic prefers a different kind of wood.

When any spell is loaded into any Wand, then Range penalties no longer apply to that spell.

Extravagant Ranged Weapons

Name	*Equip*	*Range*	*Attack Dice*	*Effect*	*Descriptors*
Blunderbuss	2 hands	Medium	Speed, Ranged Combat vs. defense	Spark d10, Damage +4 Slaying	Extravagant (1,350Đ), Rare, Gun, ¾ Stone, Loud, Proscribed, Reload/8

Blunderbuss – A long gunpowder weapon which is held to the shoulder to be fired. The blunderbuss has a wide bore and a flaring tip, which allows it to be reloaded easier.

Exotic Ammunition for Ranged Weapons

Name	*Equip*	*Range*	*Effect*	*Descriptors*
Pheon Arrows	In any bow	As bow	Damage +1 *at Short Range only*	Expensive (7Đ per 24), $^{1}/_{16}$ Stone, Ammo
Fire Arrows	In any bow	As bow	Damage becomes Weak, On Fire	Expensive (15Đ per 24), ⅛ Stone, Ammo
Signal Arrows	In any bow	As bow	Damage becomes Weak	Expensive (2Đ per 3), Loud, ⅛ Stone, Ammo
Well-Fletched	In any bow	*Add one step*	No change to Damage	Expensive (15Đ per 24), ⅛ Stone, Ammo
Steel Quarrels	In any crossbow	As crossbow	Damage becomes +1	Expensive (15Đ per 24), ⅛ Stone, Ammo
Buck Shot	In any gun	As gun	Damage becomes Weak, +2	Expensive (15Đ per 24), ⅛ Stone, Ammo
Steel Bullets	In any gun	*Add one step*	Damage becomes +1, Slaying becomes Critical	Expensive (15Đ per 24), ⅛ Stone, Ammo
Grenade	Thrown weapon or loaded into Sling	Short (thrown) or Medium (sling)	Explosion: Reach Body, Speed, Throwing vs. 3; Resist with Speed, Dodge vs. 3; Damage +2	Expensive (5Đ per 1), Proscribed, Loud, ⅛ Stone, Ammo
Sling bullet	In any sling	*Long Range*	+1 Damage	Average (3Đ per 12), ⅛ Stone, Ammo

Pheon Arrows – Triangular, barbed tips that hold fast in the target and spread the wound.

Fire Arrows – Wooden arrows with the tips wrapped in burning pitch that splatters over the target.

Signal Arrows – An arrow with a wooden whistle on the tip, that makes a lot of noise.

Well-Fletched – With only the choicest feathers used, this arrow flies further.

Steel Quarrels – Instead of the three-fletched bolts usually used in crossbows, special steel-tipped, four-fletched quarrels can be used. The lighter projectile files farther.

Buck Shot – Instead of a single lead bullet, any gun can be loaded with fine balls of lead called *buck shot*. The smaller projectiles are less likely to penetrate armor but more likely to shred flesh.

Steel Bullets – Triangular prisms instead of lead balls, these bullets do not deform inside solid flesh but they spin and fly further than regular bullets.

Grenade – A clay pot filled with gunpowder, nails, and metal bits, the grenade is lit and then tossed at foes. The grenade is the signature weapon of the Bisclavret.

Sling bullet – While slings can use any rock as ammunition, you get better results with egg-shaped lead bullets. Traditionally, a sling bullet has the Magniloquentia word, "LAEDE", stamped upon it.

Common Magic Spells as Weapons

Although they are listed here as equipment, these spells cannot be used by the common folk – only wizards with the appropriate Magical Gift can cast these spells All of the spells listed below must be Readied – that is, you use the "Ready" action, and the spell appears in your hand, ready to be thrown. Most spells glow with an otherworldly light, as a light source. (Spells with the *Mystic* descriptor are invisible, although they can still be countered or defended against.)

If you have a ready Wand or Rod, you may instead Ready the spell in your magical tool. Wands allow you to ignore any Ranged Dice that would penalize you. Rods allow you to use the spell to threaten and to Counter up to Near Range.

Name	*Equip*	*Range*	*Attack Dice*	*Effect*	*Descriptors*
Ataxia	Off hand	Medium	Mind, Will vs. 3	Resist with Speed, Dodge vs. 3 Slowed	Magic, Psychic, Apprentice, Mystic
Create Air	Off hand	Medium	Speed, Weather Sense vs. defense	Damage +2 Critical, Counters Earth	Magic, Air, Apprentice
Create Earth	Off hand	Medium	Body, Digging vs. defense	Damage +2 Critical, Counters Air	Magic, Earth, Apprentice
Create Water	Off hand	Medium	Mind, Swimming vs. defense	Damage +2 Critical, Counters Fire	Magic, Water, Apprentice
Eyebite	Off hand	Medium	Mind, Gossip vs. 3	Resist with Speed, Will, Inquiry vs. 3 Enraged	Magic, Psychic, Apprentice, Mystic
Ignite Fire	Off hand	Medium	Will, Presence vs. defense	Damage +1 Critical, On Fire, Counters Water	Magic, Fire, Apprentice
Misfortune	Off hand	Medium	Mind, Supernatural vs. 3	Resist with Body, Observation vs. 3 Disarm,, Counters Magic	Magic, Theurgic, Apprentice, Mystic
Move Air	Off hand	Medium	Speed, Weather Sense vs. 3	Resist with Speed, Dodge vs. 3 Damage +0, Push 1, Counters Air	Magic, Air, Apprentice, Environmental
Move Earth	Off hand	Medium	Body, Digging vs. 3	Resist with Speed, Dodge vs. 3 Damage +1, Counters Earth	Magic, Earth, Apprentice, Environmental
Move Fire	Off hand	Medium	Will, Presence vs. 3	Resist with Speed, Dodge vs. 3 Damage +0, On Fire, Counters Fire	Magic, Fire, Apprentice, Environmental
Move Water	Off hand	Medium	Mind, Swimming vs. 3	Resist with Speed, Dodge vs. 3 Damage +2, Weak, Counters Water	Magic, Water, Apprentice, Environmental
Perplex	Off hand	Medium	Mind, Negotiation vs. 3	Resist with Speed, Mind, Inquiry vs. 3 Confusion	Magic, Psychic, Apprentice, Mystic
Rebuke	Off hand	Short	Will, Leadership vs. 3	Resist with Mind, Will, Presence vs. 3 Damage +0, Penetrating , Sweep Near, Counters Unholy	Magic, Holy, Apprentice, Mystic
Repudiation	Off hand	Short	Will, Academics vs. 3	Resist with Mind, Will, Academics vs. 3 Confused, Counters Magic	Magic, Holy, Apprentice, Mystic
Silence	Off hand	Medium	Mind, Will, Supernatural vs. 3;	Resist with Body, Speed, Will, Supernatural vs. 3 Silenced, Counters Magic	Magic, Theurgic, Unreal, Apprentice, Mystic

Ataxia – Targets hit with this spell become unbalanced, their eyes move rapidly, and their hands and legs shake.

Create Air – A variety of magicks, hostile uses of creating air include a rapid gust of wind that slams into the target, a thunderous pop right on top of their heads, or a quick spark of lightning. Air magicks radiate a yellow glow.

Create Earth – The most common use of creating earth in combat is to hurl a sharp rock or crystal at the target, though some wizards prefer a glob of caustic acid. Whatever the case, the earth glows with an amber light, and it doesn't last more than a minute.

Create Water – A blue ray, projected from the fingertips, can strike a target and create water inside the lungs. Another technique is to hurl an icicle like a dagger.

Eyebite – By staring with hostile intent and directing the tip of a finger, wand, or rod, the target is filled with unreasoning hate.

Ignite Fire – The spell most common to warlocks, setting someone on fire can often make them flee the battle.

Misfortune – If the target doesn't know any better, they will assume they have simply fumbled due to poor luck. The thaumaturge who cast this spell knows better.

Move Air – While this spell can be used to clear a room of smoke or fog, it can also be used to pull the air out of a target's lungs, or to move them. Unlike other environmental spells, finding air usually isn't a problem.

Move Earth – Anything solid must have some earth in it. Flinging items off tables at a foe can be very distracting.

Move Fire – A skilled Elementalist can move fire from a torch, candle, or even a hapless friend onto a foe.

Move Water – Anything liquid has some water in it, even "slow" liquids such as ice or glass. Young Elementalists sometimes amuse themselves with snowball fights.

Perplex – Targets hit with this spell feel as if their brains are in a fog, dizzy with vertigo.

Rebuke – With a commanding voice, a Paladin can direct their spirit at others, not just to exhort the good but to destroy the wicked. Many practitioners do not like to use this spell, believing they should never cause harm.

Repudiation – The forces of evil are everywhere, and a Cleric must be ready. Through reason, faith, and logic, a practitioner can counter hostile magic.

Silence – This magic doesn't just silence outside sound but inner voice as well, so those under the effects of Silencing are first disoriented as their entire universe becomes quiet. Spell-casters find themselves deprived of supernatural command.

Effects and Descriptors, Explained

⅛ Stone, ¼ Stone, ½ Stone, 1 Stone, etc.

This is the weight of the weapon, in stone. The weight also includes any *furniture,* such as scabbards, sheaths, quivers, pouches, loops, and holsters.

Ammo

Short for "ammunition", this weapon gets used up. Some ammunition, such as a grenade, is thrown at the target and then explodes. Other ammunition must be loaded into a weapon. Refer to the weapon's Use column.

A player must declare their use of ammunition before they roll any attack dice. Otherwise, the character is assumed to be using the standard ammunition for the weapon.

Once used, ammunition is assumed to be gone forever – broken in someone's flesh, shattered on their armor, etc. Mark off one use of the ammo from the character's inventory. Once all ammo is used up, it's gone.

Average

This weapon has an Average cost – usually 12 denarii per stone of weight.

Awkward

This weapon is slow, unbalanced, or generally just difficult to use. When this weapon is used to Attack, or to Counter-Attack, after resolving all effects, the user is sent Reeling.

The user is *not* sent Reeling if they only use the weapon to Parry. (But note that many Awkward weapons also have the "Can't Parry" descriptor.)

Blinded

Someone hit by this attack is Blinded.

Blinded targets cannot see. All their targets may claim total concealment, and all their attackers may claim total concealment against them. Blinded targets may not Dash, but they may still Sprint.

Can't Parry

This descriptor appears on some Melee Weapons.

This weapon *cannot* be used to Parry.

It *can* be used to Counter-Attack. If Counter-Attacking is not an option, but Parry is, then the weapon cannot be used for defense – try Dodge, instead.

Cheap

This weapon is easily bought and sold – usually 2 denarii per stone of weight, or less. Sometimes a Cheap weapon is just re-purposed junk.

Concealable

This weapon is small and nimble enough that it can be concealed in a sleeve, boot, or hat, yet it can still be drawn without using a Stunt.

Confusion

This attack causes Confusion.

A Confused target cannot perceive clearly. To a Confused combatant, all other combatants have partial concealment. Therefore, Confused characters may not Counter-Attack, and other attackers may claim combat advantage against them, and Confused attackers suffer a d8 concealment penalty with all attacks.

Counters [Descriptor]

This magical spell Counters attacks of a certain type, up to its range. For example, if your spell "Counters Air" and it has Medium Range, then you may Counter any Air attack used against you, whose source is within Medium range of you.

You may use this magical spell to Counter-Attack the appropriate attack. Following the above example, if someone used a "Lightning Bolt" against you – an Air attack – then you could immediately Counter-Attack with your own ready spell that Counters Air.

Like weapons, spells can only Counter when they're ready for use. For example, if your spell that Counters Air isn't already ready, you can't use it to Counter an Air spell.

Cover d4, Cover d8, Cover d12

This weapon provides Cover Dice for the user.

Cover dice are bonuses to Parry and to Dodge, but they provide no bonus at all to Counter-Attacks.

Critical

This attack has improved damage. For every two full successes scored by the attacker, the attack gains another +1 Damage. So if you scored 1 success, then you caused 1 point of Damage … but if you scored 2 successes, you caused 2+1 = 3 points of Damage.

Đ

The d-with-stroke is an abbreviation for "denarii", the standard currency of Calabria.

Player-Characters begin the game with their maximized Career Dice in denarii.

Damage +0, Damage +1, etc.

This weapon causes damage: one point for every success you scored against your target.

Most attacks have a damage bonus. After you've determined damage from successes, from Critical, and from Slaying, add the Damage bonus to the final number.

Environmental

This spell affects the environment. To Move Earth, you need at least one stone's worth of earth from somewhere. To Move Fire, one needs to find at least a candle's flame. To Move Water, you need at least a glassful of liquid. Moving Air isn't a problem, unless the target is underwater.

As a general rule, you can only move unattended materials that start Near you. For example, you could fling a rock, mug, or even a dagger off a table only four paces away … but you couldn't move the same item if the same item was in someone's hand.

At the discretion of the Game Host, you can move items that start at Short or Medium Range, but you will suffer range penalties. For example, to move a rock that starts at Short range to hit someone at Reach, you suffer the Range penalty for a Short-range attack. (Of course, if you have a Wand, you won't care about Range penalties.)

Also at the discretion of the Game Host, more successes with an Environmental spell means more material can be moved.

Even one success on a Move Fire spell can take the On Fire condition off a target and fling it at someone else. A miss with a Move Fire simply scatters the fire somewhere else.

Escape

This attack is used to break free. A successful escape ends all grapples from the target.

If you are grappled by multiple combatants, you may attempt *one* Escape attack against *all* combatants. Roll your Escape dice once, each grappler rolls to defend separately.

Expensive

This weapon costs a lot of money: usually 60 denarii per stone of weight.

Explosion Close, Explosion Near, etc.

This resisted attack is an Explosion, with a radius of effect. "Explosion Near" means that everyone within 4 paces of the center of the explosion is a target. "Explosion Close" means that everyone within 1 pace of the center of the explosion is a target, etc.

Explosions are resisted attacks. The target may include their Cover dice as bonus resistance dice, *if they have Cover from the center of the Explosion.* For example, if there's a low wall between you and the center of the explosion, that's good cover, so it counts as a d8 bonus to your resistance. Yes, the Hide stunt can improve your cover against Explosions.

In the case of huge explosions, you may gain even more bonus dice. If you are at Short Range from the center of the Explosion, you may claim a bonus d8 with your resistance. If you are at Medium Range, you may claim a bonus d12, et cetera. (Yes, this is a double whammy – the attacker may have suffered penalty Range dice to place the explosion … *and* you may claim extra Range dice with your defense if you're far enough away from the center.)

Concealment dice still do not apply.

Extravagant

This weapon costs a ridiculous amount of money: 300 denarii per stone of weight, or more.

Grapple

The attacker has the option of grappling the target. While grappling, the attacker can't use the weapon for anything else, so they may not want to do so.

A grappled target cannot move away from the attacker until they successfully escape or until the attacker is incapacitated or gives up the grapple. Grappled targets may only move to keep the same distance, or to decrease the distance between themselves and the attacker. (They can move around their attacker in a circle.) Since a grappled target cannot move further away from the attacker, they may not Retreat from their attacker.

The grapple ends if the attacker releases the target (a free reaction), if the grappler Retreats for *any* reason, or if the target successfully escapes.

Group

This attack is against up to a dozen targets. The attacker declares up to a dozen targets. Each target must be Near another target – that is, within 4 paces. Roll the attack. Leave the dice on the table – the attack dice are rolled only once.

The attack roll's highest-showing die determines the maximum number of targets. If the attack roll came up 7, 4, 3, then the highest-showing die is a 7 – no more than 7 targets can be in the Group. Targets closer to the attacker come first, and then further ones. Ties of distance are resolved up to the discretion of the attacker.

Each target in the Group then defends normally, Vs. the attack roll. Note that since Counter-Attack is a viable defense, a Group attack is a great way to provoke many, many Counters.

Impaling

If the attack is Impaling, the attacker asks the target if they want to Retreat. If the target does not (or cannot) Retreat, all successes cause +2 damage (instead of +1). If the target does Retreat, then each success only causes +1 damage.

Knockdown

A target hit by this attack is knocked down.

Loud

This attack makes a loud noise that can be heard several blocks away.

Magic

Magic weapons manifest as glowing, other-worldly energy. Unless the weapon is also Mystical, the weapon is a source of light, negating concealment from darkness.

Magic weapons do not threaten, and thus they cannot Counter … unless they have the "Threaten" descriptor.

Mystic

This descriptor appears on Magic Weapons.

When ready, this weapon can't be perceived by mundane senses. Only those trained in the Supernatural can perceive it. Targets still defend normally.

On Fire

This attack sets the target on fire. During each end of the round maintenance, the target suffers Damage 2. (Note this damage may increase if the target becomes Hurt or Injured.)

Being on fire is very distracting; other combatants may claim combat advantage. Also, targets that are on fire are sources of light, negating concealment from darkness.

Parry d8, Parry d12

This weapon has improved Parrying ability. If this weapon is used to Parry, you may claim the bonus Parry die. There is no bonus for Attacks or Counter-Attacks.

Penetrating

This attack ignores armor. Do not include the target's Armor Dice with their Soak.

Proscribed

This weapon is prohibited by law. Carrying a weapon for self-defense is one thing … but carrying a Proscribed weapon makes it clear to everyone that you're looking to start some trouble. Such weapons should only be in the hands of the legal authorities, locked up inside the armory, or in the hands of the nobility and others who enjoy special privilege.

The scarcity of the weapon makes it more costly (at least three times as much as similar weapons).

Push 1, etc.

The target is pushed away from the attacker, 1 or more paces. A Push always moving the target further away from (and *never* closer to) the attacker.

Rare

This weapon is hard to find. The rarity makes it more costly (at least twice as much as similar weapons).

Reload/1, Reload/2, Reload/3, etc.

This weapon must be reloaded before it can be used again. It takes as many "reload" actions as listed. Since you can only take one "reload" action per round, it might take a long time before the weapon is ready for use, again.

Slaying

This attack causes 2 damage per success scored against the target, instead of the usual 1. So if you scored 1 success, then you caused 2 points of Damage. If you scored 2 successes, you caused 2 x 2= 4 points of Damage.

Slowed

The target of this attack is Slowed. Slowed targets have their Dash and their Stride reduced to zero. (Their Sprint is unaffected.) Slowed targets may Parry, but they cannot Counter-Attack. Slowed targets cannot Retreat, cannot run, and cannot press attacks.

Spark d10

This weapon has to spark before it can work. After the attack and defenses are declared, but before the dice are rolled, roll the Spark Die. If the Spark Die botches, the weapon has *hanged fire* – the wheel is spinning, but the powder has yet to go off. Reduce the weapon's Spark Die to d8. If the attacker was parried or dodged, then the attack simply fails; if the attacker was Counter-Attacked, then the attacker may immediately attempt a Dodge or otherwise be struck by the Counter-Attack! Play out the rest of the round, and then play out the opposing side's turns.

During the end-of-the round maintenance on the opposing side's turn, roll the (reduced) Spark Die again. If it doesn't botch, then the gun fires. If the attacker hasn't been knocked helpless, they can try the attack again. The defender defends normally (and yes, this can be *another* Counter-Attack!)

Every time the Spark Die is rolled and it doesn't work, reduce it by one size. If the Spark die is reduced below d4, then the gun won't fire. If the gun is repaired, restore the Spark Die to d10.

Stench

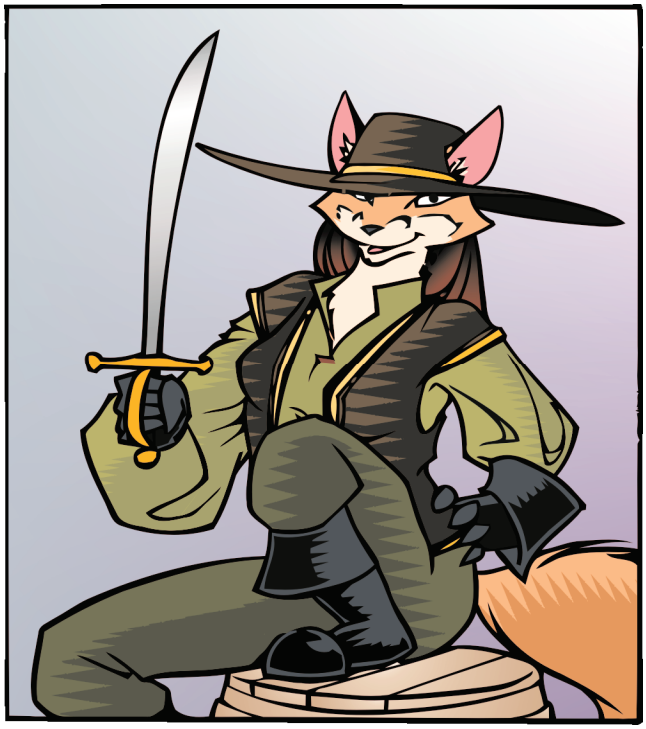
The target of this attack suffers Stench. Others can find them by their strong odor.

Sweep Close, Sweep Short, etc.

An attack that can Sweep can hit multiple targets.

You may only Sweep as part of an Attack action. You may never sweep as part of a Counter-Attack. You may not Sweep when it is not your turn.

If the first attack is successful, the attacker may declare another attack against a *different* target within



the Sweep's range. Once an attack is unsuccessful, there are no more Sweeps.

A Sweep never attacks the same target twice. If you run out of targets, you cannot use a Sweep for a second attack against the first target.

Each attack is handled separately, and each attack provokes a separate defense … which might be a Counter-Attack. So yes, a Sweep may expose you to *multiple* Counters – choose your targets carefully.

You can read more about Sweep attacks on page 131.

Thrown

This weapon may be thrown. When thrown, use *Body, Speed, & Throwing Dice* instead of the listed attack dice.

Tilting

This weapon is optimized for fighting while riding *and* while you are moving at Full-Tilt. (In game terms, you must have the Full-Tilt status).

If you use this weapon while you are at Full-Tilt, you may substitute the mount's Body & Strength dice for your own Body & Strength dice.

You use your Body & Strength dice when you are not moving at Full-Tilt.

Vs.

Attacks with "Vs." in their effects do not permit Parry or Dodge defenses. Instead, the target must use the defense listed after "Vs." For example, the effect "Vs.

Body, Endurance or Damage +0" means that the target must resist with Body & Endurance Dice or suffer the Damage effect.

A target may Counter-Attack a "Vs." effect, if the attacker is within range. If they Counter, use their Counter-Attack dice as their defense, instead of what's listed after the "Vs.".

Weak

Targets hit by this attack roll their Soak dice twice. Both the first and the second rolls reduce Damage.

Armor

Calabria can be a dangerous place. Folks who are expecting trouble will want to wear protective clothing.

Name	Description	Cost	Armor Dice	Weight
Robes	Conceals any other armor beneath it	Expensive (45Đ), Rare	*None*	½ stone
Cloth	Plain-woven canvas, padded to ward off blows	Cheap (1Đ)	d4	1 stone
Leather	Animal hides, tanned and boiled	Average (12Đ)	d6	½ stone
Chain	Interlocking metal rings, sometimes called "chain mail"	Expensive (120Đ)	d8	2 stone
Plate	Steel that's been melted, poured, and molded to remove impurities	Extravagant (1200Đ)	d10	4 stone
Gambeson	Quilted linen, usually worn underneath plate	Expensive (30Đ)	2d4	½ stone
Ambrascura	There is a species of eel in Epinian Bay that ingests dirt and small rocks, then vomits them back up covered in a hard, gray substance, in irregular shapes. It can be riveted into armor.	Expensive (180Đ), Rare	2d6	1 stone
Alumen	A metal even rarer than gold that some claim to be mined from the moon, but is found primarily in eastern Calabria.	Extravagant (900Đ), Rare	2d8	1 stone
Eryth	The Jakobas made their fortune importing erythrosinum: a mineral whose method of discovery is unknown, but it can be combined with steel.	Extravagant (3600Đ), Rare	2d10	4 stone

Different Types of Armor can be Layered

You may wear up to three levels armor, as long as *they're all different types*. When you layer armor, you may claim all the Armor Dice with your Soak rolls … however, you will also suffer restricted movement. You may also want to wear Robes to hide any other armor you might be wearing … or to help with your wizardry.

- One Layer: No game effect.
- Two Layers: *Burdened*
- Three Layers: *Over-Burdened*

Yes, you suffer from being Burdened if you have two layers of armor, even if you are strong enough to carry the weight. Your movements are restricted.

Note that robes don't provide any protection … but they do boost the spell-casting abilities of properly trained wizards. Yes, Robes may be layered with "real", protective armor, but the character who wears two layers of armor will be slowed down.

Shields

In a pinch, a shield can be used as an improvised weapon. The buckler, the compromise between weapon and shield, is listed separately, on page 95.

Name	Use	Cost	Cover Dice	Weight
Cloak	Off-hand	Expensive (7½Đ)	d4	¼ stone
Metal Shield	Strapped to arm	Expensive (30Đ)	d8	1 stone
Pavise	2 hands	Expensive (60Đ)	d12	1 stone
Wooden Shield	Strapped to arm	Average (6Đ)	d8	½ stone

Cloak – A long flowing cape with weights at the bottom. With sweeping motions of the off-hand, the cloak can be used to confuse attackers.

Shield – Made of wood or metal, and available in a variety of styles, the shield is portable cover.

Pavise – A two-handed screen that provides superior cover. A *pavisor* is a body-guard who carries a pavise to block for the shooters behind them.

Care

Living a dangerous life, Player Characters will often suffer injuries that require long-term care.

Name	Service	Cost
Charity	+2d6 to Recovery	Cheap, Rare, see below
Barber	+2d6 to Recovery	Average (1Đ)
Physician	+d12, 2d6 to Recovery	Expensive (2Đ)
Master Physician	+d12, 3d8 to Recovery	Extravagant, Rare (6Đ)
Priest	Healing	Rare, see below
Priest, High	Lazarus Heart	Rare, Proscribed, see below

Those who follow the calling of the light of s'Allumer are duty-bound to help the helpless … but they are also bound to only help those who live a just and honest life. Any church will offer *charity* to help the suffering … but there's few hands to help and many in need.

Any help from the church isn't likely to cost money, but a bartered service, called an *indulgence.* In extreme cases, a target may be tasked with a spell of Penitence. Simple charity is on a first-come, first-serve basis, and a priest will use triage to serve those in greater need first … usually starting with the innocent and working their way towards the not-so-innocent. Healing usually requires eight days of community service. The Lazarus Heart requires *at least* sixty-four days, if it's permitted at all.

Consumables

Item	Description	Cost	Weight
Basma	Sun-dried tobacco leaves	Extravagant (75Đ), Rare	⅛ stone
Black Lotus	Edible plant. Highly addictive. *Mesmerized.*	Extravagant (225Đ), Rare, Proscribed	⅛ stone
Cigarillo	Tobacco wrapped in leaf, no pipe needed	Extravagant (19Đ)	1/16 stone
Dokha	Tobacco, nuts, and spices.	Extravagant (15Đ), Rare	⅛ stone
Fly Agaric	Mild psychoactive mushroom. User *Confused.*	Expensive (15Đ), Rare	⅛ stone
Medicine, Good	+1 quota Healing	Expensive (15Đ), Rare	⅛ stone
Medicine, Quack	Include Will Dice with Healing	Expensive (7½Đ)	⅛ stone
Noted weed	Cannabis. *Intoxicated.*	Expensive (7½Đ)	⅛ stone
Opium	Smoked poppy extract. *Slowed.*	Extravagant (75Đ), Rare	⅛ stone
Perfume, typical	Various odors available	Extravagant (38Đ)	⅛ stone for 24 uses
Perfume, aphrodisiac	Reputed to have power over others	Extravagant (75Đ), Rare	⅛ stone for 24 uses
Snuff	Taken in the nose.	Expensive (15Đ), Rare	⅛ stone

Containers

Name	Cost	Weight
Backpack	Average (3Đ)	¼ stone
Barrel	Average (6Đ)	½ stone
Bundle	Cheap (½Đ)	¼ stone
Chest, latched	Average (24Đ), Rare	1 stone
Chest, locked	Expensive (60Đ)	1 stone
Flask, leather	Average (1½Đ)	⅛ stone
Flask, metal	Average, Rare (3Đ)	⅛ stone
Lockbox	Expensive (15Đ)	¼ stone
Keg	Average (3Đ)	¼ stone
Pouch	Cheap (¼Đ)	⅛ stone
Purse	Average (1½Đ)	⅛ stone
Sack	Average (3Đ)	¼ stone
Trunk, latched	Average, Rare (48Đ)	2 stone
Trunk, locked	Expensive (120Đ)	2 stone

Food and Drink

Item		Cost	Weight
Bath, common	+1 quota Healing	Expensive	Service
Edible food	Tastes bad, won't last more than a day	Cheap (1/12Đ)	¼ stone
Fine Dining	+1 quota Healing	Expensive (2Đ)	Service
Foraged food, one man day	Tastes bad, requires Mind & Searching	Cheap (free), Proscribed	¼ stone
Good food (home cooked), one man-day	+1 quota Healing	Average (1/2Đ)	Service
Private Dining	+1 quota Healing	Expensive (3Đ)	Service
Spices	All kinds	Expensive (15Đ), Rare	⅛ stone
Spirits	Ale, wine, mead, etc.	Average (1Đ)	¼ stone
Travel grub, one man-day, plants	Extra 1d6 for Healing herbivores or omnivores	Average (1/2Đ)	½ stone
Travel grub, one man-day, meat	Extra 1d6 for Healing carnivores or omnivores	Average (1Đ)	¼ stone
Water, one man-day	From the well or a fast-moving river	Cheap (free), Proscribed	¼ stone

Foraging off the land is controlled by law. You can't just walk into any commons-land and take what you want – you have to be a local citizen. Of course, if you can get away with it …

Garments

For jewelry, see "Valuables", page 108.

Name	Cost	Weight
Armor	See page 104	See page 104
Noble's clothes	Expensive, Rare (60Đ)	½ stone
Peasant's Clothes	Cheap (1/6Đ)	¼ stone
Commoner's Clothes	Average (3Đ)	¼ stone
Rich Clothes	Expensive (18+Đ)	¼ stone
Hat, serviceable	Average (1½Đ)	• stone
Hat, nice	Expensive (7½Đ)	⅛ stone

Illumination

Name	Cost	Weight
Lantern, hooded	Average (1 ½Đ)	⅛ stone
Lantern, storm	Expensive (8Đ)	⅛ stone
Oil, Lantern (24 hours)	Average (1 ½Đ)	⅛ stone
Torch (8 hours)	Cheap (4 for 1Đ)	⅛ stone

A ***hooded lantern*** is a bit safer than a torch, but still vulnerable to strong wind or rain. A ***storm lantern*** is sealed to keep out water, and it can also be shuttered to hide the light.

Labor

You may want to hire someone to help you with some activity. Here are some suggested prices.

Skill Level	Cost	Skill Dice
Labor, Unskilled, 1 day	Average (1Đ)	1d6
Labor, Skilled, 1 day	Expensive (2Đ)	2d6
Labor, Master, 1day	Extravagant (3Đ)	3d8
Labor, Grand Master, 1 day	Extravagant, Rare (6Đ)	4d10
Labor, Legend, 1 day	Extravagant, Rare (60Đ)	5d12
Slave, Unskilled, Indenture 1 year	Expensive, Proscribed (180Đ)	1d6
Slave, Skilled, Indenture 1 year	Expensive, Rare, Proscribed (360Đ)	2d6
Slave, Unskilled, Indenture for life	Extravagant, Proscribed (900Đ)	1d6
Slave, Skilled, Indenture for life	Extravagant, Rare, Proscribed (1800Đ)	2d6

Lodging

Name	Cost	Notes
Asylum, private room	Expensive (3Đ)	+1 quota Recovery
Bed room	Average (½Đ)	+1 quota Recovery
Common Room	Cheap (1/12Đ)	Extra d6 for Recovery, per rest
Hospital, public room	Average (½Đ)	Doctor is extra
Outdoors	Cheap (free), Proscribed	

In lawful places, sleeping out-of-doors is a crime known as *vagrancy*. Criminals guilty of vagrancy may be sentenced to community service, or a night in the stocks.

Personal Items

Name	Cost	Weight
Blanket, Travel	Cheap, Rare (½Đ)	⅛ stone
Cooking Pot	Average (6Đ)	¼ stone
Cutlery, silverware	Expensive (15Đ)	⅛ stone
Cutlery, wooden	Cheap (¼Đ)	⅛ stone
Dice, Fair	Average (¾Đ)	1/16 stone
Dice, Loaded	Average, Proscribed (3Đ)	1/16 stone
Fire Kit	Cheap (¼Đ)	⅛ stone
First Aid Kit	Average (3Đ)	¼ stone
Good luck charm	Expensive (4Đ)	1/16 stone
Hookah	Expensive, Rare (60Đ)	½ stone
Horn	Cheap (½Đ)	¼ stone
Jewel box	Average (¾Đ)	1/16 stone
Lute	Average (3Đ)	¼ stone
Mug, leather	Cheap, Rare (½Đ)	⅛ stone
Mug, metal	Average, Rare (3Đ)	⅛ stone
Pipe	Average (¾Đ)	1/16 stone
Playing cards, fair	Expensive (4Đ)	1/16 stone
Playing cards, marked	Expensive, Proscribed (11Đ)	1/16 stone
Recorder	Average (1 ½Đ)	⅛ stone
Tent, 2 man	Cheap (2Đ)	1 stone
Tent, pavilion	Cheap (12Đ)	6 stone
Tools	Average (12Đ)	1 stone
Whistle	Average (¾Đ)	1/16 stone

Transportation

For vehicles, renting includes the labor cost to pay the operator. If you own the vehicle, you'll have to pay for any staff, yourself – the crew cost is for persons other than the driver. Transportation assumes no more than 8 stone of baggage per person.

Carriages can hold up to 6 people and their baggage. The price is per trip, not per person, so most folks will pool their money together and all spring for a carriage together.

Name	Transport	Rent	Own
Carriage	72 stone	4Đ /league	(400Đ) + two coursers/drays
Cart	48 stone	3Đ /league	(30Đ) + one courser/dray
Courser	18 stone	n/a	(80Đ)
Destrier	24 stone	n/a	(120Đ)
Dray	24 stone	n/a	(60Đ)
Kago	1 passenger	2Đ /league	(4Đ) + 2 crew
Palanquin	2 passengers	3Đ /league	(8Đ) + 4 crew
Palfrey	18 stone	n/a	(120Đ)
River boat	216 stone	2Đ /league	(1,200Đ)
River ferry	72 stone	1Đ /league	(120Đ)
Rouncy	18 stone	n/a	(80Đ)
Rowboat	24 stone	1Đ /league	(40Đ)
Sea vessel, mid berth	16 people in 2 rooms	1Đ /league	(12,000Đ) + 8 crew
Sea vessel, low berth	32 people in the hold	1Đ /league	(12,000Đ) + 8 crew
Sea vessel, high berth	4 people in 2 rooms, one bed each	2Đ /league	(12,000Đ) + 8 crew
Wagon	96 stone	5Đ /league	(200Đ) + two coursers/drays

Trade gear

Name	Cost	Weight
Book, chap	Cheap (1/6Đ)	1/16 stone
Book, octavo	Expensive (7 ½Đ)	⅛ stone
Book, quarto	Extravagant (75Đ)	¼ stone
Book, folio	Extravagant, Rare (300Đ)	½ stone
Candle	Average, Rare (1 ½Đ)	1/16 stone
Chalk	Average, Rare (1 ½Đ)	1/16 stone
Charcoal pencil	Average (¾Đ)	1/16 stone
Eyeglasses	Extravagant, Rare (75Đ)	⅛ stone
First aid kit	Average, Rare (3Đ)	¼ stone
Incense	Expensive, Rare (15Đ)	⅛ stone
Ink	Expensive, Rare (15Đ)	⅛ stone
Lamp, oil	Average (3Đ)	¼ stone
Manacles	Expensive, Rare (15Đ)	¼ stone
Monocle	Extravagant, Rare (37 ½Đ)	1/16 stone
Paper	Average (¾Đ)	1/16 stone
Rope, 22 paces long	Average (3Đ)	¼ stone
Scroll case	Average, Rare (3Đ)	⅛ stone
Spike, iron	Average (1 ½Đ)	⅛ stone
Tools, burglar's	Average, Proscribed (18Đ)	½ stone
Tools, gunsmithing	Average, Rare (3Đ)	½ stone
Tools, Lock picks	Cheap, Proscribed (¾Đ)	⅛ stone
Tools, metalworking	Average, Rare (3Đ)	½ stone
Tools, woodworking	Average, Rare (3Đ)	½ stone
Vellum	Expensive (4Đ)	1/16 stone
Whetstone	Cheap, Rare (½Đ)	⅛ stone
Wedge, wooden	Cheap (¼Đ)	⅛ stone

Valuables

People collect all sorts of strange things. Here are some base-line prices for treasure and loot.

Name	Cost	Weight
Body Piercing	Expensive, Rare (7½Đ or more)	1/16 stone
Bust	Extravagant, Rare (1,200Đ)	1 stone
Decanter	Extravagant, Rare (150Đ)	¼ stone
Earring, *bunne-de-at*	Expensive, Rare (4Đ)	1/32 stone
Earring, simple	Expensive (2Đ or more)	1/16 stone
Flesc	Expensive, Proscribed (23Đ or more)	⅛ stone
Gems and Jewels	Extravagant, Rare (75Đ or more)	1/16 stone
Limning	Extravagant (36Đ or more)	⅛ stone
Necklace	Expensive, Rare (36Đ or more)	1/16 stone
Painting	Extravagant, Rare (60Đ)	½ stone
Ring, Bejeweled	Extravagant, Rare (38Đ or more)	1/32 stone
Ring, Signet	Extravagant, Proscribed (100Đ or more)	1/32 stone
Ring, Simple	Expensive, Rare (1Đ or more)	1/32 stone
Rug	Expensive (2Đ or more)	1/16 stone
Spices	Expensive, Rare (15Đ or more)	⅛ stone
Statue	Extravagant, Rare (4,800Đ)	8 stone
Tapestry	Extravagant (1,200Đ)	2 stone

Suggestions for Other Items

It's impossible to list *every* item here. Here are some guidelines for pricing other things:

Name	Suggested Cost
Cheap Item	2 per stone
Average Item	12 per stone
Expensive Item	60 per stone
Extravagant Item	300 per stone
Rare item	×2 price
Proscribed item	×3 price

Modifiers are cumulative. For example, if an item is *both* Rare and Proscribed, multiply price by ×6.

HOW TO PLAY

Game Terms	
Bonus	An extra die to roll
Botch	A die roll where all dice come up showing ones
Character	Your representation in the game
Claim	When your character takes advantage of some bonus or ability after-the-fact, not declared beforehand
Contest	When you compare your die roll to someone else's
d4, d6, d8, d10, d12	Four-sided, six-sided, eight-sided, ten-sided, and twelve-sided dice, the kinds used in *Ironclaw*
Declare	When you say your character is about to do something. Once declared, there's no take-backs
Dice	Funny-shaped things with numbers on them
Difficulty	A number you have to roll higher than, to score a success
Favor	After rolling the dice, re-roll one 1
Host	The Game Host, the player in charge of the whole game, who says what goes and what doesn't
Limit	A cap on your die size
Penalty	A bonus die for the other side
Player	You – someone who plays the *Ironclaw* game
Quota	A running tally of successes
Roll	A throw of the dice
Rote	Don't roll – assume dice came up max, but ½ successes
Rule of Four	Many rolls are vs. 3 – count your dice that come up 4 or better
Success	A die that rolls over your difficulty target
Tie	A die that rolls the same as your difficulty target

One Participant is the Game Host

The *Game Host* is a lot like the director in a play or a movie. The Game Host's job is to moderate the action. The Host describes a scene to the players, such as, "You all meet in a dimly-lit tavern. Suddenly, a man stumbles over to your table, clutching a scroll in one hand, his fatal wound in the other. He falls upon your table, the death rattle sounding from his lips, and the scroll falls from his lifeless fingers, unrolling to reveal a map. *What do you do?"*

The other *Players* are now free to tell the Game Host what their characters would do. One Player might say, "I grab for the map!" Another might say, "I get up and run for the tavern entrance, to see if this man's killer is still around!" A third might say, "I go through the dead man's pockets for loose change." The only limits are the Player's imaginations.

After polling the Players, the Game Host must then decide the results of their actions. "The map is written on some ancient paper and has markings in a language that your character doesn't recognize." … "You run outside, but all you see is the darkness of a torrential rainstorm, and a quick flash of lightning that illuminates an empty courtyard." … "You find four copper coins, an old rusty knife, and a small rock on a string." Then the Players may react, and thus the game goes back and forth.

The Game Host Is In Charge Of The Fun, Not Some Silly Book

Just like a director, the Game Host has the final say over what goes on and what doesn't. This book may be full of rules, but no rulebook can cover every single thing the Players may want their characters to do. A good Host will have to make a lot of judgments on the spot on how something works. (We've included a lot of things we think will come up in our Spot Rules chapter, but in a game that's only limited by imagination, there's a lot more things we *didn't* think of!)

Sometimes the Game Host will think that something should work one way, when the rule-book describes something different. Game Hosts should use their own discretion to decide what goes on and what doesn't. A good Host is fair, a good Host is consistent, and a good Host listens to their players … but above all, a good Host makes sure the game is fun for everyone involved!

Declare First; Claim Later

The rules make a distinction between when you have to say you're going to do something … and when you can take a benefit after something happens.

When the rules say you must ***declare*** something, that means you have to say your character is going to do it, so that the Game Host hears you. For example, "I declare that my character will climb the maple tree," or "I declare that my character will shoot the guard with my crossbow." After you're familiar with the game, you might shorten these phrases to things like, "I climb the tree," with the assumption that it's your character, not you personally, doing this thing.

The Game Host will either tell you the action succeeds, or if you have to roll some dice or something first. For example, they might say, "Roll your Body & Climbing dice versus 4" or "Roll your Speed & Ranged Combat dice, the guard will attempt to dodge."

After rolling dice, something good or bad might happen. For example, a good roll means your character climbs the tree … but a really bad roll might mean a nasty fall. Other characters will certainly react to what you do – for example, whether you hit the guard or not, anyone seeing you shoot at the guard might raise an alarm, or they might come to aid the guard's defense.

If the rules tell you that you have to declare something, you have to do it before rolling any dice. For example, if you want to use a Mighty Attack ability, you must declare you will use that ability *before* rolling any attack dice. Once those dice hit the table, it's too late.

When the rules say you can ***claim*** something, it's usually a reaction to something else. For example, "I claim cover from that tree." Unlike declaring, you can claim something after the fact, even after rolling dice. For example, you can roll your defense dice first, *then* decide if you want to claim a bonus for cover.

Your character will have lots of special abilities. Some abilities will require you to declare that you use them. Other abilities can be claimed to get yourself out of situations or to give you a surprise edge.

The Funny-Shaped Things With the Numbers On Them: Dice

Dice have four, six, eight, ten, or twelve sides. Dice are abbreviated "d" followed by a number. For example, if the text says "d10", then you need to roll a ten-sided die.

Sometimes, you will have to roll multiple dice. For example, if the text says "2d6", then you will roll two six-sided dice.

Dice with more sides are sometimes called "bigger" or "larger", and dice with fewer sides are "smaller". For example, a d12 is larger than a d4, because it has more sides and it can score bigger numbers.

Other times, you may have to roll multiple dice of all kinds of sizes. For example, if the text says "d10, 2d8, 3d6", then you will roll one ten-sided die, two eight-sided dice, and three six-sided dice.

After rolling dice, the number that's rolled is called the *number showing.* In most cases, your single *highest-showing number* is the important one. Following the previous example, if you rolled d10, 2d8, and 3d6, and those dice came up showing 4, 3, 1, 5, 2, and 6 … then your highest-showing die is the one that came up "6".

Don't Add Your Dice Together!

In *Ironclaw,* dice are not added together. Each die is compared separately against another die.

Your Highest Showing Die: The Score

Roll your dice. The highest-showing die is the score. (Don't add any numbers together, we just care about the highest-showing number.)

Beating the odds: Successes

Many of your rolls will be against a flat *difficulty* number.. For example, if you need to climb a tree, the Game Host may ask you to roll your character's Body & Climbing Dice vs. 3. Every die that rolls 4 or better – that is, higher than 3 – is a *success*. After you roll your dice, if at least one of them comes up showing 4 or beter, you've climbed that tree.

The Rule of Four

The standard difficulty is 3. For example, if the text says "Mind & Supernatural vs. 3", that means you roll your Mind die and any Supernatural dice you might have. Only dice that beat a 3 will be successes, so count each die that comes up 4 or better as a success. Since most tasks in the game will be against a 3, we call this ***the Rule of 4.***

In some rare cases, you might have to roll higher. For example, a particularly sheer wall might require Body & Climbing vs. 8. In this case, only dice that roll 9 or better will score a success. If your dice can't roll that high – say, they only have eight, six, or four sides – then you won't be able to succeed on the task at all!

Overwhelming Victory: Multiple Successes

Sometimes, it's not just important enough to know that you won … you have to know how well you've won. The better you roll, the more *successes* you score.

When you roll two or more dice, you can score two or more successes. Each die that you roll that comes up showing more than your target is a success.

For example, let's say that you rolled 7, 5, and 2, and your difficulty was 3. Your 7 and your 5 are both greater than 4, so you have two successes.

Since multiple successes are only possible when you roll more dice. For example, to build something requires rolls of Mind & Craft dice. Since everyone has at least a Mind die, then anyone can roll one success. Something that only a trained crafter could make, such as a fine cabinet or a sharp sword, would require two successes or more.

Facing off against someone: Dice-Rolling Contest

Many times, your character will have a conflict with another character. For example, you might want to interrogate another character who doesn't want to tell you anything. Or perhaps you want to convince a guard to let you pass through the gate, when they're worried you might be up to no good. Or sometimes you're searching for a item that was hidden from you.

A *contest* is when you and another character roll dice. Compare your highest-showing die to the other character's highest-showing die. Whoever rolls the highest is the winner.

Note that you only compare your single highest-rolling die. Don't add the dice together.

If two or more of your dice beat their single best, then you have multiple successes

For example, if you rolled 7, 5, and 2, and your opponent rolled 4, 3, and 1 … then you won, because your 7 is higher than their 4. In fact, your 7 and your 5 are higher than their best (the 4), so you have *two successes.*

When scoring multiple successes, ties can become successes in your favor if you can somehow tip the roll in your favor. If your roll was 5,4,4,4, and your opponent rolled 4 … then you only have one success – your 5 is better than 4. If you want to make those 4s count, then you have to somehow tip the roll so your ties become successes.

Rolling all ones: Botches

If your highest die is a 1 … well, that means you rolled *all ones.* A roll of all 1s is the worst anyone can roll – it's called a Botch. A Botch isn't just a failure; it's a spectacular mess of bad luck and incompetence.

When two characters face off in a contest, and they *both* Botch, the result should be a group failure so spectacular as to be the talk of jokes for months to come.

Making Ties into Successes: Breaking a Tie

Sometimes, something will happen to tip a roll in your favor. For example, you might have better training, or you might be able to take advantage of the circumstances.

When you *break* a tie, you have a success. For example, if your highest-showing die is a 4, and their highest-showing die is a 4, then you've tied. If you claim some advantage that lets you break the tie, then *you* have a success and they just lost.

Sometimes, the rules will make it clear when you can break a tie to your advantage. For example, if you're using Dodge skill to avoid an attack, and your dice are tied with your attacker, you can break a tie by retreating behind some cover.

Other times, the Game Host will have to make a judgment call. The Host should ask the players if they have any suggestions what might break the tie. If no one can come up with anything, then both rollers should get at least part of what they wanted.

Quotas

Long-term tasks may require many die rolls with many successes. For example, to build a bridge may require 100 successes of Craft skill, or to recover from sickness might require 24 successes with Body rolls.

A *quota* is a long-term tally of successes. Once all the successes are made, the quota is filled and the task is over.

Some quotas have may multiple skills or abilities that apply to meeting the quota. Any success adds to the tally!

Many quotas only allow one try per hour, or one try per day, or one roll only during some other time interval.

At the discretion of the Game Host, when rolling to fulfill a quota, a Botch may remove one or more successes from the tally … or it may even reduce the tally to zero!

Extra Dice for you: Bonus

Sometimes you'll be able to claim some advantage. For example, maybe you have a Gift that lets you claim a bonus d12 among other nobles or among criminals. A ***bonus*** is when you have an extra die to roll.

When you have bonus die, just include it with the rest of your dice. Any benefits that you may claim, such as Favor, also apply to your bonus dice.

Extra dice for them: Penalty

Other times, you'll be at some disadvantage. For example, maybe you can't see very well, and there's a penalty d8 for you to spot your targets. A ***penalty*** is another die that's rolled against you.

When you're rolling against someone else in a contest, a penalty die is a bonus die for the other side. The game effect is if your opponent got a bonus die.

When you're rolling against a fixed difficulty, the Game Host rolls the penalty die. If that die rolls higher than the difficulty, then you have a higher number to beat. For example, if the difficulty is 3, but the penalty die comes up 7, then you have to beat a 7. If the penalty die came up 2 … then you still have to beat a 3.

Getting Some Help: Assists

Many tasks, such as climbing over a wall, building a bridge, or researching topic in a library, are easier if you have some help. In game terms, many rolls can benefit from an assist.

The Game Host decides how many assistants a task can have. As a general rule, a job rarely benefits from having more than two assistants.

Designate one character to be the *task master,* and all others to be the *assistants.* The Game Host should decide how many assistants are appropriate for a given task – more than three assistants, and you might have too many cooks in your kitchen.

First, determine the difficult of the task. If the difficulty is random, roll that number now. (The Game Host may choose to keep that number a secret.)

Second, each assistant rolls to beat a 3. If they can roll a 4 or better, they grant the task master a d8 assist bonus. If an assistant *botches* (that is, they roll all 1s), the task is ruined — the Players and the Game Host should come up with some suitably horrible and embarrassing screw-up that ruins everything.

Finally, the task master rolls their dice, with any and all bonus d8s from the assistants (if applicable). The score and the successes that the task master gets are the final results of the roll.

Do not use assists for combat rolls. Use the rules for Tactics, instead.

Same Old, Same Old: Rotes

It might not always be necessary to roll, to perform a task. Doing the same thing over and over again really doesn't have a lot of unfamiliarity or risk to it. Sometimes, you may be able to do a task *by rote*.

When a task isn't dire or contested, you can use your *rote,* instead.

When going by rote, maximize all your dice. For example, if you normally roll d10, 2d8, and 3d6 … don't roll. Instead, play as if you rolled 10, 8, 8, 6, 6, and 6.

Then, compare your numbers to the target. In our texample, the target was 7, so we scored 3 successes.

Finally, *halve your successes*, rounding down. Following the above example, 3 halved is 1 ½, which rounds down to 1. Hey, we got 1 success, that's enough to pull off an average performance, and we didn't even have to roll!

Rotes are excellent when you're easily qualified to do the job – that is, when you have two dice – and you only need one success. Rotes can make the game go much faster, especially for repeated tasks. For example, if you have to drive a cart using Mind & Vehicles vs. 3, and you have 2d6, then your rote would give you 1 success, so as long as there's no hang-ups, the Game Host could rule that you just use your rote. You could drive the cart for days without risking failure. Another character who only had a single d6 would have to roll, since their rote is only good for ½ success, which rounds down to none.

When can I use a rote?

Ask your Game Host if you can perform a task by rote or not. There are three general questions to ask, to see if a task can be done by rote:

- *Are you rolling against a fixed difficulty?* Some rolls are simply vs. 3. Those tasks are suitable for beating by rote. If you have to roll against someone else's skill, or against some variable dice, then it's not really a task to do by rote.
- *Is the task familiar to you?* If you've climbed that same tree twice before, then you can probably do it by rote on the third try. If it's something strange, then maybe it should be resolved randomly — and without a rote. If your roll has favor – say, because it's your favored use of your skill – then this task is definitely familiar to you.
- *Is the task without any risk for failure?* If you have all day to pick a lock, and there's no one watching over your shoulder threatening you as you do it, then you could do this one by rote. If you're breaking and entering, and guards could show up at any moment and interrupt you, then the task is far more dire, and you should probably roll.

Rotes work great for familiar, reliable tasks. Rotes can speed game-play by avoiding tedious die-rolling for tasks that are a sure thing.

Many Hands Make Light Work: Combining Rotes and Assists

Many people might assist one task-master. All that die rolling can get pretty tedious. It may be easier to let folks use their rotes when assisting.

Since all successes are halved when working by rote, only assistants with two or more dice will be able to get 1 success or more, to grant the main roller any extra dice.

To move things along even faster, the task master may also use a rote. Multiple workers like this might be necessary for tasks that require two, three, or more successes in one roll.

Less-Than-Ideal Circumstances: Limits

Sometimes, you're not at your best. When your dice have a *limit*, they can't be any bigger than the limit size. Reduce all your dice to the limit size.

For example, let's say you usually roll d12, 2d10, and d6. If you have a limit of d8, then none of your dice can be bigger than d8. Your dice drop to 3d8 and d6.

Examples of Limits

- ***Burden Limit:*** If you carry too much weight, you can't move very fast. Your Speed & Dodge dice are limited to d8 or less.
- ***Riding Limit:*** If you are riding a mount, and you're not very good, your other skills will suffer. Any skills you use while riding are limited to your largest Riding die (or d4, whichever is better).
- ***Swimming Limit:*** If you're in waist-deep water or deeper, and you're not an accomplished swimmer, your other skills will suffer. Any skills you use while swimming are limited to your largest Swimming die (or d4, whichever is better).
- ***Vehicles Limit:*** If you're on a moving vehicle and you're asked to do something complex, your other skills will suffer if you lack experience. Any skills you use while in an unstable vehicle are limited to your largest Vehicles die (or d4, whichever is better).

Something for Nothing: Favor

In some rare circumstances, you may have a minor advantage.

If your roll is favored, check your dice to see if any of them came up showing "1". If one did, you may re-roll it. The second result stands.

If two or more dice come up 1, re-roll the larger one. You only get to re-roll one die, so make it a good one.

A roll of all 1s is a Botch – the worst possible result. Since a favored roll re-rolls one 1, it's much less likely to Botch.

If you have even a single Mark in a skill, you may have a favorite use – it could be when you use a specific tool or weapon, or when you use the skill in a specific situation or circumstance. Declaring your favorite use is free, and it gives you the benefit of favor.

COMBAT RULES

Game Terms for Combat	
Active	When it's your turn, and your character performs Actions.
Advantage	Your target can't counter, and you may claim bonus d8
Attack	When you roll to hit someone.
Brawling	Hand-to-hand combat without weapons.
Counter	Defense where you try to hit your attacker first
Damage	Attack result that can cause injury, fear, or even death
Defense	When you roll to avoid being hit.
Dodge	Defense where you try to avoid being hit
Flank	When you attack someone threatened by an ally
Focus	When you're ready to interrupt other combatants.
Melee	Hand-to-hand combat with weapons
Parry	Defense where you try to block an attack
Range	The distance of an attack
Reeling	Off-balance; must spend one action to recover
Refresh	Action to un-exhaust a Battle Gift
Round	One complete sequence of everyone getting a turn
Threat	Dangerous space around your character

Stories are about conflict, and the easiest and simplest conflict is *combat.*

Narrative Time vs. Combat Time

In most stories, time can go pretty quickly. For example, the Game Host might say, "You board your ship and set sail for Epinian. Three weeks go by …" But in the urgency of battle, each person will want to do something very specific. Combat time is precisely measured in ***Rounds***, short for "one round where everyone gets to do something".

In case anyone asks, a Round is assumed to be six seconds long. Realistically, they could vary from a few seconds to a dozen.

Combat in a Nutshell

- Pick sides.
- Roll initiative.
- The side that started the fight goes first.
- The other side goes.
- The round ends. If the fight persists, a new round begins.

The Set-Up

The Game Host describes the scene for the battle. The Players may provide feedback on where they are standing.

If you are using a battle map, the Game Host sets up the battle map and places figures on it.

Divide the Battle into Two Sides

Usually the Player-Characters are on one side, and the Non-Player Characters are on the other side.

In *Ironclaw,* one side will take their turns, then the other side will take all their turns.

First, Refresh all Battle Gifts

Before the initiative has been rolled, all combatants refresh all of their *Battle Gifts*. (The first few times you play *Ironclaw,* many Players may forget to do this, so the Game Host should remind them.)

Ring the Bell to Start the Fight: Initiative

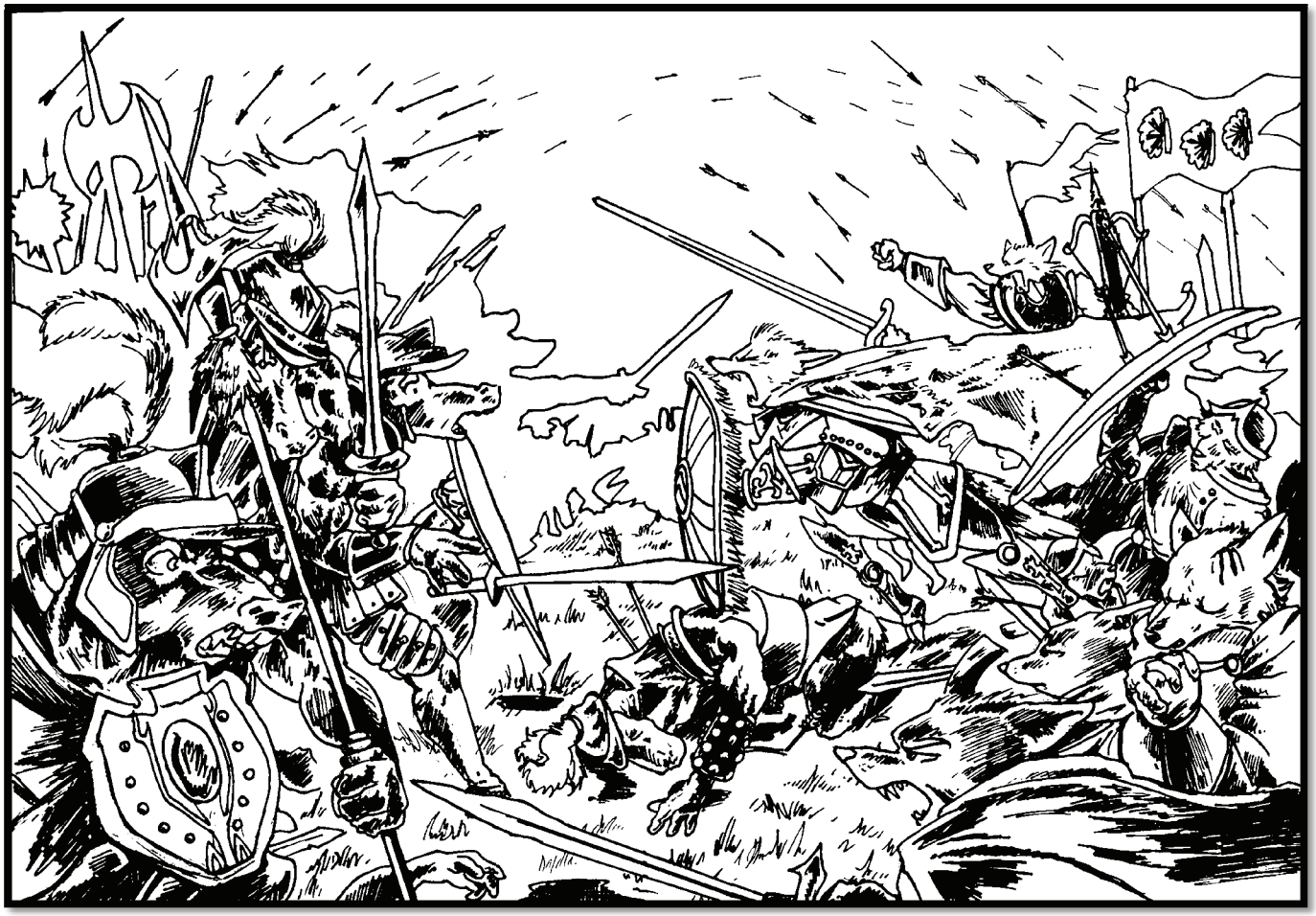
Initiative Dice are Speed Dice & Mind Dice. (If you have the Gift of Danger Sense, you may roll a bonus d12.)

The difficulty is the closest range that you can detect a hostile combatant.

Where are the hostiles?	Speed & Mind Dice vs.
Near Rage (4 paces or less)	**2**
Short Range (12 paces or less)	**3**
Medium Range (36 paces or less)	**4**
Long Range (100 paces or less)	**5**
Further than 100 paces, or you are completely unaware of hostiles	**6**

Results of Initiative Dice	Initiative Difficulty
Botch! (all your dice came up 1)	**Reeling!** You being the battle *Reeling*.
Failure (none of your dice could beat the target number)	**Able!** You were caught unawares. You begin the battle with no special status.
Tie (your best die is a tie with the higher number)	**Willing!** You may take one "Ready" action, but if you do, you will also be sent Reeling.
Success (one of your dice beat the highest number)	**Ready!** Before the battle, you may take one "Ready" and *either* the "Reload" action *or* the "Stride" action.
Overwhelming Success (two of your dice beat the highest number)	**Focused!** As "Ready", above, and you also have *Focus.*

Note for wizards: if you take that start-of-battle "Ready" action, you must also Exhaust the Battle Gift that lets you Ready it in the first place.



The Side that Starts the Battle Goes First

If it's not clear who started the fight, let the Players go first.

Combatants attack in the most logical order

As the Game Host, you must declare what order the combatants will attack in.

When the player's side is taking their turns, you might decide to go around the table, left to right. It keeps the game simple. The players may also act in whatever order they find appropriate — for example, one Player might decide to act after another one. Leaders will want to act first, so they can use the "Rally" action to remove Reeling and Afraid statuses from their allies.

You may also want to declare where the center of the battle is, and then radiate outwards, resolving each combatant in order.

Combatants with Focus may interrupt!

Remember that combatants who roll high on their initiative will begin the fight with Focus … and a combatant can spend their Focus to interrupt another person's turn to take one Action.

Once one side is done, the other side may act.

Resolve the actions of the other side.

When the Round Ends, deal with pending issues

If one side no longer has combatants that can fight, then the fight ends. Dying or Dead combatants are down and out. Afraid combatants can't attack, so they will flee or surrender.

At the Game Host's option, an Afraid Combatant who, at the end of the round, has total cover from all foes, may no longer be Afraid. Remove their Afraid status.

Taking your Turn

The big choice: Action Turn or Focus Turn?

When it's your turn, you must decide if you will take an *Action turn* or a *Focus Turn*.

If you take an Action turn, you may take one or two Actions. If you *started* your turn with Focus, you may take *three Actions*.

If you take a Focus turn, you may move your character up to their Stride, and then you turn ends, but you now have *Focus*. Characters that Focus may make an extra roll of their Mind & Observation dice to perceive what's around them, if they're worried about hidden things.

You must be competent and confident to take a Focus turn. Characters who are Afraid, Confused, Enraged, or otherwise not in their right mind cannot have Focus, so they cannot take Focus turns.

Actions

The Game Host gives each character on a side their turn, in the most logical order. For Player-Characters, the Host may choose to go clockwise or counter-clockwise around the table. Or they might start at the center of a battlefield and spiral outwards, letting all the Player-Characters s take their turns first, then all the Host characters take their turns.

Two actions, all different ...

On a typical turn, a character may take any two actions. A character may not take the *same action twice* on one turn. For example, if a character uses the "attack" action as their first action, their second action can be a "dash" to safety, a "guard" against future attacks … but it *cannot* be another "attack" action.

You don't have to decide all the Actions at once. You can, say, declare an Attack, play out the Attack, and then decide what you want your other action to be.

... and if you have Focus, you can take a *third* action!

A combatant that *begins* an Action turn with the Focus condition immediately loses the Focus. However, they may take *three* actions instead of two.

The standard rules apply – no one may take the same action twice in the same turn.

If you are sent Reeling, your turn ends

If anything on your turn sends you Reeling, your turn ends. You could be sent Reeling because you failed an attack. You might also be sent Reeling because you performed a dangerous stunt.

Descriptions of Actions

Get a d8 bonus to hit a target Aim at a Target

Declare a target that you are aiming against. With any attack you make before your turn ends, you may claim a d8 aiming bonus against that target.

(Characters with the Gift of Veteran may claim a d12 aiming bonus, instead of a d8.)

Unleash hell: Attack

Attack a target. See "Attacks", page 120, for the gritty details.

Move a fixed distance: Dash

Move up to your Dash in any direction, in a straight line.

Your Dash is half your maximized Speed die. Add one to your Dash if your Body is *greater* than your Speed die.

At any point during your Dash, you may Stride once. (Yes, this means at the end of your Dash, you can Stride for one more pace of distance.) The Stride that you take can be in any direction: forwards, to the side, or even backwards.

Rise from a knock-down: Get Up

Get up after being knocked down. When you get up, you may rise where you fell, or from any place within your Stride distance from where you fell.

Claim a d8 bonus to defenses: Guard

Until your next turn, you are Guarding. You may claim a d8 guarding bonus with all your defenses.

(Characters with the Gift of Veteran my claim a d12 guarding bonus, instead of a d8.)

Put a Weapon Away

Put a weapon back in its holster or sheath.

Help your allies: Rally

One combatant may attempt to Rally another combatant.

Roll your Will & Leadership dice. The difficulty to Rally is 3 for combatants who trust you (that is, those who are on your side), and it's 6 for combatants who don't trust you.

For targets that are Near you (4 paces or less), there is no penalty for range. For targets that are further away,

you suffer the standard range penalties: d8 for Short (12 paces), d12 for Medium (36 paces), 2d12 for Long (100 paces). Targets that are more than 100 paces away can't be Rallied simply by shouting at them.

The target must be able to hear you and must be able to understand your language. If you can't see your target, you suffer a penalty of d12.

If you score 1 or more successes, you may Rally your target. For each success you score, you may claim one of the following boons:

- Remove the Afraid condition from the target. ("You can do it! I believe in you!")
- Remove the Asleep or Unconscious condition from the target. ("Wake up!")
- Remove the Reeling condition from the target. ("Look out!")
- Remove the Confused condition from the target. ("Concentrate!")
- Replace the target's Controlled condition with the Marionette condition. ("This isn't you! This isn't who you really are!")
- Replace the Marionette condition with the Immobilized condition. ("You must resist!")
- Replace the Immobilized condition with the Slowed condition. ("Fight it! I know you can!")

The Rally action has no effect on Enraged, Berserk, or Terrified conditions — you must use the Stunt: "Reason", instead.

To Rally another combatant, you must be competent and confident. If you are Afraid, Berserk, Confused, Enraged, Terrified, or otherwise not in your right mindset, you cannot take the "Rally" action.

Draw your weapon: Ready

Ready a weapon from its holster or sheath. You may also pick up a weapon from the floor, if you are standing on or next to that weapon.

End your Reeling: Recover

Recover from Reeling. *This must be your very next action, when you're Reeling.*

A combatant who is denied a Recover action becomes Knocked Down, and they lose their turn.

Confused combatants *must* take the Recover action first every round, whether they need to or not.

Un-exhaust a Battle Gift: Refresh

Refresh one (and only one) Battle Gift. Once refreshed, the Battle Gift is immediately available for use, for your second Action this turn, or for later turns.

Fire again: Reload

Some ranged weapons must be reloaded before they can be used. In game terms, you must perform a Reload action before you can use the weapon again.

Some weapons require *multiple* Reload actions, such as "Reload/3". If that's the case, you must take many Reload actions, spread out over several rounds.

Move a random distance: Sprint

Declare a straight line that you will run. Then, roll your Sprint Die. That's how many paces you move in that line.

After rolling, you may add or subtract your Stride from your Sprint distance. For example, if your Stride is 1 and your roll came up 4, you have the option of sprinting 3, 4, or 5 paces. No matter how many paces you add or subtract, a sprint is *always* in a straight line.

If you are rolling multiple dice for Sprinting, you still only take the highest die.

You may voluntarily reduce your Sprint die. For example, if you have a Sprint Die of d8, you may choose to roll a d6 or a d4 instead.

If you are denied Sprint distance, you will crash

If you attempt to Sprint, and your path is blocked, you will suffer a *crash*. Roll 1d6 for each pace of denied movement – each die that comes up 5 or 6 is a point of Damage that you suffer.

For more information on crashing, see page 145 in the Spot Rules.

After the Sprint, you may Stride

The Stride that you take can be in any direction: forwards, to the side, or even backwards.

Move 1 Pace: Stride

Sometimes, you just need to move a little bit. Declare a straight line that you will move through. Then, move your Stride in that direction – usually 1 pace.

If you have a Stride or 2 or more, you may move up to your full Stride distance, or as little as 1 pace. Gifts such as Coward or Fast Mover may increase Stride.

A character who takes the Stride action is moving at a careful and deliberate pace. Characters who want to be quiet may take a "Guard" action, followed by a "Stride", as they slowly and quietly move to a better position.

A risky move that sends you Reeling: Stunt

A stunt is a dangerous action — the kind of action where, after you do it, someone says, "That stunt could've gotten you killed!"

After you perform a stunt, you are immediately sent Reeling. Your turn immediately ends.

While Reeling, you suffer from partial concealment. You may not use Counter-Attacks, and other combatants may claim a bonus d8 to attack you.

Typical Stunts

Run

Sometimes you have to get somewhere in a hurry.

Your Run distance is your maximized Body die, your maximized Speed die, and your Dash, all added together. Your path may have as many twists and turns as you need it to have.

You are considered disadvantaged during your Running movement. If anyone interrupts you to attack, they may claim a combat advantage bonus.

Ready weapon from concealment

If you have a concealed weapon, readying that weapon is a stunt, as you open up your cloak or unravel the packaging. Peace-bonded weapons can be considered concealed, for purposes of this stunt.

Hide or Sneak

A combatant may want to hide from attackers or to sneak past someone else. See "Hiding and Sneaking" in the Spot Rules chapter.

Long Task

Many long tasks, such as loading a crossbow or raising a gate, leave you vulnerable to outside attack.

Some long tasks require several actions. For example, it may take five long tasks to turn a crank to raise a gate so you can escape. You will have to take five actions over five turns to finish the job. A stunt sends you Reeling — so your next turn, you will use your first action to Recover, and your second action to perform the "long task" Stunt *again*. You're going to be busy ... and you're going to be vulnerable, so we hope you have friends to watch your back.

Reason

You may attempt to *Reason* with a rival combatant, to talk them out of being Enraged. The target must be able to hear you and must be able to understand your language.

Roll your Mind & Negotiation dice vs. the target's Mind, Will, and Inquiry dice. You may claim a d12 bonus if you have the Gift of Fast-Talk.

If you score 1 or more successes, you may Reason with your target. For each success you score, you may claim one of the following boons:

- Force the target, on their next turn, to take a *Focus* turn instead of an Action turn. (The target is so moved by your logic, they will pause to consider their next few steps very carefully.) If the target cannot take a Focus turn (say, because they are Reeling, Confused, or Afraid), then you cannot claim this effect.
- Remove an Enraged condition from the target.
- Replace a target's Berserk condition with the Enraged condition.
- Replace a target's Terrified condition with the Afraid condition.

If you are successful, you may continue to take the Reason stunt to talk to your foe. On second and later rounds, you may use your rote against the target's defenses.

If you are ever unsuccessful, or if you become hostile, or something else happens to break your rapport with the target, then the reasoning ends. As a general rule, you may only attempt to reason with a target once per fight.

Scare

You may attempt to frighten your foes, by *Scaring* them. Roll your Body, Will, & Presence vs. the target's Body, Will, and Presence. You suffer penalties for Range.

If you have any concealment from the target (say, because the target is Reeling), you may claim the d8 bonus with your roll. Only a single d8 is possible – in some ways, being unseen makes it harder for you to be scary.

If you score 1 or more successes, you may Scare your target. For each success that you score, you may claim one of the following effects:

- Remove the Enraged condition from the target.
- Add the Afraid condition to the target.
- On an Afraid target, add the Terrified condition.
- Sweep to another target with Short Range. Roll a new Scare contest.

As a general rule, you may only attempt to scare a target once per fight.

Trick

You may attempt to fool your foes, by *Tricking* them.

Roll your Mind, Will & Deceit vs. the target's Mind, Will, Inquiry, and Observation. You suffer penalties for Range.

If you score 1 success, you may *Trick* your target into taking a *Focus* turn. (The target is so bewildered by what you're doing, they will pause to consider what you're up to.) You can only targets that can Focus to take Focus turns; Reeling targets, Confused Targets, Afraid Targets, etc. may not Focus.

If you score 2 or more successes, you may *either* force the target to take a Focus turn … *or* you may add the *Confused* condition to the target.

As a general rule, you may only attempt to trick a target once per fight.

"Free Actions"

There are some things you can do, on your turn, that don't count as "actions".

- ***Look around.*** You're assumed to be aware of your surroundings, and the Game Host should oblige any of your questions about what can obviously be seen or heard by your character. If you want to take a better look, take a Focus Turn.
- ***Drop something from your hand.*** Putting a weapon away takes an action, but you might, say, drop a spent pistol to draw a new one, if you're in a hurry.
- ***Talk.*** Talking is free — but *on your turn.* You'll have to wait for other people's turns to hear their responses. Talking may be free, but a conversation is not.

Focus Turn

Instead of an Action turn, you can declare a *Focus turn* instead. Your turn ends, but your character gains Focus. Focus can be spent to interrupt (described below), or it can be used later on an Action turn to take *three* Actions.

Taking Action on Someone Else's Turn: Interrupt

Combatants that have Focus may *Interrupt* another combatant at any time during the round. As soon as a combatant declares what they will do, a Focused combatant may declare an interrupt.

Some Gifts may give you the ability to interrupt someone else's turn. See the Gift's description for more details.

When you Interrupt, it becomes your turn, but you only get one action

An interrupt is a single action. An interrupt is typically an attack against the active combatant, in an attempt to smite them before they get to act. Another typical interrupt is to guard, thus gaining a bonus defense die. Other interrupts include a dash or sprint out of range of the attack.

When using Focus to interrupt, you can take any action you want. When using a Gift's ability, you may be limited to a specific action.

An interrupted combatant defends normally; they may even counter-attack.

Yes, a combatant that has a combo – a single action that lets them combine two actions into one – can interrupt with the combo, thus taking two actions at the same time. And yes, a combatant who has abilities that allow them to take extra actions may use those to take extra actions, too – for example, you could use Rapid Aim to interrupt to both Aim *and* Attack.

If you interrupt to perform a stunt – say, to run away – then you will be sent Reeling afterwards.

After Using Focus to Interrupt, Remove the Focus Status

As soon as a focused combatant declares they will interrupt, remove the combatant's Focus. Then play out the interrupt.

Chaos on the First Round: Mass Interrupts!

On the first round of combat, many combatants may start with Focus … so there will often be several interrupts. Since whoever started the fight gets to go first, combatants who have Focus may want to interrupt to Attack their foes … or to Guard to protect themselves … or even to Dash or Sprint to a better position.

Remember that the first person to *declare* that they will interrupt gets to interrupt first.

Yes, a Focused combatant may even interrupt someone else's interrupt! After all interrupts are played out, remember whose turn it was in the round, and finish out their turn normally.

Attacks

Types of Attacks

Brawling Attacks

Attacks with fists, feet, or other natural weapons.

Use your Body Dice and your Brawling Dice.

Some Natural Weapons may also include Species Dice.

Brawling Attacks do not have an off-hand penalty.

Melee Attacks

Attacks with swords, axes, maces, or even improvised weapons.

Use your Body Dice and your Melee Combat Dice.

Melee Attacks may suffer an off-hand penalty.

Ranged Attacks

Attacks made with guns, bows, crossbows, and other ranged weapons.

Use your Speed Dice and your Ranged Combat Dice.

Ranged Attacks may suffer an off-hand penalty.

Thrown Attacks

Attacks made with thrown knives, thrown axes, or even improvised weapons like rocks.

Use your Body Dice, your Speed Dice, and your Throwing Dice.

Thrown Attacks may suffer an off-hand penalty.

Other Attacks

Special abilities may grant you other kinds of attacks. Other kinds of attacks might use any kind of dice.

Other Attacks do not usually suffer an off-hand penalty.

Common Bonuses and Penalties to Attacks

Some conditions make make it easier or harder to hit a target. For example, a target that's off-balance is an easier target, while one you can barely see will be more difficult to strike.

d8 advantage bonus vs. the disadvantaged

Combatants who are Reeling, or who aren't aware of your presence, are *disadvantaged* against your attacks. You may claim a bonus d8 to strike a disadvantaged foe, and they can't Counter your attack.

A foe is disadvantaged when they can't see you, when they are Reeling, or possibly from other circumstances.

d12 awkward penalty for using your off-hand

Each character is assumed to have one good hand. Everything else is an "off-hand."

Brawling Attacks never suffer this awkward penalty, but all other attacks might. An attack made with your off-hand suffers a d12 penalty. (That is, your target may claim a bonus d12 to their defense.)

The Gift of Ambidexterity negates the awkwardness penalty. Some weapons, such as daggers and shields, are designed to be used in the off-hand and thus don't have an awkwardness penalty, either.

Penalties for Range: Short d8, Medium d12, Long 2d12, Very Long 3d12, etc.

An attack made against a target at Near Range (4 paces or less) suffers no penalty for Range.

An attack made at a target up to Short Range (12 paces) suffers a d8 penalty. (That is, your target may claim a bonus d8 with their defense.) Ranged Attacks made with the Gift of *Sharpshooter* do not suffer this penalty.

An attack made at a target up to Medium Range (36 paces) suffers a d12 penalty. Ranged Attacks made with the Gift of *Sharpshooter* only suffer a d8 penalty.

An attack made at a target up to Long Range (100 paces) suffers a 2d12 penalty. Ranged Attacks made with the Gift of *Sharpshooter* only suffer a d12 penalty.

An attack made at a target up to Very Long Range (300 paces) suffers a 3d12 penalty. Ranged Attacks made with the Gift of *Sharpshooter* only suffer a 2d12 penalty.

An attack made at a target up to Extreme Range (1,000 paces) suffers a 4d12 penalty. Ranged Attacks made with the Gift of *Sharpshooter* only suffer a 3d12 penalty. Most weapons can't attack past Far range.

If it matters, Far Range (3,000 meters) has a 5d12 penalty and Horizon Range (11,000 meters) has a 6d12 penalty. (Sharpshooters may reduce Far Range's penalty to 4d12 and Horizon's penalty to 5d12.)

All attacks – ranged, magical, what have you – suffer Range penalties unless otherwise specificed. *A spell readied into a* ***Wand****, however, suffers no Range penalties at all.*

d8 penalty for partial concealment, and d12 penalty for total concealment

If you can't completely see your target — because of poor lighting, or smoke cover, or fog — you suffer a d8 concealment penalty. (That is, your target may claim a bonus d8 with their defense.) The Gift of Night Vision negates a penalty from poor lighting.

If you can't see your target at all — because of pitch darkness, or because you're blind — you suffer a d12 concealment penalty. (That is, your target may claim a bonus d12 with their defense.)

The Gift of Blind Fighting reduces the concealment penalty dice from d12 to d8 … but only for targets at Near Range or less.

Claim Tactics Dice when an ally threatens the target

When you attack a target that is threatened by an ally, your target is *flanked.* You may claim any Tactics Dice you have as bonus Attack dice.

Threatening Zones and Defenses

Threat Range

When you have a ready Melee weapon, you threaten all foes within that weapon's range. For example, a longsword has a range of "Close". When you have a longsword at the ready, everyone within Close range (one pace) of you is threatened.

If someone in that threat range attacks you, you may Counter the attack.

Brawling weapons and Ranged weapons do not threaten anyone … unless you have a special gift that gives you a threat range. For example, Brawling Fighter allows you to threaten foes at Close Range with your bare-handed attacks.

You do not threaten foes who may claim combat advantage against you – for example, you don't threaten foes that you can't see, and you don't threaten foes when you're Reeling.

Threatening grants allies a Tactics bonus

When you attack a target that is threatened by an ally, you may claim any Tactics Dice you have as bonus Attack dice. Tactics represents the ability to work well with others in combat situations.

Combatants with no Tactics dice may not claim a specific bonus for "ganging up" on a single target … but ganging up can be its own reward, as a surrounded target cannot Retreat (and thus claim any advantages of Retreating), and the second and later successful hits will most likely claim the "Reeling" advantage.

Counter

The best defense is a good offense. If you are attacked by someone within your threat range, you may choose to *Counter* with your threatening weapon, as a Reaction.

Usually, only melee weapons can Counter. The Gift of Brawling Fighter allows to Counter with Brawling Attacks. Magic spells that have been readied into a Rod can Counter at Near Range. Some spells can Counter certain other kinds of spells – see the writeup for more details.

You can Counter *any* attack made against you, by someone who is in your threatened range. Even special "Vs." attacks may be Countered … but if you choose to Counter, it turns into Attack vs. Counter, you don't use the special defense.

If your character is disadvantaged, your character doesn't threaten anyone … so if you're at a disadvantage, you can't Counter. Characters who are surprised, Confused, Reeling, or who can't see their attackers (due to concealment) are at a disadvantage.

To Counter, roll your attack dice. (For a Melee weapon, these dice are typically your Body Dice and your Melee Combat Dice.)

Counters are risky and expose you to harm — a Counter never benefits from Cover Dice, and using a Counter does not allow you to a Retreat to break a tie.

Parry

Against Brawling and Melee Attacks, you may defend yourself by putting your weapon in the way of the attack — you may *Parry*.

You may only Parry Brawling Attacks and Melee Attacks. You may not Parry Ranged Attacks, Thrown Attacks, or other kinds of attacks, especially ones that list "Vs." in their effect.

You may only Parry with Melee weapons. (Exception: The Gift of Brawling Fighter lets you parry with Brawling Weapons.)

To Parry, roll your Melee weapon's attack dice — your Body Dice and your Melee Combat Dice.

Parries can also benefit from cover — if you have cover from a shield, walls, etc., you may include Cover Dice with your roll.

Some weapons gain a specific bonus to Parry. See the weapon's description.

Declaring a Parry also lets you Retreat to break a tie, which can give you a defensive advantage. See the Retreating rules, below.

Dodge

When someone attacks you, usually it's best to just get out of the way. The *Dodge* defense is the most common defense in the game.

You may Dodge any of the common attacks — Brawling, Melee, Ranged, and Thrown. You may be able to Dodge other attacks, as well. If an attack lists "Vs." in its description, then you may not use your Dodge.

To Dodge, roll your Speed Dice and your Dodge Dice. Dodges can also benefit from Cover Dice.

Dodges can also benefit from cover — if you have cover from a shield, walls, etc., you may include Cover Dice with your roll.

Declaring a Dodge also lets you Retreat to break a tie, which can give you a defensive advantage. See the Retreating rules, below.

Explosions and Dodge

Explosions usually use a character's Dodge defense (listed as "Speed, Dodge") in with some other dice, (such as "Soak"). Explosions use special rules, described on page 125.

Other Defenses

Uncommon attacks (such as supernatural ones) may require unusual defenses. However, the Counter defense always applies — you may always Counter *any* Attack made against you, by someone in your threat range.

Attacks that list "Vs." in their effects usually work against defenses other than Parry or Dodge.

Special abilities may grant new defenses, that may only work against certain attacks. Refer to the ability's rules for more details.

Explosions and other area-of-effect attacks

Some attacks automatically hit, such as *Explosions.* These attacks do not permit a defense roll – instead, the characters move right on to the Damage and Effects part.

However, many Explosions allow the targets to include extra dice with their Soak. For example, an Explosion of shrapnel might allow a target to include their Speed & Dodge dice with their Soak, to get out of the way of the debris.

Modifiers to Defenses

You may earn additional dice to defend yourself with.

Penalties to the Attack are Bonuses for You!

A penalty for one side is a bonus for the other side. For example, if your attacker has a d12 awkwardness penalty for using their off-hand … then the game effect is that you get to roll a bonus d12.

More dice means you're less likely to roll all ones, which means you're less likely to Botch. It also means you're more likely to claim Favor, because more dice means more chances that one "1" will come up.

Cover grants bonus dice to most defenses …

Hiding behind things can be excellent cover. Also, shields are basically portable cover that you bring with you, to block attacks.

If you have *soft cover* — plant undergrowth, low barriers, other combatants in the line of fire, or a small shield that can cover 50% of your profile — you may claim a d8 Cover bonus to your Parry, Dodge, and other defenses.

If you have *hard cover* — a windowed wall, a big tree, or any hard substance that can cover 75% or more of your profile — you may claim a d12 Cover bonus to your Parry, Dodge, and other defenses.

If you have *total cover* — say, you're peering through an arrow-slit in a wall — you may claim a 2d12 bonus to your defenses. If the Cover is impregnable — that is, there is no way for you to trace line of effect from yourself to the target that doesn't go through the cover — then you have *no line of effect*. There is no way for the attacker to hit you without breaking through the cover first. (Refer to the "Property Damage" section in the Spot Rules chapter.)

… but Cover is no bonus for Counter-Attacks!

You may *not* claim a Cover bonus if you Counter. By Countering, you are taking a risk that you can hit the attacker before they can hit you, and you expose yourself to possible harm.

Parries and Dodges *do* benefit from Cover, as do all other defenses.

Shields are portable cover, so if you Counter-Attack while carrying a shield, you won't get the benefit of the shield's cover dice.

Counters are Attacks — any penalty to an Attack is a penalty to a Counter

For example, if you Counter with an off-hand weapon, you suffer the d12 penalty for awkwardness.

As usual, a penalty for you is a bonus for your opposition. If your Counter has a d8 penalty, the game effect is that your attacker has a bonus d8.

Attacks vs. Defenses

The most common assault against someone is the Attack vs. Defense.

Attack vs. Counter

- The attacker declares *any* kind of attack on a defender.
- The defender is *threatening* the attacker. (That is, the attacker is within range of the defender's melee weapon.) The defender must *not* be *Reeling*, surprised, or otherwise unable to threaten.
- The defender declares they will use a *Counter-Attack*.
- The attacker rolls their Attack Dice.
- The defender rolls their Counter-Attack Dice. (Typically, these dice are the same as the Attack dice used with the countering weapon.)
- Cover Dice and Range Dice do not apply.

Attack vs. Counter	*Result is . . .*
Attacker Succeeds *(attacker's best-showing die is higher than target's best showing die)*	**Attacker Hits!** The defender suffers the attack's effect, such as damage. **Defender is sent Reeling! Defender may Retreat; Attacker may press.**
Attacker and Defender Tie *(attacker's best-showing die is equal to the target's best showing die)*	**Attacker Hits *and* Defender Counters!** The defender suffers the attack's effect. The attacker suffers the counter-attack's effect. **Both Attacker and Defender are sent Reeling! No one may Retreat.**
Defender Succeeds *(target's best showing die is higher than attacker's best showing die)*	**Defender Counters!** The attacker suffers the counter-attack's effect. **Attacker is sent Reeling! Attacker may Retreat. (No press allowed.)**

Attack vs. Parry

- The attacker declares a *Brawling Attack* or a *Melee Attack* on a defender. Other kinds of attacks may *not* be Parried.
- The attacker need not be threatened by the defender.
- The defender declares they will use a *Parry*.
- The attacker rolls their Attack Dice.
- The defender rolls their Parry Dice. (Typically, these dice are the same as the Attack dice used with the parrying weapon, but bonuses may apply.)
- The defender may claim any Cover Dice and Range Dice as bonus defense dice.

Attack vs. Parry	*Result is . . .*
Attacker Succeeds *(attacker's best-showing die is higher than target's best showing die)*	**Attacker Hits!** The defender suffers the attack's effect, such as damage. **Defender is sent Reeling! Defender may Retreat; Attacker may press.**
Attacker and Defender Tie *(attacker's best-showing die is equal to the target's best showing die)*	**Defender Retreats!** If the defender does not Retreat, then use the "Attacker Succeeds" result, above. **Attacker may press.**
Defender Succeeds *(target's best showing die is higher than attacker's best showing die)*	**Defender Evades!** The defender is not hit. **Defender may Retreat; Attacker may press.**

Attack vs. Dodge

- The attacker declares a *Brawling Attack, Melee Attack, Ranged Attack, or Thrown Attack* on the defender. Unless an attack lists a special defense (with a "Vs." descriptor), assume the attack can be dodged.
- The attacker need not be threatened by the defender.
- The defender declares they will use a *Dodge*.
- The attacker rolls their Attack Dice.
- The defender rolls their Dodge Dice. (Typically, typically the defender's Speed Dice & Dodge Dice.)
- The defender may claim any Cover Dice and Range Dice as bonus defense dice.

Attack vs. Dodge	*Result is . . .*
Attacker Succeeds *(attacker's best-showing die is higher than target's best showing die)*	**Attacker Hits!** The defender suffers the attack's effect, such as damage. **Defender is sent Reeling! Defender may Retreat; Attacker may press.**
Attacker and Defender Tie *(attacker's best-showing die is equal to the target's best showing die)*	**Defender Retreats!** If the defender does not Retreat, then use the "Attacker Succeeds" result, above. **Attacker may press.**
Defender Succeeds *(target's best showing die is higher than attacker's best showing die*	**Defender Evades!** The defender is not hit. **Defender may Retreat; Attacker may press.**

Attack vs. Special Defense

- The attacker declares a special attack on the defender – one whose effect lists "Vs." and a specific, unusual defense.
- The attacker need not be threatened by the defender.
- The defender declares they will use the special defense.
- The attacker rolls their Attack Dice.
- The defender rolls the defense dice, as described by the attack.
- The defender may claim any Cover Dice and Range Dice as bonus defense dice.

Attack vs. Special Defense	*Result is . . .*
Attacker Succeeds *(attacker's best-showing die is higher than target's best showing die)*	**Attacker Hits!** The defender suffers the attack's effect, such as damage. **Defender is sent Reeling! Defender may Retreat; Attacker may press.**
Attacker and Defender Tie *(attacker's best-showing die is equal to the target's best showing die)*	**Defender Retreats!** If the defender does not Retreat, then use the "Attacker Succeeds" result, above. **Attacker may press.**
Defender Succeeds *(target's best showing die is higher than attacker's best showing die*	**Defender Evades!** The defender is not hit. **Defender may Retreat; Attacker may press.**

Results

Attacker Hits!

If the attacker wins, then the attacker harms the target. The target is sent Reeling. *Any successful attack automatically sends the target Reeling.*

In addition, apply the attacker's weapon's effects against the target. Most attacks cause Damage – see page 127 for the rules on that.

Defender Retreats!

Sometimes, the defender is on the brink of disaster. Tie rolls on defenses are broken in the defender's favor, if and only if the defender Retreats.

If the Defender doesn't Retreat, then the defender is hit — use the "Attacker Hits!" result instead, as above.

Defender Counters!

If the defender Counters, then the target harms the attacker. The attacker is sent *Reeling*.

In addition, apply the target's weapon's effects against the target. A successful Counter is just like a successful attack against the attacker — not only is the attacker sent Reeling, but they will suffer the effects of your weapon. Most counter-attacks cause Damage – see page 127 for the rules on that.

Attacker Hits *and* Defender Counters!

When the attacker and defender tie on an Attack vs. Counter, they both hit each other, at the same time! This could get ugly…

Each die that ties is a success for that die's roller. For example, if the attacker rolled 7,7,7, and the defender rolled 7,7,6 … then the attacker scored three successes and the defender scored two. On a tie like this, *no one* gets to Retreat.

Count the successes for the attacker, and apply the appropriate damage to the defender. Then count the successes for the defender, and apply the appropriate damage to the attacker.

A tie on an Attack vs. Counter is simultaneous – the two combatants hit each other at the exact same time. Ties like this can result in some serious drama.

Defender Evades!

If the defender successfully Parries, Dodges, or otherwise avoids the attack, then the target is safe. The attack failed — move on to the next part of the battle.

Attacker is sent Reeling!
Defender is sent Reeling!

A failed defense will send a defender Reeling. A failed attack, that is successfully countered, will send an attacker Reeling.

While a combatant is Reeling, they are at a disadvantage. Other attackers may claim a bonus d8 to strike them in combat.

Defender may Retreat;
Attacker may Press

The Defender has the option of *Retreating* away from the attacker. A Retreat is at least 1 pace, but it can be as long as the defender's Stride. (Most characters only have a Stride of 1, anyway.)

Attack vs. Resistance

Sometimes, an attack isn't defended against. Sometimes an attack is *resisted*. Attacks that affect an area, such as exploding bomb or a fireball, will be resisted. Many magical spells are also resisted.

Attack vs. Resistance

- The attacker declares an attack that is resisted.
- The defenders will resist. There is no defense against a resisted attack, only resistance.
- The attacker rolls their Attack Dice vs. 3. The attacker counts all dice showing 4 or better as a success, and counts the successes. (If the attacker scores no successes, stop now – the attack was a dismal failure.)
- The defender rolls their resistance dice vs. 3, and counts their successes.
- If the defender scored as many successes or more than the attacker, then the attack failed, and nothing happens to the defender.
- If the attacker scored more successes than the defender, then the attack succeeded. Because the attack was a success, the defender is sent Reeling. Next, subtract the defender's successes from the attacker's, to determine just how well the attack went.

  For example, if the attacker scored 5 successes, and the defender scored 3, then the attack scored (5 – 3 =) 2 successes.

Cover, Concealment, Aiming, & Guarding dice are *not* included with Resisted Attacks

Unless otherwise specified in the resisted attack's description, do not include bonus dice or penalty dice for Cover, concealment, aiming, or guarding.

Range dice *still* apply.

Penalty dice for the attacker are bonus dice for the defender...

For example, let's launch a resisted attack at short range. There's an extra d8 difficulty. The attacker rolls their dice as normal, and they count successes, as normal. The target may roll an extra d8.

... and penalty dice for the defender are bonus dice for the attacker

For example, if the defender is Reeling, then the attacker my claim combat advantage – a bonus d8.

Attack vs. Defense: Counter	Attack vs. Defense: Parry	Attack vs. Defense: Dodge	Attack vs. Resistance
Attacker declares their attack, labeled as ***"vs. Defense."*** Attacker asks the defender how they will defend.	***Attacker declares their attack***, labeled as ***"vs. Defense."*** Attacker asks the defender how they will defend.	***Attacker declares their attack***, labeled as ***"vs. Defense."*** Attacker asks the defender how they will defend.	***Attacker declares their attack***, labeled as ***"vs. 3, resist with..."***. Attacker asks the defender to roll resistance.
Defender may choose a defense, and they may choose to ***counter***.	Defender may choose a defense, and they may choose to ***parry***.	Defender may choose a defense, and they may choose to ***dodge***.	Defender has no choice. They must ***resist*** using the appropriate resistance dice.
Defender may counter any type of defensible attack, with any melee weapon that ***threatens*** the attacker.	Defender may parry against brawling and melee attacks ***only***. The defender need not threaten the attacker.	Defender may dodge any type of defensible attack.	Defender must use the dice listed under "resisted by ..."
Attacker rolls ***attack dice***.	Attacker rolls ***attack dice***.	Attacker rolls ***attack dice***.	Attacker rolls ***attack dice***.
Defender rolls ***counter dice***. (Usually the same as their weapon's attack dice.)	Defender rolls parry dice. (Usually the same as their weapon's attack dice, but some weapons have a bonus.)	Defender rolls dodge dice. (That is, they roll their Speed dice and any dodge dice they may have.)	Defender rolls resistance dice.
Defender may not include cover dice.	***Defender may include cover dice.***	***Defender may include cover dice.***	Defender may not include cover dice.
Compare the attacker's highest-showing dice vs. the defender's dice.	Compare the attacker's highest-showing dice vs. the defender's dice.	Compare the attacker's highest-showing dice vs. the defender's dice.	Compare the attacker's dice vs. 3. Compare the defender's dice vs. 3.
If the ***attacker rolls higher***, then the ***defender is hit and sent reeling.***	If the ***attacker rolls higher***, then the ***defender is hit and sent reeling.***	If the ***attacker rolls higher***, then the ***defender is hit and sent reeling***.	If the ***attacker rolls more successes*** than the defender, then ***the defender is hit and sent reeling.***
If the ***defender rolls higher***, then the ***attacker is hit and sent reeling***.	If the ***defender rolls higher***, then ***no one is hit***.	If the ***defender rolls higher***, then ***no one is hit***.	If ***the defender rolls more successes, then no one is hit***.
If the ***attacker and defender tie***, then ***both the attacker and defender are hit***, and ***both are sent reeling.***	If the ***attacker and defender tie***, then the ***defender must retreat*** or be hit and sent reeling.	If the ***attacker and defender tie***, then the ***defender must*** retreat or be hit and sent reeling.	If the ***attacker and defender tie*** (that is, roll the same number of successes), then ***no one is hit***.

Many resisted attacks strike more than one target. It may be necessary to roll additional dice only against certain targets.

Retreating and Pressing

Retreat

A Retreat is a sudden move away from a combatant. The Retreat must be at least 1 pace, and must be no more than the retreating character's Stride.

A Retreat always *increases* the distance between the attacker and the defender. If you can't Retreat to increase the distance — say, because all the spaces are blocked — then you can't Retreat.

A Retreat must be a straight-line movement.

When can a target Retreat?

A defender *always* has the option to Retreat from an attack, whether their defense was successful or not.

An attacker may *only* retreat *if* they were successfully Counter-Attacked. If they were not successfully Countered, they may not Retreat.

You only get one Retreat per defense. You don't get to Retreat once for the defense, and again for some special ability. The good news is, one Retreat is good for every purpose. For example, If you Retreat to claim a benefit for defense, you can claim the benefit to defense and to Soak, etc.

What's bad about Retreating?

If you were Reeling before you claimed the Retreat, then you not only Retreat, you also are Knocked Down. You only get Knocked Down if you were Reeling before

the Retreat – and not because you were sent Reeling because you lost the attack vs. defense contest.

Retreating moves you further away from the attacker, which means next turn you will have to move back into position, using up one of your valuable actions.

Sometimes, you may not have any space to Retreat into. (Perhaps other combatants are pressed all around you.) Or the space you would Retreat into is even worse, such as a raging fire or precipitous cliff. Retreating is an option.

Press

When a defender retreats from an attack, the attacker has the option to *press*. When pressing, the attacker must move *towards* the defender, reducing the distance between them.

A press can't be any longer than your Stride. If the target Retreats 2 paces away, and your Stride is only 1 pace, then you can move 1 pace closer and that's it.

Only an attacker has the option to press. A defender who forces an attacker to Retreat doesn't get the option to press.

Reeling

Any combatant that is hit with an Attack or Counter is sent ***Reeling***. Other things may cause Reeling, such as using an Awkward weapon, or performing a dangerous stunt. Reeling can represent anything that has a character off-balance and at a disadvantage.

Reeling combatants suffer partial concealment

Reeling combatants are too busy regaining their balance to really see what's going on. Other combatants may claim a d8 concealment bonus when attacking them.

Reeling combatants are Knocked Down if they Retreat

If a Reeling combatant Retreats, for any reason, they also are Knocked Down, falling prone after the Retreat.

Damage

The most common result of being hit by an attack is to suffer ***Damage.*** Damage can make a target vulnerable to future attacks, it can demoralize them to give up the fight, or it can even result in death.

Damage is 1 point per success...

After hitting a target with an attack, determine the number of successes. On a typical attack, each of your dice that rolls higher than the target's highest die is a success.

For example, if you rolled 7, 6, 4 … and your target rolled 5, 3, 1 … then you have two dice (7 and 6) higher than your target's single highest (5), so you have two successes. That's two points of Damage.

For determining Damage, only dice that beat the target counts. For example, if you rolled 7, 5, 4 and your opponent rolled 5, 3, 1 … then you'd only have one point of Damage.

A few weapons are more efficient. A ***Slaying*** attack gains +2 damage per success – twice was much! A ***Critical*** attack gains an extra +1 damage for every two full successes. (So that's +1 Damage for one success, +3 for two successes, +4 for three successes, +6 for four successes, etc.)

... plus your weapon's Damage bonus

Almost every weapon has a Damage bonus, listed as "Damage +2". After counting the successes, add the weapon's bonus.

Targets resist Damage with Soak Dice vs. 3

When a target suffers Damage, they must roll their ***Soak Dice.*** Every target may roll their *Body Dice* as their base Soak Dice. The Gift of Resolve lets you include your *Will Dice* as extra Soak Dice.

Most folks who expect trouble will wear armor, which gives them ***Armor Dice,*** which can be used as bonus Soak Dice.

After being hit with an attack, roll all your Soak Dice. Each die that comes up 4 or better Soaks one point of damage. If you roll all 1s, then you Botch, and you suffer +1 Damage!

Soak Dice	Result
Die shows 4 or better	-1 point of Damage, per die that shows 4 or better
Die shows 1, 2, or 3	No change to Damage
***All* dice show 1s (Botch!)**	A roll of all 1s not only stops no Damage at all, the target suffers +1 Damage.

Other Ways of Reducing Damage

Every Player-Character starts the game with the Gift of ***Combat Save.*** This Gift can be exhausted to negate a Dying, Dead, or Overkill result from any one attack. After the Gift is exhausted, you can't refresh it until you take a long rest … so you might consider that discretion is the better part of valor, and it's time to go.

There are many other Gifts that can reduce Damage, or which can negate certain results of Damage. Consult the Gift's description for the details.

Modifiers to Damage

Standard Damage: +1 per success

A standard attack causes Damage: a base number, plus 1 point of damage for each success.

For example, if your attack is "Damage +2", and you scored 1 success, then you scored 2+1 = 3 points of Damage. If you scored 2 successes, then you scored 2+2 = 4 points of Damage.

Flat Damage: no bonus for successes

Flat Damage doesn't increase because of successes scored on the attack roll. For example, if your attack is "Damage 2 Flat", and you scored 1 success … well, your attack hit but you didn't get any bonus damage — Flat Damage 2 is only 2 points of Damage.

Weak Damage: two Soak rolls

Weak Damage is easily resisted. When using Soak & Armor to reduce Weak Damage, the target gets to roll *twice*. Successes from both the first roll and the second roll reduce the damage.

Slaying Damage: +2 per success

The strongest of all types of Damage, *Slaying Damage* is increased by two points for each success.

For example, if your attack is "Damage +2 Slaying", and you scored 1 success, then you have hit the target for 2+(1x2) = 4 points of Damage.

Impaling Damage: +1 per success, and target Retreats or another +1 per success

A weaker form of Slaying, when damage is Impaling, declare to the target that your damage is Impaling, and remind them that they have the option to Retreat from the source of attack. If the target Retreats from the source of the attack, your attack scores standard damage: +1 per success. If the target does not Retreat, the damage becomes Slaying.

Sometimes, the target can't Retreat – say, because they're knocked down, or helpless, or they have their backs to the wall. Targets who can't Retreat are the best targets for Impaling Damage!

Critical: Half Again

When Damage is Critical, you may claim half again as much damage. For every *two full successes* you score from hitting the target, add one more point of damage.

For example, if your attack is "Damage +2 Critical", and you scored 1 success, then you cause 2+1 = 3 points of Damage. If you scored 2 successes, then you cause 2+2 = 4 points of damage, plus 1 again for two full successes, for a total of 5 points of damage.

Penetrating Damage: target gets no Armor Dice

If the attack has the Penetrating descriptor, then Armor doesn't apply. Remove the target's Armor Dice, if any, when rolling Soak.

Target is Hurt: +1 Damage

A Hurt target suffers +1 Damage.

Target is Injured: +1 Damage

An Injured target suffers +1 Damage, cumulative with being Hurt. It's possible for a target to have healed the Hurt condition (having patched up from bruises and the like) but still have the Injured condition (left over from a previous fight), since Injury takes longer to heal.

Descriptors

Unusual damage will have descriptors attached to it. For example, a torch might cause "Fire Damage."

Some characters might be affected differently by different types of damage. For example, a water monster might be weak against fire but strong against water — in game terms, the monster might treat all Fire damage as Slaying, but all Water Damage as Weak.

Effects of Damage

Any successful hit sends the target Reeling (concealment penalty d8 to defense, must Recover)

Even if an attack fails to cause any Damage – say, because the target Soaked every point successfully – the target will still be sent Reeling.

Reeling targets are confused and off-balance. Other combatants can claim a bonus d8 to hit them, and they cannot Counter, only Parry or Dodge.

Reeling can be cured by being Rallied or with the "Recover" action.

1 point of damage = Target is Hurt (+1 on future Damage)

A Hurt target is scratched, beat up, and sore. On all future Damage results, a Hurt target suffers +1 Damage.

Hurt can be cured with five minutes' worth of first aid, or by a common healing spell.

2 points of damage = Target is Hurt and Afraid (Cannot Attack)

An Afraid target has been beaten so hard, they are losing the will to fight.

Afraid targets may not take the "Attack" action. They may still defend normally – and yes, they may still Counter.

Afraid can be cured if someone else Rallies you, or if you can end the round out of line of sight by all hostiles.

3 points of damage = Target is Hurt, Afraid, and Injured (+1 on future Damage)

Like Hurt, being Injured makes you suffer +1 Damage. It stacks with Hurt, so now you suffer +2 damage.

Curing the Injured status is a lot harder than curing Hurt, and it often won't happen during the fight.

4 points of damage = Target is Hurt, Afraid, Injured, and Dying (helpless, needs first aid)

Dying targets are out of the fight. Unless they can get some help, they are in danger of losing their life.

Dying can be cured by first aid.

5 points of damage = Target becomes Dead

Dead combatants are out of the fight. Only powerful magic can revive the dead, and it's not without consequences.

6 or more points of damage = Target is Overkilled (allies become Afraid)

The stuff of nightmares, the Players and the Game Host are encouraged to come up with graphic descriptions of this result.

Overkilling is so gruesome, all of the target's allies Near the target (within 4 paces) become *Afraid.*

Other Statuses

Combatants may be affected by other statuses that affect their ability to fight.

Knockdown: Disadvantaged vs. future attacks, cannot Retreat

A knocked-down combatant has fallen down. They are disadvantaged until they get up – other combatants may claim a bonus d8 to hit them.

When down, all attacks are considered *awkward* – after playing out the attack, the downed attacker is sent Reeling.

Downed combatants may not Retreat.

Fatigued or Sick: Reeling causes Knockdown

A Fatigued combatant is physically exhausted. Whenever a Fatigued or Sick character is sent Reeling, they are also Knocked Down.

Fatigued is removed after a short rest. Sickness requires extensive recovery.

Confused: partial concealment all the time

A Confused combatant doesn't know what to make of their surroundings. All targets have partial concealment from them. They cannot Counter, and all other combatants may claim a bonus d8 to hit them.

During end-of-round maintenance, roll a Confused combatant's Speed & Mind vs. 3. If they score *two* successes, remove the Confused condition.

Enraged: must Attack and Counter-Attack, negate mental status

An Enraged combatant is violently angry. An Enraged combatant *must* take the Attack action every round. An Enraged combatant without a foe within range may simply smash inanimate objects. They don't have to attack friendly combatants. Even if there's no target at all, they still must take the Attack action, as they flail their arms and scream angrily.

When an Enraged combatant is asked to declare a defense, if a Counter-Attack is an option, the Enraged character *must* Counter-Attack. An Enraged combatant can only Parry or Dodge when they can't Counter.

Being in an angry state of mind, an Enraged character may shrug off many other effects. If an Enraged character becomes Afraid, Asleep, Controlled, Marionette, Paralyzed, or Unconscious, first negate those bad statuses, and then remove the Enraged status. For example, an Enraged character is hit in combat so hard, they would become Afraid and Unconscious; instead, the character shrugs off the fear and unconsciousness, but also loses the rage. (The character's still hurt, injured, etc. – the rage protects against the mental statuses.)

At the discretion of the Game Host, being Enraged can have other game effects, too.

Other Statuses

A combatant may have other statuses. Refer to the appropriate rules in the "Status" chapter.

Recovery from Attacks

After being damaged, a combatant must recover.

A Reeling combatant's very next action is to Recover

When a Reeling combatant's turn comes up in the sequence, their very first action is always to Recover. If the Reeling combatant is denied Recovery for whatever reason, they are Knocked Down.

Five minutes of first aid and a roll of Mind & Academics vs. 3 cures Hurt

Simple bandaging can fix the Hurt condition. The helper rolls Mind & Academics, and if they can roll a single 4 or better, the target will be cured of Hurt within five minutes.

Injured combatants must meet their healing quota

A character who is Injured must score 24 points of healing. You cannot heal Injured if you are *Sick*.

Each respite (that is, 6 hours of sleep, not during the Natural Cycle) is one point.

Each treatment from a character with the Gift of Doctor is at least one point. The doctor rolls their Mind & Academics. Each die that comes up 4 or better earns 1 point on the healing quota. (Many doctors will take their rote – see page 112.)

Eating proper food, or sleeping in a nice bed, can also add points to the quota. See the Equipment chapter for more details.

Once all 24 points are met, the character is cured.

An Injured character who gets proper food, bed rest, and medical care will be completely healed after 24 days.

Sick characters must meet their healing quota

A character who is Sick must also be healed for a quota of 24 points … *before* any healing of Injury can begin.

At the end of the character's Cycle (or every second Cycle, for Dawn & Dusk characters), the character must roll their Body die. If they *Botch,* they lose one point from their quota. If they roll 4 or better, add one point to the healing quota.

Anything that provides healing, such as proper bed rest, medicine, or a Doctor, also grants points towards the healing.

Sick characters should take it easy. When a Sick character suffers a new Injured or Fatigued condition, add 1 to their quota. If the character suffers another Sick condition, *lose all points from the quota.*

Dying characters are on the brink of death

Dying combatants may or may not be conscious, but they may not know what is going on.

During end-of-round maintenance, each Dying character rolls their Body die. If they roll a 1, replace the Dying status with the Sick status. If they were already Sick, they become *Dead.* If they can roll 4 or better three times before the fight ends, stop rolling this check.

After the fight ends, a Dying character must roll their Body, Speed, and Species dice (their physical Traits). Note the highest scoring die.

One other combatant may attempt a Stunt: "First Aid." They may roll their Mind & Academics vs. 3. Each success they score grants a d12 assist die to this roll.

Roll Body, Speed, Species; highest-showing die is …	*Result*
11 or 12	Replace Dying with Injured, Afraid, and Fatigued.
9 or 10	Replace Dying with Hurt, Injured, Afraid, and Fatigued.
7 or 8	Replace Dying with Hurt, Injured, Afraid, and Sick.
5 or 6	Replace Dying with Hurt, Injured, Afraid, Confused, and Sick.
3 or 4	Replace Dying with Hurt, Injured, Unconscious, and Sick.
2	Character may make a last-minute speech or dying wish, and then becomes Dead.
1	Character becomes Dead.

Dead and Overkilled characters are no longer in play

Characters who are Dead or Overkilled are beyond mundane help.

Scope of Attacks

Some attacks strike at more than one target. Most attacks only hit a single target. For attacks that hit multiple people, you must declare your *scope* of targets before you roll any attack dice.

Target

A typical attack only hits a single target.

Sometimes, an attack is only valid against a certain kind of target. For example, an attack whose scope is "Undead Target" can only strike against an Undead target, and has no effect against other kinds of targets.

Sweep Short, Sweep Near, etc.

Some attacks have a *Sweep* effect. A Sweep extends an effect to a second target. A Sweep *never* allows the same target to be attacked twice.

To declare a Sweep, the attacker declares a primary target, and resolves the attack normally. If the attack hits the primary target, the attacker may then declare a secondary target. The secondary target must *both* be within Range of the main attack *and* within the Sweep's range of the primary target. For example, when using an attack with Medium Range and Sweep Short, you may declare a primary target within 36 paces of you … and a secondary target that is within 36 paces of you *and* 12 paces of the primary target.

Attackers who are sent Reeling – say, because a Counter-Attack hit them – must stop Sweeping. Yes, this means that a tie result on a Counter-Attack will end a Sweep.

If the attacker hits the secondary target, and there's still more targets within Sweep range, the attacker may sweep again. The attacker may keep declaring Sweep targets as long as they're still hitting their targets and they're able to continue.

Each target in the Sweep is the result of a new attack vs. defense contest. Since targets defend normally, a Sweep may expose you to multiple Counter-Attacks.

A Sweep never allows the same target to be tested twice. No matter how many Sweep effects you may score, you can only test any single target once.

In case it matters: since you can only Aim at one target, you must Aim at your first target, to claim the bonus.

Group

A *Group* is up to 12 targets. Each target must be Near another target – that is, each target must be within 4 paces of another target in the same Group.

To declare a Group, choose an assortment of targets. As a general rule, the character declaring the scope must be able to see all the targets that would be in the Group.

The declarer of the Group may choose to limit the size of a Group, such as "all my friends" or "just the folks with

guns", or even "just that guy, there". As a general rule, a Group should be easily described in a few words, and only based on information that the declarer actually knows.

Against a Group effect, targets in the Group who tie on their resistance or defense rolls may be able to Retreat out of the group. A Group member can only Retreat if, by moving their Stride, they are no longer within 4 paces of any other target. Any target who successfully Retreats out of a Group is not affected by the Group's effects.

The maximum number of targets in the Group that can be affected is equal to the attacker's highest-showing attack die. For example, if your attack dice came up 7, 6, 4 … then only up to 7 targets can be affected. After rolling resistances, playing out Retreats, etc., if there's still more than 7 targets in the mix, reduce the number down to 7. As a rule, targets that are closer to the attacker will be affected before targets that are further away. In unclear cases, the attacker declares who will be affected.

While you may Aim with a Group attack, you may only declare one target for your Aiming. Roll your Aim die separately for that one target in the group.

Lowest Roller

In any scope that affects more than one target, sometimes whoever rolls the *lowest* gets it even worse.

For example, an effect might read as "Confused, Lowest Roller Afraid". For this effect, anyone who fails their defense becomes Confused … and the target who rolled the lowest becomes Confused *and* Afraid.

Only targets that fail their defenses suffer. If someone is the lowest roller, but they still resisted the effect, they do not suffer the worse result.

Any scope that has only one target and has a lowest-roller scope makes that single target, by default, the lowest roller. When declaring a Group, an attacker might want to make sure one particular target gets it worst … so they may declare a Group of one target. With a Group's size of one, if that one target fails their roll, then they're the lowest roller.

Some effects *only* affect the lowest roller. For example, an effect that simply reads, "Lowest Roller Paralyzed" forces all targets to defend … but only the target who rolls the lowest and fails their defense actually becomes Paralyzed. Everyone else is unaffected. Many magical spells only affect the lowest roller – these spells find the weakest pocket of resistance in a gang of souls.

Explosion Near, Explosion Short, etc.

An *Explosion* has a central point, then radiates outwards from that point. When an Explosion is declared, choose a point on the ground or high in space. Everything within the Explosion's radius can be affected.

Explosions are a resisted attack. See page 125.

Crowd

A *Crowd* starts at the declaring character. A Crowd is everyone within Short Range (regardless of cover or concealment), and everyone that the declarer can see within Medium Range (that is, who doesn't have total concealment).

The declarer of the Crowd may choose to limit the Crowd to only certain targets, such as "everyone but my friends" or "only the folks with guns", or even "just that guy, there". As a general rule, a Crowd should be easily described in a few words, and only based on information that the declarer actually knows.

The declarer of the crowd also has the option of declaring their own character to be a part of the crowd, if for some reason they want to be affected to.

A Crowd is too big for you to claim an Aiming bonus against any targets.

Retreating doesn't work against an attack that targets an entire Crowd. The scope is just too big.

Landscape

A *Landscape* is a scope no larger than five leagues (15 miles) in diameter (about 45,000 hectares or 112,000 acres). Because the declarer must conceptualize this space, the final scope usually follows some geographic or political boundaries and usually be much smaller, such as "all that I survey (to the horizon)", "the river valley", "this whole town", "that castle and the hill it's on", or even "that hut." The declarer need not see who is in the area for them to be affected.

The Gift of Local Knowledge gives a character many advantages in the Landscape that it applies to, such as escaping from pursuers, shadowing other folks, and talking with the local residents. However, each Local Area Knowledge is limited to a particular Landscape.

A Landscape is too big for you to claim an Aiming bonus against any targets.

Retreating doesn't work against an attack that targets an entire Landscape. The scope is just too big.

Spot Rules and Variant Rules

There are many more rules for making combat more complicated.

Spot Rules deal with special cases such as cover, concealment, and terrain. Spot Rules are assumed to be in play, but they don't always come up, so they're in their own section.

Variant Rules are different ways to play the game. We recommend that you play the game using the standard rules first, and then after you see how those work, maybe you'd like to try a change using some of the variants. Variant Rules aren't in play unless the Game Host says they are.

Character Development

Game Terms	
Chapter	A segue from one part of the game to the next
Debriefing	Host and Players discuss how the game went
Experience	Points you earn to buy new Skills and Gifts
Goal	An in-game objective that earns you a new Gift
Motto	Character's personal slogan, a guide to role-playing
Retraining	Trading in Skill Marks or Gifts for Experience
Session	One day's game, usually 3 to 6 hours

Experience

Every now and then, the Game Host will inform you, the Player, that your character has earned ***Experience*** Points. You must immediately spend those Experience towards improving your character, before play may resume, or those Experience Points are lost.

Beginning of play: The reading of the Mottos and Goals

Each player in turn reads off to the Game Host their character's personal Motto, their Goals, and their Flaws. Then the Game Host recaps what had gone on before, and the game resumes.

Chapters

The Game Host will divide the game-play into *chapters* – a new plot point or minor high point in the story. We suggest one chapter every 90 minutes of game-play, or three chapters over a 5 to 6 hour play-session.

Each time a chapter ends, the Game Host awards one Experience point to each Player-Character.

Goals

During the game session, the Game Host will challenge you with new objectives. When the Host offers you a Goal, you may declare that you will write down a new Goal for your character. Goals should be major story points, such as "rescue the prince", "earn a family fortune", "win the favors of the duchess", et cetera. The stuff adventures are made of!

A character should not have more than three Goals at one time. If you want to add a Goal when you already have 3 Goals on your sheet, you should tell the Game Host which one you're getting rid of.

The Game Host may also tell you to remove a Goal from your character sheet, if that Goal is now impossible to meet. (Some Goals must be met in a certain timeframe. Others, such as "protect the princess", will become impossible if the princess is killed.)

End of Session

When the play-session ends, the Game Host should go through the following steps.

+1 Experience for Debriefing

The Game Host should ask the Players how they thought the play-session went. What did they like? What didn't they like? Are they confused about any rules?

After debriefing, the Game Host awards one Experience point to each Player-Character.

+1 Experience for role-playing the Motto

The Game Host asks each Player, in turn, if they feel their character lived up to their personal motto. If they did, the Game Host awards the character one Experience Point.

+1 Gift for accomplishing a Goal

In the course of the story, your character will accomplish a Goal. At the end of the game, the Game Host will ask if any Goals have been accomplished. Declare your triumphs to the Game Host. If the Host approves that your Goal is finished and was indeed a victory worthy of life experience, the Host will award you a new Gift.

The Game Host chooses a Gift that is appropriate to award. If the Gift has a [Choice] option, the Host also chooses what the choice is. Common choices for Goal-awarded Gifts include:

- Insider with the people you just helped
- Local Knowledge of the place where the Goal was accomplished
- Signature Item, or other Trappings Gift
- Nobility, Ordainment, or other social status
- Increased Trait, usually Career
- A Gift that the person who assigned the Goal already has. (It's assumed that the person mentors the character, teaching them a secret technique, mystic spell, or exotic knowledge.)

The Game Host may listen to suggestions from the Player, but the Host is urged to award a Gift that is appropriate to accomplishing the Goal.

You immediately have the option of either accepting the Gift … or retraining the Gift as something else.

Improving your Character: Spending Experience

When your Experience reaches certain totals, you may spend it for bonuses.

Spend 1 Experience to Change a Favorite Use

Declaring your first Favorite Use costs no experience. Changing it later costs 1 Experience.

If you lose your Favorite Weapon, or if you just want to train up to a new one, it costs 1 Experience.

Spend 4 Experience to Buy 1 Mark in any Skill

You may spend 4 Experience to buy a new Mark in any skill – provided you get permission from the Game Host, first.

The Skill should be one that should logical to increase. For example, you may have been asked to roll a skill you didn't have, so you had to rely on your default of just Trait dice. Such a skill is a prime candidate to increase! Or maybe your character has been spending time talking with an expert … and would now like to buy a Mark.

Having even one Mark lets you claim a Favorite Use … so it's common practice for adventurers to get one Mark in everything, if just to have a Favorite for every task!

Spend 10 Experience to Buy 1 Gift

You may spend 10 Experience to buy a new Gift – provided you get permission from the Game Host, first.

You must meet all the requirements for a Gift before you may buy it.

The Gift should be one that should logical to acquire. For example, you may have taken damage in a fight … that's a good excuse to buy Resolve! Or maybe your character has been spending time talking with an expert on a certain issue, and would now like to buy a Specialty Gift. You can always consider buying Increased Trait: Career, since your character spends most of their time doing their job.

Common Gifts are prime candidates to buy. Strange Gifts, such as Magic Gifts or Natural Gifts, can only be bought in very particular circumstances … you should have a good case ready to explain to your Game Host why you should be allowed to buy them.

Changing your Character: Retraining

You may also make changes to your character. Some changes have no cost, others exchange old things for new experience points.

+2 for each Retrained Mark
+5 for each Retrained Gift

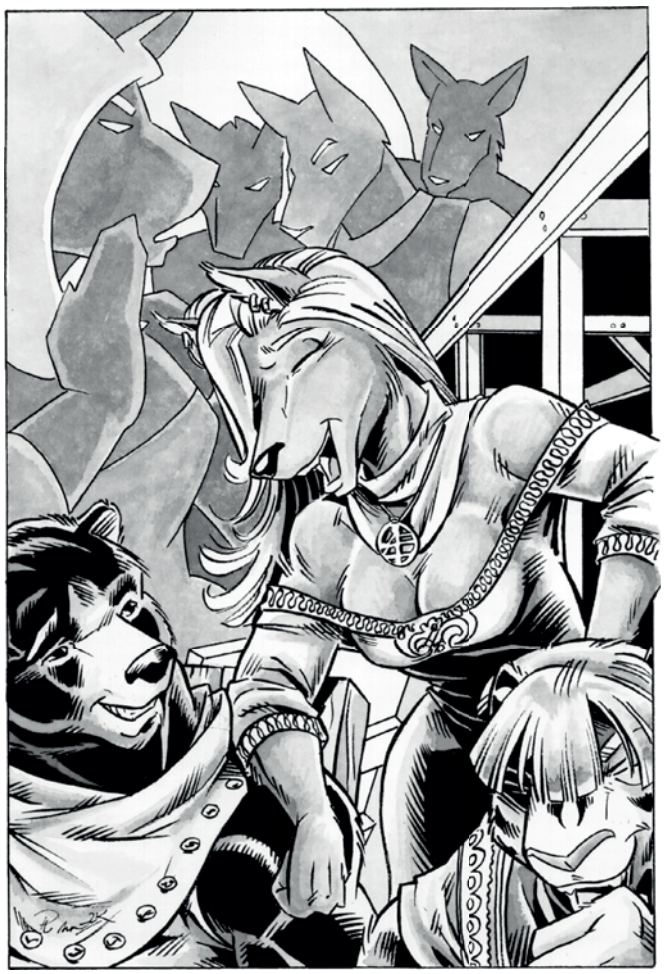
After the session, you may remove one or more Gifts or Marks from your character sheet, "cashing them in" for more Experience Points – this process is called *retraining*.

- For each Mark you retrain, you receive 2 Experience.
- For each Gift you retrain, you receive 5 Experience.

You must get the Game Host's permission before retraining a Mark or Gift.

You can't retrain your basic Traits ... the mix you started the game with is the mix you will keep. However, "Increased Trait" is a Gift, and it can be retrained.

With the Game Host's permission, you may retrain



any Gift or Mark. For example, every character starts the game with a "Local Knowledge" Gift, possibly for a place where they will never return! The longer you're gone, the more things change, so it makes sense to retrain that Gift. (Of course, if you do go home again, you might be surprised at how everything doesn't look so familiar anymore!)

Suggestions for Retraining

- A young adventurer sets off to see the world: retrain Local Knowledge.
- A disgraced lord becomes a desperate outlaw: retrain Nobility.
- A frustrated academic gives up trying to learn how to fight to learn practical skills: retrain marks in Melee Combat.
- A brave warrior retires to a simple life of farming: retrain Resolve.
- A character grows older, and while they may not be as strong or quick as in their salad days, their trials have given them keen insight into the ways of the world: retrain Increased Body or Increased Speed.
- Our hero has become a bitter shell who thinks of nothing but revenge: retrain Marks from Negotiation.
- Too much violence has convinced this character to never take up arms again: retrain Resolve and Marks from Melee Combat.
- A character suffers mortal injury and is permanently crippled as a result: retrain any or all physical Gifts and Skills.
- A character suffers amnesia, possession, or madness: retrain any or all of their mental Gifts and Skills.

You *May* Retrain Your Species Gifts

Every character *must* have at least one Species Trait … but you need not keep your three Species Gifts. You may be unusually crippled for your species, or perhaps you lack an ability the rest of your kind take for granted.

Retraining a Species Gift gives +5 Experience, just like retraining any other Gift.

Losing a Species Gift may cause others to pity your character … or to shun them because of their deformity.

You May *Not* Retrain Your Career Gifts

Every character *must* have at least one Career. You *cannot* retrain your Career's three starting Gifts.

If you have all three starting Gifts for a *different* Career, you may switch to a new Career, if and only if you get specific permission from the Game Host. Once you have a new Career, you may start retraining those old Gifts that don't apply to the new Career.

Also, you may not switch Careers if you have an "Increased Trait" that applies to your Career. You will have to retrain *all* "Increased Trait: Career" Gifts that apply to your old career before you can switch to a new Career.

Once you have approval, simply change your Career Trait's name, and the three skills it is included with. There is no cost for switching your starting Career.

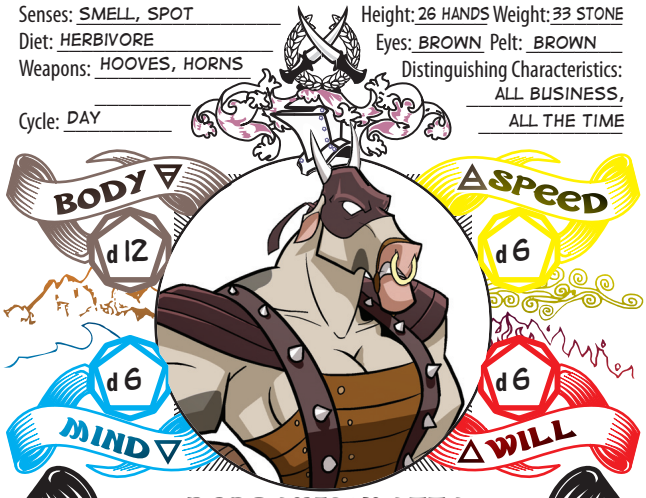
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANONYMOUS

CATTLE — SPECIES — d6
DOPPLESÖLDNER — CAREER — d4

Habitat: PLAINS
Senses: SMELL, SPOT
Diet: HERBIVORE
Weapons: HOOVES, HORNS
Cycle: DAY

Age: 22 Gender: ♀
Height: 26 HANDS Weight: 33 STONE
Eyes: BROWN Pelt: BROWN
Distinguishing Characteristics: ALL BUSINESS, ALL THE TIME



PERSONAL MOTTO
FIRST TOIL, THEN THE GRAVE

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		. . Academics .			
WITH CESTUS	///	. . Brawling . .	d8		
		⊞ Climbing ⊞			
LEATHERWORKING	/	. . . . Craft . . .	d4		
		. . . Deceit . . .			
		. . . Digging . .			
VS. MAGIC	///	. ⊞ Dodge ⊞ .	d8		d4
		⊞ Endurance ⊞		d6	d4
LOOKING FOR WORK	/	. . . Gossip . . .	d4		
		. . . Inquiry . .			
		⊞ Jumping ⊞			
VS. SUPERIOR ODDS	///	. Leadership .	d8		
		Mêlée Combat			d4
		. Negotiation			
		. Observation			
		. . Presence . .			
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ⊞ Stealth ⊞			
ELEMENTALISM	/	. Supernatural	d4		
		⊞ Swimming ⊞			
WITH HORNS	/	. . . Tactics . .	d4	d6	
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense		d6	

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: INSCRUTABLE	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species *CHARGING STRIKE*	(MOVE D6 PACES, THEN ATTACK)		X	--
Species *INCREASED TRAIT: BODY*	(+1 DIE SIZE TO BODY)		X	--
Species *STRENGTH*	(BONUS D8 TO ATTACK)		X	--
Career *RESOLVE*	(INCLUDE WILL DIE WITH SOAK DICE)		X	--
Career *INCREASED TRAIT: BODY**	(+1 DIE SIZE TO BODY)		X	--
Career *VETERAN*	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	-
ANONYMOUS	(HAS NO NAME, D12 MAGIC RESISTANCE)		☐	SPECIAL
BRAWLING FIGHTER	(COUNTER, PARRY WITH BRAWLING)		X	--
GIANT	(IMPROVED REACH, CARRYING CAPACITY)		X	--

*BOTH SPECIES AND CAREER INCLUDE "STRENGTH", SO ANONYMOUS HAS SUBSTITUTED "INCREASED TRAIT: BODY".

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

BATTLE

Initiative: 2d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** 4 *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 22 *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
CESTUS @ CLOSE, REACH	d12, 2d8	DAMAGE +2
HOOVES @ CLOSE, REACH	d12, 2d8, d6	DAMAGE +1 CRITICAL
HORNS @ CLOSE, REACH	d12, 2d8, d6	DAMAGE +1 IMPALING

Defense

	Defense Dice	Effect
Speed & Dodge Dice	d8, d6, d4	Dodge
COUNTER w/HORNS	d12, d8, d6	DAMAGE +1 IMPALING
PARRY w/CESTUS	2d12, d8	BLOCK MELEE

Soak: d12, d6 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)

AIM ACTION ADDS BONUS D12 TO ATTACK
GUARD ACTION ADDS BONUS D12 TO DEFEND
CHARGING STRIKE: DECLARE FOE, MOVE D6 PACES AT THEM, ATTACK BONUS D12 MAGIC RESISTANCE

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

○ **Burdened** *(Dash is zero, limit of d8 to ⊞ Skills)*
○ **Over-Burdened** *(Burdened,*
○ **Knockdown** *(disadvantaged, can't retreat)*

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

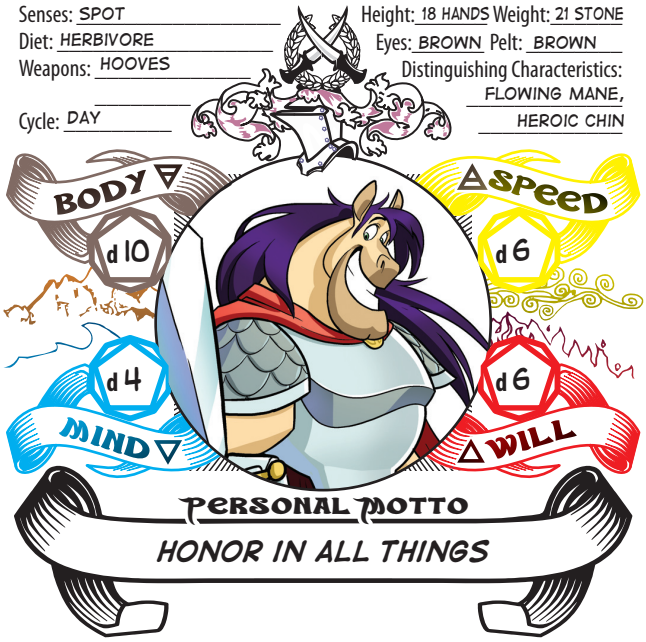
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANTON D'AVOIRDUPOIS

HORSE — SPECIES — d6
KNIGHT-ERRANT — CAREER — d8

Habitat: PLAINS
Senses: SPOT
Diet: HERBIVORE
Weapons: HOOVES
Cycle: DAY

Age: 18 Gender: ♂
Height: 18 HANDS Weight: 21 STONE
Eyes: BROWN Pelt: BROWN
Distinguishing Characteristics: FLOWING MANE, HEROIC CHIN



SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		. . Academics .			
WITH HOOVES	/	. . Brawling . .	d4		
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .			
VS. RANGED COMBAT	///	. ✠ Dodge ✠ .	d8		d8
		✠ Endurance ✠		d6	
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠		d6	
VS. SUPERIOR ODDS	///	. Leadership .			
WITH MY FALCHION	///	Mêlée Combat	d8		d8
RANSOMS & TRIBUTE	/	. Negotiation	d4		
		. Observation			
ROUSING SPEECHES	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✠ Stealth ✠			
		. Supernatural			
		✠ Swimming ✠			
AFTER A RALLY	/	. . . Tactics . .	d4	d6	d8
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: HONORABLE	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species FAST MOVER	(+1 STRIDE, +2 DASH, +6 RUN)		X	--
Species INCREASED TRAIT: BODY	(+1 DIE SIZE TO BODY)		X	--
Species STRENGTH	(BONUS D8 TO ATTACK)		X	--
Career ETIQUETTE	(BONUS D12 IN HIGH SOCIETY)		X	--
Career NOBILITY	(ENTITLED TO PRIVILEGES OF UPPER CLASS)		☐	INFLUENCE
Career VETERAN	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	-
ARTFUL DODGER	(BONUS D12 DODGE @ MEDIUM RANGE)		X	-
KNIGHT'S TRAPPINGS	(EXTRA INVENTORY)		☐	SPECIAL
SHIELD FIGHTER	(SHIELD COVER DIE BOOSTED TO D12)		X	--

BATTLE

Initiative: d6, d4 *(Speed & Mind Dice)*

Movement

Stride: 2 *(1)* **Dash:** zero *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 16 *(Max Body + Max Speed + Dash)*

Attack	Attack Dice	Effect
FALCHION @ CLOSE	d10, 3d8	DMG +2 CRITICAL
SHORTBOW @ MEDIUM	d6	DMG +0 CRITICAL
HOOVES @ CLOSE	d10, d8, d6, d4	DMG +1 CRITICAL

Defense	Defense Dice	Effect
Speed & Dodge Dice	2d8, d6, Cover d12	Dodge
COUNTER w/FALCHION	d10, 2d8	DMG +2, CRITICAL
PARRY w/FALCHION	d10, 2d8, Cover d12	BLOCK MELEE

Soak: d10 *(Body dice)* **Armor:** PLATE & LEATHER d10, d6

Combat Modifiers (Cover Dice, Gifts, etc.)
SHIELD GRANTS BONUS D12 COVER TO PARRIES AND DODGES
AIM ACTION ADDS BONUS D12 TO ATTACK
GUARD ACTION ADDS BONUS D12 TO DEFEND
BONUS D12 CONCEALMENT DEFENSE @ MEDIUM RANGE OR MORE

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

☒ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened,*
○ **Knockdown** *(disadvantaged, can't retreat)*

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

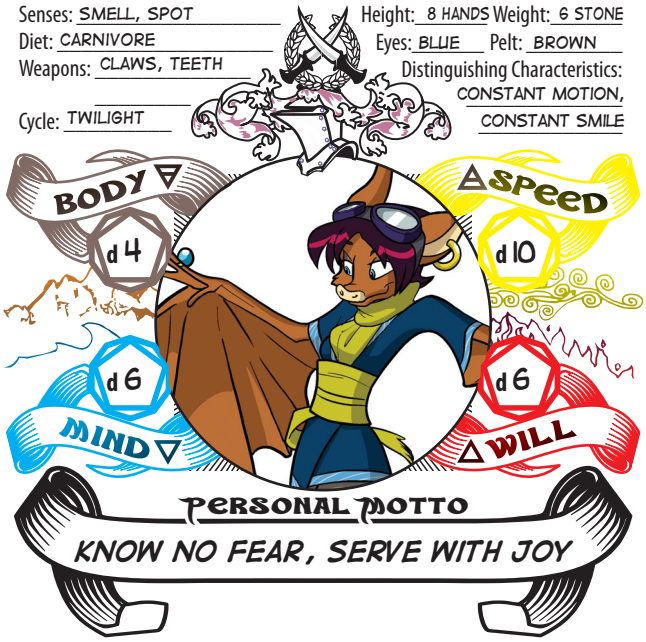
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANNUSHKA

BAT, MICRO — SPECIES — d8
MESSENGER — CAREER — d6

Habitat: FOREST
Senses: SMELL, SPOT
Diet: CARNIVORE
Weapons: CLAWS, TEETH
Cycle: TWILIGHT

Age: 18 Gender: ♀
Height: 8 HANDS Weight: 6 STONE
Eyes: BLUE Pelt: BROWN
Distinguishing Characteristics: CONSTANT MOTION, CONSTANT SMILE



PERSONAL MOTTO
KNOW NO FEAR, SERVE WITH JOY

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	/	. . Academics .	d4		
		. . Brawling . .			
		✠ Climbing ✠		d6	
TAILORING	/	. . . . Craft . . .	d4		
		. . . Deceit . . .			
		. . . Digging . .			
WHILE FLYING	///	. ✠ Dodge ✠ .	d8		
LONG-DISTANCE TRAVEL	/	✠ Endurance ✠	d4		d6
FINDING ADDRESSES	/	. . . Gossip . . .	d4		d6
FINDING ADDRESSES	/	. . . Inquiry . .	d4		
		✠ Jumping ✠			
WHILE FLYING	///	. Leadership .	d8		
		Mêlée Combat			
		. Negotiation			
FINDING ADDRESSES	/	. Observation	d4		d6
		. . Presence . .			
WITH SLING	/	Ranged Combat	d4		
		. . . Riding . . .			
		. . Searching .		d6	
		. ✠ Stealth ✠			
		. Supernatural			
		✠ Swimming ✠			
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense		d6	

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: EFFERVESCENT	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species ECHOLOCATION	(NEGATE CONCEALMENT WITH SONAR)		X	--
Species FLIGHT	(X TO FLY... REMEMBER TO REFRESH!)		☐	BATTLE
Species PREHENSILE FEET	(FEET ARE 2 EXTRA OFF HANDS)		X	--
Career DEAD RECKONING	(D12 TO NAVIGATE BY LANDMARKS)		X	--
Career GEOGRAPHY	(D12 TO KNOW WHERE PLACES ARE)		X	--
Career HIKING	(BONUS D12 FOR LONG DISTANCE TRAVEL)		X	--
FLYING FIGHTER	(EXTRA REFRESH ACTION FOR FLIGHT)		X	--
INCREASED TRAIT: SPEED	(+1 DIE SIZE TO SPEED)		X	--
LUCK	(X TO RE-ROLL ONE DIE 2 MORE TIMES, TAKE BEST)		☐	CHAPTER

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

BATTLE

Initiative: d8, d6 *(Speed & Mind Dice)*

Movement

Stride: WALK 1; FLY 4 **Dash:** WALK 5; FLY 5 *(Speed, +1 if Body>Speed)*
Sprint: WALK d10; FLY d10,d8 *(e)* **Run:** WALK 19; FLY 31 *(ody + Max Speed + Dash)*

Attack	Attack Dice	Effect
SLING @ SHORT	d10, d4	DAMAGE +1, RELOAD/1
SHORTSWORD @ CLOSE	d8, d4	DAMAGE +1 IMPALING
CLAWS @ CLOSE	d8, d4	DAMAGE +1 CRITICAL

Defense	Defense Dice	Effect
Speed & Dodge Dice	d10, d8	Dodge
COUNTER w/SWORD	d8, d4	DAMAGE +1 IMPALING
PARRY w/SWORD	d8, d4	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)

TO FLY, X FLIGHT. TO STAY IN THE AIR, USE ACTION "REFRESH FLIGHT". YOU HAVE ONE EXTRA "REFRESH FLIGHT" ACTION PER TURN.
START YOUR TURN FLYING? FLY D4 PACES FORWARD IN YOUR LAST MOVED DIRECTION, OR YOU WILL CRASH.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened,*
○ **Knockdown** *(disadvantaged, can't retreat)*

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

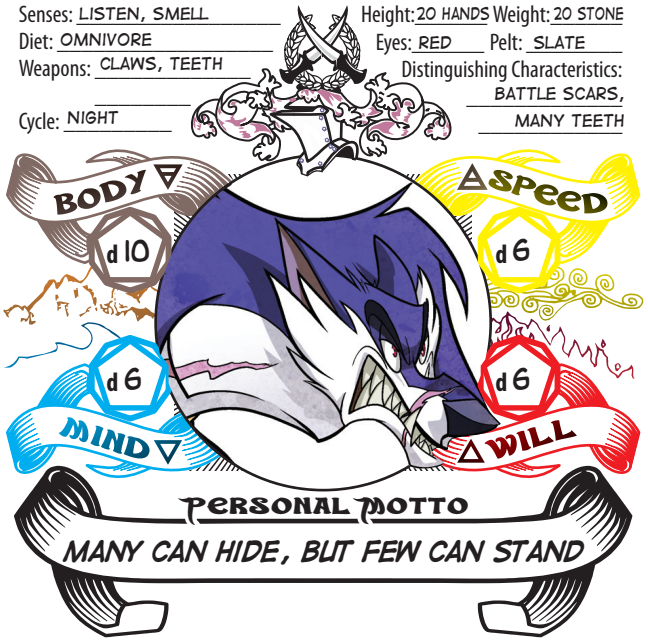
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: BEAGEN FÍOCHMHARA

WOLF — SPECIES — d8
SCOUT — CAREER — d4

Habitat: FOREST
Senses: LISTEN, SMELL
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 26 Gender: ♂
Height: 20 HANDS Weight: 20 STONE
Eyes: RED Pelt: SLATE
Distinguishing Characteristics: BATTLE SCARS, MANY TEETH



SKILLS

Favorite Use	Marks		Dice from: Marks	Species	Career
		. . Academics .			
WITH CLAWS	///	. . Brawling . .	d8		
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .			
VS. RANGED COMBAT	///	. ✠ Dodge ✠ .	d8		
		✠ Endurance ✠		d6	d4
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠		d6	
WHEN HOWLING	///	. Leadership .	d8		
		Mêlée Combat			
		. Negotiation			
		. Observation			d4
WHEN HOWLING	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
TRACKING	/	. . Searching .			
		. ✠ Stealth ✠			d4
IN THE FOREST	/	. Supernatural	d4		
		✠ Swimming ✠			
WITH TEETH	/	. . . Tactics . .	d4	d6	
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: SAVAGE	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species *HIKING*	(BONUS D12 FOR LONG DISTANCE TRAVEL)		X	--
Species *HOWLING*	(D12 TO SCARE WHEN MAKING LOUD NOISE)		X	--
Species *TRACKING*	(BONUS D12 TO FOLLOW TRAILS)		X	--
Career *DEAD RECKONING*	(D12 TO NAVIGATE BY LANDMARKS)		X	-
Career *INCREASED TRAIT: BODY**	(+1 DIE SIZE TO BODY)		X	--
Career *RESOLVE*	(INCLUDE WILL DIE WITH SOAK DICE)		X	--
INVULNERABLE HIDE†	(X TO SUBTRACT 1 DAMAGE)		☐	BATTLE
RELENTLESSNESS†	(X TO NEGATE REELING)		☐	BATTLE
†*SECRETS OF WILDING WAY*	(EXTRA "REFRESH WILDING")		☐	SPECIAL

*BOTH SPECIES AND CAREER INCLUDE "HIKING", SO BEAGEN HAS SUBSTITUTED "INCREASED TRAIT: BODY".

BATTLE

Initiative: 2d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** 4 *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 20 *(Max Body + Max Speed + Dash)*

Attack	Attack Dice	Effect
CLAWS @ CLOSE	d10, 2d8	DAMAGE +1 CRITICAL
TEETH @ CLOSE	d10, 2d8	DAMAGE +1, GRAPPLE
DISARM @ CLOSE	d10, d8	DAMAGE +1 WEAK, DISARM

Defense	Defense Dice	Effect
Speed & Dodge Dice	d8, d6	Dodge

Soak: d10, d6 *(Body dice)* **Armor:** NONE

Combat Modifiers (Cover Dice, Gifts, etc.)
X *INVULNERABLE HIDE* TO NEGATE ONE POINT OF DAMAGE.
X *RELENTLESS* TO INSTANTLY REMOVE REELING
EACH TURN, *EXTRA "REFRESH" ACTION*, ONLY TO REFRESH INVULNERABLE HIDE OR RELENTLESSNESS.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened,*
○ **Knockdown** *(disadvantaged, can't retreat)*

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ *Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.*

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

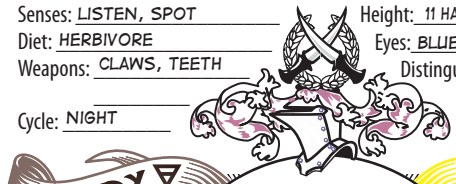
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: SERGEANT DIERDRE

SQUIRREL SPECIES d6 — d8 RANGER CAREER

Habitat: FOREST
Senses: LISTEN, SPOT
Diet: HERBIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 19 Gender: ♀
Height: 11 HANDS Weight: PRIVATE
Eyes: BLUE Pelt: LIGHT GRAY
Distinguishing Characteristics: LOST EYE, FOUND CHIP ON SHOULDER



BODY d4 · SPEED d10 · MIND d6 · WILL d6

PERSONAL MOTTO
NO ONE IS ABOVE THE LAW

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	/	. . Academics .	d4		
		. . Brawling . .			
		✠ Climbing ✠		d6	
WOODWORKING	/	. . . . Craft . . .	d4		
		. . . Deceit . . .			
		. . . Digging . .		d6	
VS. MELEE	///	. ✠ Dodge ✠ .	d8		d8
		✠ Endurance ✠			d8
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠		d6	
IN THE FOREST	///	. Leadership .	d8		
WITH SHORTSWORD	/	Mêlée Combat	d4		
		. Negotiation			
		. Observation			
		. . Presence . .			
WITH LONGBOW	////	Ranged Combat	d10		d8
		. . . Riding . . .			
TRACKING	/	. . Searching .	d4		
		. ✠ Stealth ✠			
		. Supernatural			
		✠ Swimming ✠			
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: WRATHFUL	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species COWARD	(X --> AFRAID. FEAR INCREASES MOVE, DODGE)		☐	RESPITE
Species FAST CLIMBER	(CLIMB IS AN ACTION, NOT A STUNT)		X	--
Species INCREASED TRAIT: SPEED	(SPEED UP ONE DIE SIZE)		X	--
Career HIKING	(BONUS D12 FOR LONG DISTANCE TRAVEL)		X	--
Career SHARPSHOOTER	(REDUCED RANGE PENALTIES)		X	--
Career VETERAN	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	--
AIMING ON THE DRAW	(RELOAD A BOW & AIM = 1 ACTION)		X	--
FAVOR BONUS	(FAVOR? ROLL A 1? ROLL A BONUS D12, TOO!)		X	--
KNACK: RANGED COMBAT	(X TO RE-ROLL ALL DICE)		☐	RESPITE

BATTLE

Initiative: d10, d6 *(Speed & Mind Dice)*

Movement

Stride: 1† *(1)* **Dash:** 5† *(½ Max Speed, +1 if Body>Speed)*
Sprint: d10 *(Speed die)* **Run:** 19† *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
LONG BOW @ LONG	2d10, d8*	DMG +1 CRIT., RELOAD/1
SHORTSWORD @ CLOSE	2d4	DAMAGE +1 IMPALING
CLAWS @ CLOSE	d6, d4	DAMAGE +1 CRITICAL

Defense

	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8†	Dodge
COUNTER w/SWORD	2d4	DAMAGE +1 IMPALING
PARRY w/SWORD	2d4	BLOCK MELEE

Soak: d4 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
* IF ANY ATTACK DICE COME UP 1, YOU MAY ROLL A BONUS D12. "RELOAD" OR "READY BOW" AND "AIM" AS ONE ACTION.
† WHEN AFRAID, BONUS D12 TO DODGE. ALSO, STRIDE BECOMES 2, DASH BECOMES 8, RUN BECOMES 31.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○† **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened,*
○ **Knockdown** *(disadvantaged, can't retreat)*

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

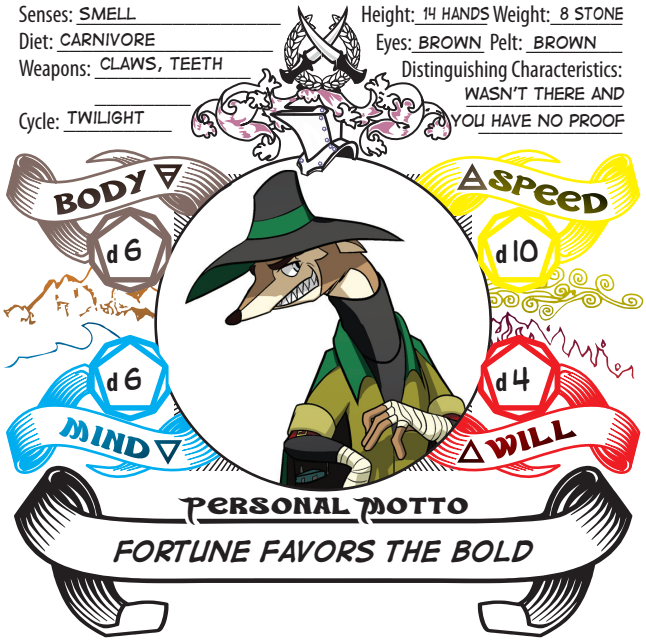
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: HENDRICK

SPECIES: WEASEL d8 — **CAREER:** BURGLAR d6

Habitat: FOREST
Senses: SMELL
Diet: CARNIVORE
Weapons: CLAWS, TEETH
Cycle: TWILIGHT

Age: 21 Gender: ♂
Height: 14 HANDS Weight: 8 STONE
Eyes: BROWN Pelt: BROWN
Distinguishing Characteristics: WASN'T THERE AND YOU HAVE NO PROOF



PERSONAL MOTTO
FORTUNE FAVORS THE BOLD

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		. . Academics .			
		. . Brawling . .			
		✠ Climbing ✠			d6
		. . . . Craft . . .			
PLEADING INNOCENCE	/	. . . Deceit . . .	d4		
		. . . Digging . .		d8	
FLEEING THE SCENE	///	. ✠ Dodge ✠ .	d8	d8	
		✠ Endurance ✠			
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠			
		. Leadership .			
W/ RAPIER	///	Mêlée Combat	d8		
		. Negotiation			
		. Observation			
		. . Presence . .			
W/ PISTOL	/	Ranged Combat	d4		
		. . . Riding . . .			
FOR VALUABLES	/	. . Searching .	d4		d6
		. ✠ Stealth ✠		d8	d6
EVIDENCE OF MAGIC	/	. Supernatural	d4		
		✠ Swimming ✠			
		. . . Tactics . .			
AFTER AIMING	///	. . Throwing .	d8		
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: GREEDY	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species CONTORTIONIST	(WIN ON DODGE TIES, BONUS TO ESCAPE)		X	--
Species INCREASED TRAIT: SPEED	(+1 DIE SIZE TO SPEED)		X	--
Species SPRINGING STRIKE	(MELEE ATTACK THEN MOVE D10 BACK)		X	--
Career FAST CLIMBER	(CLIMB IS ACTION, NOT STUNT)		X	--
Career SHADOWING	(BONUS D12 TO FOLLOW OR EVADE)		X	--
Career STREETWISE	(ENTITLED TO PRIVILEGES OF LOWER CLASS)		☐	INFLUENCE
DILETTANTE'S TRAPPINGS	(EXTRA INVENTORY)		☐	SPECIAL
FENCING	(INCLUDE DODGE DICE WITH FENCING PARRY)		X	--
QUICK DRAW	(EXTRA "DRAW WEAPON" ACTION)		X	--

BATTLE

Initiative: d10, d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** 5 *(½ Max Speed, +1 if Body>Speed)*
Sprint: d10 *(Speed die)* **Run:** 21 *(Max Body + Max Speed + Dash)*

Attack	Attack Dice	Effect
RAPIER @ CLOSE	d8, d6	DAMAGE +2 CRITICAL
THROWN DAGGER@SHORT	d10, d8, d6	DAMAGE +1
PISTOL @ SHORT	d10, d4	SPARK D10, +2 SLAYING

Defense	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8	Dodge
COUNTER w/RAPIER	d8, d6	DAMAGE +2, CRITICAL
PARRY w/RAPIER	3d8, 2d6	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
FENCING ADDS DODGE DICE TO PARRY + CONTORTIONIST WINS ON DODGE TIES = ALSO WIN ON TIES WITH FENCING PARRY
QUICK DRAW = EXTRA "DRAW WEAPON" ACTION EACH TURN
SPRINGING ATTACK = AFTER MELEE ATTACK, SPRING AWAY D10 PACES

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened,*
○ **Knockdown** *(disadvantaged, can't retreat)*

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

EXPERIENCE

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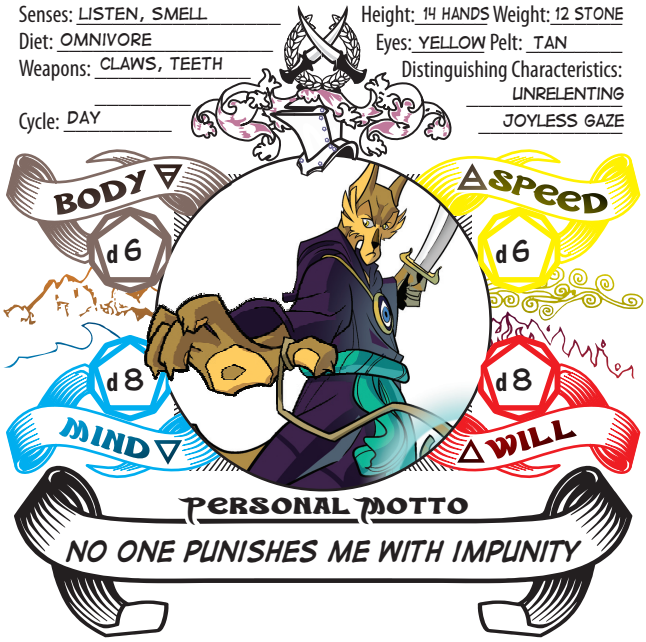
Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: MANSUR al-'ALIYY

DHOLE SPECIES d4 | d6 SPELLBINDER CAREER

Habitat: FOREST | Age: 27 | Gender: ____
Senses: LISTEN, SMELL | Height: 14 HANDS | Weight: 12 STONE
Diet: OMNIVORE | Eyes: YELLOW | Pelt: TAN
Weapons: CLAWS, TEETH | Distinguishing Characteristics: UNRELENTING JOYLESS GAZE
Cycle: DAY



PERSONAL MOTTO
NO ONE PUNISHES ME WITH IMPUNITY

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	/	. . Academics .	d4		d6
		. . Brawling . .			
		⊞ Climbing ⊞			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .		d4	
VS. MAGIC	///	. ⊞ Dodge ⊞ .	d8		
		⊞ Endurance ⊞	d4		
		. . . Gossip . . .			
SUPERNATURAL MATTERS	/	. . . Inquiry . .	d4		
		⊞ Jumping ⊞			
ON ENRAGED TARGETS	///	. Leadership .	d8		
WITH BASTARD SWORD	/	Mêlée Combat	d4		
WITH "ATAXIA"	///	. Negotiation	d8		d6
		. Observation			
		. . Presence . .			
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .		d4	
		. ⊞ Stealth ⊞			
COGNOSCENTE MAGIC	/	. Supernatural	d4		d6
		⊞ Swimming ⊞			
		. . . Tactics . .		d4	
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1. ____
2. ____
3. ____

GIFTS

		Page	X	Refresh?
Personality: HUMORLESS	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species HOWLING	(D12 TO SCARE WHEN MAKING LOUD NOISE)		X	--
Species KEEN EARS	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species KEEN NOSE	(SMELL TRACE ODORS, TRACK BY SCENT)		X	--
Career COGNOSCENTE'S TRAPPINGS: PURPLE	(STUFF!)		☐	SPECIAL
Career COGNOSCENTE MAGIC	(USE GEAR SPELLS & WEAPONS)		☐	BATTLE
Career LITERACY	(CAN READ AND WRITE)		X	-
MESMERISM	(AIM UPGRADES "PERPLEX")		☐	RESPITE
PANIC	(YOUR MIND & WILL VS. GROUP'S, TO CAUSE FEAR)		☐	SPECIAL
THOUGHT-READING	(READ A GROUP OF MINDS)		☐	RESPITE

BATTLE

Initiative: d8, d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** 3 *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 15 *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
BASTARD SWORD @CLOSE	d6, d4	DAMAGE +3, AWKWARD
ATAXIA @ MED	2d8,d6 vs. 3	RESIST: SPEED, MIND, INQUIRY VS. 3 OR CONFUSED
PERPLEX @ MED	2d8 vs. 3	RESIST: MIND, WILL VS. 3 OR SLOWED

Defense

	Defense Dice	Effect
Speed & Dodge Dice	2d8	Dodge
COUNTER w/SWORD	d6, d4	DAMAGE +3, AWKWARD
PARRY w/SWORD	d6, d4	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)

X & USE "READY" ACTION TO CALL FORTH "ATAXIA" OR "PERPLEX." TO UPGRADE "PERPLEX" TO "MESMERISM", X & USE AN AIM ACTION. USE THE "REFRESH" ACTION TO REFRESH ***ONE*** MAGICAL GIFT BEFORE YOU CAN USE IT AGAIN.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

○ **Burdened** *(Dash is zero, limit of d8 to ⊞ Skills)*
○ **Over-Burdened** *(Burdened,*
○ **Knockdown** *(disadvantaged, can't retreat)*

EXPERIENCE

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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

Money: Orichalks ____ (=1/12 Đ) Denarii: ____ (=1 Đ) Quincunx: ____ (=3 Đ) Aureals: ____ (=24 Đ)

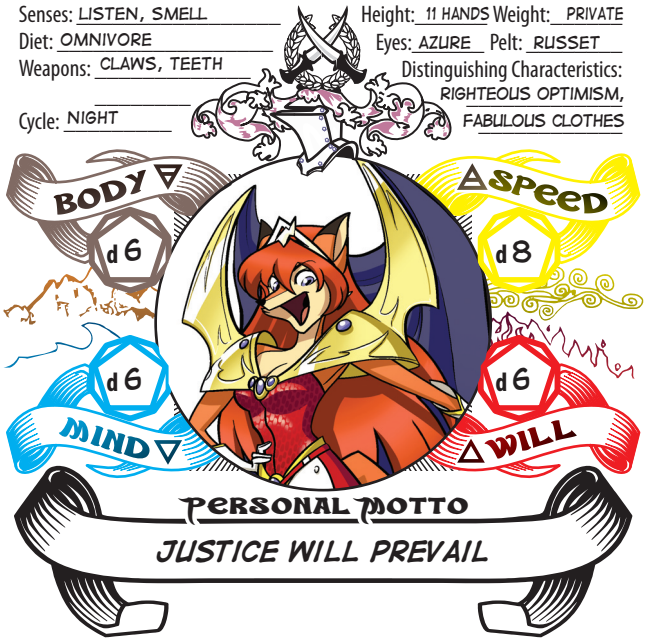
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: MAVRA THE INELUCTABLE

RED FOX — SPECIES — d4
WARLOCK — CAREER — d8

Habitat: FOREST
Senses: LISTEN, SMELL
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 19 Gender: ♀
Height: 11 HANDS Weight: PRIVATE
Eyes: AZURE Pelt: RUSSET
Distinguishing Characteristics: RIGHTEOUS OPTIMISM, FABULOUS CLOTHES



PERSONAL MOTTO
JUSTICE WILL PREVAIL

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
HISTORY	/	. . Academics .	d4		
		. . Brawling . .			
		✙ Climbing ✙			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .		d4	
VS. RANGED	///	. ✙ Dodge ✙ .	d8		
		✙ Endurance ✙			
FINDING EVILDOERS	/	. . . Gossip . . .	d4		
VS. EVILDOERS	/	. . . Inquiry . .	d4		
		✙ Jumping ✙		d4	
		. Leadership .			
WITH ALUMEN ROD	///	Mêlée Combat	d8		
		. Negotiation			
		. Observation			
		. . Presence . .			
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✙ Stealth ✙		d4	
ELEMENTALISM	/	. Supernatural	d4		
		✙ Swimming ✙			
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
WITH "CREATE AIR"	////	Weather Sense	d10		

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: ZEALOUS	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species DANGER SENSE	(D12 TO INITIATIVE, OBSERVE DANGER)		X	--
Species KEEN EARS	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species NIGHT VISION	(PARTIAL DARKNESS --> NO DARKNESS)		X	-
Career ELEMENTALIST'S TRAPPINGS: YELLOW	(STUFF!)		☐	SPECIAL
Career ELEMENTAL MAGIC	(USE ELEMENTAL SPELLS & WEAPONS)		☐	BATTLE
Career LITERACY	(CAN READ AND WRITE)		X	-
LUCK	(X TO RE-ROLL ONE DIE 2 MORE TIMES, TAKE BEST)		☐	CHAPTER
SECRETS OF AIR MAGIC	(EXTRA MAGIC REFRESH)		X	--
LIGHTNING BOLT	(AIM UPGRADES "CREATE AIR")		X	--

EXPERIENCE

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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

BATTLE

Initiative: d12, d8, d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** zero *(½ Max Speed, +1 if Body>Speed)*
Sprint: d8 *(Speed die)* **Run:** 12 *(Max Body + Max Speed + Dash)*

Attack

Attack	Attack Dice	Effect
ROD @ CLOSE	d8, d6	DAMAGE +2
CREATE AIR @ MEDIUM	d10, d8	DAMAGE +2 CRITICAL
LIGHTNING BOLT @ MED	d10, d8	DMG +2 CRIT., PEN., CONFUSE

Defense

Defense	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8	Dodge
COUNTER w/ROD	d8, d6	DAMAGE +2
PARRY w/ROD	d12, d8, d6	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER & Y.ROBE d6

Combat Modifiers (Cover Dice, Gifts, etc.)

X & USE *READY* ACTION TO CALL FORTH A "CREATE AIR" SPELL.
X & USE *AIM* ACTION TO BOTH AIM AND UPGRADE "CREATE AIR" TO LIGHTNING BOLT. USE "ATTACK" ACTION TO LAUNCH SPELL.
SECRETS OF AIR = EXTRA *REFRESH* TO USE ON ONE AIR MAGIC GIFT.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

☒ **Burdened** *(Dash is zero, limit of d8 to ✙ Skills)*
○ **Over-Burdened** *(Burdened,*

○ **Knockdown** *(disadvantaged, can't retreat)*

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

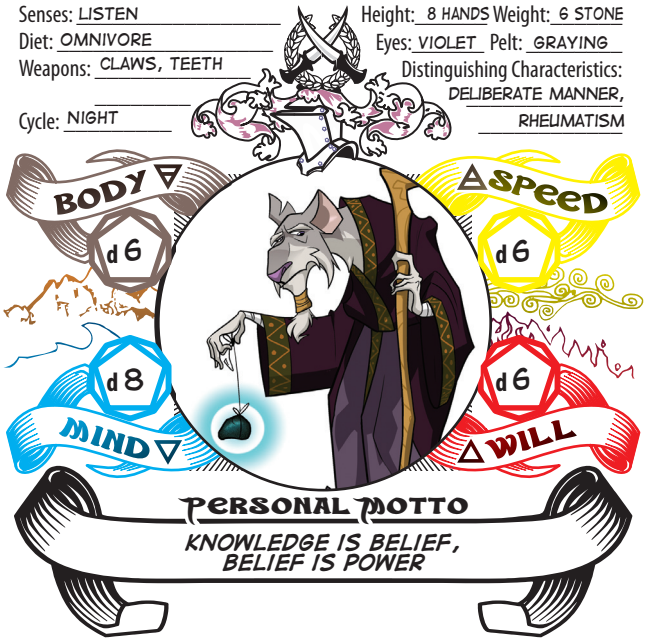
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: TYCHO

SPECIES RAT d4 — **CAREER** THAUMATURGE d8

Habitat: SHORE
Senses: LISTEN
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 60? Gender: ♂
Height: 8 HANDS Weight: 6 STONE
Eyes: VIOLET Pelt: GRAYING
Distinguishing Characteristics: DELIBERATE MANNER, RHEUMATISM



PERSONAL MOTTO
KNOWLEDGE IS BELIEF, BELIEF IS POWER

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	/	. . Academics .	d4		d8
		. . Brawling . .			
		⊞ Climbing ⊞			
		. . . . Craft . . .			
		. . . Deceit . . .			
WITH "CREATE EARTH"	/	. . . Digging . .	d4	d4	
VS. MAGIC	/	. ⊞ Dodge ⊞ .	d4		
		⊞ Endurance ⊞			
ABOUT SUPERNATURAL	/	. . . Gossip . . .	d4		
ABOUT SUPERNATURAL	/	. . . Inquiry . .	d4		
		⊞ Jumping ⊞			
WHEN GUARDING	///	. Leadership .	d8		
		Mêlée Combat			
		. Negotiation			
		. Observation			d8
WITH "IGNITE FIRE"	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ⊞ Stealth ⊞		d4	
WITH "SILENCE"	////	. Supernatural	d10		d8
		⊞ Swimming ⊞		d4	
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
WITH "CREATE AIR"	/	Weather Sense	d4		

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: PATRICIAN	*(X for bonus d12 on one appropriate roll)*		☐	*Respite*
Language: Calabrese	*(Speak the most common language of Calabria)*		■	--
Local Knowledge:	*(bonus d12 for local-knowledge rolls)*		■	--
Combat Save	*(X to negate Dying or Dead from failed Defense)*		☐	*Respite*
Species ***CONTORTIONIST***	(WIN ON DODGE TIES, BONUS TO ESCAPE)		X	--
Species ***KEEN EARS***	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species ***SURVIVAL***	(D12 TO LIVE OFF THE LAND)		X	-
Career ***LITERACY***	(CAN READ AND WRITE)		X	-
Career ***THAUMATURGES'S TRAPPINGS***	(STUFF!)		☐	SPECIAL
Career ***THAUMATURGY MAGIC***	(USE THEURGIC SPELLS & WEAPONS)		☐	BATTLE
ELEMENTALIST'S TRAPPINGS: STAR	(STUFF!)		☐	SPECIAL
ELEMENTAL MAGIC	(USE ELEMENTAL SPELLS & WEAPONS)		☐	BATTLE
SECRETS OF THAUMATURGY	(EXTRA MAGIC REFRESH)		X	--

EXPERIENCE

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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

BATTLE

Initiative: d8, d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** zero *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 12 *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
MISFORTUNE @MED	2d8,d6 vs.3	RESIST: BODY, OBSERVATION VS. 3 OR DISARM
SILENCE @MED	d10,2d8,d6 vs.3	RESIST: BODY, SPEED, WILL, SUPERNATURAL VS. 3 OR SILENCED
IGNITE FIRE @ MEDIUM	d6, d4	DAMAGE +1 CRITICAL, ON FIRE

Defense

	Defense Dice	Effect
Speed & Dodge Dice	d6, d4	Dodge
COUNTER MAGIC w/***MISFORTUNE***	d10, 2d8	DISARM
PARRY w/***ROD***	d12, d6	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER & GRAY ROBE d6

Combat Modifiers (Cover Dice, Gifts, etc.)

X & USE "READY" ACTION TO CALL FORTH A SPELL.
IF YOU HAVE A READY ***MISFORTUNE*** SPELL, YOU MAY COUNTER-ATTACK ANY MAGIC ATTACK AGAINST YOU WITHIN MEDIUM RANGE.
ACTION ***GUARD*** GIVES ALLIES D8 COVER @ NEAR, D4 COVER @ SHORT.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

☒ **Burdened** *(Dash is zero, limit of d8 to ⊞ Skills)*
○ **Over-Burdened** *(Burdened,*

○ **Knockdown** *(disadvantaged, can't retreat)*

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

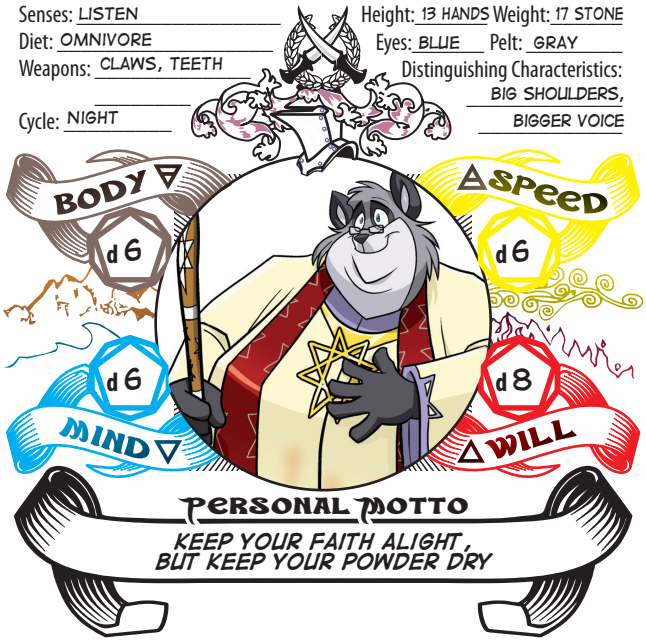
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: PRESBYTER VESPER

RACCOON SPECIES d4 — d8 ALMONER CAREER

Habitat: FOREST
Senses: LISTEN
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 29 Gender: ♂
Height: 13 HANDS Weight: 17 STONE
Eyes: BLUE Pelt: GRAY
Distinguishing Characteristics: BIG SHOULDERS, BIGGER VOICE



PERSONAL MOTTO
KEEP YOUR FAITH ALIGHT, BUT KEEP YOUR POWDER DRY

SKILLS

Favorite Use	Marks	Skills	Dice from: Marks	Species	Career
MEDICINE	///	. . Academics .	d8		d8
		. . Brawling . .			
		✠ Climbing ✠		d4	
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .			
VS. THE UNHOLY	///	. ✠ Dodge ✠ .	d8		
		✠ Endurance ✠			
AT THE DINING TABLE	/	. . . Gossip . . .	d4		
		. . . Inquiry . .			
		✠ Jumping ✠			
W/ S'ALLUMER FAITHFUL	///	. Leadership .	d8		d8
WITH ELECTRUM ROD	/	Mêlée Combat	d4		
		. Negotiation			
		. Observation			
SERMONIZING	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✠ Stealth ✠		d4	
UNHOLY MAGIC	/	. Supernatural	d4		d8
		✠ Swimming ✠		d4	
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: GLUTTONOUS	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species AMBIDEXTERITY	(NO PENALTIES TO USE OFF HAND)		X	--
Species FAST CLIMBER	(CLIMB AS A STUNT, NOT AN ACTION)		X	--
Species NIGHT VISION	(PARTIAL DARKNESS --> NO DARKNESS)		X	
Career CLERIC'S TRAPPINGS: LEFT-HAND PATH	(STUFF!)		☐	SPECIAL
Career LITERACY	(CAN READ AND WRITE)		X	-
Career WHITE MAGIC	(USE HOLY SPELLS & WEAPONS)		☐	BATTLE
HEALING	(X TO RALLY & CURE INJURED AND SICK)		☐	SPECIAL
PACIFIST	(D12 TO ALL DEFENSES... UNLESS YOU ATTACK!)		☐	SPECIAL
TRUE LEADER	(RALLY TO GRANT OTHERS FOCUS)		X	--

EXPERIENCE

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Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

BATTLE

Initiative: 2d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** zero *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 12 *(Max Body + Max Speed + Dash)*

Attack	Attack Dice	Effect
ROD @ CLOSE	d6, d4	DAMAGE +2
CLAWS @ CLOSE	d6, d4	DAMAGE +1 CRITICAL

Defense	Defense Dice	Effect
Speed & Dodge Dice	d12, d8, d6*	Dodge
COUNTER w/ROD	d8, d6	DAMAGE +2
PARRY w/ROD	2d12, d8, d6*	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER & CLOTH d6,d4

Combat Modifiers (Cover Dice, Gifts, etc.)
*PACIFIST = BONUS D12 TO PARRY, DODGE ... BUT IF YOU ATTACK OR COUNTER, X THE GIFT AND LOSE THE BONUS.
RALLY ACTION: DECLARE ALLY, ROLL 3D8 AND COUNT 4s OR BETTER. SPEND ONE TO NEGATE REELING, AFRAID, OR HURT ... OR ADD FOCUS.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

☒ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened,*
○ **Knockdown** *(disadvantaged, can't retreat)*

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

PAX VORISCVM

HOSTING THE GAME

The role of Game Host is a demanding one. The Players each have only one Character to look after — you have to assume the roles of all the Non-Player Characters, from the lowliest peasant to the Arch-Dukes of the Great Houses. You have to make all those rulings and use your discretion. You're the constant center of attention. It can be quite taxing.

Always keep in mind that *Ironclaw* is a role-playing game. As with all games, the objective is to have fun. Some folks are natural Game Hosts and can assume the role easily. Others find that they make much better Players. Many folks need to spend time adjusting to the role. If you are new to being a Game Host, we recommend that you read through this chapter carefully, often before and after every adventure, until you feel more comfortable Hosting the Game.

Know the Theme of Your Game

Every role-playing game has a theme, a recurrent idea or motif that sets the tone. In some games, the theme is to improve one's character by defeating stronger villains and garnering treasure. In another, the theme might be intrigue and politics. In still another, the theme could be fighting an eternal struggle against almost insurmountable odds.

In *Ironclaw*, the Player Characters will represent the new middle class. They have esoteric skills and abilities above the common unskilled laborers, and they have lots of expensive equipment. They're certainly not "lower class". However, their adventurous lifestyle makes it hard to hold and to administrate land, and they're not likely to be heirs to any thrones, nor to be of noble blood, so they're not upper class either.

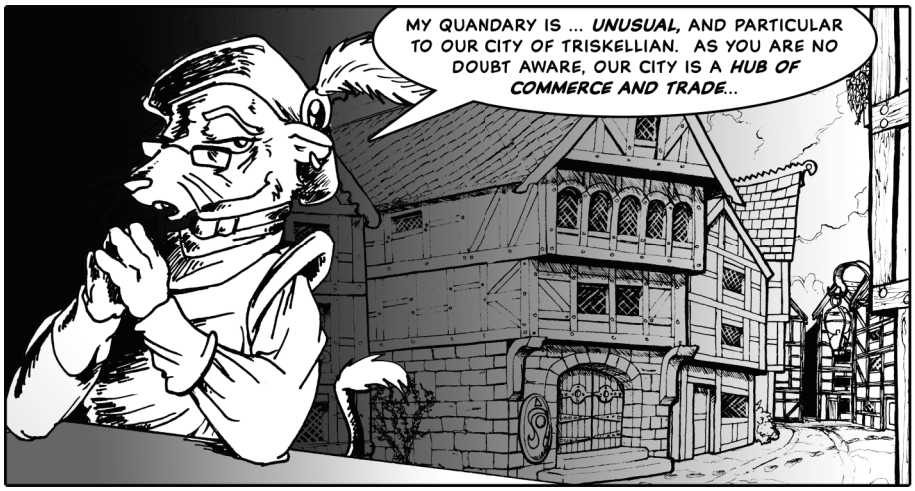
The political situation in Calabria involves three Great Noble Houses in a cold war that revolves around a large free city. Often, nobles will have to employ the Player Characters for clandestine operations for which their own men are unusable for one reason or another. In addition, the new Guilds of Triskellian are rich people with political motivations but no "divine right" to take land, so they can't act too brazenly or they'll annoy the Noble Houses. Adventure scenarios can exploit these aspects to create scenarios of uncertainty and conflict.

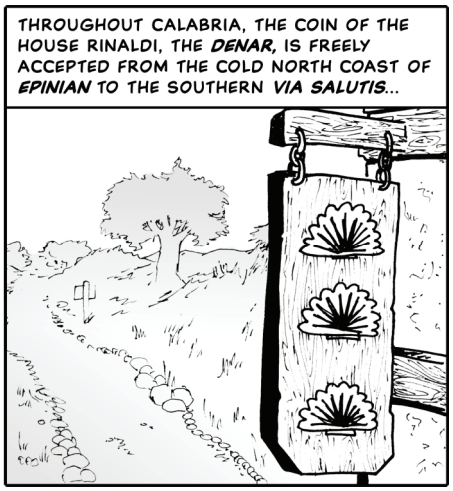
Know What Makes for a Good Story

In the end, the Player Characters are the stars of the game. As Game Host, your role is to make the Players feel challenged to solve the puzzles and obstacles in the course of the game, but they shouldn't feel overwhelmed by them. Role-playing is like co-operative story-telling: the Game Host and the Players are together crafting a story, with the Player Characters as the heroes of the action. Like any interesting story, the drama and excitement of the tale is drawn from the uncertainty of what's going to happen next, from the conflict between the characters against their environment and against each other. Unless your story is an especially tragic one, the Player

Characters should overcome the odds and win in the end. However, unlike a typical story, Ironclaw is also a game, played for amusement and entertainment. Some of the things that work in story-telling won't work in a role-playing game. When crafting your adventures, keep the following things in mind:

- Use the conventions of the genre. Ironclaw is a fantasy game set in an Age of Reason, where new technology and fantastic wizardry exist side by side. There are mysterious ruins and forgotten mysteries from the past. Material wealth is important, but not





as important as social status and family bonds. People pledge to serve other people or their religion, rarely abstract causes or ideals. Cruelty is rampant; many live in deplorable conditions and can see no escape from their lot in life. Might makes right — the strong abuse the weak. Dozens of races mingle together, and their differences often dictate the roles they will have in society.

- Keep it personal. *Ironclaw's* setting is about a struggle between people of ambition, who will often do anything to achieve their goals, sacrificing their social roles, their positions, even their friends and family, sometimes even their own lives. Your adventures should be written in terms of what characters would do, and because people are unpredictable, anything could happen, rather than as a tightly-scripted plot. Make sure all Players get some time to role-play their Characters.
- Know yourself. What is it that you like to have in your role-playing games? The more interested you are in a storyline, the better your story will play out, for you and your Players. Often you may find an adventure written by someone else isn't exactly what you're looking for but has elements you like — feel free to make changes that make the story more personal to you. Think of the kinds of stories you want to play.
- Know your audience. There's no point in planning for action-adventure and lots of combat... if your players are the types who prefer puzzle-solving and tense negotiations. Role-playing games are much like improvisational theater — a good actor knows when to play to the crowd. For other kinds of banter, know when to move from a light mood to a serious one.
- Control the environment. Group everyone around one gaming table. Eliminate distractions such as television; if you think it will help, put some music on the stereo and keep the volume low (movie sound-tracks and classical music work best for this). Prepare miniatures and maps in advance.

Know your Characters' Motivations

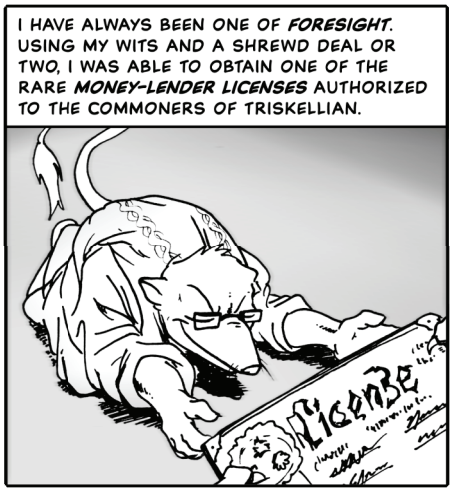
At the beginning of the game session, the Players all read their mottos out loud, so that everyone knows what drives their characters to do what they do. Everyone knows the Player-Character's ***motivations.***

A good way to make your Non-Player Characters more believable to the players is to keep a list of their mottos and motivations, too. During play, if you find yourself wondering what a villain would do next, you can refer to this list.

A major character should have at least three Motivations. For all Major Characters but the most suicidal ones, we recommend you put "Survive" at the top of that list, as a reminder to yourself that most folks would rather surrender than throw their lives away.

EXAMPLE 1: The Game Host decides that Sheridan de Bisclavret is a man of ambition, who plans to rise to power and crush anyone foolish enough to stand in his way. However, Sheridan is also a landed knight and has certain responsibilities. A good list of Motivations for Sheridan would be: "(1) Survive; (2) Gain wealth and power; (3) Attend to the duties of his noble office."

EXAMPLE 2: Erhime Can Cynyr is a friendly, outgoing sort. She enjoys working with the Player-Characters and values their companionships and trust ... but she also is a private person with a secret: she has refused an arranged marriage and is a fugitive from her own family. If a situation came down to a choice of betraying her friends or going home to a loveless marriage, Erhime would (reluctantly) choose to betray her friends. The Game Host lists Ehrime's Motivations as "(1) Survive; (2) Pursue her own love and avoid her arranged marriage; (3) Help her friends and companions."



EXAMPLE 3: Foncée la Sorcière has studied over-long at the arts of wizardry, and her quest for knowledge is no longer tempered by reason. She now seeks to learn magics of greater and greater power, heedless of the risks involved; her confidants believe that she has become a danger to herself and others. The Game Host lists Foncée's Motivaitons as "(1) Become more powerful in the arts of magic; (2) Use people like tools and discard or destroy them when they become useless; (3) If she can't destroy her foes, then bargain with them." Foncée will probably come to a tragic end as she will ignore the risk of death to accomplish her goals.

When you write your adventures, remember that things usually happen because people decide they want them to happen. People lie, cheat, steal, hold grudges, and fall in love. As Game Host, your game should be like a story, where the plot points are decided by the goals of the Characters.

Definitely do not have Major Characters who throw their lives away by attacking the Player Characters without a clear goal in mind for doing so. Major Characters may send minions to delay the Player Characters from their goals or to finish them off for good. They should rarely put themselves at risk. Force the Player Characters to track the major villains down to force them into direct confrontations.

Assume that Major Characters could get away with their plans ... if it weren't for those meddling Player Characters

A good plot line is a three-step one: (1) Major Character hatches complicated plot; (2) plot crosses Player Characters path, who then must interfere; (3) Major Characters draw Player Characters into conflict. This plot is usually a good one for gaming, because it gets the Player Characters involved of their own free will. Be prepared for what happens if the Player Characters don't interfere — have whatever the Major Characters have in mind be antithetical to what the Player Characters like, perhaps even dynamic enough to alter the campaign.

Plot lines like this one are especially good because the Major Characters have realizable, realistic goals ... which doesn't necessarily mean just "killing the Player Characters". Your Major Characters will come into conflict with the Player Characters because of their exclusive goals ... and conflict between Characters is what role-playing is all about. After many games, your campaign's plot will flow naturally because of how the many Characters interact with one another.

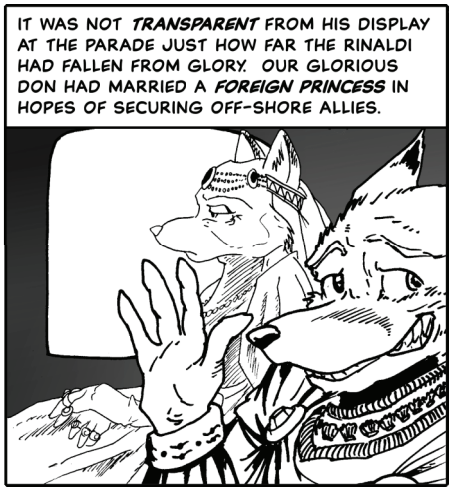
We designed the *Ironclaw* game to encourage Players to build characters who would have complex social conflicts. Player Characters can have Flaws involving their personal honor, their social commitments, their senses of justice, and their obligations to the law. It's harder for the amoral, uncaring characters to get involved in proactive plots.

Diagnosing Problem Players

Do any of your Players match one or more of the following? We've included some tips for dealing with common issues with some Players.

The Author: takes the narrative element of the story very seriously. Keep notes, has a long history for their Character, often as a web-log in the persona of the character. Will become despondent if their obsessive level of interest isn't matched. Try to involve one or more of the Author's ideas in the game; don't feel obligated to involve all of them. Remind the Author there are other players.

The Professional: wants their character to be amazingly great at what they do. Will often argue that they deserve more Experience. Lacks humility; always wants to be in the spotlight. Always give them game time that's appropriate; don't let them spoil the game for others. Since you have the power to make up any character you want, you should *challenge* the Professional by making an adversary that's *similar* to their character but not necessarily *better* in terms of sheer dice.



The Formalist: wants everything played by the book. Chimes in to say what can and cannot be done. Use as your ally — deflect rules questions on to them, it makes them feel important. Use your privilege to change the rules sparingly around the Formalist, or they will become confused and frustrated.

The Rules Lawyer: the worst kind of Formalist; *only* quotes rules that help their case, conveniently omits rules that work against them. An enemy of good gaming because they make role-playing more adversarial. Be familiar with the rules. Remember that almost every game ability gets Exhausted when used. Remind the Lawyer that you're all friends here, you're all here to have fun.

The Butcher: Designs their character to be the biggest, baddest killing machine possible. Can be bored outside of combat situations. Try to involve the Player in other ways than just combat. Make sure the Player-Character's actions have appropriate consequences — real people won't stand for wanton slaughter and neither should your characters.

The Monomaniac: obsessed with how amazingly great your game is and won't stop talking about it. Shows a genuine interest in the game, but be firm and polite, get them to tone it down a notch.

The Absentee: doesn't show up to the game regularly. Talk with them, find out why. If it's school or work, then it can't be helped — make sure you give the Absentee game time when they're there, but have their characters set up to be irregular, recurring characters instead of party main-stays . If they're absent from lack of interest, find out what they like and dislike, get them to be more involved. Avoid crafting major stories around an Absentee's character.

Challenges and Rewards

As the Game Host, your job is to challenge the players, and then make them work for the rewards. You will have to craft adventures around your players' precise needs.

But what sort of adventures can you make? Here are some basic guidelines, with proportional rewards.

Carry Quest

There is no mail service in Calabria. For letters or items to get from one place to another, they have to be physically carried.

The "sky folk" – Bats, Ravens, And Sparrows – do most of the mail-carrying, as they can travel faster than anyone else. But those folk are also notoriously frail. If a parcel is too heavy, or if it's in danger of being taken away by armed ruffians, then it will be transported on the ground, with armed guards.

Carrying items in this way usually pays ¼ denarii per person per league traveled over roads and such. This price doubles for difficult terrain. The price may also go up if the countryside is particularly dangerous. Payment is usually made after confirmation of delivery.

Once the players carry the parcel from one spot to the other, they have accomplished a Goal, and thus they get a Goal reward. Geography, Hiking, and Local Knowledge of the destination are popular Gifts. If a player particularly distinguished themselves, or was lacking in a particular need, you might give them an appropriate Gift, such as Cosmopolitan, Danger Sense, or Survival.

Escort Quest

More complex than a carry quest, an escort quest involves guarding one or more persons as they travel from one lace to another.

- Escort a pilgrim of s'Allumer as they walk from one shrine to another.
- Guard a merchant caravan as they pass through lawless territory rife with thieves.

- Accompany an apprentice or journeyman as they travel from one work assignment to another.
- Guard a *persona non grata* as they travel from place to place. This person could be a heretic, a criminal, or something worse.

An escort usually gets paid 1 denarii per 3 leagues of travel, with the price doubling for difficult terrain. If there's any fighting, escorts are entitled to a share of any loot. (The person or people they're escorting only get a share if they actually fight … and since they can't fight, they hire the Player-Characters.)

Once the players escort their charge to the final destination, they have accomplished a Goal, and thus they get a Goal reward. Hiking, Insider with the escortd party's group, and Local Knowledge of the destination are popular Gifts. If a player particularly distinguished themselves, or was lacking in a particular need, you might give them an appropriate Gift, such as Danger Sense or Bodyguard.

Fight Quest

Each man and woman gets but one life, and that is their own. Why lose your own life in some petty battle, when there are so many willing to risk their own life's blood for the sake of a few coins?

Sometimes, someone wants someone else dead, but they don't want to get their hands dirty. Many aristocrats will prefer to have "plausible deniability" – that is, they can hire mercenaries to go kill someone, and if the mercenaries get caught, they will deny any knowledge of their nasty activities, which will allow the aristos to save face.

Sometimes, a fight quest is issued against a gang, such as "those thugs who occupy the abandoned castle." Other times, a kill quest is for the head of a specific person … but anyone so dangerous that it would take a small army to take them down will have a gang to protect them.

A fight quest usually pays an appropriate sum. Usually to make it worth someone's while, the pay should be proportional to the risk: 1 denar per Typical; 2 denarii per Elite; 24 per Villian or Enforcer; 288 per Supernaut. Also, those who fight should also expect to get a share of the loot.

Paying someone money to simply go attack someone else is a crime, even if those targets deserve it.

Once the players give their employer proof that they have completed the fight, they have accomplished a Goal, and thus they get a Goal reward. Common choices include Resolve, Veteran, and Insider with their employer's group.

Bounty Hunting

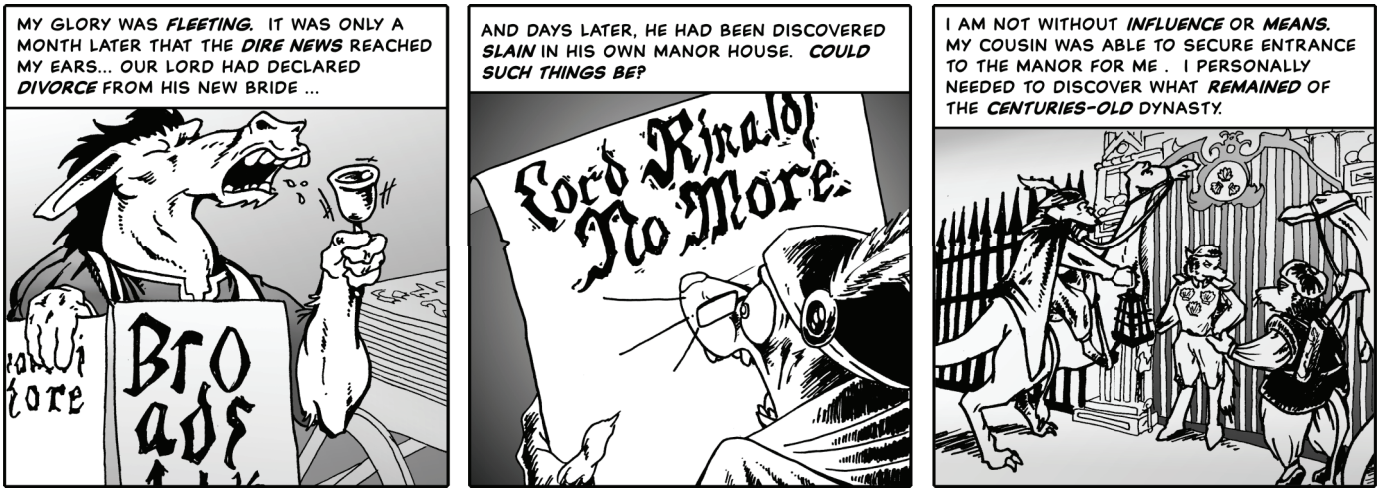
In Triskellian, the Constabulary is stretched too thin to seek out criminals beyond the city borders. Particularly note-worthy criminals may annoy many people, who will gather up sums of money to post as a bounty. Unlike a simple fight quest, a bounty hunt can be nice and legal.

First, the Player-Characters must secure the proper warrant to claim the bounty. Warrants can be found at the Royal Palace of Triskellian, the local mayor's house, or the local lord's manor. (Characters with the Gifts of Nobility or Legal Authority may be able to get their authorization "ex post facto", *after* they catch the targets, if they can be diplomatic about it.)

To claim the bounty, the target must be brought back *alive*. If the target is dead, the bounty is worthless. The purpose of the bounty is to have the target brought before court to be tried, by due process.

A bounty will usually be proportional to how much others are willing to put up to have the target captured: 2½ denarii per Typical; 10 denarii per Elite; 60 per Villian or Enforcer; 640 per Supernaut.

Once the players bring their target back alive and claim the bounty, they have accomplished a Goal, and thus they get a Goal reward. Common choices include



Resolve, Veteran, and Insider with the people who put up the reward in the first place.

Anyone worthy of a serious bounty will have their own minders and body-guards. If they're not on the warrant, then they're not worth any monetary reward … which means that they worth the same alive *or dead*.

Other Quests

The quests listed above are just simple ideas. Perhaps the players will be hired to spy on someone else by infiltrating their organization. Or maybe they will be asked to sow rumors that a lord has been unfaithful to his lady. Player-Characters often have rare skills at high levels – perhaps they will be asked to help in a difficult project of science or engineering.

Plot Twists

Sometimes, what sounded like a simple job will become a lot more complicated. For example, a mission to escort a prince to his far-away castle … might end to discover the castle under siege, so the Player-Characters will have to fight their way in. Or perhaps the parcel that the Player-Characters are carrying is really a fake letter, a forgery to get someone else falsely accused of treason. As a Game Host, you should be creative. Maybe the target of the bounty has convinced some other dupe to take his place, while he goes free.

Some quests will take more than one chapter to resolve. As the Game Host, it's probably a good idea to start a new Chapter whenever a major plot twist happens. For example, when the players discover the Library of Willowbend has been looted and the book they seek has been stolen, start a new Chapter just before they go to look for it.

Pacing the Game

The key units of time in the *Ironclaw* game are the ***Round,*** the ***Day***, and the ***Chapter.*** When you're fighting in a combat, we game things out round by round. Outside of fighting, the 24 hour period when things roll over is a day.

Players can be expected to hike about 6 to 8 leagues in a day. It's up to you if you want every league to be rife with encounters or not.

A new Chapter only starts when something big happens. Try to pace your game session to only have two or three Chapter breaks. If your game was a TV show, then think of the Chapter breaks as when the next commercial starts – it should start after a major point has been resolved, and there may or may not be things hanging that will come right after the break. If your game was a movie, you should consider dividing it up into three acts –the initial encounter in the first chapter, the plotting in the second chapter, and the final showdown in the last chapter.

Chapter breaks are a big deal.

Know the Common Pitfalls

Role-Playing Games lend themselves to very divergent styles of play, but there are some elements that often diminish the enjoyment of the game.

Guided Tours and Escort Quests

Some adventures are scenic tours where the plot line centers on the Player Characters traveling through some exotic locale where they meet the locals and tour the countryside, but there's little to do or to interact with. For example, an adventure where the Player Characters go to the Small Town, pick up the Sacred Object, and deliver it to the Other Spot, while meeting lots of people on the way but never really getting into any dramatic conflict.

Sometimes this adventure adds a ***native guide***

who has all the necessary skills and preparation for the Player Characters to get through the place, making it a no-brainer. The guide will have the gift of Local Knowledge, and the extra d12 bonus will prove indispensible.

Make sure that, if you write up some exotic locale or colorful people, that there's some sort of conflict with them, something that involves the Player Characters, either to get their assistance or to interact with them. Perhaps the Native Guide gets killed or captured. Perhaps he's corrupt or evil or otherwise has motivations that go against the Player Characters. Perhaps he isn't as competent as he thinks he is. Maybe the area has changed, such as new bandits have moved in or some horrible monster is present. Toss the Players a curve.

The simplest guided tour is the ***escort quest,*** where the Player Characters must keep their guide alive. Use a guide with only Typical traits and abilities. Non-fighting Careers such as Messengers, Craftsmen, Laborers, or Monks make for excellent guides. Consider adding the Gifts of Coward or Pacifist. The guide will be on the player's side, so in a fight, they act when the Player's side does. Remember that even the lowliest guide can attempt to use their Will trait to rally a Reeling or Afraid friend. Your Players will have more empathy with a character who tries to help them, rather than one who is just baggage. For harder escort quests, consider a tougher guide, such as an Almoner, Paladin, or Knight-Errant, and one who is a Leader instead of a mere Typical.

Watch out for "Cooler-Than-You" Syndrome

There's a strong temptation to design a Major Character that is really "cool". They have large legions of unquestionably loyal followers. They command vast wealth. They are unrivaled spell-casters. They are unequalled sword-masters. And, worst of all, they're incredibly necessary to the adventure plot, on the Player Character's side. One sometimes wonders why, if they are this qualified, they even bother to hang out with the Player Characters.

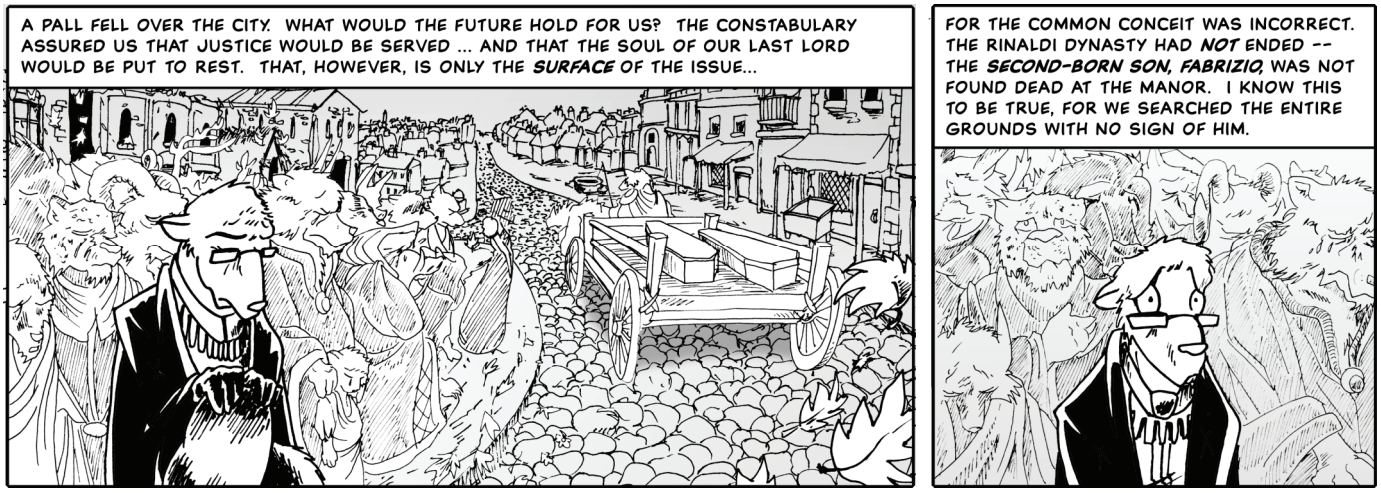
Don't let your Major Characters over-shadow the Player Characters. Let the Player Characters keep guessing as to their true power level. The *Ironclaw* system is designed to allow for levels of specialization … so have your Major Characters specialized in a very narrow niche (with Skills like "Area Knowledge" and "Lore"), which the Player Characters can't match since they're such generalists. Don't write adventures that make the intervention of a cool Major Characters mandatory, especially if those Major Characters might get into combat. Plan for different endings.

The "Mandatory Skill Roll" Bug

Don't confuse dice rolling with challenge. Don't have adventures that will come to an absolute, grinding halt if the Player Characters miss a single roll. Adventures of this type include ones where the Player Characters must make a Research roll at the library, or they must make that roll to find the secret door, or they must know enough about Academics to divine the location the scepter came from, etc.

The major problem with this sort of adventure is not that the Player Characters might fail those rolls — it's that, if the Player Characters figure out it's this kind of adventure, then they may realize they don't really need to think their way through it. Either their die rolls will decide the plot, or some specialty Player Character will show up and lead them by the nose to the next part.

A good adventure will have ***opportunity costs*** that keep the Player Characters on their toes. One good way around the mandatory-roll bug is to have an "easy way" that requires specialty skills (whose



rolls can fail), and a "hard way" that requires the Player Characters to jump through a few hoops but is otherwise solve-able. This will encourage the Player Characters to try to think of ways around that complex, difficult way — and encouraging the Player Characters to come up with creative solutions to their dilemmas is what good role-playing is about.

Making Changes

There is a visceral thrill to pretending to be someone else, fighting the good fight and scheming the grand games. This rulebook is based on many assumptions about what makes something fun: "if this works like this, then that should work like that."

As Game Host, you may decide you want something to be different. Maybe you'd like to set your campaign someplace other than Calabria, or perhaps you'd like to have a game with no supernatural elements at all. You are encouraged to experiment with the setting and the rules of *Ironclaw*. Here are some points to keep in mind as you move from the role of Game Host to Game Designer.

Adding new Careers is really easy: simply pick three Gifts and three Skills that the Career should be included with. Creating a new Species is a bit trickier, as you also have to choose Natural Weapons, Cycles, Senses, and Habitat. For Species Skills, consider the qualities associated with the anthropomorph. Are they solitary hunters, which would imply Stealth? Do they travel in herds or packs, for which Tactics is more appropriate? What sort of habitat would they prefer: Forest, Mountains, Plains, or Shore?

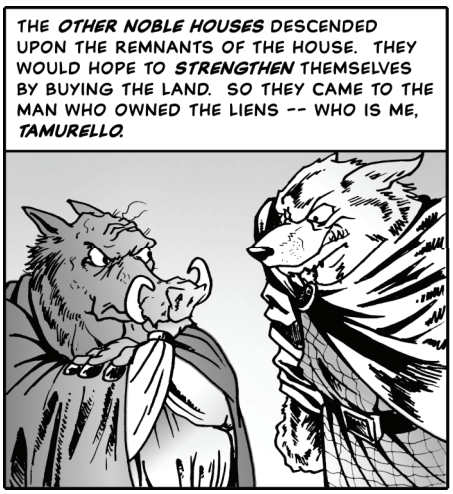
A New Gift should be something simple, such as a special ability or an advantage to overcome deleterious circumstances others would suffer from (such as Night Vision to reduce darkness, Sure-Footed to remove bad footing penalties, etc.)

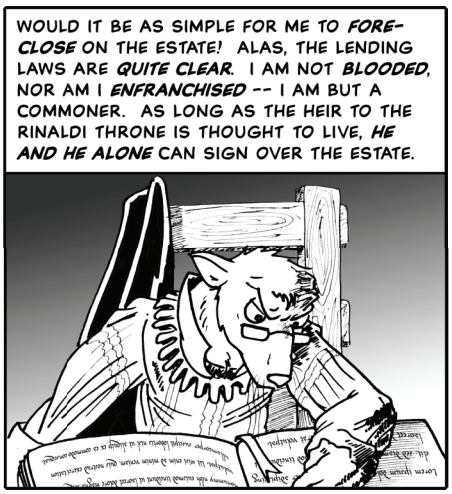
We don't recommend making new Skills … but we do encourage making up new Gifts that give situational bonuses. For example, suppose you decide that cooking should be something folks can get better at. The Gift of Cooking could be a typical specialty Gift, which grants a d12 bonus to anything related to cooking.

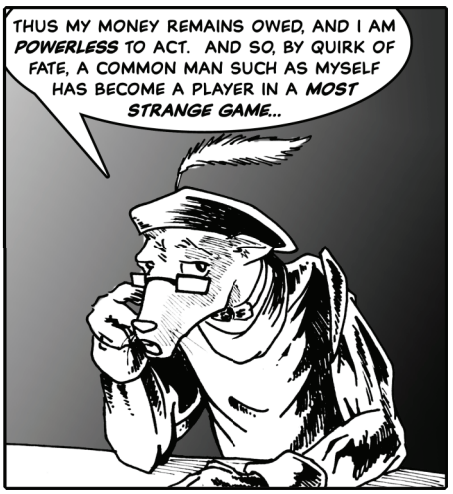
New Rules or Rules Changes

Remember that the purpose of game rules is to offer a common definition of the world for both Players and Game Host. If you change a rule, you're changing the way the world works. We have a lot of new rules ideas in the Variant Rules section. For example, suppose you decide that bows don't need a "Reload" action to use them again later in the round. Suddenly, bows become a lot more popular, and the Gift of "Aiming on the Draw" is less of a good value.

Use the debriefing after the game to talk with your Players to better understand the rules, and to discuss any changes you might make to the rules. When making up new rules, consider the ***minimaxer***, the Player who will use the rule to its logical extreme. Most Players will always argue to make their characters *more* powerful, not less powerful … and getting a rule changed costs no Experience Points, unlike, say, buying a new Gift. Listen to your Players, but remember that they're biased to make things easier, possibly too easy.







SPOT RULES

The Basic Rules should cover most of the situations that come up during the game … but once in a while something weird happens. These *Spot Rules* are guidelines on how to handle some of the weirder stuff that might show up. As the Game Host, you have the final say in how things work, so refer to this section when you need some ideas.

Movement

Chasing

Someone might flee the scene. Someone else might go after them, starting a *chase.* Chases are opportunities for drama – the Host should not hesitate to use them for dramatic effect

Any combatant who just took the Run action, and who is out of line of sight of any other hostile, can be assumed to have fled the battle. Going after them requires a chase scene.

Chase is played out in rounds in "chase time", where each round is assumed to be five minutes long (or one scene). This means that effects that only last for one Scene will only last for one round of the Chase.

A "tactical map" is out of the question for a long chase. A larger map of the town, city, or countryside would be more appropriate.

The targets running away are the *quarries.* The characters running after the quarries are the *pursuers.*

Start of the chase

Determine the total concealment for the environment. You may refer to the Concealment table, below.

Next, determine the range band between the pursuer and the quarry. Combatants that have fled the battlefield will have one or more Run actions.

First Scene of the Chase:

The pursuers roll their Body, Speed, and Observation. If they are in their Species Habitat, they roll their Species dice, as well.

The quarries roll their Body, Speed, and Stealth. If they are in their Species Habitat, they roll their Species dice, as well. If the quarries have Partial Concealment, they roll an extra d12.

If either party Botches, they commit a serious mistake. The default result is that they trip over something and become Injured & Fatigued, but the Game Host is encouraged to use their imagination (blundering into someone's wedding cake, smashing through a priceless painting being carried down the street by two surprised porters, etc.)

If the pursuer wins, reduce the range band by one for each success.

If the range band is reduced to *Near*, the pursuer and the quarry immediately start a new battle 4 paces away from one another. Do not roll initiative — both parties may take one Ready action. The pursuer starts the fight.

If the range band is reduced to *Reach* or closer, the pursuer and the quarry immediately start a new battle 4 paces away from one another. Do not roll initiative — the pursued starts the battle Reeling, the pursuer starts the battle with one Ready action. The pursuer starts the fight.

If the quarry wins, increase the range band by one for each success. If the distance increases to Very Long (or beyond), the chase ends and the quarry got away. If the distance increases to give the quarry total concealment, the chase ends and the quarry got away.

The first scene of a chase lasts five minutes. Characters may cross a lot of distance in that time, and they may run past a lot of innocent bystanders.

Later Scenes of the Chase

If the pursuer and the quarry are still running, both parties roll Body & Hiking vs. 3. Those that fail or that tie the roll become *Fatigued.*

If the pursuer becomes Fatigued, the chase ends. It ends regardless of whether the quarries become Fatigued or not.

If the quarry becomes Fatigued and the pursuer does not, the pursuer and the quarry immediately start a new battle 4 paces away from one another. Do not roll initiative — the pursued starts the battle Reeling, the pursuer starts the battle with one Ready action. The pursuer starts the fight.

If the quarry wasn't fatigued they have a choice: keep running or make a stand. If they choose to keep running, play out a new roll of the dice, as per the first round of the chase; if they're still running after all that, there's another Fatigue check, this time against 7.

If the quarry chooses to make a stand, set up a battle with combatants 4 paces away from each other, and roll initiative.

Keep up the chase until someone gives up, the quarry gets away, or everyone falls out due to Fatigue.

Potshots

A pursuer or a quarry with a ready Ranged Weapon (such as a gun) may elect instead of running to take a potshot at the other combatant. Ask the pursued first, then the pursuer. Only ready, loaded weapons can be used without interrupting the chase.

The attacker forfeits running for this part of the sequence.

Use the current range and concealment for the chase.

The target has two choices — either Dodge and give up running for this round, or keep running and be Inactive (and Dodge with a d12 penalty.)

Play out the Ranged Attack. (Naturally, if this attack incapacitates the target, the chase ends.) In all but the most bleak landscapes, assume the target can Retreat behind cover if they need to.

After the attack, the target who was shot at may (if they have an appropriate weapon of their own) take a potshot right back, or they can continue running.

Anyone who forfeited running (so they could Dodge or shoot) does not roll dice — they automatically score a 2. Anyone who is sent Reeling also automatically scores a 2. Anyone who runs rolls their usual dice.

At the Game Host's discretion, combatants may try other things besides potshots, such as casting spells. As above, trying anything but running means forfeiting the running dice and scoring a mere 2.

Multiple Runners

In case of multiple characters, have everyone roll off separately and make separate comparisons. In rare cases, the quarry may be running in the same direction, which may lead to some falling behind and being overtaken. Most quarries will split up, so the pursuers will have to make some hard choices.

A pursuer who gets caught up in a battle with someone they want less than someone else that's getting away may elect to flee the battle. In some cases, it won't be worth playing out the battle — continue with the chase and deal with the dropped-out character later.

Some runners may stay behind to take potshots while others flee. The pursuer will have to make a difficult choice — keep running and risk being hit, or Dodge and possibly fall behind.

A time-honored technique of dealing with multiple foes is to run away, then engage them one by one as they catch up.

Crashing

When a Sprinting or Full-Tilt combatant, vehicle, or mount is denied movement, they will *crash.*

Only Full-Tilt Combatants Can Crash.

A combatant that attempts to Sprint through another combatant and is denied movement … stops where they can no longer move, and is sent Reeling. Only Full-Tilt combatants, animals, or vehicles can crash.

Each Denied Pace is 1d6 vs. 4 Damage

Move a combatant as much as they are able, and then stop them at the point they are no longer to move. For every pace of movement denied, roll 1d6 vs. 4. Each success is 1 point of damage.

Crashing damage is *Penetrating* – armor does not protect against crashing damage. For inanimate objects, Invulnerability still applies.

If a mount or a vehicle crashes, every combatant on the mount or vehicle suffers the same damage. A combatant riding in a crashing vehicle may include their Vehicles Dice with their Soak Dice. A combatant riding a crashing animal may include their Riding Dice with their Soak Dice.

At the discretion of the Game Host, combatants on crashing animals or vehicles may bail out, by Retreating away from the collision. Bail-outs suffer only *Weak* crashing damage, but they are also automatically Knocked Down.

(A note for conservation of momentum: crashing combatants are assumed to be aware of their predicament and thus will attempt to slow down, hence the damage being based on denied movement, not on total movement. Game Hosts are free to improvise new crashing rules.)

Crashing into People

When a Full-Tilt combatant attempts to move through other combatants, those combatants have three choices to make: Counter-Attack, Retreat, or *collide.*

An active combatant may attempt a Counter-Attack against the crashing combatant. (Combatants that cannot Counter-Attack cannot stop a crash this way.) For this "attack", the crashing combatant rolls their Speed & Dodge. (Note that Full-Tilt combatants may not Retreat.) To stop the crash, the Counter-Attack will have to render the crashing combatant Dying or worse. Otherwise, the crash still happens.

An active combatant may simply Retreat to the side, out of the way. If the Retreat moves the combatant out of harm's way, no crash is necessary.

If two combatants collide, they both Soak the same damage result. (Roll the d6s vs. 4 just once, have both targets soak against it.)

Climbing

Walking down a 30-degree incline or less is fair footing. Walking up a 30-degree incline is bad footing. Walking up or down stairs, or up or down a 45-degree incline, is bad footing.

The Gift of Sure-Footed negates the movement penalty for walking up a 30-degree incline, and for walking down a 45-degree incline or down stairs. Not even Sure-Footing negates that it costs double to walk up stairs or up a 45-degree incline, but Sure-Footed characters don't treat that ground as "bad footing" for Retreating.

Greater inclines must be climbed. As an Action, roll Body, Climbing, and Strength vs. 3 for a ladder, 5 for a rough surface with handholds or a climbing rope, or 7 or worse for castle walls. Each success moves the character 1 pace vertically.

Climbing is a stunt, which leaves the character reeling and vulnerable to harm. (The Gift of Fast Climber reduces climbing to a mere action.)

A character can cling to a wall with one hand and Attack, Counter-Attack or Parry with a weapon in the other hand. The game host may call for rolls of Body, Climbing & Strength to prevent falling from the wall. A climbing character who Retreats also falls. A climbing character who becomes Injured or Dying automatically falls.

All Climbing dice can be limited by Encumbrance.

Hiding and Sneaking

Sometimes, characters will try to evade detection – that's usually a roll of Speed & Stealth vs. Mind & Observation. In a fight, however, some characters will try to avoid being seen, either just to save their own skins … or to move to a better position for attack. Here are some formal rules for hiding and sneaking in a battlefield.

Hiding improves Cover and Concealment one step

As a *stunt*, any combatant may declare that they will ***hide*** from another combatant — they may move their Dash to any spot that offers at least partial concealment (normally a d8 penalty) and raise that to total concealment (d12 penalty). If the spot offers Cover, that Cover also improves one step: soft cover becomes fair cover (bonus d8 to defense), or fair cover becomes good cover (bonus d12 to defense), or good cover becomes total cover (no attack is possible without destroying the cover first).

If there is no cover at all, a combatant may hide by dropping prone. A prone, hiding combatant may claim soft cover (bonus d4 to defense) and partial concealment (penalty d8 to attack), but only against attacks past Near range – that is, attacks made from more than 4 paces away.

A hiding combatant has their head down and isn't looking at anyone – that is, they are Reeling and thus at a disadvantage (extra d8 to others' attacks) … but they may claim Cover and Concealment bonuses to their defense. Remember that hiding behind fair cover improves the Cover to total cover and thus makes attack impossible!

Combatants don't have to take the "hide" stunt to claim Cover . You can still claim Cover and concealment from things in between you and the attacker as per the normal rules. Hiding combatants claim the extra benefits.

Any competent combatant that sees a character move into hiding will know where the hiding combatant went … but they may not be able to see them now, since their Cover and concealment improved. To move rapidly without others noticing you, you must use the "sneak" stunt, instead, as described below.

A character who begins their turn as hidden only remains hidden as long as they continue to declare the "hide" stunt. (That means that, in most cases, a hiding combatant will get only two actions: Recover from Reeling, and then "Stunt: Hide".) A hiding combatant may stop taking the "hide" stunt, but then they may claim only typical Cover and concealment.

Sneaking moves while evading detection

To move past another combatant without being seen, a combatant may use the ***sneak*** stunt.

First, declare a spot you will sneak to. That spot must be no further than Short range (12 paces) away from you.

Roll your Speed & Stealth dice, limited by Encumbrance, and move that many paces in a straight line. Before, in the middle, or at the end of that line, you may veer any direction, up to your Stride. (For example, if you scored a 7, then you may move 4 paces, stride one, and then 3 paces in the same direction.) Your movement must end with the

hiding spot you're trying to sneak towards. If you overshoot your target, simply stop at your target. If you fail to reach your target, you finish your movement as near as possible as you can get to your destination. At the end of your stunt, you are sent Reeling, as per the normal rules.

Any competent combatants may notice your sneaking. They roll their Mind & Observation (Spot & Listen) and a bonus d8 vs. whatever you rolled on your Speed & Stealth dice. You may claim, as bonus dice, the *worst* concealment bonus possible. For example, if you had partial concealment the entire time, then you may claim a bonus d8. If, at any point, you were completely visible to the observer (say, because of a door-sized gap in a wall), you may not claim any concealment bonus.

Observers that Succeed on the contest know exactly where you are. (Although if you sneaked to move out of line of sight, they're not in much of a position to do anything about it.) Observers that Tie only have a general idea where you are. Observers that Fail or worse have no idea where you went – they will not be able to engage you unless you somehow reveal yourself.

Sneaking is rapid movement that leaves you standing. If you want to duck under terrain features to avoid attacks, you want to use the "hide" stunt, instead.

These rules assume you want to avoid detection while being stealthy. If you're tracking a specific quarry, that's *shadowing* – see page 149.

Hiking

Any character that chooses the Run action for three rounds in a row must roll Body & Hiking vs. 3. If they fail the roll, they become Fatigued. Roll again for each of the following rounds that the character continues to run.

Characters can stroll about 4.5 km (1 league) in an hour, so characters that hike for eight hours will cross about 36 km of distance. Hiking assumes a leisurely pace.

Healthy characters — ones that are not Sick, Hurt, or Injured — can push themselves to hike more than three hours. Roll Body & Hiking vs. 2d4 for the fourth hour, 2d6 for the fifth hour, etc. (to 2d12). If the character is Fatigued, apply a d12 penalty.

On a Tie or better, the character hikes for one more hour and 4.5 more kilometers. On a Failure, the character becomes Fatigued. If the character was already Fatigued, the character strains a muscle and becomes Hurt.

Healthy characters can also push themselves to hike faster. A character who marches at double rate (9 km/hour) rolls Body & Hiking vs. 2d4 for the first hour, 2d6 for the second hour, etc., just as if they were marching longer. These hours stack.

These marching rates assume good lighting, fair weather, and well-maintained and level roads.

At night, hike at half speed (Night Vision or Echolocation negates).

On the plains or on mountain roads, hike at half speed (Sure-Footed negates).

In rain or snow, hike at half speed.

In swamps, hike at quarter speed or worse (Fast Swimmer reduces this to half speed).

In the mountains, hike at quarter speed or worse (Fast Climber reduces this to half speed).

All these modifiers stack. (For example, hiking at night in the rain is at one-quarter speed.)

All Hiking dice can be limited by Encumbrance.

Using Transportation

If a character is riding a mount, use the *mount's* Body & Hiking Dice and the character's *Riding* Dice — however, the roll is more difficult. On a Tie, the mount becomes Fatigued. To notice when a mount is Fatigued requires a roll of Mind and Riding vs. 3. Otherwise, most mounts will allow themselves to be ridden until they become Hurt or worse.

Jumping

Leaping: As part of any Dash, Sprint, or Run, a character can leap over one gap no greater than their own Stride, or over any one low barrier (no greater than 30 cm in height), no roll required. If a move requires two or more leaps, the character must take the Run maneuver, and the leaps must have at least one pace between them. A character forced to make two leaps, for whatever reason, during a Dash or Sprint, becomes Knocked Down.

Distance Jumping: As a stunt, a character can jump a distance greater than a leap. First, the character moves at least 2 paces but no more than their Dash. At the end, the character leaps into the air. Roll Body & Jumping Dice, and note the score (the highest die). The character clears that many paces of distance. (In case it matters, the minimum height for a long jump is 1/10 the distance.) If the character lands on bad footing, they fall down at the end of the jump. Distance-jumping characters are Inactive until their next turn.

Encumbered characters cannot Dash, so they will have to start any distance-jump with a Sprint, instead. If their Sprint doesn't take them at least 2 paces, their distance-jump fails – move the would-be jumper forward one pace and then Knock them Down.

Vaulting: As a stunt, a character can leap for height. Use the rules for distance jumping, above, only halve the distance and double the height (to 1/5 the score instead of 1/10). To grab onto a railing or ledge, follow the vault with a roll of Body & Climbing — on a Success, grab on and climb up next turn; on an

Overwhelming Success, climb up immediately and stand at the top.

The Gift of Fast Jumper reduces any jump from a stunt to a mere action.

Mounted Combat

Sometimes, players will fight when riding another animal. *Mounted combatants* use different rules. In game terms, the *mount* is the animal being ridden, and the *rider* does the riding.

If you are using a combat map, use one figure for the mount and the rider.

- First, load up the mount with all of its equipment, the rider, and the rider's equipment. The total load determines if the mount is Burdened or Over-Burdened.
- To ride a mount, you must either begin the battle already mounted, or you must declare a stunt: "mount". You must begin your stunt within Stride distance of your mount, and you are immediately in the saddle, Reeling.
  You may not mount a creature that is Afraid. You must Rally the creature first, using Will & Riding (and *not* Leadership) to remove the Afraid status.
  To leave a mount, you must declare a stunt, "dismount" – end your turn anywhere within your Stride distance from your mount, Reeling.
  Alternatively, with no action cost, you may just fall off your mount, suffering damage for a 2-pace fall, and you may include your Riding Dice with their Soak. See page 152.
- Use the rider's Initiative Dice. The mounted combatant acts on the rider's turn, and the rider declares what actions will be used.
- For Stride, Dash, Sprint, and Run, use the mount's movement (modified by burden, as above).
- The rider may call upon any and all Movement Gifts that the *mount* has, using the appropriate rules. A rider *cannot* use their own Movement Gifts until they dismount.
- If the mounted combatant takes a Refresh action, they must choose whether they are Refreshing one of the rider's Gifts, or one of the mount's Gifts.
- All of the rider's skills and defenses are *limited* to their best Riding die. For example, if a rider only has Riding dice of d8 & d6 … then none of their attacks, defenses, or other skills can have a die greater than d8. Reduce any d10 or d12s to d8. (If the rider has no riding skill at all, reduce all dice to d4.)
- The mount's attack and defense dice are also limited by the rider's highest Riding die.
  A mount may drop an *unsaddled* rider as a reaction, instantly gaining its full dice again … and the rider suffers a 2-pace fall, *and* they may include their Riding Dice with their Soak. (See page 152.) A mount will usually drop an unsaddled rider if it becomes Afraid.
  A saddled mount may drop a rider as an attack: a bare-handed *Throw*. When shoving the rider free, the mount's attack dice are *not* limited, but the rider's defense dice *are!*
- Anyone who attacks a mounted combatant must choose if they are attacking the rider or the mount. If they attack the rider, the rider defends normally, and they may retreat using the mount's Stride. If they attack the mount, the mount defends normally … and most mounts will Dodge, unless they have the Gift of Brawling Fighter, which will allow them to Counter-Attack with their Natural Weapons.
- If either the mount or the rider is sent Reeling, then treat the entire combatant as Reeling. One "Recover" action removes Reeling from both the rider and the mount.
- If the *mount* becomes Afraid, then the *rider* cannot attack. The mount is too busy shying, bucking, and otherwise trying to flee. However, an unafraid rider can declare a Rally to use on their own mount, using Will & Riding (instead of Leadership).
- If the mount falls down for any reason, the rider suffers a 2-pace fall, *and* they may include their Riding Dice with their Soak. See page 152.

Shadowing

Sometimes, a character wants to follow another character without being seen — in other words, they want to shadow them.

These rules assume the first character is casually strolling through the environment.

First, determine the total concealment range for the environment.

Next, the character following — the shadow — declares the range at which they want to trail the target. This range must be less than the total-concealment range, or they will be unable to see their target.

The shadowing character rolls Speed, Mind, Deceit, Observation, & Species Habitat Dice (if appropriate). They roll an extra d12 if they have partial concealment from the environment.

The followed rolls Speed, Mind, Inquiry, Observation, & Species Habitat Dice (if appropriate) to notice if they're being followed. They roll an extra d12 if

they're being followed at Short Range, or an extra 2d12 if they're being followed at Near Range.

If the shadow Botches, they make a serious mistake. The default result is that they trip over something and make a loud noise, but the Game Host is encouraged to use their imagination (running into someone they owe money to, following the wrong target for hours on end, etc.) If the shadowed party Botches, there's usually no effect — they're just carrying on their daily business, not furtively skulking about.

If the follower Succeeds, they succeed in following their target for one hour, unnoticed. For the next hour, the follower has the option of closing the range, or continuing to follow at the current range, or even falling back a step (as long as it's not to the total concealment range).

If the shadow Ties, the shadow runs into an uncomfortable position — perhaps the followed is doubling back, perhaps something is blocking the way, etc. The shadow has two choices: either totally lose the target, or close one range band and automatically be seen. If the followed sees the shadow and decides to flee, that starts a chase at this new range.

If the shadow Fails, they drop back one range band. If that takes the followed to the total-concealment distance, the shadow has lost them.

If the shadow Overwhelmingly Fails, the shadow has "been made" — the follower has seen them. The shadow has several choices at this point:

- They can choose to run away — if they, that starts a chase at one range band longer than the current range. (If that takes the followed to total concealment, they get away automatically.)
- They can choose to confront their shadow — if they do, reduce the range one step and immediate start a fight; both parties roll initiative normally and the followed starts the fight. Otherwise, the shadow will have to decide if they want to stay or run — this could start a chase.
- They can choose to keep walking nonchalantly to where they were going, pretending nothing is going wrong. See Wild Goose Chase, below.

Continue the contests until the shadow no longer wants to follow, probably because it would become awkward (such as into someone's home).

The Gift of Shadowing gives a character a bonus d12 on all shadowing rolls. The Gift of Local Area Knowledge also grants a bonus d12, but only if the shadowing is happening in the appropriate landscape.

If the shadow loses sight of their target, they will have to rely on tracking, instead.

Wild Goose Chase

The shadowing rules assume an unaware target is being followed. Things can get complicated for targets wary of being followed.

A followed character who scores an Overwhelming Success will notice they have a shadow. They may choose to change their destination, or they may just let the shadow continue to follow them. From now on, the followed rolls Speed, Mind, Deceit, Observation, & Species Habitat Dice (if appropriate) — Inquiry is no longer used. In most cases, a followed character can simply just duck into a public establishment like a bar and just sit there.

If the shadow makes an Overwhelming Success at any point in the future, they will know they've been seen — and that they're being led on, at least for this hour.

Sometimes, a character may be dispatched specifically to lead a shadow off in the wrong direction. In this case, start the followed using Deceit instead of Inquiry. If the shadow scores an Overwhelming Success on the first roll, they'll suspect a few minutes into the pursuit that they're being led off.

Multiple Characters

In cases of multiple characters, have everyone roll off separately and make separate comparisons. As a general rule, following a mob of characters is a bad idea because the odds go up that any one of them will notice they're being followed, and multiple shadows increase the chances of one of the shadows making a mistake.

It's usually better for a group to follow the shadow, then for the shadow to follow the target. Have the second group of shadows roll against the first shadow's roll (after all, a good shadow is hard for anyone to see), but with a d12 bonus because the first shadow wants to be seen.

A gang of criminals or a group of spies may all leave from the same place, but then they will take different routes to their destination, making it very difficult to follow all of them. In such cases, each followed character rolls their dice, and the shadow rolls theirs. Unless the shadow specifically declares which character they will follow, they automatically follow the lowest roller.

These rules assume you want to follow someone without them seeing you. If you just don't want to be seen by anybody, that's just *sneaking* – see page 147.

Swimming

Moving in ankle-deep or waist-deep water is bad footing. While standing in water, limit a character's combat skills to their highest Swimming die.

Moving through water that's over your head is a swim, which is a stunt. For unburdened characters, roll Speed & Swimming vs. 3. Each success moves the

character one pace horizontally, or 2 paces upwards. (People are naturally buoyant).

Burdened characters must roll Speed and Swimming vs. 5, instead.

Over-burdened characters cannot swim. They simply sink to the bottom.

Characters with Fast Swimmer may swim as a mere action, not a stunt. A Fast Swimmer may also take the Sprint action, rolling Speed and Swimming as their Sprint dice, and moving that many paces in a straight line.

A character who is Knocked Down while in water sinks up to 3 paces. Characters who are already under water, and who are sent Reeling, are at risk of drowning — see "Suffocation", page 156.

Tracking

In the wilderness, you can track a specific party by rolling Mind, Searching & appropriate Species Habitat vs. the quarry's Speed, Stealth, and appropriate Species Habitat. When following a party of individuals, every one of the quarry must roll.

Success allows the tracker to follow the trail, but only at half normal speed; multiply the score by 4.5 km (one league) to determine the distance the tracker can follow the trail before having to roll again. Overwhelming Success allows the tracker to follow the trail at normal speed.

On a Tie, the tracker only gets 4.5 km (one league) before having to roll again.

On a Failure, the tracker has completely lost the trail.

On an Overwhelming Failure, the tracker wanders off-course; multiply the quarry's score by 4.5 km and lead the tracker that many kilometers off-course, in a likely direction, at half-rate. The tracker may give up early if the trail leads to an obvious dead end. Botches while tracking are an invitation to disaster: getting hopelessly lost in the woods, falling off a cliff, running pell-mell into a trap, mistaking another party for their quarry, etc.

The older a trail is, the more likely it to be wiped out by weather or other tracks. As a general rule, apply a d8 penalty to tracks more than a day old, a d12 penalty to tracks more than a week old, and a 2d12 penalty or worse to tracks more than two weeks old. Heavily-traveled roads or rainy weather can increase these penalties or wipe out a trail altogether. Tracking in urban environments, with paved streets and regular traffic, also imposes a d8 penalty or worse.

A skilled outdoorsman can also hide tracks. Treat this as an assist, with the character rolling Mind & Searching vs. the total number of characters in the party. Each success gives everyone an extra d8 to roll to evade pursuit. Hiking while concealing tracks moves at half rate.

The Gift of Tracking grants a bonus d12 to all rolls involving tracking and hiding tracks. The Gift of Local Area Knowledge grants a bonus d12 to all rolls involving tracking or hiding tracks, but only within the appropriate landscape. The Gift of Keen Nose can give a d12 bonus to all tracking rolls (but not hiding tracks), if and only if you the tracker can identify the quarry by scent — having an article of clothing or hair on hand really helps for this purpose; poor weather and a trail that crosses running water negates this bonus.

Following a quarry you can still see isn't tracking, it's chasing – see page 145.

Environment

Concealment

A target that has 50% or more concealment is partially concealed. Partial concealment includes poor lighting (such as a moonlit night, hidden behind a wax-paper window, or obscured by smoke). When looking for or attacking partially-concealed combatant, you suffer a penalty of d8 (that is, the target includes a bonus d8 with their defense).

A target that has 100% concealment is totally concealed. Total concealment is when the character cannot be seen at all — completely obscured by opaque barriers, or because the attacker cannot see. When attacking a totally-concealed combatant, you suffer a penalty of d12 — that is, the target includes an extra d12 with their defense.

An attacker that has total concealment against the target is effectively surprising the target. Just like surprise, the attacker rolls a bonus d8. And just like surprise, you cannot Counter-Attack an attacker that has total concealment — you can only Parry or Dodge.

If neither attacker nor defender can see each other, then the attacker rolls a bonus d8 to hit, and the defender rolls an extra d12 to defend and cannot Counter-Attack.

The Gift of Night Vision negates partial concealment due to poor lighting but not total concealment due to no lighting (such as a cave). The Gift of Blind Fighting can negate partial and total concealment in certain situations.

Partial concealment is necessary for hiding and sneaking – see page 147.

Illumination and Visibility

If your light source is …	*Then your target has Concealment of …*		
	None	Partial (d8)	Total (d12)
Candlelight	all within Close Range of the candle	all within Near Range of the candle	Everything else
Daylight	all	none	none
Directional light (bull's-eye lantern, etc.)	Single target up to Short Range	All within Near Range of the target and within Short Range of the light's holder	Everything else
Dusk or dawn, total eclipse	all within Medium Range	all within Long Range	Everything else
Fire (torch, person on fire, etc.)	all within Near Range of the fire	all within Short Range of the fire	Everything else
Heavy fog, rain-storm, snow-storm	all within Near Range	all within Short Range	Everything else
Heavy smoke	None	None	Everything
Hurricane, blizzard, light smoke	all within Reach Range	all within Near Range	Everything else
Light fog, rainfall, snowfall	all within Short Range	all within Medium Range	Everything else
Moonless night	none	all within Near Range	Everything else
Under the light of the full moon	none	all within Medium Range	Everything else
Under the light of the half moon	none	all within Short Range	Everything else
Underground's pitch darkness	none	none	Everything

Concealment does not stack. Simply use the best concealment possible.

Cover

A combatant behind a low barrier, thick bushes, or another combatant, where only about 75% of their body is exposed, has *soft cover*. A combatant with soft cover who Parries or Dodges (but does not Counter-Attack) may claim an extra d4 with their defense. That extra d4 probably won't be worth bothering with, unless the issue of Retreating comes up (see below).

A combatant behind a waist-high barrier, a hedgerow, or a castle's crenellations, where only about 50% of their body is exposed, has *fair cover*. A combatant with fair cover who Parries or Dodges (but does not Counter-Attack) claims an extra d8 with their defense. Shields provide fair cover.

A combatant behind a tall barrier, in a narrow window, or has 25% or less of their body exposed has *hard cover*. A combatant with hard cover who Parries or Dodges (but does not Counter-Attack) claims an extra d12 with their defense.

A combatant completely behind a wall or window has *total cover*. Attacks against the combatant always strike the cover first.

A target with total cover behind an opaque barrier (such as a wall) also has total concealment.

Cover does not stack. Simply use the best cover die available to the target.

Retreating Behind Cover

A combatant attacked at range can claim a Retreat if by doing so, they may claim cover against their attacker. On a Tie, Retreating behind cover forces the attack to strike the cover instead. (Soft cover is excellent for breaking a tie.)

A combatant with a ready shield may "Retreat behind the shield". When they roll a Tie, they can declare the attack strikes the shield, instead. In most cases, it won't be worthwhile to play out Damage inflicted on shields.

Since other combatants can be claimed as soft cover, a target who ties on their Dodge may Retreat behind another combatant. The combatant being used as soft cover must Dodge the original attack dice or be hit! If the new target Ties, they might also declare a Retreat; if their Retreat puts them behind the original target, that original target is hit (and no more Retreating is possible).

A target hiding behind a grappled hostage both claims the hostage as fair cover (for a d8 bonus to Dodge) and can Retreat behind the hostage (breaking a Tie). A grappled hostage who is used as cover can Dodge with a d8 penalty and cannot Retreat at all.

Cover Does Not Aid Counter-Attacks

A combatant that elects to Counter-Attack gains no benefit from cover. A Counter-Attack completely exposes you to possible harm.

A combatant that *Parries* may claim Cover Dice.

Falling

A character who falls suffers damage. Roll 1d6 vs. 4 for every pace that the character falls. Each success is 1 point of Damage.

Falling damage is *Penetrating* – armor does not protect against falling damage. However, a falling character includes their Speed & Jumping dice with their Soak.

Characters who become Hurt or worse from falling damage are also Knocked Down.

A falling character reaches terminal velocity after falling for a while. Treat any fall of more than 200 paces as 200 paces.

A character will fall 170 paces in one round, 500 paces in two rounds, and 800 paces in three rounds. On the fourth and later rounds, the character falls 300 more paces.

Falling into water reduces the damage to *Weak,* and the falling character may include their Swimming dice with their Soak Dice.

A character with the Gift of Acrobat treats all falling damage as Weak.

Flying characters use special rules to prevent and to protect against falling. See the "Flight" Gift for more details.

Last Ditch Grab

When a character retreats, is pushed, miscalculates their Sprint, or otherwise stumbles over an edge, they do not automatically fall. They may attempt a *last-ditch grab.*

First, move the character off the edge and stop them. Note how many more paces that the character would've moved, then add that number to 2. For example, if the character is stopping there, the target is 2. If the character still had two more paces to go, that's 2+2=4. This is the last-ditch grab target number.

The character must immediately grab onto the edge. Roll the character's *Speed & Climbing Dice.* The character may include their Strength Dice, if they have the appropriate Gifts. These dice are limited by Encumbrance.

If the character succeeds, the character is now clinging to the edge. They must drop whatever is in their hands – their equipment falls at the edge where they just fall off. They must use the "Climb" stunt to pull themselves back up, and then use a "Ready" action to retrieve their equipment.

If the character merely ties, then the character must drop whatever is in their hands, which then falls off the edge, clattering far below. They are also clinging to the edge, and must use a "Climb" stunt, as above.

If the character fails the roll, they go over the edge as per the usual rules.

Fire

At night, lighting comes from candles and house-fires. The possibility of a blaze lurks at every opportunity.

A character who is On Fire suffers 2 points of Fire Damage at the end of their side's turn. (Yes, that damage goes up if you're Hurt or Injured!) The character resists with Soak and Armor dice, as usual. A character that stops, drops, and rolls may include their Speed dice with their Soak dice, but they become Knocked Down.

If the fire fails to inflict any new results on the target, it burns out. For example, if the Fire inflicts Hurt and Afraid, and the target was *already* Hurt and Afraid, then it burns out. Likewise, fire damage that is completely soaked down to zero also goes out.

Being On Fire is also distracting. Other combatants may claim the d8 advantage bonus for attacking a character who is on fire.

Fires have other environmental effects, as well. Rooms will fill up with smoke, which both obscures vision (concealment) and displaces oxygen (suffocation). Left unchecked, wooden walls and supports will collapse, bringing buildings down on hapless people inside.

Hair grows back. Skin does not.

Food and Water

A character that hunts for an hour rolls their Mind and Searching vs. an appropriate difficulty for how fertile or hostile the land is. Each Success is one square meal and one drink of water. The Gift of Survival grants a bonus d12.

Characters who are denied food and water cannot rest, and thus they will not be able to Refresh Respite Gifts or to heal Injuries.

Fresh water is vital to survival. A character who goes without water for two days becomes Sick. Every eight hours that a Sick character goes without a liter of water, they must roll Body & Will vs. 2d6. On a Failure, they become Dying.

A character without food will starve. A character who starves for one week becomes Sick. Every day that a Sick character goes without a proper meal, they must roll Body & Will vs. 2d6. On a Failure, they become Dying.

Drunkenness

A popular pastime is drinking wine, beer, and other alcohol beverages. In bars and taverns, many folks will be "buzzed", and a few boorish types may be completely soused. Some folks regularly drink to excess.

In game terms, after a few drinks, most folks will become lightly drunk. Drunk characters lose on any ties vs. sober characters or versus the environment.

Completely soused characters become *Intoxicated.* An Intoxicated character must take the Recover action every round, just as if they were Confused.

In a social environment, you may attempt to get another character drunk, possibly to take advantage of them. Take one hour, and roll Body, Deceit, and Gossip vs. the target's Body, Gossip, and Inquiry. (The Gift of Carousing grants a d12 bonus for either side.) If you Succeed, the target becomes Intoxicated. If you Overwhelmingly Fail, *you* become Intoxicated.

Alcohol is an excellent truth drug ... and many folks will even ingest it willingly! Intoxicated folks lose all ties on all rolls involving Mind dice ... which would include many contests of Deceit, Gossip, Inquiry, and Negotiation. They may also have trouble remembering all that went on during their Intoxication.

Characters may drink to excess — perhaps as the result of Overwhelmingly-Failed Gossip rolls and the resulting awkwardness, or perhaps because they are Gluttonous and can't restrain themselves, or for many other reasons. In game terms, excessively-drunk characters may become Confused or Fatigued. Those who can't hold their liquor may become Unconscious, Sick, or even Dying.

Drunkenness must be slept off, requiring eight hours. In extreme cases, someone may suffer alcohol poisoning and risk death — the details are left up to the Game Host.

Property Damage

Characters will often strike at inanimate objects, such as trees, walls, furniture, and other objects.

Attacking Inanimate Objects

Unattended, inanimate objects have no defense, but they do provide their own soft cover, for a defense of d4. Unattended objects are always considered surprised – attackers may claim a d8 advantage bonus when attacking them.

Inanimate objects that can slide away from an attack – light objects that don't weigh much, objects on wheels, objects sitting on a slippery surface, etc. – will automatically Retreat away from an attack, breaking ties appropriately.

An attended object – say, a weapon in a character's hand – can claim any defense the attendant can use. Attacking held objects is a *disarm,* and uses its own rules. Moving vehicles, such as carts, use the defenses of the combatant powering the vehicle.

Damaging Inanimate Objects

Some inanimate objects will have *Invulnerability* — they ignore 1 or more points of Damage. In game terms, subtract the Invulnerability from the Damage. Inanimate objects also use a different damage track.

Item	Invulnerability
Paper	Zero
Dirt	1
Wood	2
Stone	3
Iron	4
Steel	5

Damage	Effect
Zero	*none*
1	Hurt
2	Broken
3	Injured
4	Ruined
5	Totaled
6 or more	Disintegrated

Hurt or Injured items suffer +1 Damage from future attacks, just like regular combatants.

Unlike living things, inanimate objects don't have organs that can be hurt by precise stabbing or chopping. ***Simple, inanimate objects are immune to Critical, Impaling, and Slaying attacks.*** Complex or fragile items, such as machines, may still have internal parts that can break, and thus might be vulnerable, as subject to the discretion of the Game Host.

A Broken object loses complex functions. A Broken machine no longer works. A Broken gun no longer fires. A Broken weapon can only be used as an Improvised Weapon. A Broken lock no longer holds a door shut. However, simple functions remain. A Broken wall may still have holes in it, but it still keeps people out. A Broken door may no longer latch, but someone could physically hold it shut, or furniture could be piled up behind it.

A Ruined object loses even simple functions. A Ruined door falls off its hinges. A Ruined wall collapses into a low barrier.

A Totaled object is beyond repair. A Totaled rampart or chunk of dirt has a 1x1x1 pace tunnel dug through it.

A Disintegrated object is smashed to smithereens.

The Right Tool for the Right Job: Inanimate Objects May Negate Some Kinds of Damage

It's impossible to list here every kind of attack combination. It's not unreasonable to expect a longbow's arrow to penetrate a wooden door … but it is absurd to think than at arrow could disintegrate one!

As Game Host, you may rule that some weapons cannot Ruin, Total, or Disintegrate some objects. Gun bullets, crossbow bolts, spear tips, and the like are far more likely to simply poke through an object and come out the other side. It would take several penetrations before a wall or door was so full of holes that it falls apart. On the other hand, a planson or an axe should be able to smash things into bits.

Elemental magic is ideal for manipulating physical objects. For example, a wizard might use spells to cause damage to a wall or other earthen structure. Following the rules above, 7 hits of damage will make a rough hole in a stone wall that someone can squeeze through (that's 7 hits, minus 3 invulnerability, for 4 hits = Ruined result). A full 8 hits will dig a small tunnel through solid rock. The Move Earth spell will dig a solid tunnel with reasonable speed and quiet. Any other spells aren't really suitable for digging, and they will make an unstable tunnel, as well as a lot of noise, smells, etc.

Range

The ranges used in the text are as follows:

Close: 1 meter or less. Can be touched with bare hands.

Reach: more than 1 pace, up to 2 paces away. Can be touched with a long weapon like a halberd or spear.

Near: 1 to 4 paces away. Can be touched with a weighted-chain or rope-dart. Maximum range that does not have a Range Dice bonus to defense.

Short: up to 12 paces away. Targets have a bonus d8 Range Dice with their defense. This is the maximum range for Thrown Weapons.

Medium: up to 36 paces away. Targets have a bonus d12 Range Dice on their defense. This is the maximum range a typical spell can be cast on a visible target.

Long: up to 100 paces away. Targets have a bonus 2d12 Ranged Dice on their defense.

Very Long: up to 300 paces away. Targets have a bonus 3d12 on their defense. This is the maximum range for most Ranged Weapons.

Extreme: up to 1,000 paces away. Targets have a bonus 4d12 on their defense. Most combatants can't even be seen this far away except on the most barren of landscapes.

Far: up to 3,000 paces away. Targets have a bonus 5d12 on their defense.

Horizon: up to 11,000 paces away. This is the furthest away any target could even be seen, at ground level, before the earth curves away.

For scale purposes, a pace can be assumed to be 1 meter long. For example, if a target is "7 paces away", that would be 7m in real-world scale.

Combat Maps and Miniatures

Many players will like to use a *combat map* – a miniature representation of the battle scene, using figurines or *figures* to represent the combatants.

You may find it convenient to use a map with a pre-printed grid. This can make it faster and easier to estimate distance. However, the grid should be treated as a guideline, not as a constraint on movement.

Metric Scale

Most miniatures for tabletop gaming are 1/72 scale, often called 25mm scale, 28mm, or 30mm scale. At such a scale, 1 cm can be used to represent 1 pace.

The following table lists common scales for miniatures.

Range	Real World	54mm	25mm-28mm	15mm	10mm	6mm	2mm
Scale	**1/1**	**1/34**	**1/72**	**1/120**	**1/180**	**1/285**	**1/600**
1 pace	1m	3cm	1cm	2/3cm	½cm	1/3cm	1/6cm
Close	1m	3cm	1cm	1cm	1cm	0cm	0cm
Reach	2m	6cm	2cm	2cm	1cm	1cm	0cm
Near	4m	12cm	4cm	3cm	2cm	1cm	1cm
Short	12m	36cm	12cm	10cm	7cm	4cm	2cm
Medium	36m	100cm	36cm	30cm	20cm	13cm	6cm
Long	100m	300cm	100cm	80cm	50cm	40cm	20cm
Very Long	300m	900cm	300cm	250cm	160cm	110cm	50cm
Extreme	1,000m	3,000cm	1,000cm	800cm	500cm	400cm	200cm
Far	3,000m	9,000cm	3,000cm	2,500cm	1,600cm	1,100cm	500cm
Horizon	11,000m	33,000cm	15,000cm	9,000cm	6,000cm	3,900cm	1,800cm

Imperial Scale

For simplicity, the Game Host may declare that, when using 1/72 scale miniatures, that 1 pace = ½ inch. Gamers desiring greater accuracy may consult the following table.

Range	Real World	54mm	25mm-28mm	15mm	10mm	6mm	2mm
Scale	**1/1**	**1/34**	**1/72**	**1/120**	**1/180**	**1/285**	**1/600**
1 pace	3 feet	1″	½″	1/3″	1/5″	1/7″	1/15″
Close	3 feet	1″	½″	0″	0″	0″	0″
Reach	7 feet	2″	1″	½″	½″	0″	0″
Near	13 feet	5″	2″	1″	1″	1″	0″
Short	39 feet	14″	6″	4″	3″	2″	1″
Medium	118 feet	42″	20″	12″	8″	5″	2″
Long	330 feet	120″	50″	30″	20″	10″	5″
Very Long	980 feet	350″	160″	100″	60″	40″	20″
Extreme	3,300′	1,200″	500″	300″	200″	100″	50″
Far	9,800′	3,500″	1,600″	1,000″	600″	400″	200″
Horizon	36,100′	12,800″	5,900″	3,600″	2,400″	1,500″	700″

Vertical Range

For most ranged attacks, gravity helps attacks from above and hinders attacks from below. To simplify this in game terms: when attacking from above, use the longer dimension — either the height or the distance, but not both; when attacking from below, add both the height and the distance together.

For simplicity, most Flying combatants must declare only the Range of their altitude (Close, Reach, Near, etc.) instead of the exact height. Use either the horizontal or the vertical range, whichever is longer.

Scatter

When engaging targets at range, most misses can be assumed to just strike the ground or other walls. If it matters where a missile went, you can use these rules.

To determine scatter, you must keep Range Dice, Cover Dice, Concealment Dice, and the target's defense dice separate.

If the attack missed because of Dodge Dice, assume the attack soared through the space where the target was and went onwards, to no more than twice the distance to the original target.

If the attack missed because it was Counter-Attacked or Parried – say, because of a magical spell – then the missile was flung harmlessly aside or otherwise destroyed.

If the attack missed because of Cover Dice, or because the target retreated behind Cover, the attack struck the cover. See "Property Damage", page 154, to find the cover's Invulnerability – subtract that damage from the attack to see to see if might still the target.

If the cover that your original target retreated behind was another *combatant*, there's a chance that the combatant used as cover might be hit! Leave the attack dice on the table – the combatant used as cover must now defend against that attack. (More on this subject is found in the Cover section.)

If the attack missed because of Concealment or Range Dice, then the attack deviates 10% for each Success those dice score against the original attack dice. To determine deviation, roll a d12, and use the facings of a clock, assuming that 12 is long, 3 is off to the right, 6 is short, and 9 is off to the left.

If the attack missed because of a Botched attack roll, the missile could have gone anywhere.

If the Game Host rules that another target is in the line of fire, un-aimed attacks roll only a d4 to hit. All bonuses apply normally, such as the d8 bonus for disadvantaged targets.

When using scatter rules to see if other combatants were hit, there is no "double jeopardy". Once a combatant is missed, don't bother seeing if they're hit again.

Size

Small objects are harder to hit. An object less than 1 meter in every dimension may claim a bonus extra d12 Range dice vs. all Thrown and Ranged Attacks. An object less than 50cm in every dimension claims an extra d12 Range dice and an extra d12 defense dice against every attack. Smaller objects can have even more defense dice, at the discretion of the Game Host.

Large objects, such as walls or carts, are easier to hit. When an attack misses a target that is 4 meters (or wider) in every dimension (length, width, and height), consult the scatter rules. An attack that deviates but still passes through a large object may still hit it.

Sleep

A character who, in the last twenty-four hours, has had less than four full hours of sleep, becomes Incompetent. (If this Incompetence is removed, it returns five minutes later.) Incompetent characters cannot Focus, and they always lose on tie rolls.

An Incompetent, sleep-deprived character who attempts to stay awake must roll Will every hour. On a Botch, they fall Asleep.

Each hour of sleep an Incompetent, sleep-deprived character gets will temporarily negate the Incompetent status and the need for the Will roll for an hour of waking time. A full eight-hour period of sleep will remove the condition entirely.

A character who has been awake for twenty-four hours straight becomes Confused.

Longer periods of sleep-deprivation can lead to long-term mental disorders, permanent physical damage, or even death. The details are left up to the Game Host.

Sleep deprivation also prevents recovery of Respite Gifts and healing.

Suffocation

Characters that are denied air can hold their breath for two minutes, provided they don't exert themselves, such as attack, defend, or move more than their Stride. A character that is taken by surprise, or that is sent Reeling, will not be holding their breath.

Characters that cannot breathe also cannot speak. They cannot Rally others.

After two minutes of inactivity, or immediately after taking any action, roll the character's Body & Endurance dice. On a 1, the character is sent Reeling and must immediately gasp for air.

When a Reeling character's turn comes up in the sequence and they cannot breathe, roll that character's Body; on a 1, the character falls Unconscious.

An Unconscious character who is denied oxygen for four full minutes (40 combat rounds) becomes Dead.

Terrain

In the game, characters may get into fights in all sorts of strange places.

City streets, combat arenas, level plains, palace interiors, and any other smooth and flat terrain is *even ground.* Characters may Stride, Dash, Sprint, and Run normally over even ground.

Thick plant growth, soggy mud, ankle-deep water, lying corpses, and staircases are *uneven ground.* The distance of a Dash, Sprint, or Run is halved over uneven ground. A character who Retreats onto uneven ground automatically falls down.

Waist-high walls, collapsed buildings, dense trees, cliff fences, castle walls, inclines more than 45 degrees, and other barriers are *impassible ground.* This terrain is unsuitable for regular movement – characters must climb over it, instead.

Concealment from Terrain

For ranged chases and abstract combat, combatants can assume this level of concealment for these distances. Tall trees cast shadows, scrub obscures line of sight, milling crowds get in the way, cities have walls and buildings, etc. Use the following table as a guide.

		Targets are Concealed at these ranges…	
If your terrain is…	*Ground*	Partial (d8)	Total (d12)
Brush	Uneven	None	None
Building Interior	Even	Reach Range	Near Range
Catacombs	Uneven	Reach Range	Near Range
City	Even	Short Range	Medium Range
Cliffs	Impassible	None	None
Flatlands	Uneven	None	None
Grasslands	Even	Short Range	Long Range
Hedgerow	Even	Short Range	Medium Range
Hills	Uneven	Long Range	Very Long Range
Light Forest	Uneven	Short Range	Medium Range
Marsh	Uneven	Short Range	Medium Range
Mountaintop	Uneven	Extreme Range	None
Road	Even	None	None
Rooftop	Uneven	None	None
Sewers	Uneven	Reach Range	Near Range
Swamp	Uneven	Medium Range	Long Range
Thick Forest	Impassible	Near Range	Short Range
Underground	Uneven	Near Range	Short Range
Village	Even	Short Range	Medium Range

Unusual Attacks

Disarming

Anyone may attempt to disarm a target using their bare hands. Consult the "Disarm" attack on the Bare-Handed Weapons list.

Any melee weapon can be used to disarm someone. Declare an attack with an intent to disarm. *A disarm attack negates any Damage effects your attack may have.*

Use your regular dice to hit. However, if you hit the target, you must now compare weapon sizes.

If your weapon is one-handed and the target's is two-handed, you must score at least 2 successes to disarm. Otherwise, you simply send the target Reeling.

In all other situations, you must score at least 1 success to disarm the target. A disarmed weapon lands at the target's feet. The target must perform a "Ready" action to pick the weapon off the floor.

Ranged weapons cannot disarm, but they can be used to inflict property damage on attended items.

Grappling

Grappling a target means using an attack that has the Grapple effect, such as the Grab or Wrestle attack from the Bare-Handed Attacks list, or an entangling weapon such as a flail.

A weapon used for grappling cannot be used for anything else as long as the target is grappled.

Grappled targets use the "Break Free" attack to release a grapple or entangle.

Knocking Someone Unconscious

Sometimes, a character will want to knock another character unconscious.

Only Brawling Attacks and Melee Attacks may be used to knock someone out. The Game Host may rule if other attacks may be used, such as a blunt rock thrown at someone's head.

First, declare that you will attempt a *knock-out* attack. Resolve your attack as normal.

If you score only one success to hit your target, your attack fails to score *any* damage. You still send the target Reeling, but you inflict no Damage or any other effect.

If you score two successes, you have hit your target. The damage from your attack becomes *Weak.* In addition, if you score a Hurt result against your target, the target also becomes Asleep; if you score an Afraid result against your target, your target also becomes Unconscious.

The Gift of Knockout Strike gives you a special attack that's even better at knocking people out.

The Avoirdupois

The Avoirdupois control a large tract of hills and plains to the east of Triskellian. They are bordered on the south by an extensive swampy area called the Paludestris, on the east by ocean cliffs, on the west by Triskellian and the Granvert River, and on the north and northwest by the Lyore River and the Doloreaux. Their fields and farms are well situated in the heart of their territory, well-protected from attack. The Sauldre river feeds the farms and supplies the Avoirdupois with a small river trade.

Winters in this land are notoriously harsh, and high winds howl across the mostly-treeless plains all year. The Avoirdupois have an extensive system of irrigation canals and windbreaks, which allow their fertile lands to be highly agriculturally productive during their hot, humid summers. Much of the land is either farmland or wild grasslands. Windmills dot the landscape on the plans of the Avoirdupois. Built to take advantage of the strong winds common in Avoirdupois lands, the windmills provide power to both grind grain and to pump water to and along their irrigation canals. The few trees are clustered together in small, forested valleys that are zealously guarded by Avoirdupois rangers. Only small game and livestock are to be found outside of ranches. The richest Avoirdupois raise their own destriers.

The History of the Avoirdupois

The equine Avoirdupois claim that their noble line is the oldest and the proudest of all time. They also claim to have a history that dates to before an of the other cultures on Calabria. In support of their claim, the Avoirdupois maintain the oldest known castles and have the longest written records of anyone in Calabria. Steeped in tradition, members of this house are known for their unfailing courage, their unfaltering attention to their chivalric code, and their intolerance for everything not "Avoirdupois".

The oldest histories of the Avoirdupois describe how the twelve original families set sail from their homeland in the wake of numerous portents and omens. Seven more families followed in their wake a year later, and together these settlers colonized the southeastern plains of Calabria.

The most complete records of these early years come from the family histories of the settlers themselves. Traditionally, each lineage kept its own record on mats of tightly-plaited grass, passing the growing account from generation to generation. Only a few of these original records still exist. The most complete is the record of the Sabot family, now over fifteen paces in length, the earliest portions of which are written in Magniloquentia, a language only distantly similar to modern Calabrese, and are over a thousand years old.

The success of the original settlers encouraged further migration, and over the next fifty years, another fourteen houses (including the Boulanger and the Marteau) arrived on the shores of Calabria. Unless the original records are inaccurate, the swamps of the Paludestris must have been neither as expansive nor as dangerous as they are today, for records of that era refer to farms and villages in areas that are now uninhabitable.

The Écorcheurs

The early years of growth and prosperity ended suddenly when the colonists encountered a powerful band of nomads. The histories use the name Écorcheur interchangeably for both the tribe as a whole and for its leader, a rhinoceros of enormous size and strength.

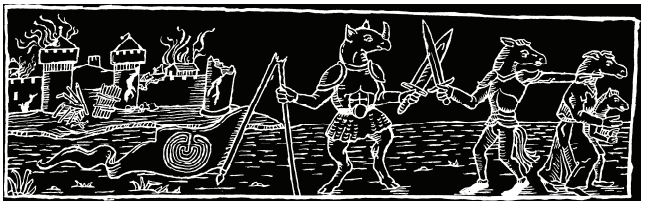
At first, the Écorcheurs seemed unstoppable. They moved freely across the countryside, looting as they pleased and killing anyone who resisted them in a variety of gruesome ways. The annals of the Sabot family show a sizable tribute paid to the Écorcheur; the histories of the other surviving families are suspiciously silent on the matter.

The following year, the Écorcheurs moved on to the north, where their rampages continued. Though undefeated in battle, they were unable to cross the Lyore and their wanderings eventually brought them back to the lands of the Avoirdupois.

The Avoirdupois had not been idle during their two-year respite. Ruined villages and towns were rebuilt with simple fortifications, and some were even abandoned in favor of more defensible sites. Perhaps more importantly, the survivors of the previous raids were hardened by the experience and were now determined to resist the invaders.

These changes slowed the advance of the Écorcheurs but were not sufficient to stop them. Despite the bravery of the defenders, the nomadic horde sacked town after town. One summer morning (traditionally the 2nd day of the month of Thunder, in the year 123 of the S'allumer Calendar), twelve lords met in the ruins of Sauldre to discuss their common plight. A monument now stands in the public square where they pledged their mutual support. Unable to agree on a leader from their own number, they named Gage l'Amorce general of their combined forces.

Gage had long advocated combined action against the nomads. His only son had been killed during the first



incursion of the Écorcheurs, and he had spent the intervening years writing letters attempting to unite his fellows against the threat that he knew would eventually return. Copies of his correspondence attest to the deep divisions present among the various families, and despite the eloquence of his appeals, they were given little attention while the Écorcheur were away.

One famous letter tells how Gage, overwhelmed by despair and about to abandon his dream of unification, was overcome by a "fantastic light, purer and more powerful than the sun," renewing his purpose and leaving him feeling "as if the pain of all the years had been burned away." While some would believe that this was a sign that Gage—who was at least nominally a Heliodrome—had had a vision of S'allumer, the letter's authenticity is considered suspect, even by official Church historians.

Once named general of the allied forces, Gage requisitioned every available jennet, courser, and palfrey and reorganized the various family militias as mounted infantry. Some popular accounts portray Gage as leading a host of cavalry, but historical sources clearly show that the battles of this period were primarily fought on foot. Gage also established a network of messengers and signal towers that kept him well apprised of developments across the realm. Together, these innovations allowed him to follow the movements of the Écorcheurs from a safe distance and to maneuver his forces swiftly in response.

By the following spring, Gage was ready to confront the Écorcheurs directly. More families had joined his alliance, and his troops had gained much-needed experience and confidence from skirmishes with the nomads. Gage maneuvered carefully: he had no intention of engaging in any battles not of his choosing. On the last day of the month of Flowers, he attacked the Écorcheur near the shores of Lake Aube.

The battle was fierce and bloody, with heavy losses on both sides. Gage lost his shield hand, and even the mighty leader of the Écorcheur was wounded. By the end of the day, it was the Écorcheur who were forced to withdraw from the field. While technically victorious, Gage is said to have remarked that "another such victory will leave us a nation of ghosts." Nevertheless, he grimly set about preparing for a second battle.

In the subsequent weeks, it was rumored that the leader of the Écorcheurs was weakening: his wounds were not healing properly and he suffered from fevers. A popular story tells how the chief, rather than succumb to the infection that had spread throughout his body, removed himself to "a secret place" where, amidst the splendor of his plundered wealth, he killed his wives and then himself. The continuing popularity of the story is probably connected with the possibility of finding the hidden treasure. Most scholars discount the story, considering it more likely that the Écorcheur chief either succumbed to his wounds or was murdered by an ambitious lieutenant.

With its great leader gone, the Écorcheur horde began to dissolve. The process accelerated when the Avoirdupois won a decisive victory outside Sauldre later that summer, and by the end of the month of Green, the barbarian army was no more.

For the Avoirdupois, the price of victory was high: of the thirty-three traditional family lines, eight (including Gage's own) were extinguished in the conflict with the Écorcheurs. None of the surviving families were without losses, and the countryside would require many years to recover from the war's devastation.

With the threat of the Écorcheurs removed, Gage turned to the problem of reconstruction. He put the army to work building roads between the larger villages and used his influence with the great families to prevent the resurgence of their petty rivalries. These achievements only increased his popularity: when the great general died at the age of 70 (in 141), he was mourned by his entire people.

The Creation of the Monarchy

Without Gage's unifying influence, old divisions began to reassert themselves. Families that had fought side by side against the Écorcheurs now watched each other warily and bickered over imagined slights. By the year 150, eleven of the families had armies in the field actively campaigning against one another.

To be sure, these new armies were much smaller than the Écorcheur horde or Gage's allied host. Lacking the manpower for the large formations of the previous era, the new captains looked for ways to increase the effectiveness of their individual soldiers. Heavier weapons and armor became the norm, and increasingly intensive training for the soldiers and their mounts allowed the mounted infantry of Gage's day (who used their mounts for transport to battle) to evolve into true cavalry (who used their mounts for transport in battle).

Of all the families, the Boulanger were most able to take advantage of the chaos. The head of the family, Paien du Boulanger, was not only a clever tactician, but he had also married General Gage's daughter Orane. He was also advised by his younger brother Amical, one of the greatest minds of the era.

Unlike most of his contemporaries, Amical preferred the "soft art" of diplomacy to the ways of war. With carefully chosen words he rewarded his allies, isolated his enemies, and turned his brother's successes on the battlefield into lasting advantages. In 155 Amical proposed a formal

agreement among his allies to standardize their boundaries and laws. Over the next seven years, the other families were enticed (and in some cases, coerced) into signing a more general version of the original treaty.

The revised treaty was known as the Accord de Gérance Avoirdupois, or the "Accord for the Governing of Owned Goods." The terms of the agreement established a common law regarding the ownership and transferal of property. Since many of the most pernicious disputes between the families were rooted in disputes over land, it was hoped that the agreement would prevent future disagreements and allow the return of peace. In time, the treaty would lend its name to the people it bound together, and the descendants of the 27 signing families would be collectively known as the Avoirdupois.

The acceptance of his accord was only the first step in Amical's plan. The fragile peace he had engineered would not last without some kind of overarching authority to enforce it. Playing upon the fears of the smaller factions, Amical cultivated support for the creation of a monarch to rule over the various families. Amical's brother Paien was considered the natural choice for the position, but he died in the spring of 165, only weeks before his planned coronation.

For a few harrowing days, it seemed that all of Amical's work would be wasted and the Avoirdupois would return to the fractious state that existed before the Accord de Gérance Avoirdupois. In the end, after desperate negotiations by Amical, it was Paien's 19-year-old son Aubert du Boulanger who was crowned king of the Avoirdupois on Midsummer Day.

The Early Kings

Aubert relied heavily on the talents of his uncle Amical (now called "the Kingmaker") , whose silver tongue was instrumental in defusing a number of challenges to the new king's authority. While Amical worked in the shadows, Aubert set about ordering his kingdom. One of his first decrees made the citadel overlooking the city of Sauldre his official residence. He spent large sums beautifying the city, and encouraged his subjects to do the same. Much of the city's remarkable architecture dates from this period. Outside the capital, work on the network of roads begun by General Gage (Aubert's grandfather) resumed.

As the years passed, certain noble families came to resent Amical's endless manipulations, and Aubert was forced to dismiss him from his council in 183. Even in retirement, however, Amical continued to advise his nephew: the two corresponded regularly until Amical's death in 202. Aubert himself died a year later, and was succeeded by his son Paien (named for Aubert's father).

Under Paien I and his successors, Paien II, Aubert II, Paien III, the Avoirdupois kingdom grew steadily stronger. The Àoreilles (a tribe of rabbits in the south) and the Lissemanteau (a family of ermines in the Lyore region) were absorbed during the reigns of Paien II and Aubert II, respectively. After capitulating, both families were permitted to rule their own lands as vassals of the Avoirdupois kings. Similarly, when his armies were unable to take the city of Enclume by force, Paien III granted the "free" city a royal charter, allowing the devolution of certain rights and powers to its governing council (dominated by the armadillo families known as the Casque), in return for their recognition of his supreme authority.

Other groups were not so fortunate: the Plessis (a family of dogs), the Wallons, and many others were conquered outright—their lands seized by Avoirdupois nobles, their children reduced to serfdom. Hoping to prevent future rebellions, Aubert II instituted a policy of dispersing conquered peoples widely, thus cutting them off from their traditional leaders and allies.

Paien III died in 263, and his son Gan was crowned king. Three of Gan's older brothers had died in Paien's wars of conquest, leaving him with few illusions about the cost of his predecessors' expansionist policies. Wisely, he turned his attentions inward, reforming the Avoirdupois legal codes and generally strengthening the power of the monarchy. He encouraged learning, founding schools of law and medicine. Religiously tolerant, Gan even allowed the Penitents of S'allumer to build a chapel in the city of Sauldre.

Gan's policies were for the most part successful, and the Avoirdupois kingdom prospered under his rule. The city of Sauldre nearly doubled in size during his reign, spreading beyond the old walls into the countryside.

Famine and Rebellion

"Good King Gan" died in 330, after a reign of 67 years. He had outlived both his son and his grandson, so his sickly, three-year-old great-grandson Paien IV inherited the throne. Paien's maternal uncle Childeberd de Crinière was named regent.

Childeberd was already known for his sybaritic tastes, and his acts as regent did nothing to alter his reputation. His elaborate entertainments were the talk of the upper classes, and as long as the kingdom remained prosperous, nothing seemed amiss. A series of poor harvests in the late 330's, however, led to widespread hunger. Childeberd, oblivious to the plight of the lower classes, planned ever-more extravagant affairs for his circle of intimates. In order to raise funds for his parties, Childeberd took to selling state offices and appointments.

Gradually, poverty and hunger turned sullen resentment into violent resistance. Riots in Sauldre left large areas of the city in ruins, and the peasants of several regions rose up in outright rebellion. When one lord, Aluin du Vallon, appealed to the king for help in dealing with the turmoil, he

was dismissed by Childeberd as "both insolent and incompetent" and stripped of his lands and title. Infuriated, Aluin joined the rebels.

In the north, the Doloreaux, sensing an opportunity, provided weapons and armor to Aluin's rebels and encouraged the Lissemanteau to renounce their allegiance to the Avoirdupois. Late in the summer, a Doloreaux army crossed the Lyore and annexed large areas of Avoirdupois territory.

As the country descended into chaos, Childeberd's tastes grew more decadent and outré. Finally, in the spring of 340, Childeberd was stabbed to death by one of his own guards.

The War of Leaves

Paien was still only 12 years old, and could not legally rule in his own right until his 17th birthday, so another regent was needed. In the end, another of Paien's uncles — Gurlan de Marteau, half-brother of the High Priest of Anu —was chosen to replace Childeberd. Unlike his predecessor, Gurlan was not a blood relative of Paien (he had married Paien's mother's sister), but he nevertheless took his duties as regent more seriously than Childeberd ever had.

The new regent quickly discovered that matters were worse than anyone had suspected. Corrupt functionaries had plundered the treasury for their own ends. The common soldiers had not been paid in weeks, and many had deserted—some roamed the countryside as brigands, while others joined the growing rebel factions. Even some members of the nobility found their sympathy for Aluin's rebels outweighed their loyalty to the king.

Gurlan's first priority was to purge the government of Childeberd's corrupt appointees. His tactics were direct. On one particular day, the headsman executed 52 of the king's assessors and ministers on various charges of peculation, corruption, and connivance. Gurlan filled the vacant posts with trusted friends, many of whom were Priests of Anu.

Next, Gurlan turned his attention to the rebels in the countryside. Lords whose lands were in rebellion were stripped of their hereditary lands and titles by royal decree, and Gurlan authorized the creation of new peers to replace them. Letters granting patents of nobility and deeds to the estates in question were issued to Gurlan's allies and supporters.

Naturally, the rebels were not to be routed by simple legalisms. The first of the new nobles, Chlotar d'Avregaut, was ambushed on the way to his new lands near Moulin-à-Vent. The ambush had been staged by a radical faction of the rebels known as the Dénégateurs or "deniers," since they denied the rule of the king and nobility alike. The leader of the Dénégateurs, Searlait, is said to have told Chlotar that he "should have brought a sword instead of these leaves," referring to the deeds and patents he carried. The word "leaf" became a popular derisive term for Gurlan's deeds, and today the civil war is known as the "War of Leaves."

It was soon clear that Gurlan's decrees had pushed the conflict to a new level. Ambitious commoners supported Gurlan and the king, seeing the new policy as a way to gain wealth and status, while disenfranchised nobles joined Aluin's army, and the most desperate of the peasantry supported the Dénégateurs. No faction was strong enough to defeat the others outright, and the war dragged on for years. Old and famous lineages were extinguished. New families were ennobled, only to be disenfranchised or killed a month later. One stretch of land east of Sauldre was the site of five distinct battles during the course of the war. Today it is known as the Neuf Lieues Maudites, the "Nine Leagues of Cursed Land," and it is said to be haunted by those who died in the fighting.

Paien IV became king in his own right in 345, but Gurlan remained his most trusted councilor and the war continued. Finally, in 347 Gurlan was assassinated by a priest sympathetic to the Dénégateurs. Paien's chronic illness had made him more reflective and thoughtful than his hot-headed and inflexible mentor, and he had come to realize that the war was essentially a failure. His thinking was strongly influenced by a commoner who had become one of his most successful captains, Itta d'Enclume.

In her letters (a few of which have survived to the present day), Itta stressed that wars and battles were not won in the same way. She wrote that "mere cunning" can win battles, but only "virtue" can inspire the loyalty necessary to create peace. When Paien offered her a title, Itta declined, asking instead that the practice of issuing deeds and patents be stopped "before the entire kingdom lies barren, the fields salted with the blood of folly." Eventually, Paien agreed, and the plates that had been used to print the "leaves" were broken in a public ceremony on the 8th day of the month of Flowers, in the year 349.

Meanwhile, Paien's overtures of peace had steadily weakened support for the rebels, and Aluin's remaining allies were defeated by a royalist army in the fifth (and bloodiest) battle of Lieues Maudites that fall. Aluin du Vallon fled to exile in Triskellian, and the long war was essentially over.

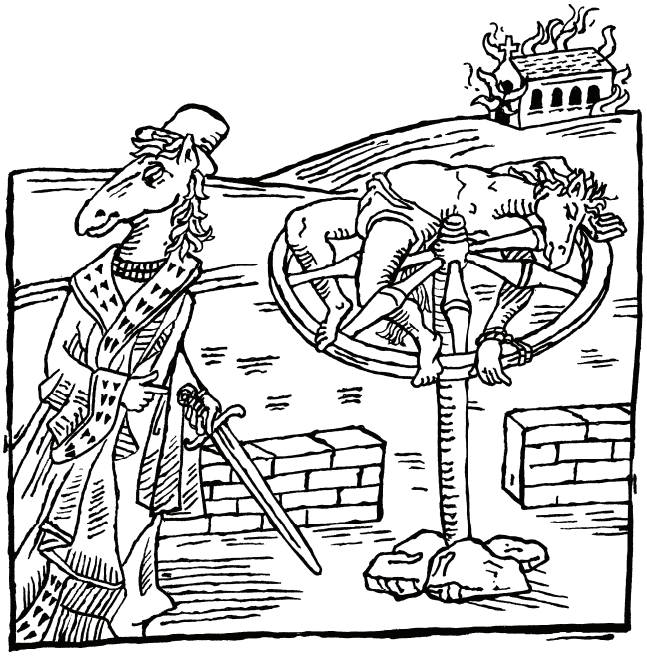
Paien did not enjoy his victory for long: he finally succumbed to his long illness a few months later. His friend Itta, who had lost an arm in the final battle, was greatly saddened by his death and became something of a recluse. She did not give up writing, however, and many years later her letters would be collected into two volumes: Feudalism, which dealt with her theories of society and government, and Chivalry, which was more concerned with personal conduct and morality.

Religious Strife

Paien had no children, so his younger brother Evrouin became the next Avoirdupois king. During Evrouin's reign, the Avoirdupois slowly expanded their influence, recapturing lands lost during the turmoil of the civil war. While the king campaigned on the frontiers, his ministers (many of whom had been appointed by Gurlan during the regency) were increasingly influenced by the Priests of Anu.

The Avoirdupois had always worshiped Anu the All-Father in their family shrines, but only since the establishment of the monarchy had any kind of formal priestly hierarchy arisen. Theudebald l'Anuite, a contemporary of King Paien I, is credited with reshaping the practices of the religion into their modern forms. Leaving his home in Porteur-du-Soleil, Theudebald traveled the countryside, promulgating his interpretations of the sacred lore. He endorsed a simplified form of the ancient rules of caste, and reformed the priesthood so that women were no longer permitted within its ranks. He also encouraged the study of magic, and of Elementalism in particular. When Theudebald died in 221, his body was returned to Porteur-du-Soleil, and his followers began the construction of a memorial to house his remains. As time passed, the structure continued to grow, eventually becoming the sprawling Heliopolitan temple that dominates Porteur-du-Soleil today.

Until the time of the civil war, few Avoirdupois were attracted to other faiths, and the spiritual primacy of the Priests of Anu was unquestioned. However, during the tribulations of the civil war, the Penitents of S'allumer had used their white magic to provide succor to the suffering populace. Gratitude had inspired many to convert to the foreign religion, particularly among the lower classes.



Women of noble birth, relegated to peripheral positions in the worship of Anu, found themselves attracted to the less forbidding doctrines of S'allumer.

The Priests of Anu did not fail to notice the growing interest in S'allumer. When they found themselves essentially in control of Evrouin's government, the Priests seized the opportunity to suppress the rival faith.

A decree issued in 359 closed the Penitents' chapels and meeting places. When riots broke out in Sauldre, the chapel there (built in the time of King Gan the Great) was torn down and the resident clergy were arrested and executed for "fomenting rebellion." By 364, ordination in the "treasonous faith of S'allumer" had become a crime punishable by death. Critics of the policy were pressed under heavy stones until they either recanted or died.

Evrouin died in 373, and was replaced by his son, Evrouin II. The Priests of Anu retained control of his councils, and the persecutions continued. The new king, an enthusiastic hunter, spent most of his time on his rural estates while his councilors enriched the temples with properties confiscated from convicted S'allumer penitents. Despite the dangers, many adherents of the outlawed religion continued to practice in secret.

In the spring of 379, an over-zealous band of Akarbites (a society of warrior-wizards based in Porteur-du-Soleil and controlled by the Priests of Anu) attacked a gathering of penitents outside the town of Fermerouge (AD16). The "battle" was entirely one-sided—the Akarbites slew scores of the faithful (many of them unarmed) without suffering a single casualty. Unfortunately, the town of Fermerouge was under the protection of the Blaireau, a family of badgers who were subjects of the Rinaldi, not the Avoirdupois.

The Blaireau retaliated swiftly, burning several nearby Avoirdupois towns. The king, alarmed, attempted to placate the Blaireau, but his councilors favored war. When the High Priest of Anu declared S'allumer "an aberration in the eyes of the All-Father," and called upon the faithful to "expunge it from creation," the situation became irretrievable. Thousands of devout "Sons of Anu" converged on Porteur-du-Soleil, where they were grouped into irregular legions led by Akarbite captains.

The crusaders moved quickly and were able to attack the Blaireau before the Rinaldi could bring reinforcements to the area. The badgers fought bravely, but were greatly outnumbered. After a few inconclusive skirmishes, the Blaireau were decisively defeated in a battle that took place only a few miles from Fermerouge. The Rinaldi army arrived too late to affect the outcome of the fighting, and a second battle a few days later forced them to withdraw.

Meanwhile, Evrouin had raised his own army. He cautiously advanced on Fermerouge, arriving shortly after the battle with the Rinaldi. The leaders of the Blaireau, on the run from the Akarbite crusaders, recognized Evrouin's royal banners and presented themselves at his camp. In a

brief ceremony, they renounced their fealty to the Rinaldi and swore allegiance to the Avoirdupois king.

The crusaders were infuriated when they learned of the surrender. One of the Akarbite captains went so far as to accuse the king of sheltering infidels. Evrouin, no longer in the mood for mildness, had the man whipped. The king's privy council, still dominated by the Priests of Anu, was also displeased by the news. When they grumbled, Evrouin excused them from their posts, making sure that their replacements were loyal to him, and not to the High Priest in Porteur-du-Soleil.

While the king was putting his council in order, the crusaders continued to advance into Rinaldi territory. The invading horde moved slowly, burning fields and killing entire families of hapless peasants and townspeople.

The Akarbites that led the crusader legions had been carefully trained in the arts of personal combat, but were less prepared for the challenges of organizing and leading an army. Furthermore, the average crusader—though enthusiastic—lacked discipline and training. When on the move, the crusading army tended to break up into smaller bands, often ranging far from the main column to chase peasants ("infidels") or to forage for food.

This weakness was seized upon by the Rinaldi: they avoided large battles, and instead used their knowledge of the terrain and the superior maneuverability of their forces (the Rinaldi were renowned for their well-trained cavalry, while the crusaders were almost exclusively foot soldiers) to isolate and destroy individual groups of the invaders. By the time that the onset of winter forced a hiatus in the fighting, the invading forces had been greatly weakened.

Over the winter, one of the harshest on record, both sides recruited and trained new troops as best they could. However, before the fighting resumed the following spring, King Evrouin was stabbed as he passed through the streets of Sauldre on the way to the Fane of Anu. The assailant, a failed Akarbite named Engres de Revillac, was killed by the king's guards in the course of the attack. Apparently, Engres had used a poisoned blade, for the king weakened quickly.

On his deathbed, Evrouin confessed that he had secretly married his mistress, Clarisande de Poiliere, and that their young son Aimon was therefore his legitimate heir. Evrouin died a few days later, shortly before the High Priest of Anu decreed the marriage void, on the grounds that it had not been performed with the proper ceremonies.

For a few weeks, it seemed possible that question of the succession would plunge the country into another civil war. Tensions rose between the priestly and noble factions, but eventually they agreed that Duke Étienne du Sabot would be the next king of the Avoirdupois. Étienne's mother was one of King Gan's great-grandchildren and a cousin of both Paien IV and Evrouin I, so his legal claim was on sound footing, but he knew that he was not the first choice of either faction. With the coming of spring, the new king led the Avoirdupois armies into the Rinaldi heartland. The crusader legions were now protected by the jennet-mounted knights of the king's guard, and the Rinaldi lancers were no longer able to achieve the easy victories they had grown accustomed to the previous summer. The Avoirdupois advanced inexorably, pushing the Rinaldi back to the very walls of Triskellian. After a direct assault on the city failed disastrously, both sides settled in for a long siege.

The Siege of Triskellian

The siege of Triskellian dragged on for weeks. Finally, King Étienne, aware of the growing restlessness within his own army, agreed to meet with an envoy from the Rinaldi to discuss a negotiated settlement.

Scholars agree that the meetings between King Étienne and Corrado di Rinaldi began the week following midsummer, but there is no reliable record of their actual deliberations. All existing accounts of the negotiations were written some years later, and are frequently contradictory.

The version that follows appears in the official history of the Sabot family:

> At noon, the envoy emerged from the gates of the city, accompanied by twelve soldiers with long spears and the blue gonfalon of the Rinaldi. The king went to meet him, accompanied by his most faithful knights... [the list of the 12 knights of King Étienne is here omitted].
>
> A hush fell over both armies as the delegations moved toward one another. When they met, the king and Corrado took themselves a little apart from their guards and spoke in such low tones that none could hear their words. After conversing in this manner for several minutes, the king commanded that a tent be brought forth so that they could continue their conversation in greater comfort. When these preparations were complete, they retired within...
>
> Later in the day, the king confessed that he had been plagued by a series of strange dreams, saying, "each night, when I close my eyes to rest, I find myself alone in a great and ancient forest. I am thirsty, so I make my way between the gnarled trees, searching for a stream so that I might drink. After much wandering, I chance to see a light in the distance. As I draw closer, I see that it is a clearing, bathed in a pure and brilliant light. At first I am dazzled by the brilliance, but when my vision clears there is a vulpine maiden standing before me. She is dressed in purple robes, and with both hands she holds a chalice brimming with cool water... though I am unbearably thirsty, I cannot bring myself to enter the clearing. Reluctantly, I turn away into the forest. A breeze rustles the branches of the trees, and as the wind grows to a great roar I am swept away."
>
> Both men fell silent as they considered the king's words. Finally, Corrado answered, saying, "Surely these are visions of Helloise, whose miracle saved our city [Triskellian] so many years ago. Alas, I lack the skill to interpret the omen more clearly." The two men then departed, each to his own camp.
>
> That night, the king received word that his wife had fallen ill, and that neither the physicians nor the diviners knew what the outcome of the disease might be. The king feared not only for his beloved wife, but also for the unborn child she carried. The king still revered Anu in his heart, and commanded the chief of the Akarbites to join him in his tent, that they might pray together. All night they maintained their vigil, but in the morning the queen's condition was unchanged.

For three days the king offered his obeisance to Anu, praying and making sacrifices as recommended by the priests. By this time, news of the queen's illness had spread throughout the camp and from the camp to the city.

Finally [the news] reached the ear of Her Holiness Luzia Caldonna, Anagnost of S'allumer [several other titles are here omitted]. Taking up her staff, for she was not a young woman, she made her way to the Avoirdupois camp. As she walked, those of pure heart could discern about her a dazzling radiance that grew brighter with each step... Our soldiers stood aside for her, afraid and confused, and even the Akarbites and the Priests of Anu were cowed by her holy presence.

As the holy woman passed through the camp, the king was roused from his tent by the commotion. At first sight of the blazing light, he fell to his knees... When Luzia reached the king, he stood and led her within the tent where his dear wife lay dying. Luzia took the queen's hands in her own, and the light of purity and creation enveloped them both. In barely a moment, the ravages of disease were lifted from the queen's body and she awoke, calling for her beloved husband.

At this, King Étienne felt warmth within his breast and a lifting of his spirit. No longer would he take heed of the ignorant superstitions of the Priests of Anu, who, in their quest to satisfy the appetites of this world, had forsaken the next....

The authenticity of the official history has been challenged on many different grounds. It seems particularly strange that the king would have brought his pregnant wife with him to a battlefield when she could have remained safe within the citadel of Sauldre.

Though the reasons may be unclear, the events that followed are well known: Étienne renounced the worship of Anu, converting to S'allumer in a public ceremony outside the city walls. As part of the ceremony, he acknowledged the suzerainty of the Rinaldi over the entire island of Calabria: as their vassal, he would no longer rule his lands as King, but would henceforth be known as the Archduke of the Avoirdupois.

With Étienne's conversion, the siege of Triskellian was lifted, and the various armies returned home.

The Growth of S'allumer

Étienne's first official act as Archduke was to revoke the laws restricting the practice of S'allumer. It was plain, however, that many of his subjects remained devoted to Anu. In order to keep the peace, Étienne relied upon large numbers of foreign mercenaries, who were probably paid with money supplied by the Rinaldi.

In years that followed, the numbers of the penitents grew steadily. After 390, the radical doctrines of a group known as the Iconoclasts ("Image-Breakers") became increasingly popular. The Iconoclasts advocated the destruction of the temples of Anu and the eradication of the priests and Akarbites. However, when one of the Iconoclasts started a riot in the marketplace of Sauldre, Archduke Étienne was forced to suppress the movement.

In the fall of 395, Étienne issued the Edict of Toleration, which granted the Heliodromes protection from persecution within the enclave of Porteur-du-Soleil. The lands that they had controlled in other parts of the realm reverted to Étienne's ownership. He used some of the land to reward his followers, but large portions he reserved for his own use, and the great temple in Sauldre was rededicated as the Church of S'allumer.

Archduke Étienne died in 402. Under his successors, the Church of S'allumer continued to prosper. Since the early church lacked a central authority to impose orthodoxy, its rapid growth encouraged the development of regional variations in doctrine. Many of the most popular heterodoxies were first circulated in this era.

In 450, a council of bishops was held in Triskellian. Over the course of nine months, the bishops decided upon an official doctrine for the church (other views were declared either heterodox or heretical) and reorganized the church hierarchy into something similar to its current form. Henceforth, each region would be overseen by an Archbishop. The most senior Archbishop would be recognized as the official head of the church, the Pontiff of S'allumer.

The first Archbishop of the Avoirdupois was Bohémond du Sauldre, who had been a leading figure at the council. The first Pontiff of S'allumer was Constantine of Triskellian, but he died less than a year after the end of the council and Bohémond took his place.

As Pontiff, Bohémond created the Holy Order of Ardent to act as his eyes and ears across Calabria. The Ardentines were the first Capitular Order, existing outside the regular church hierarchy and responsible directly to the Pontiff. Local orders, by way of comparison, were granted their charter or typicon by the local bishop, to whom they remain responsible.

Bohémond died in 478, but his successors continued his work. Graceful churches were built in the towns and

cities, while abbeys and monasteries sprang up across the countryside.

As the years passed, various political and religious factions fell into and out of favor without lasting result. The Archdukes alternately conspired with and against the Rinaldi, and the church grew rich and powerful on the largesse of the devout.

The Bisclavret and the Éteignoirs

The Avoirdupois were as surprised as anyone else by the sudden emergence of the Bisclavret in the late 600s. They were outraged when the Rinaldi acceded without a fight, making the upstart Bisclavret a great house, on par with the ancient nobility of the Avoirdupois. From this time forward, the Rinaldi would find the Archdukes of the Avoirdupois growing ever more restive and independent.

A graver crisis began with a disputed inheritance in the demesne of the Marteau. Harbin du Marteau, a cousin of Duke Ombragé du Marteau, died in 722 and the provisions of his will left land and money for the founding of a new monastery near the village of Ascétique. There were several irregularities in the will, which had been completed in something of a rush, and Duke Ombragé—in keeping with the laws of the Accord de Gérance Avoirdupois—petitioned to have it set aside. Ombragé's case was strong, and Archduke Prévoyance may well have ruled in his favor if events had not taken an unexpected turn.

While Ombragé was waiting for his day in court, a group of monks and surveyors from Triskellian arrived in Ascétique. Unaware that Harbin's will had been contested, they began preliminary measurements for the construction of the new monastery. When Ombragé heard that the church was already measuring the site, he went mad with rage. He rode to the construction site with his bodyguards and slaughtered the workers.

Once the events became known, retribution was swift. Archduke Prévoyance dispatched his soldiers to arrest Ombragé, and the Holy Order of Ardentsent their own knights in armor. When they arrived, they found the Marteau entrenched in defensive positions and ready for war.

Though Ombragé and his men fought fiercely, his manor house was quickly overwhelmed. The House of Marteau was abolished, and in accordance with the ancient custom, the Marteau familial weaving was taken and burned by Prévoyance in the sight of the surviving members of the family.

As the damaged party, the Church had a legal claim to the former holdings of the Marteau. In the end, they received many of the choicest properties, but some areas were granted to noble families, former vassals of the Marteau, who would now became direct vassals of the Archduke.

Despite the destruction of the Marteau, it was rumored that Ombragé had established a secret society dedicated to the destruction of the Church of S'allumer. Acts of vandalism against church properties began to increase. Mysterious figures in hoods smashed church windows and destroyed candle-making shops. In the dead of night, they forced entry into the houses of clergy, visiting violence upon the people within, with hammers stylized to look like the extinguishers of candle-flames. Ombragé was betrayed by one of his cousins and arrested by the Ardentines in 749; he was executed the following year. With his death, the movement subsided, but his followers, now known as the Éteignoirs, continued to meet in secret. In recent years, the movement has experienced something of a resurgence.

The Avoirdupois Today

Today, the Avoirdupois are best known for the Strength of their devotion to S'allumer. Indeed, the church permeates every level of Avoirdupois society. The church not only runs schools and hospitals, but it also directly controls wide regions of territory, complete with peasants and tax collectors. Yet despite the church's appearance of monolithic strength, it is divided within by the growing popularity of various heterodox theologies. Outside the church, the Heliodromes of Porteur-du-Soleil are thought to be increasing in strength, and the Éteignoirs are rumored to be active again after years of silence.

In political matters, the Archdukes of the Avoirdupois are now virtually independent. Their nominal sovereigns, the Rinaldi, have declined to the point that they scarcely control their own capital, the prosperous city of Triskellian. Independence, however, has come at a price: the steady peace that had been maintained by the Rinaldi has degenerated into a precarious three-way standoff between the Great Houses, and the Archduke is forced to devote much of his attention to countering the maneuvers of the Bisclavret and the Doloreaux.

The Avoirdupois army is perhaps the strongest in all Calabria. The knights of the Avoirdupois are superbly trained and outfitted with the traditional trappings of plate armor, swords, and shields. However, while the other Great Houses increasingly rely upon guns and cannon, the Avoirdupois have been slow to modernize. In the event of an all-out war, the inflexibility of the Avoirdupois commanders may prove to be their undoing.

Avoirdupois society has been slow to change in other ways as well. Individuals are generally either very rich or very poor, and a "middle class" of professional

tradesmen and small landowners is still virtually non-existent. In some cities and towns, tradesmen have been able to rise to positions of influence, but many nobles still consider such professionals little more than dolled-up peasants.

All in all, the Avoirdupois retain the traditional strengths that have enabled them to survive and prosper for over a thousand years. If anything, their greatest weakness may be a failure to understand the gravity of the changes that are to come. Only time will tell if they are ready for the new challenges that lie ahead.

Language

The modern, pragmatic Avoirdupois speak Calabrese. The Avoirdupois have refused to translate their law books into a more common language, so as not to "adulterate" their meaning. The original language of the Avoirdupois was Langue d'Anu, of which no written or oral records remain.

Names

Examples of male names include Astolpho, Ignace, Somer, and Warrane. For women, Albracca, Calandre, Fanette, and Joanna.

Avoirdupois are most likely to pay homage to their family, and will include that in their name. Some noble names include Boulanger, Chaussé, Crinière, Enclume, and Sabot — for example, a noble's full name might be Astolpho du Sabot l'Avoirdupois. Other Avoirdupois fancy themselves as "knights errant" and drop their family name altogether, such as Anton d'Avoirdupois.

The Demesne of the Avoirdupois

The Avoirdupois are strong in body, fleet of hoof, and sharp in mind. They pride themselves themselves on having the swiftest army in the land and the most rigorously-trained knights. They wish to maintain their open fields and keep their heritage intact by aggressively protecting their borders and way of life. Despite their militant stance, they are quite concerned with the knightly virtues of loyalty and honor. None could be more pious than an Avoirdupois knight on the morning before battle.

The Avoirdupois lifestyle is austere — as one scholar described it, "first toil, then the grave." Avoirdupois of all ages have a great sense of pride in their land and holdings be they serf, tradesman, merchant, or noble. All of the gentry regularly drill in the arts of combat and heraldry, male and female alike. Manners and etiquette are not only valued, but mandatory. To outsiders, the Avoirdupois look humorless and severe. They use the S'allumer calendar to measure their days.

The Avoirdupois do not hide what they see as their "manifest destiny" — to place all of Calabria under their control. One would expect that this attitude would make anyone unlikely to do business with them, much less ally with them. However, the Avoirdupois are the very definition of chivalrous — they always keep their word and never stab anyone in the back.

When they first arrived on Calabria, the Avoirdupois were organized into self-ruling tribes, where the eldest son inherited all the land and wealth, and all other family members swore fealty to him. As the population grew, the tribes began to fight one another. Over time, the Avoirdupois developed their modern system of feudalism, the style of government popular throughout most of Calabria. Simply put, a group of vassals swear their fealty to a superior lord. The Dukes are vassals of the King, and the Barons are vassals to the Dukes, etc. Feudalism forms a pyramid of power, with the King at the top and the landless peasantry at the bottom.

The origins of the relationship may be found in the conditions following the War of Leaves. In eastern Calabria, the breakdown of mutual protection during and after the War led to dangerous times. Private pledges of mutual protection and support became necessary. Lordship became the dominant societal bond because of the Shadow invasions that shattered the remaining vestiges of central authority of the Carolingian kings of Southern Avoirdupois.

The War and time of upheaval pushed the warring Eastern Houses together, until they united under the banner of the Avoirdupois. A noble house who swears fealty to the King of Avoirdupois is called a "minor house."

Before the War of Leaves, many folk owned their own private estates, or allods, which were passed down through inheritance from father to son. The definition and delineation of these ancestral allods were defined with border-stones, engraved markers buried at secret points near the borders of the allods, mapped by a third family. Any disputes between groups could quickly be settled by recovering these stones. When the Avoirdupois assumed their rule, all allodial land was divided into fiefs, as barons either recruited lords under their banner or took their estates by force. The practice of border-stone burial faded, as did the maintenance of woven records, but by a peculiar quirk is still recognized as establishing legal precedent for ownership, provided descendants have not lost the land in battle, sold the land, or lost it through debt. This tradition proved problematic to the practice of Escheat, as a Lord's claim on land could be reversed should a male heir be found. In Avoirdupois terms, a fief is defined as the terms of service that vassals must serve for their lord — in effect, lords only own their land by the largesse of their superiors. The Avoirdupois tome Livre de Chevalerie describes, in its hundreds of pages, exactly who owes what duties to whom. These terms include:

- ***Military service.*** Vassals must serve their lord in times of war.
- ***Maintenance.*** Vassals must support their lords by giving them food, clothing, weapons, and other goods, commonly known as excise.
- ***Coinmed***. A lord may take up residence at any vassal's estate, at any time, for an unspecified duration.
- ***Ceremony of homage.*** Vassals must formally acknowledge their service at specified festivals.
- ***Wardship and marriage-rights.*** When there are no male heirs, the lord reserves the right to declare who the female heir will marry, thereby controlling descent of the fief.
- ***Regency***. If the male heir is below the age of adulthood (17 years), then the lord administrates the fief until the heir is old enough to swear homage. In almost all cases, the lord will appoint a knight as regent to rule the land in the heir's stead.
- ***Aid.*** It is customary for a vassal to give a payment to their lord in return for the services of knighting the eldest son, marriage of the eldest daughter, and for sending someone to pay any ransoms. In addition, the lord may demand emergency aid in times of need.
- ***Escheat***. If a vassal's estate has no heirs, the land reverts to ownership by the lord.
- ***Droit du seigneur***. It was not unknown for some lords to command the privilege of spending the first night with a vassal's new wife. After the Avoirdupois' conversion to S'allumer over five hundred years ago, however, the right of "first night" was no longer practiced.

While these practices and privileges could easily be abused, the Avoirdupois are an unforgiving, disciplined lot. Exploitation of this code will quickly bring the displeasure of other lords, which in turn can bring suit from higher ranks.

The fief is a hereditary tenure — when a vassal dies, his eldest son will inherit all the land, but first he must pay homage and swear fealty to his lord and pay a relief, a recognition of the lord's continuing rights over the property.

The abridgment of this agreement by donation to the Church is seemingly in discordance with this practice. The Church is supported in its claim to the land by the King, and the Church pays reparation to the Lord. The reparation is substantial, and at first was warmly welcomed by many a lord. The added benefit of Church Protection for the former holding is enough to satisfy a few lords who have turned their heads to seeking fortune through trade and industry. Others eventually grow to resent the Church's presence, claiming that it creates discontent among their own serfs and peasantry. Regardless, the only terms of fief that are maintained by the church are excise, hospitality, and ceremony of homage. Refusal of a lord to yield land that has been donated to the Church by a vassal is viewed as a nearly treasonous act, as all land by right is the property ultimately of the Royal House, and unless the royal house should raise objection, it is not meet for the lesser lord to do so.

Manorialism

Holding land allows the vassal to marry and raise a family. Possession of landed estates is equivalent to manhood. The grant of fiefs is also beneficial to the lord, since the lord's manor (complex of lands) usually consists of widely-scattered holdings that are too numerous or diverse to be administrated directly.

Manorialism describes the aristocracy's political, judicial, and economic power over the peasantry. It is both a mode of production and a system of political control. The manor is often divided into the lord's personal demesne and the tenants' lands (who owe rent and service to the lord). Each manor has a manorial court in which the lord or his agent exercises jurisdiction over crimes and civil disputes. Simply put, the fief is the property, the manor is the legal jurisdiction.

A lord presides over manorial court, mediating disputes and dispensing justice within his demesne. By the code of chivalry, all nobility are entitled to trial in a court of their peers — that is, by other nobles or those above them. It is common practice throughout Calabria, not just in Avoirdupois lands, that the landed gentry are considered to have greater rights than those below; in simple terms, there are those who are entitled to the "high justice" of nobility over the "low justice" of the peasants.

One problem for the lord is how to maintain his legal ownership of the property in face of its occupied ownership by the vassal. Many nobles might want to sell off portions of their property or borrow against it for cash loans; by technicality, however, the fief belongs to those above. As commerce increases throughout Calabria, and the Strength of the coin eclipses the power of the sword, the Avoirdupois nobility find their legal system of manorialism complicated by the new economy. This is the primary concern with donation of land to the Church. Ultimately, all lands belong to the king, and as the royal family has deemed it appropriate to donate land to the church, refusal to yield another's fief in your manor is at once refusal of the King and consequently might be considered treason. This conundrum does not trouble some, while for others with meager holdings it is anguish.

A second problem is the difficulty of exacting service from one's vassals. Over time, the code of chivalry and the customs of service have progressed from customs

into precise law. For example, the maximum length of military service that Avoirdupois lords may exact from their vassals is limited to forty days per year. This limitation on military service highlights an irony about feudalism in Calabria. While the Avoirdupois have numbers, equipment, morale and discipline among their strengths, their inflexibility may prove their undoing. Even this has become complicated by current events, as the King has established the Border Guard, which is loyal to him alone. This worries some houses, as the normal system at least insured that obligated military service was unlikely to be used internally, and as such helped in establishing internal stability and codependence. This code currently prevents smaller lords from hiring their own militia.

Government

The modified feudalism used by the Avoirdupois is made complicated by the many sacerdotal ties within the government. At almost every level there are priests, in similar position and authority to local officials, to give voice to church sentiment, and to forward information to the central Church authority and the King, who remains the Church's staunchest ally. The King is currently head of a feudalistic state, but that is apparently changing, albeit slowly. With the concentration of force loyal to either the Church or directly to the King, it is questionable how much longer a feudal government can last. The pull now exists between past and future, with technology a vital but neglected link in the Avoirdupois chain of power. A purely feudal estate would be hard to bring to modernization, and that may be part of current events within the walls of Chalon-sur-Sauldre. For now, the feudal style still holds sway, and the Border Lords will bear no breaching of feudal obligation.

Currently at the head of government is the King. He wields supreme authority in matters of dispute within the Avoirdupois demesne and outside their borders. This authority is at the pleasure of the lords who serve him, however, as they together could unite and overthrow him. Or at least they could have at one time. The former stricture against this happening was the tension between these houses, a tension exploited by the King, to keep them feuding and at odds for his favor. Next in authority to the king are his emissaries who forward his will and exercise limited authority in his name. These positions are key to maintaining the feudal state, as they are filled from among the sons and daughters of the Noble Houses. Houses that have proved their loyalty to the King get better or more positions. This is the method by which the Écorcheurs were able to maneuver for the position of armorers to the King's army. It is also by this method that the King appeases and punishes the various houses. The Border houses often vie for these positions, seeing in them their last hope to influence a government they feel has forgotten them.

The church tries at every turn to influence the King's decisions in this regard, and has successfully been maneuvering their first Priest into position as an emissary, something about which all of the houses grumble.

Clerical Law

Clerical law is historically administered by the local Church hierarchy, which handles heretics without interference from royal authority. Any Priests accused of offense, either civil or religious, are referred to the hands of a committee of peers and an Ardentine du Sang, who fulfills the role of prosecutor. It is the Ardentine du Sang that gathers evidence and presents the Church's case. The judging council is made up of four peers from the order of the accused, and four others from different orders and not Ardentine du Sang. In the event of deadlock, the case is taken to the Holy See for adjudication by the Pontiff. An Ardentine du Sang who is accused of wrongdoing is tried within Ardent, always by Ardentine du Sang alone. Such a case never ends in deadlock, and has never been referred to the Holy See in all of the five hundred years of its existence.

Clerical law was instituted to prevent lords from meting out low justice to accused priests not of noble blood, a rather common problem early in the ascension of S'allumer within the Avoirdupois demesne.

Secular Law

Secular law is divided into Low Justice and High Justice. Low justice is arbitrary punishment meted out by lords to landless peasantry, vagabonds and brigands. It can range from simply expelling the wrongdoer, to disfigurement or branding, to immediate execution. This is a vestige of the individual authority of lords over their holdings, and the threat of low justice keeps many peasants in line.

All gentry are schooled in the precise laws of Avoirdupois rule, unchanged in over a hundred years. Ignorance of the law is no excuse, and the nobles have no patience with scofflaws. Low justice is meted out on the spot, and is usually a quick beating for light crimes, indentured servitude for greater offenses, and summary execution for murderers or worse.

High justice is reserved for persons of land and title, and the Knight is the lowest rank that can sue for High Justice. In the case of a noble accused, his lord sits in judgment while the accused and the accusers bring their case. This does not help if the accuser is the same lord administering the justice, but the Avoirdupois realized this and provided a solution. When the accused is a vassal of a particular lord, accused by that lord, that lord is required to bring his case to the lord in authority over him. In all cases the king is the final authority, as

demonstrated in the trial of the Duke of Marteau. The consequence of this is that the "gift of nobility" in Avoirdupois lands carries with it a responsibility to learn the law as well. Law knowledge is one of the tests for claims of nobility. Only Knights are exempt from this requirement, but then they are the lowest of the nobility.

The Passerellites offer sanctuary to all fleeing from secular law, and have even given refuge to heretics fleeing clerical justice. They are the last hope of a peasant facing Low Justice, and the Passerellites have been censured for their protection of a druid caught in Avoirdupois lands. Still, they maintain this neutrality in judgment, which is one of the reasons for the provision in clerical law for four peers not of the same order as the accused.

Social Classes

Those Who Rule: the Nobility and their Knights

When people think of chivalry, they usually think of the knight, clad in fine plate armor, bearing a lance or a sword, riding a swift jennet or proud destrier, bringing law to the lawless. In reality, knights mostly serve in mundane positions within the government:

- ***Castle-guard*** — serving in a lord's garrison. The captain of the castle-guard is called the castellan.
- ***Suit in court*** — serving as a judge or shire-reeve to dispense Low Justice to the commoners.
- ***Attendance*** — serving as part of the lord's entourage, accompanying on travel as either protector or as a display of status.
- ***Hospitality*** — either for the lord (as part of coinmed) or for the lord's servants.

Most feudal obligations, indeed, reflect the social relationship between the lord and his vassal and the mixed proprietary rights each had over the fief.

The ranks of nobility among the Avoirdupois:

- The Archduke and Archduchess, supreme rulers of all of Avoirdupois demesne.
- The eight Dukes and Duchesses of Avoirdupois. All have a various number of vassals below them, depending on the size of their holdings, but each controls roughly one-eighth of the kingdom, called a province.
- The Prince and Princess.
- The Marquis and Marquise.
- The Comte and Comtesse. Nobles of this status and lower cannot afford to maintain a permanent estate at Chalon-sur-Sauldre, and they must live on their personal fiefs.
- The Vicomte and Vicomtesse, who control the smallest fiefs. Some may not even have serfs; instead, their own extended family tills the land.
- The Baron and Baronne (also termed Knighthood), who are the lowest ranks of landed nobility.

The smaller the rank, the more "local" the power and influence of the noble.

As elsewhere in Calabria, the nobles comprise the ruling class. Nobility is a title granted by the king or inherited through a family bloodline. Any noble is considered a peer of the realm with all the attendant rights and privileges. A peer of the realm is one who holds one (or more, of five possible) title(s) of nobility and the estate(s) bestowed upon him or his direct ancestor by the monarch. Although other members of his family might be addressed as "Lord This" and "Lady That," none of them is a peer; their titles are all courtesy titles, including his wife's (although she is usually called a "peeress"). A duke or duchess is addressed as "Your Grace" by social inferiors, and as "Duke" or "Duchess" by social equals. All other peers and peeresses are called by "Lord" or "Lady" prefixed to the name; for example, Lord Simon or Lady Tinnian. Those bearing the title of Knight are not necessarily peers.

A peer can be a Knight, however. Knights hold a hereditary title that does not grant peerage but does grant certain rights, such as the right to High Justice and the right to mete out Low Justice. Knights are addressed using the title "Sir." Few knights spend time doing anything other than practicing for war and acting as the local peer's strong arm. The notable exception would be members of a Capitular Order.

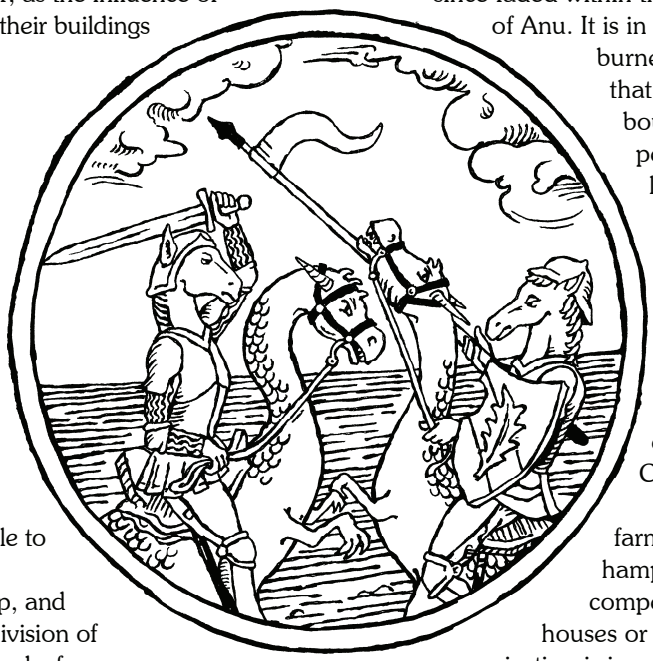
In Avoirdupois society, the only way to advance in noble society is to inherit the wealth — which means that if one is not born into noble blood, they will most likely never be given franchise. For folks of ambition, the Church of S'allumer offers a path to wealth, power, and influence.

Those Who Pray: the Clerics, Priests, and Capitular Orders

The Clerics and Priests are the main avenue of advancement for minor lords (knights) and the peasantry able to pay the tithe for admittance. They are afforded special status due to the enormous power and influence of the Church of S'allumer. They can claim the right of Hospitality at nearly any Noble house, as it is deemed a privilege to aid those of the one true light. They rarely abuse this right, but it remains as a sore point for many lords. The priesthood entitles one to travel freely and enjoy the services provided by the Church to its penitents. Priests and Clerics are encouraged to travel and bring the Light of S'allumer to

all eyes, as well as gather information about the places they visit. The only order universally viewed with dread are the Ardentine du Sang, as a visit from them usually signals a tithe uncollected or the necessity of Church Justice.

Local churches are small and modest, as the Avoirdupois prefer their worship to be as simple and pragmatic as their lifestyles, and not weighed down with grandiose icons. However, as the influence of the Church grows, so do their buildings and estates.



Low Justice originally applied to those of the penitents who did not claim nobility, but this has since changed. They now have the right of Clerical Law and adjudication by peers. Those of the Capitular orders are first responsible to the Masters of their orders, and through them to the Holy See in Triskellian. The Clerics are responsible to local religious authority (Metropolitan, Archbishop, and finally the Pontiff). This division of hierarchy prevents local grabs for power from escaping the authority of the Holy See, although it is never stated as such. In particular, it keeps Avoirdupois Clerics loyal to Triskellian.

Those Who Toil: the Peasantry and Slaves

Slavery has never been popular among the Avoirdupois. This doesn't come from a deep abiding morality, or any kind of revelation. It comes from their roots, in which slavery simply wasn't an institution among tribal societies. A few have analyzed early Avoirdupois writings, and it is apparent that their life originally consisted of subsistence, so any extra persons were a drain on resources. A slave is a particularly acute drain on resources, as they not only require the resources of a family or tribe-member, but they also require constant supervision and secure quarters. It holds no benefits for current lords, and so has never gained a foothold in Avoirdupois holdings.

Peasants, on the other hand, are simply the outgrowth of the lower ranks among the tribes. They are arguably slaves of a sort — but slaves to the land as much as the King is slave to the land. As land is wealth, it bonds all that till or own it. The peasantry among the Avoirdupois are loyal and hardworking. Dreaming of higher status is considered by many to be a waste of effort, as the land will not be tilled by dreams. Education is unknown amongst them, and not encouraged by many lords, as it is seen as leading to discontent. This lack of exposure has led to mixed belief systems and oral traditions of history that vary wildly from holding to holding. Many hang their weavings of S'allumer above their altars to Anu. Still, some traditions persist among the peasantry that have since faded within the nobility, such as the Fall Festival of Anu. It is in the time when the fields are burned off before being plowed under that festivals and feasts of thanks for bountiful harvest are held among the peasantry. It is the one time that local Clerics look the other way as those trained in the lore of Anu set the fires to burn off the fields. Attempts to suppress this festival and practice led to the few recorded instances of unrest among the peasantry, so the church allows the festivals even among those who toil on Church-owned lands.

The Avoirdupois are very efficient farmers, but their lack of lumber hampers them immensely. To compensate, many farmers live in sod houses or even earthen homes. Their organization is impressive; precise records are kept, and taxes are collected on time. The skilled serfs are rewarded; the poor performers are punished. The Avoirdupois also maintain their own arms, using techniques handed down for generations. It is illegal for Avoirdupois serfs to accept denarii. They are bonded to the land they work, and they and their descendants are inherited by subsequent landowners.

The Measurement of Wealth

Land is all in the demesne of the Avoirdupois. To have it is to have wealth, prestige, and most of all nobility. It is the reason that land has been accepted by the Church as an equitable donation from those Knights unable to assemble enough resources to petition to enter the Capitular Orders. The holdings of a Duke establish his standing among his peers, and his ability to influence the King. No other form of wealth is truly recognized among the nobility, so professionals who have much in material wealth are still treated as peasants and are often the subject of Low Justice, while outlanders are afforded the courtesy of vagabonds, tolled heavily, and generally not encouraged to stay. A few of the nobility have encouraged a professional rank within their holdings, and these are the few places where personal material wealth holds sway. Among those that hold land, the fertility of it

and proximity to Chalon-sur-Sauldre determine how much it is worth, so while the total area of holdings varies, the wealth of the eight Dukes is comparable.

Armed Forces

The standing army of the Avoirdupois is primarily divided among the signal towers, and relies upon contributions from all houses through the King. The rank of professional soldier is a relatively new one, and, as such, where they stand in the old feudal hierarchy is still open to debate. Officially, they are the King's troops, but as they were not mustered from his vassals they can be readily deployed to internal conflict as well. Some nobles see this force as possibly more dangerous than the S'allumer armies resident in the Avoirdupois holdings. This avenue affords a career opportunity for those turned down by the Abbey at Ardentine. Many train with the regular army while waiting to reapply. This is an expensive force to keep in residence year to year, but it is cheap in comparison to the destruction that could be wrought by enemies. In addition, not all land-working peasants need be occupied with military training, and fewer need to be called up in time of war. The final benefit is that these still owe their primary allegiance to the King and the Avoirdupois demesne, instead of the mercenary's commitment to the coin.

The Avoirdupois are outspoken foes of the Bisclavet and the Doloreaux. They do not appreciate the Doloreaux control of the river Lyore and are rankled by having to buy timber from the Bisclavet. They tolerate the presence of the Constabulary of Triskellian — as long as they "remember their place".

The Great Houses of Avoirdupois

Many families can claim noble franchise under the Accord de Gérance. Some noble families in existence today are the Adalheidis, the Euredi, the Guethenoc, the Hieronime, the Marivonig, the Melquiades, the Odovic, the Philoxenus, and the Woldemar. None of these families have any members above the rank of Comte or Comtesse. Today the reigns of power are in the firm hands of the five oldest families.

Boulanger

No Avoirdupois family has benefited more from the modern ways than the Boulanger — their wealth is measured not by land but by their gold coins. Their holdings consist largely of near-shore territories in the relatively stable interior of Avoirdupois demesne, safely removed from border skirmishes. The Boulanger have had little interest in increasing the immediate military might of the Avoirdupois, and have suffered little as a consequence of this attitude. They also have lost little land to the Church compared to other houses, as there is little incentive for their vassals to join the Church: they have wealth and security, and have no wish to alter the status quo. Whomever the Duchess Clorinthe du Boulanger marries will stand to gain a great dowry.

Chaussé

A blooded family obviously on the wane, the Chaussé would most likely not be considered the subject of courtly gossip were it not for Alderic du Chaussé, who is the current Archbishop of Avoirdupois.

Crinière

Having suffered a decline in fortunes and holdings for many years, it was feared that the great family of Crinière would not last until the ninth century. It is said that the Avoirdupois are at their best when things are at their worst — for the past two generations, the Crinière have taken steps to assimilate the new culture of the landscape. As the power of manorialism fades, the Crinière have put stock in banker's notes and counting houses. The recent marriage of Duchess Prédestinée to the Archduke was considered by many to be the sign that the sun has yet to set on their legacy.

Enclume

Renowned for their metal-smithing history, the Enclume own the best forges in all of Avoirdupois territory. As the tools of war change from swords to guns, the Enclume have adapted easily, improving their smelting and forging skills to produce whatever is in vogue. The Enclume posses fineries and forges of quality high enough to make gun-worthy steel, and can make plate-armor strong enough to repel bullets. These are so large and thick that half or more of the structure is buried in the ground. As long as there is a need for steel, the Enclume will continue to have influence in political affairs.

Sabot

With the longest family history and the greatest material wealth, the Sabot family have been the uncontested leaders in Avoirdupois demesne for as long as any living person can remember. Steeped in their tradition, the Sabot Lords and Ladies maintain the largest armies, with a great deal of resources spent drilling and equipping their warriors. In these modern times, the Sabot's army is not seen as a necessity but as a liability; many detractors within the Avoirdupois worry that the Sabot may be mistaken in thinking that their traditional discipline and training can prevail against the technology and methods of modern warfare. Outdated or not, the Sabot continue to hold the greatest influence in Avoirdupois politics; the current Archduke is Guillaume-Pierre Sabot.

Minor Houses

A Minor House is a family still enfranchised with noble rights but who swears fealty and subordination to one of the Great Houses. Over the years, the Great House of Avoirdupois has absorbed or conquered others within its demesne.

Casque

A proud house given to occasional acts of defiance, the armadillos of the Minor House of Casque accepted Avoirdupois rule in lieu of being destroyed. They claim to be followers of S'allumer, but the depth of their allegiance is not known. They petition at times to establish a school or library on their territory but refuse to completely cede care-taking of this same land to the Church. They occasionally join one of the Holy Orders, but such is rare. The few that do exist are Haimorrs, and reportedly do quite well under a regimen of self-flagellation and outdoor living.

Écorcheurs

Hundreds of years ago, the rhinoceros known as the Écorcheurs were the hated enemies of all Avoirdupois. Today, they live in peace under Avoirdupois rule. As a Minor House, they are franchised to own land, although many become knights-errant and take up high-ranking positions in garrisons and border patrols. Individuals of this group often go on personal pilgrimages not associated with religion, and roaming seems to be in their blood.

Lissemanteau

A Minor House of ermines who joined the Accord de Gérance during the war against the Rinaldi, the Lissemanteau inherited much of their current property under dubious circumstances. They have never been able to shed their bad reputation, and other nobility are likely to snub them or otherwise express their disdain. Some Lissemanteau try to compensate by living up to the ideals of chivalry. Many others simply use their status for personal gain.

THE BISCLAVRET

The Bisclavret demesne is established in south-western Calabria, and has quite a bit of variation: mountains, grasslands, rolling hills, rocky coasts, and wetlands. But the majority of their land is lots and lots of forest, the key to their wealth. Their capital, the mighty fortress of Harrowgate, stands at the northern edge of their territory, on the uncertain border with the Phelan lands. From there the Bisclavret lands spread southward and westward to the sea. Eastward, their influence stops at the Granvert River, following its winding course down into the Bay of Auvrich. The Bisclavret are fond of boasting that they already control the western and southernmost points of the Calabrese mainland, and that the north and the east will not be long in coming.

The climate in the depths of the forests is cool and mild, but notoriously buggy during the summer. Along the southern coast, the weather is rainy and warmer, with a milder winter than in the interior. The western port of Thanon freezes over in winter, making its docks useless during that season. Snowfall is light in the south, and becomes increasingly heavy as one travels northward.

Bisclavret lands are thick with forests and undergrowth. Clear-cut forest is being converted to farm-land; often gunpowder is used to blow up stumps. The fishing grounds outside Bisclavret inlets are quite good. The gentry also maintain livestock, in the form of domesticated saurians, as the Bisclavret and their kith are consumers of meat. While once the forests were run with monsters such as the thick-skinned, fanged "bethrachanna," today the forests are cleared of most beasts ... and are over-run with bandits.

History

Bisclavret legend has its genesis in the waves of an unknown ocean. One thousand years ago, a flotilla of primitive vessels made a long and dangerous journey to find a new home. Their longboats held a few hundred haggard refugees, mostly of wolfish stock, who had hurled themselves outward into the seas for reasons clouded by legend and myth.

Of the many stories of the crossing, the Bisclavret often recite this one:

> The captain of the leading vessel, Midchain, found himself low on supplies, and he ordered his passengers to weave nets to catch fish. An old wolf named Aldmoen arose from amongst the refugees, and in a quavering voice reminded Midchain of the tribal laws that forbade them to eat fish. Without a word, Midchain swept Aldmoen up and cast him into the sea. The people made the nets, and were thus they saved from starvation.

There are other legends, but these are preserved in the fractious and self-contradictory traditions of the barbaric Phelan. The modern Bisclavret dismiss the veracity of all oral tradition, even their own, although much of their written "history" are obviously transcriptions of well-told legend. Bisclavret historians usually classify the tale of Midchain and Aldmoen and later legends as parable rather than a fact. For the Bisclavret, their "authentic" history properly begins 180 years ago with the foundation of Harrowgate and the start of their own literary tradition. Everything else is a dream, the confused imaginings of the primitive savages they were before the event they call *Riddock's Dawn*.

For the sake of completeness, a general overview of this mythic history will be provided here. The events related in this false history in all likelihood did not occur, except perhaps in the most metaphorical sense, but they still influence the modern philosophy of House Bisclavret.

After their arrival in Calabria, the refugees settled in what is now the Muire Forest. The legends say the land was first found to be empty, and to be an abundant resource of wood and of game. The refugees quickly prospered. As their camps became over-crowded, they struck out into the deeper wilderness.

As they spread across the land, these primitive tribes came in contact with a race of violent monsters, feathered monstrosities known as Morrigná – giant creatures with the head and wings of a Raven, but the body of a Wolf, and a strength and savagery much greater than either. The monsters attacked the scattered villages of the Phelan, wreaking great havoc. It took many great deeds and many heroes to stop them.

Many Bisclavret scholars dismiss the legends of Morrigná, citing the well-known race of Ravens, a primitive people, small in stature, and having wings in place of hands. The only known Ravens live in the Phelan demesne, in bond to the bloody-handed wizards of Phelan society, the Druids. It is also common knowledge that Ravens have second sight and other command of the supernatural, so many believe it was the Raven's distant ancestors who confounded the ragged Phelan savages with illusions and other enchantments. Those who suspect the Druids of being in league with dark forces often spread rumors that the Morrignái were the wholesale invention of a ancient

Druid with hopes to control the people of his remote village with crippling fears of the unknown. Even fewer claim that the Morrigná live on to this day, hidden in the darkest unclaimed forests of Calabria.

Whatever the whole truth may be, it is agreed upon that after the defeat of the Morrignái, the primitive settlers were free to spread out across the land. The refugees gradually came to form a number of distinct tribes, each beholden to the age-old customs of their homeland, the unwritten laws known as the Fenebras. Some would fight, and earn the rights to call themselves Fianna, "warrior-knights." Others cultivated an understanding of the mystical universe, the mysterious Druids. Those who were keen of mind and wise of judgment would aspire to become the revered interpreters of the law, the Brehonna. And those who were able to master both music and words to bring tears to other's eyes, joy to other's hearts, and courage to other's spirits studied the tradition of the Bards.

Of all the six tribes, none disputed that the Tuath na Bianfáel claimed the greatest Bards in all the land. Any that disputed the claim were challenged to a satire, a contest between Bards judged by the response of their audience. The Dunwasser College of Triskellian has, in the library, the lyrics and music tablature of over forty songs collectively known as the Carmina Bianfáelae, all of which are believed to be winning compositions made simply to win the satires of past challenges.

As with all the tribes, the Bianfáel encountered the other settlers of Calabria, most notably clans of Boars, Foxes, Goats, and Horses. Some lived in their own woods, but most lived in the bare eastern lands. The Bianfáel were content to remain in their forests, and magnanimously allowed other races to reside there as well, provided they stayed in their own territories.

The legends speak of wars that raged across the land and caused the other races to suffer terribly. However, the canny Bianfáel again remained in their forest homes and fought off any outsiders who dared step foot under their boughs. In modern times, credulous peasants will sometimes find odd standing-stones or ruins in the deep forests. These superstitious folk attribute these relics to the mighty warriors and wizards of olden times; in reality, almost all of these stones were simply markers of property boundaries, their strange symbols the lost language of *Bérla Galleneah*. Likewise, the primitive Bisclavret themselves saw supernatural origins in the great public works of the Rinaldi, such as the many keeps and way-stations along the Via Salutis, with fortresses made of cut stone and bridges of keystone arches.

For many generations, the life of the Bianfáel was little different than that of the other tribes that called themselves the Phelan: a constant cycle of pagan magic, primitive rites, and barbaric laws. The history of the Bianfáel during this period is unclear.

The Founding of the Noble Houses

It is at this time that proper history of a kind begins, albeit in the inferior written records of the Rinaldi and other, forgotten, noble houses. These records, written as they were by excitable outsiders without a specific insight into the ways of the Bisclavret ancestors, should be accepted only as a general indication of the way things were. They invariably fall prey to unfair bias and prejudices when they try to deal with specific individuals or events. The exact dates are not clear, either – as was the old custom, all documents were dated by the year of the chieftain's reign. Since many chieftains shared the same names, sorting out a proper chronology has been all but impossible.

Of the original Phelan who settled upon the western shore of Calabria, the Bianfáel were not one of the original tribes, but one granted franchise by a Phelan king over five hundred years ago. As with most noble clans, the Bianfáel did not recognize any authority above their own, and as they expanded into new territory, they encountered other noble houses:

- the ***Repense***, a house of contemplative Bat artisans who lived in the southern peninsula near the River Skirfane;
- the ***Blaireu***, stolid and practical Badgers who had carved a number of scattered freeholds throughout the Muire Forest;
- and the ***Esclage*** Porcupines, who ruled the narrow finger of rocky land that extends westward from the mainland, the wealthiest of these three houses, having made the port of Thanon a center of a brisk foreign trade in slaves and spices.

These houses had maintained a wary state of co-operation for generations, and in their later years were loosely united by a semblance of loyalty to the Rinaldi, their richer and more powerful neighbors to the east. When the Bianfáel gave them trouble by encroaching on their demesne, they resisted with minor militia (volunteer armies). Once or twice every generation, an organized Bianfáel raid might rise up, but then the three noble houses would petition for Rinaldi aid, who would sweep into the forests with their finely-bred destriers and their well-trained knights. In that day, the popular opinion was that the Bianfáel – indeed, that all Phelan – were savages and a menace to be dealt with by force of arms. The Repense poets composed verses about the Bianfáel's mysterious ways. Blaireu rangers admired them for their forest craft, and a Bianfáel slave was often highly prized. Because of their distance from the Bianfáel, the Esclage mostly ignored them.

For the most part, the Bianfáel were content with this state of affairs as well. These other noble houses in their midst were puzzling, and their traditions silly. They could be safely ignored, and would have been, had not they owned land – the one measure of a person's wealth. On the rare occasion when formal communications were required between a given noble house and the Chieftain of the Bianfáel, he and his retainers would travel to the castle of some civilized knight, to be shown the glories of the "modern world," and to be treated with polite disdain. Then the Bianfáel nobles would return to his respective villages, to their stone huts and plain wives, and ask themselves why the world was this way. Their resentment flared into envy, and the Bianfáel were like many Phelan – a passionate and fiery lot. Why were their neighbors enjoying such splendor? What was their secret? Was it some magic? Was it the benevolence of their glowing mistress Helloise and their odd religion of self-denial? Many sought answers, but it would take the insight of one chieftain to make a plan….

The End of the Tuath na Bianfáel, and the Night of *Seiscethir*

Over three hundred years ago, an ambitious and charismatic Bianfáel chieftain named Gaisce Mac Roth believed he had puzzled out the secret of his richer neighbors, for the Bianfáel were Phelan, and they lived by Phelan laws. When a Phelan lord or lady died, their land was parceled out to the other lords; when an outlander lord died, his land was inherited solely by a single heir, along blood lines. When Phelan people had a dispute, they petitioned for a Brehon, an interpreter of the law, to resolve their argument; when outlanders had a legal problem, they had one recourse – to petition directly to their lord. In Phelan demesne, the Druids controlled wealth and lands by what they said was the will of the universe; in outlander territory, the Churches had land solely by the indulgence of the ruling lord. In Phelan society, the power was fragmented among many people; with the outlanders, authority was in the hands of the few. Gaisce felt it was time to become a modern race, and to do so meant to trade their Fenebras for the ways of feudalism, the government where vassals swore loyalty to their lords, who in turn swore loyalty to their king.

Ending thousands of years of tradition would not happen overnight. But where other would-be kings might fail, Gaisce made some shrewd choices that ensured his dynasty would live on.

Firstly, Gaisce focused on the conquest of wealth. He was known to hire numerous spies, especially educated foreigners who could speak fluent Calabrese. He studied the vulnerabilities of his neighbors. They relied greatly on goods from the far city of Triskellian, heavily dependent on trade along the "Safe Road," the Via Salutis, guarded by the patrols of the Rinaldi … but the patrols were not the ones of legend – the Rinaldi lacked good weapons, healthy mounts, and skilled fighters. The patrols had become irregular, the quality of the troops was wanting. Gaisce encouraged his warriors to attack the patrols, to blockade the roads, and to seize the caravans' goods as new wealth and the personnel as new slaves. The Rinaldi road-wardens, already stretched thin, decided to pull back to concentrate on their closer environs. The houses of Blaireu and Esclage sent diplomats to complain to the Don di Rinaldi, only to return with empty promises or craven refusals to aid.

The River Skirfane also became dangerous to the fishers and the merchant boatmen. Gaisce encouraged his warriors to train in the use of the spear-thrower, so that they could hurl spears at boats normally thought to be out of reach, and the caber, a large log thrown into troops or onto crowded boat-decks. The Bianfáel would burn the boats and take the boatmen off in chains, back to their farms and to their mines. The Skirfane became infamous for the "river goblins", river-man slang for the hidden Bianfáel bandits, a fancy probably related to the rumors of the Morrignái monsters of old.

Already somewhat strained, and their petitions to the Rinaldi unanswered, the Blaireu, Repense, and Esclage found they had no authority over their lands. They humbled themselves and petitioned Chieftain Gaisce to stop his raids, and Gaisce responded that he demanded tribute. The nobles had no choice but to pay.

However, with tribute came a new problem for Gaisce – how to be paid. The nobles preferred to use coinage, the denarii of Triskellian, which they could exchange for goods and services. But the Phelan did not recognize this strange method – and for centuries, they had known only barter, only labor, only slaves. Gaisce realized that even if he could summon the strength of his armies to crush the nobles and seize all that they owned, the true secret of wealth – of perpetual wealth to be handed down for generations – would only be found if he could persuade his people to accept money.

Gaisce had a campaign to remove Brehonna and Druids from his territory. These people represented the old ways, and people often deferred to them for advice instead of their chiefs. Gaisce hired Bards to write songs that portrayed these people as buffoons or as tyrants, then he paid minstrels to travel and to sing the songs in public. Where people were already resentful of Druids, the songs brought laughter and ridicule. Where folk already distrusted Brehonna with their strange words and cryptic judgments, the songs emboldened the rabble to chase the judges out of their midst. Once again, Gaisce had spies almost everywhere, and it is believed

he had a map drawn up to mark the places where he thought he would find sympathy for his new order.

For it is about this time that Gaisce died of old age, his plan having been set in motion for many years. For many long years, he had groomed his first-born son, Slaine Mac Gaisce, to inherit his empire. As one legend tells it, Gaisce was so secretive of his plan, he never even told his son. Rather, after his funeral, a letter was delivered for Slaine's eyes only, detailing his plan.

Slaine took the map and his father's journals, and followed through with his plans, continuing to sow the seeds of discord against the old Phelan ways. With the network of spies already in place, Slaine concentrated on the ways of battle: he increased tolls on the roads and struck out against the weaker outlander lords. As the other noble houses withdrew and became more defensive, their taxes paid to the Rinaldi waned. Weakened with their own troubles back home, the Rinaldi were unable to marshal the forces necessary to either collect their due or to fight the rising tide of Bianfáel power.

Using their new-found wealth to hire proper engineers and laborers, Slaine began the construction of a fortress upon a major crossroad of the Via Salutis, on the southern end of Lake Coire, in brazen defiance of any noble's law. Years later, when it was completed after Slaine's death, it would become the fort of Harrowgate. This fortress effectively blocks all road traffic from Triskellian to Thanon, an ideal place to collect tribute.

As the tales tell it, when Slaine was laid to rest in a cairn not far from his own father, another letter written in his own hand, much like the one written by Gaisce so many years ago, was delivered to Slaine's heir, Riddock Déanamh-Gaisce. Groomed from an early age for power, it is said that Riddock read the letter with a quick smile … then threw it boldly into the fire, instinctively aware of the plans laid as his birthright, and of the role he was to play in the grand scheme. (One rumor, never verified and possibly circulated by Riddock's enemies, was that he was not actually Gaisce's son but the messenger who was to have delivered the letter. Rather, he broke the seal, read the letter himself, and thus having known the secret of power, he set upon the true heir and murdered him, throwing his bones to the fire. Modern Bisclavret dismiss this foul tale out of hand, obviously the slander of their enemies.)

Late in Riddock's reign, when Harrowgate's towers stood tall and its brass cannon challenged any who would dare assail its walls, Riddock summoned his chiefs to the fort's great hall. His chiefs were pleased with the success and wealth that he and his forebears had brought to the Bianfáel clan, but it is safe to say they were not expecting to hear what words he would say that fateful afternoon. A popular play has the following quote attributed to Riddock:

"My countrymen, my kith and kin, those who have held spears by my side, those who have drunk wine in my honor, sworn to my duty, and honored me by flying my flag, I bring you here to tell you that the Tuath na Bianfáel must die. It is time to honor the spirit of Midchain, to sweep away tradition to take us to our final destiny. The stars, they are the portentous, and now I know in my heart of hearts that we must cast out the last of the olden ways and embrace our destiny as a young, new race of rulers chosen by destiny."

Riddock produced the charter that would list the points of things to be cast out, and the plan he had detailed for the future. Whether Riddock had prepared this charter himself, or (as some believe) it was written in Gaisce's own hand, is a matter of speculation. What is known is that all the chieftains signed it, and the Tuath na Bianfáel would be no more. Henceforth, Riddock's bloodline would be known as the Bisclavret, with himself as King Riddock the First, Lord of the Western Wood. All those chieftains who signed would be his Lords and retainers. The history says that all the chieftains signed; if any did not, there is no evidence of their resistance that survives to this day. Gone were the "hidden laws" of the Fenebras, the mystic wisdom of the Druids – in this modern age, the time of the *Seiscethir*, there would be only place for new traditions, for the ways of nobles, for the ways of the Bisclavret.

Riddock's Reign and the Rinaldi Rout

It is not clear exactly why Riddock chose Bisclavret as his family name. Some say that Gaisce had chosen the name, itself the name of a demon or dark force. Others believe that Riddock chose the name after conferring with his royal astrologer. A few think it is a nonsense word chosen as the final refutation of all Phelan tradition. And at least one member of the Dunwasser College believes it is a mistranslation of the Magniloquentia word for "new skin."

Riddock acted swiftly and decisively. His emissaries went out to the nobles of the Blaireu, Repense, and Esclage, and demanded their loyalty and their tribute. These lords conceded and were allowed to keep their land; others who did not were gradually beaten into submission in a series of small but bitter campaigns. Riddock knew that his attacks would eventually draw the attention of the Rinaldi, who may not have been at their former glory but were still a force to be reckoned with. The Bisclavret were excellent fighters in the woods, but the Rinaldi ruled the open fields with their cavalry. The Bisclavret were also lacking in proper metal arms and armor – their forges were few and far between, and their iron was mostly imported at great cost. One thing

Riddock did have was rich coffers, coins that were good to hire mercenaries, white-shields, and free swords. As word spread throughout Calabria, the port of Thanon became popular with warriors of every stripe, from noble swords-for-hire to disreputable murderers. Riddock was only interested in numbers, for when mercenaries died in battle, there was no one to mourn for them. When he marched his men to seize the woods that yet remained in Rinaldi demesne, he was quite prepared for a bloody, vicious battle.

Don Fabroni di Rinaldi, King of Calabria, answered the challenge to his authority swiftly. He saw this war as a chance to restore the faltering glory of his rule. He called his retainers and lords to arms, marshaling the last great army ever called by the Rinaldi, and he marched them up the Via Salutis, the centuries-old road of his ancestors, intending to seize the city of Thanon.

They never arrived. As they neared Harrowgate, a grand array of mercenaries ran howling from the forests. The polished armor and bright banners of the Rinaldi army was overwhelmed in a sea of ragged, brutal warriors. The Rinaldi fought bravely at first, but they broke quickly. A few terrified foxes were able to flee back to Triskellian. The rest were brought away in chains, either ransomed or enslaved. Some claim that the descendants of the crushed Rinaldi live on in remote towns in the Muire and in the Lochlan Mountains.

Humiliated, Don Fabroni sued for peace. In turn, King Riddock accepted the authority of the Rinaldi, and he became a Duke, one of the Great Noble Houses of Calabria. The sun had set upon the Rinaldi, just as it was rising for the Bisclavret. From now on, the Rinaldi would be seen only as a political tool, never again as a serious military power. Riddock's dream had been achieved in a spectacular fashion.

The Bards

Following the Rinaldi rout, Duke Riddock felt his rule was unchallenged. He took the final step towards modernism: he officially declared the chivalrous tradition of cuius regio, eius religio into law – that is, the religion of the Duke was the religion of all, and Duke Riddock confessed that he was a Penitent of S'Allumer. Once he signed the law, all other religions were declared illegal. The Druids of Bisclavret demesne would have to convert, flee, or be punished.

No doubt that some Druids renounced their old ways, caught up in the philosophy of modernism that was everywhere in Bisclavret territory. A few resisted, using their command of the supernatural to fight against the Bisclavret armed resistance, but in the end the tide was towards this new religion of light. In Druidism, the practice of concealing one's true faith (tergiversation) is not against their beliefs – many Druids simply hid their faith, with a few becoming S'Allumer clergy but still practicing their ancient ways in secret.

Ironically, the same method used to sow the seeds against the Phelan way of life became one of the ways to preserve it. To keep their heritage alive, many Druid stories – and perhaps one or two of their mystic secrets – became transcribed into the repertoire of more than one Bard. The challenges of old may be gone, but the satire – a "duel" where two Bards attempt to sway the mood of the crowd to determine who is better – is still an accepted method of solving disputes today.

King Riddock died ten years after the victory on the Via Salutis. His son Raldred became Duke of the Bisclavret and King of the Western Woods after him. Raldred continued the absorption of the minor houses, and solidified the Bisclavret borders. Riddock Déanamh-Gaisce has been semi-deified in Bisclavret history, and all schoolchildren are expected to learn of his exploits in detail.

The Bisclavret Today

The extent of the Bisclavret holdings remains essentially the same as it was in the days of Riddock Déanamh-Gaisce and Raldred, despite occasional forays by expansionist Dukes into the Doloreaux and Rinaldi territories. They maintain a state of watchful peace with the other great houses, and generally refuse to acknowledge the authority of any minor house or tribal people.

The bold unity of Riddock's day has given way to a society of uneasy status quo. The nobility constantly vie against each other in minor local wars, occasionally quashed by the Duke's own troops. All still claim loyalty to the central Ducal authority.

The previous Duke Tremaine de Bisclavret inspired a new renaissance in Bisclavret court, firing a passion among the urban nobility for new ideas. In the belief that he was personifying Riddock's spirit of progress, he made a number of changes and reforms through his thirty-year reign. He modernized the architecture of the ducal palace. In an attempt to attract foreign shipping from Triskellian, he lowered docking fees and taxes on imports. He gave a formal name and magisterial authority to the spies that had served his royal family for so many years, calling them the Indicateur. In a flagrant challenge to Rinaldi rule, he has minted his own coins, copper plated in silver, each with a professed value of 4 denarii, called a fibula (pl. fibulae).

These reforms have not been entirely positive. The new palace is generally considered a baroque monstrosity, quite unsuited to the image of the Bisclavret. The reduction of docking fees has attracted considerable shipping traffic, but of the absolute worst kind. Pirates, slavers, and mariners of every stripe now

call Bisclavret ports home. The new currency of fibulae was quickly devalued by silver-plated counterfeits — often nick-named "copper-noses" because the thin silver veneer on Tremaine's profile may be easily rubbed clean on the fake coins to reveal the base metal below. Denarii and aureals are still very much the currency of preference among merchants, and fibulae are rarely (if ever) accepted outside Bisclavret demesne.

The Indicateur represent the most successful reform, a visible expression of the invisible hand that the Duke uses to control his nobility, penetrating into their secret machinations and reporting on hidden activities.

Duke Tremaine died four years ago. He did not produce an heir until quite late in life, and his eldest son Mausein was just nine years old when he ascended to the throne. A senior general, Lord Castellan Thainistear, rules as a regent in his stead, but it is unclear whether he will be willing to step down once the heir comes of age.

The Demesne of the Bisclavret

The Bisclavret demesne is a unique body in Calabria. It possesses a powerful central authority in Harrowgate, but the nobility are largely independent. For the most part, they are content to send the Duke his tribute, but otherwise they ignore him entirely. This culture is largely due to the undeveloped, remote nature of much of the Bisclavret holdings. A lord may live and die without ever leaving his forest lands. He may have no contact with the Ducal authority beyond an occasional visit from the Indicateur. The nobles effectively rule as absolute monarchs in their own tiny domains. It is not unusual for local lords to carry on miniature civil wars with their neighbors, stemming from disputes over logging or long-forgotten personal wrongs. If these conflicts grow, the Duke will dispatch a some of his royal troops or (more likely) a captain with mercenaries to quell the disturbance. Outside invaders, hoping to take advantage of this kind of local infighting, must strike quickly – for the Bisclavret may quarrel amongst each other, but their personal vendettas are quickly forgotten and they will swiftly unite against the common enemy of outlanders. Bisclavret lords are quick to profess their loyalty to the Duke; they just might not be as swift to declare their loyalty to their peers.

As with the other Great Houses, there are Minor Houses of Nobility that, while permitted to keep their names, have sworn fealty. The nobles of the Esclage, Blaireu, and Repense still maintain authority over their own holdings. However, they have no central court or Duke of their own – they are entitled to no rank higher than Baron. Under the system of feudalism, the Minor Houses have sworn loyalty to the Duke of Bisclavret. They must pay tribute to him, in terms of resources such as timber, food, and livestock. They must also provide troops to support the Duke in time of war. This state of affairs has been in place for several generations, and few Minor Lords have felt any need to change things. Those lords that do complain of their position are either skilled politicians or are quickly removed from power and replaced with one of the many Bisclavret aristocrats who are hungry for power and eager to serve.

To understand the Bisclavret mindset, one must acquire a deeper understanding of their dislike for Phelan tradition. It is not simply a matter of turning their back on the past; modern Bisclavret ignore portions of their own history to an extent that other houses find laughable, if not downright ridiculous. The Bisclavret regard certain people and events in their history as above reproach, personifications of a powerful ideal of improvement and progress regardless of the personal cost. Stories and songs abound of individuals rising to glory by doing the right thing where their older, conservative fellows are too cowardly, too lazy, or too insipid to act.

This aggressive spirit of progress has widely-differing results in Bisclavret society. As a whole, the Bisclavret live rather austerely. Garb at every level of society tends to be functional and unadorned. The most distinctive article of clothing is patterned skirt worn by men, known as a kilt. Kilts are holdovers from the days of Bianfáel tribal life. Each is printed with a pattern of colored lines, or tartan, that is individualized to the family or lord. (In Phelan society, the tartan would have identified one's derfbhine, or tribe. The Bisclavret distinguish along a lord's family line.) Among other Calabrese lords, the coat-of-arms, a graphical design rendered on banners and on shields, is the preferred graphic for use in identifying a lord's authority, by the Lore of Heraldry. However, the Bisclavret rarely have a standard in battle – they usually fight in close-quarters in trees, where a tall pole would be cumbersome. They prefer to fight with spears and guns, and thus they have no shields to be painted up. With their typical aplomb, the Bisclavret claim that the tartan is the modern way of flying one's colors.

In the country, peasants and nobles alike wear simple home spun clothes in earth tones. In the towns, the most common mode of dress for men is a tunic, cap, and kilt or trousers, colored plain gray or black; for women, the shawl or cloak is regularly seen, also drably-colored to cover up the stains of working life. In Bisclavret society, wealth is associated with status, so the middle- and upper-class will dress as richly as they can afford. Any nobles will be all too proud to wear the kilt with the tartan of their family line. Fashions vary wildly – in some towns, people will aggressively imitate the frills and jewelry of Triskellian; in others, folks will look upon such clothing with sneering disdain. Keeping up with the latest trends can almost be a full-time

occupation in itself. Legally, only blooded nobles may carry guns or swords, but in practice the few who can afford it will brazenly show off their superior weapons. Leather armor is commonplace, often reinforced with a steel helmet and a lorica, a small metal breastplate draped over the chest.

The desire for practicality and "honest living" permeates all aspects of Bisclavret life. The nobility speak in volumes about how their education includes not only the high sciences of oratory, philosophy, and history, but also of many hours spent tilling the fields and working the land. A Bisclavret knight's squiring will often involve many hours spent apprenticing at some trade. Many squires are sent to neighboring fiefdoms to be schooled in a trade that is lacking locally. (Of course, this relocation doubles as a safeguard – if your neighbor's first-born son is living in your guild-hall, your neighbor is less likely to attack you because you can claim his son as a hostage.)

For artists, living in Bisclavret demesne is a life of either feast or famine. Books, paintings, songs, and theater are all commissioned in great numbers by much of the nobility. Sculptures and architecture of mind-boggling complexity and expense are constructed almost everywhere, as fads come and go. But fashions come and go, and an artist who fails to study the winds of change may suddenly find themselves out of favor, without patrons, without money, and with many creditors and a few enemies.

Bisclavret commoners are quite different than most of the Calabrese. They are far less superstitious and respectful of age. Upper-crust accents, name-dropping, and other trappings of courtliness, often used to impress the rabble of Triskellian and elsewhere, will rarely make a strong impression upon a Bisclavret freeman. The spirit of adventure stirs in many hearts, and a Bisclavret commoner is far more likely to strike out into the world in search of gold and glory than a Doloreaux serf or an Avoirdupois farmer.

The rural nobility, like their bondsmen, are disdainful of traditions that have no obvious value. They are proud, rough, and matter-of-fact. They eschew courtly manners and courtesies, favoring direct action and forthright speech to a degree that outlander nobles find rude. Unfortunately, the nobility's frequent capriciousness makes them short-sighted. As one common parable goes: if a group of farmers complains about a flooding stream, a Bisclavret noble would immediately dam it, only to face the same farmers at the next harvest, distressed by their dry fields.

In the cities and towns, the modernist spirit becomes evident in different ways. Among the new moneyed classes, the merchants and tradesmen, there is an obsession with acquisition of new knowledge and clever artifacts, especially from foreign shores. The new art of clockwork has received great attention in the markets of Thanon and Harrowgate. Rich shop owners and merchants compete to collect the largest collection of books and clockwork toys and to invite the current favorite philosopher or artisan to their soirees. Fashion, art, and philosophies change more rapidly in this class.

Urban nobles take this obsession with novelty to the heights of absurdity. Indeed, the younger nobles go out of their way to challenge every tradition they can. They will sometimes dye their fur like Phelan savages or dabble in strange magic. One fad that shows little sign of waning is a mania for astrology, the study of the stars in the heavens to predict the fortunes of those on earth, a discipline largely particular to the Repense. Visitors to a Bisclavret courtly function will likely find the younger nobles divided from the rest of the company, heatedly arguing about planetary declinations and the like.

Older lords regard these passing fads with annoyance, and concentrate on more "practical" fashions, such as new weapons and armor. In the last twenty years, the Bisclavret court has entertained proposals for a flying army of grenade-carrying bats, for "submersible boats" that traveled in secret underneath the surface of the water, for airships propelled by dew, and countless "infallible" plans for invasion of the rest of Calabria. An idea remains in vogue for a few years at most and is then abandoned, no matter how practical. Those who continue to adhere to a fashion out of vogue are seen as obstructionist and silly. Currently, the Bisclavret court is divided between those who hope to conquer Calabria through naval power and those who hope to achieve victory by the construction of bigger and better cannons. While these plans are not beyond the scope of reason, some of the particular points (such as a cannon that would fire half a league, to beyond the horizon, or for twenty galleons to transport an army) are quite improbable.

Unlike many of the disenfranchised, effete aristocrats of Calabria, who are all too happy to coast through life with their wealth and their privilege, the Bisclavret are a determined, fixated people. While they may often be misguided or led astray by false promises, the Bisclavret continue to push forward. They have a strong faith in their own personal, martial, and cultural superiority, and any self-respecting Bisclavret is more than willing to prove their worth anyway they can.

At one time, the Bisclavret thought they could compete with the port of Triskellian through lower taxes and dock fees. However, that resulted in Bisclavret shores becoming glutted with pirate ships, slavers' frigates, and an influx of unsavory characters onto their lands. In the past twenty years, the Bisclavret have tried to "reclaim" their shipyards, mostly by intimidating people to leave, sometimes by seizing their ships and enslaving their crews. They have also closed their ports

to foreigners, and now the Bisclavret enjoy improved (if somewhat strained) relations with the city of Triskellian.

Calabrese is the language of trade amongst the Bisclavret, and is commonly spoken, although it is not unknown for Bisclavret to speak some Berla Feini. In addition to the spoken languages, the Bisclavret have a complex body paralanguage, which is said to be impossible for outsiders to fully understand, let alone utilize.

Bisclavret names follow the old tradition. Men's first names include Duncan, Fingal, Huarwar, Inness, and Tremaine. Women's first names include Adsaluta, Genevieve, Penarddun, Rhiannon, and Venetia.

Rather than use family names, Bisclavret are more likely to pay homage to their parents; sons will prefix their father's name with Mac, daughters with Sen — for example, Duncan MacInness or Venetia Sen-riannon.

Social Classes

Like all peoples of Calabria, Bisclavret society is broken up into various classes, each of which has different responsibilities, rights, and freedoms.

Those Who Rule: Nobility and their Officials

The separation of nobility and central authority has created a division in the attitudes of outlying nobles and those in the Duke's court. The nobility of Harrowgate are more introspective and cerebral than their country brothers. They are aggressively modernist and cultivate unusual philosophies and fashions based around the ideals of progress and vitality. They have a keen interest in martial matters, and the court is filled with grand schemes of Byzantine alliances, rifle-equipped armies, and complicated siege engines.

The country lords are a very different matter. For the most part, they are uncomplicated souls with little in the way of civilized manners. Often, only their strong sense of authority and pride distinguish them from their subjects. The stereotypical view of a Bisclavret noble held by other houses is that of a crude warrior, without honor, loud and brash. This picture is not far from wrong. What outsiders see as ill manners and a lack of knightly decorum, the Bisclavret praise as aspects of the plain-talking, common sense ideal espoused by Riddock and represented by the fabled Midchain.

At every level, the nobility are closely watched by the Indicateur, the secret police who answer only to the Duke. Some Bisclavret lords can be quite paranoid, wondering who among them is the Duke's spy.

The Bisclavret also recognize, to some extent, the claims of noble blood made by minor houses they have annexed. These houses are dealt with elsewhere in this book.

Unlike Triskellian, the Bisclavret tax codes are confusing. They tend to vary greatly from region to region and city to city. This is primarily due to feuds between the various officials and households. Corruption among dock officials is widespread; often wardens can be bribed and forged letters of marque can be obtained by those in the know.

Those Who Pray: Clergy and Priests

The Bisclavret have largely converted to S'Allumer. Officially, they have entirely abandoned an older, unstructured faith of spirits and omens they shared with the Phelan. By the law of cuius regio, eius religio, all religions other than S'Allumer are illegal; their worship is punishable by fine or by imprisonment. Penitents of S'Allumer receive a fair deal of respect from the common people and the nobility. However, the pomp and ritual of the Church does not impress the common throng. Churches are usually small, even in Harrowgate.

Bisclavret prefer a "common sense" approach to religion. To them, it makes sense to do good works, work hard, exercise thrift, and expect spiritual reward as a result. A perfumed cleric asking for alms to build a cathedral would be regarded as taking advantage of his position. S'Allumer churches in Bisclavret lands are usually simple stone structures, and the clerics are often simple friars. Larger and more elaborate places of worship may be found in some of the bigger settlements. Indulgences and ordained priests are rare.

It is not against the law for an outlander to practice their religion while visiting Bisclavret demesne, but to practice openly risks hostility and violence. Many mercenary companies will set up service in the woods or in abandoned buildings, as those who make their living by shedding the blood of others tend to be a superstitious lot. Almost all are from some strange land with some strange faith of their own.

Worshippers of the "Old Faith" of Lutara and of the Phelan ways of Druidism are present, but almost always in hiding. Their particular religions do not prevent them from concealing their faith. (In fact, Druidism has secrecy as one of its tenets, and it has been argued that Druids should lie to unbelievers to protect the mysteries.) It is a matter of record that more than one "Penitent monk" has been a Lutarist or Druid in disguise – and one that may last an entire lifetime.

Those Who Toil: the Working Class, Peasantry and Slaves

Per capita, Bisclavret society has the most slaves of all the demesnes in Calabria. An abundance of slave labor means that nobles rely less on the services of their tenants. Anyone of free birth may elect to leave their home and seek their fortune, provided they leave before the age of eighteen. After that, they are pressed into

service tending their Lord's lands. Because the Bisclavret enjoy a greater degree of class mobility than the other houses, it is not uncommon for a clever youth of low birth to achieve wealth and fame and to win his way into polite society. They may even, if very lucky, marry into minor nobility. Only Triskellian has a greater population of the middle-class.

Slavery is an accepted fact of life in Bisclavret society, and few see anything wrong with the practice. Slaves are so common, even a poor farmer may have one in his service. Almost all slaves are slaves by conquest – captured outlanders from a foreign shore, or sometimes from a remote corner of Calabria. By the letter of the law, maltreatment of a slave is the same as maltreatment of a commoner – the same laws of low justice protect both. However, slaves are beholden to greater laws themselves, and penalties for theft, vandalism and violence are usually much, much worse. While all slaves have the right to purchase themselves out of their condition, few will ever accomplish such a goal as they (by definition) earn no living wage. The most wretched slaves are those condemned to work in the mines of the Lochlan Peaks, doomed to toil long hours in the dark and to perish without ever seeing the sun again.

Religion and Belief

The Bisclavret have converted almost entirely to the practice of S'Allumer. The popular orthodoxy is that of Penitence, the belief that by avoiding worldly sins such as pride, greed, and avarice, after death, one's soul will rise up to join the Light of All-Being, to Ascend into the glory that is all life in the universe. Of course, few Bisclavret live up to the austere requirements of Penitence, with their jealousy of their neighbors and their constant hunger for greater wealth and power. While many praise the church, donations remain low, and the life of a Penitent cleric in Bisclavret demesne is tolerable but hardly as glorious as, say, in the grand halls found in Avoirdupois territory. Most nobles see ornate churches and elaborate rituals as pointless at best, and decadent at worst. They disparagingly refer to these as "Triskellian trappings," and prefer plain churches and plain talking clergy.

Two different branches of worship of S'Allumer thrive in Bisclavret lands. The belief of Anathasia, that study of S'Allumer teachings and of White Magic in particular can lead to greater understanding of the universe, is popular among scientist, scholars, and astrologers, who would like to believe that there is a greater pattern to all things. The branch of S'Allumer known as Orchomency, where generosity and a zest for living is emphasized to a degree that would make a devout Penitent uncomfortable, usually finds adherents among the newly wealthy, who would like to combine their desire to help others with a way to show off their means.

The Phelan ways have been more or less swept aside, and the Phelan belief system of woodland spirits and devils has likewise been abandoned. Nonetheless, rebellious young Bisclavret nobles will sometimes affect pagan beliefs in an attempt to shock their elders. The form of Phelan spirituality they practice has little to do with reality, but it does give them the opportunity to wear unusual clothes and stay out late "communing with spirits."

Peasants in border villages maintain legends and tales of the Phelan past, as well as numerous local taboos and customs. These practices are simply seen as colorful superstition on the part of more educated Bisclavret, and even among the villagers they are more a matter of tradition than real belief. Still, it is possible to find certain old men and women in the most remote villages who possess a smattering of Phelan Druid magic. They are usually regarded as witches by their right-minded neighbors. Phelan traditions in their truest form live on among the Screeberagh, the outcast felines of the Muire, and among the denizens of Cutach ("The Stumps") in Harrowgate.

Even less accepted, and indeed actively suppressed, are the adherents of Ombre Caliner, or Ombrists. This is a secretive cult whose members are almost always members of the lower nobility. They worship their ancestors, and petition them for advice and power. Ombrists hold solitary vigils in family crypts, praying fervently in the darkness to the bones of their forefathers. More than a few Black Magicians are thought to exist among them. The Ombrist rituals and articles of belief are thought to be passed on from father to son, though it is possible that their blasphemous creed exists in some forgotten tome.

Armed Forces

Like all Noble Houses, the greatest numbers of the Bisclavret fighting force are drawn from the peasantry of local lords, commoners pressed into military service known as a militia. These militia levies are poorly trained, and armed with simple skirmishing weapons like hand-axes, spears, and short bows. They are trained to approach the enemy under cover, then to charge en masse. Training aside, the Bisclavret have a deserved reputation for fierce, undisciplined battle. Male and female youths alike are raised with the ideal of individual strength and martial glory. While they know little of proper formations and drills, they fight bitterly with tooth and claw.

Bisclavret nobles charge into the fray with their fighters, either mounted on coursers and lesser breeds of destrier, or just as often on foot, wearing steel armor and brandishing a sword and rifle. In their hilly, wooded regions, lords prefer to have their troops skirmish their foes, then they move in under the cover of sheer weight of numbers.

As people have gained means, so have more free-men learned the ways of fighting. A black-powder gun is a great equalizer against superior size and strength. However, freemen usually train to fight defensively, against robbers and highwaymen. When pressed into military service, they may have a minor edge over untried militia, but in the chaos of a pitched battle there is little distinction.

Swords for Hire: Mercenaries

Years of infighting, as well as an influx of wealth, has encouraged the practice of hiring mercenaries – men and women whose professional lives are devoted to the arts of war. Bisclavret nobles find no dishonor in hiring others to fight for them; rather, some lords over-reach themselves and spend too much money in an attempt to make an overwhelming display of force. Mercenaries are all too aware of their station – they have no families to mourn them, no countrymen to honor their fallen, and no leaders who feel a blood bond. Mercenaries are seen as resources to be spent, and their lives are usually short. Indeed, mercenaries that are too successful are often dismissed (or worse), as they might become an armed threat to a noble's power. The distinction between "gang of thieves" and "mercenary company" is often lost on the commoners, and many free-swords play at being both, when they see chance for fortune.

The oldest known mercenary company is the Harrow Guard, who can trace their history back to Riddock's battle with the Rinaldi hundreds of years ago. A motley crew armed with wood-tipped spears, iron-headed clubs, and poorly-fitted leather tunics, they are said to "be paid well and die well." The Harrow Guard is slowly gaining a reputation for both foolhardiness and fearlessness as they employ gunpowder bombs and grenades in increasing numbers.

Recently, the Duke has reminded nobles that guns should only be in the possession of nobles and the magistrates of the court. Should the mercenaries become too strong and too well-armed, a rebellion could seriously weaken the Bisclavret state. Unfortunately, too many lords are eager to hire dragoons or other expensive fighters with their fancy modern equipment, and the number and quality of mercenary troops rises every day, tipping the balance. Some Bisclavret lords have further restrictions, such as not permitting crossbows or mounts to non-blooded persons.

While the number of fighters in Bisclavret lands is the subject of debate, all experts would agree that the total is less than that of the Avoirdupois and the Doloreaux. However, because a large percentage of these folks are fearless, expendable, veteran mercenaries with superior arms and armor, the other Great Houses are unwilling to risk open warfare against an unknown strength.

About half of all mercenaries are Wolves. Some are the sons of peasant farmers who did not wish to spend their lives tilling fields or farms. Others are petty criminals, offered "trial by combat" to clear their names. Too many are bandits seeking "honest work" and regular pay. A few are true-blooded Phelan – sometimes outcasts from their land, sometimes thrill-seekers out to see how the other folk live. The other half are of Races from all over the Known World (and perhaps beyond) – Cats, Dogs, Rhinoceros, Weasels, and even stranger Races still from the mysterious lands of Zhongguo. The Screeberagh, a clan of Cats who live in the "old ways" of the western woods, with their strange language of Bérla Féini and their own mysterious Druids, often work for the Bisclavret, as they hate the Phelan and would eagerly take up arms against them, especially to reap rewards.

Of course, in any sizable group of mercenaries, one is likely to be an Indicateur spy. After all, mercenaries are anonymous – why bother to learn the name of someone

who might die tomorrow? Weapons and armor are the tools of the trade – who would question an expensive pistol or sword in the hands of one who makes their living with it? And having come from the far corners of the world, who can make sense of a mercenary's odd habits and peculiar language – is it a foreign gibberish or some kind of code? Bisclavret nobles are often in an uncomfortable position; they must hire mercenaries to win their private battles, but any one of them might report misdeeds back to the Duke.

Crimes committed by mercenary bands is all too common, since they basically specialize in fighting, looting, and pillaging. The better Bisclavret nobles make a point of punishing such transgressions swiftly and severely. Lords who are unresponsive or inattentive to these problems quickly lose face in front of their people. More than one Bisclavret noble has staged a coup on his neighbor by hiring his disaffected, amoral mercenaries away from them and effectively seizing power overnight. The Duke and his court are keenly aware that, should the balance of martial power shift too strongly to the hands of the mercenaries, their enemies might be able to buy the free-swords' loyalty, both weakening the Bisclavret forces and adding to their own numbers.

Through festivals and the time-honored tradition of traveling bards, the Duke seeks to unite his people under a strong esprit de corps, to rally behind their throne as a whole and not behind their provincial lord. Histories and novels (whose accuracy is highly suspect) have been published and sold at a loss to the public. Despite these efforts, the Bisclavret remain bickering and distrustful of one another.

Relations with Other Folks

The Bisclavret make the other noble houses nervous. Apparently, the Bisclavret gentry have seen the future, and they believe that sea power will play a dominant role. Their control over most of the lumber in Calabria places them in a fine position to control ship construction. To further their own power, the only ships allowed to dock at their ports are either owned outright by the Bisclavret or have purchased expensive "letters of marque".

While the Bisclavret are officially recognized by the Don di Rinaldi as a Noble House deserving of franchise, they are often regarded as "improperly finished" and lacking in the social graces.

Avoirdupois

The Avoirdupois represent a serious challenge to Bisclavret rule. The austere Horses have unshakeable morale and incredible discipline, as well as the greatest support of the Church of S'Allumer. However, the Avoirdupois remain mired in tradition, continuing to put faith in the mounted knight in full plate when the era of cannon and musket is clearly on the horizon. As Gaisce put his faith in future generations, so do modern Bisclavret bide their time and wait for a sign that their own tools might eclipse those of the Avoirdupois.

Officially, the two houses are at peace. However, the Bisclavret have angered the Avoirdupois through their practice of seizing cargo ships of all houses near their coasts. The dispute would have flared into an outright war long ago but for the logistic difficulty of getting troops from one end of the continent to the other. It is suspected that the current Bisclavret initiative to build more ships may have something to do with this. One morning in the near future, the Avoirdupois may awake to find a thousand ships unloading Bisclavret mercenaries onto their shores.

Chevernaise

The Bisclavret don't think about the Chevernaise much, who rarely come down from their lofty hide-aways in the Rothos Mountains. They are amused by the Doloreaux fear of the wild goats, and regard the Chevernaise as even more savage than their own Phelan brothers. The Chevernaise are welcome to squat on their frozen peaks.

Doloreaux

The Bisclavret see the Doloreaux as a house that is very much in decline, beholden to their old ways and beliefs, but more forward-thinking than the Avoirdupois neighbors. The Doloreaux are a buffer against the expansion of the Avoirdupois, and the craftier Bisclavret use their mercenaries and spies to promote strife between their two rivals. The Doloreaux are rich in stone and metals, but are lacking in lumber, whereas the Bisclavret have the opposite. More money changes hands between the two than other houses, but neither house fully respects the other.

A few Bisclavret nobles and peasants near the border land of the two houses have converted to the Doloreaux religion of Lutarism. These few have a fairly friendly relationship with their Doloreaux neighbors. In other areas, a state of local hostility exists. Minor border clashes occur without the official approval of either side.

The Merchant Guilds of Calabria

The Guilds and the Bisclavret have much in common. They both represent new power in Calabria. Both suffer the brunt of bias on the part of the entrenched nobility. Both have visions of a very different world. The Bisclavret are the best customers of the Sawyer's Guild (who cut the lumber) and the Sailor's Guild (who serve as a broker for hiring foreign mercenaries). However, their relations are not ideal. The Bisclavret port of Thanon is a safe harbor for pirates

who often sack Merchant Guild fleets. The free city of Triskellian is often used to sell goods or slaves taken by unscrupulous mercenaries from Bisclavret lands. Without any higher power or court to resolve their disputes, many nobles and merchants must find other ways to find satisfactory justice.

Rumors abound of a secret organization of thieves who work along the southern coast of Calabria, both in Triskellian and in Bisclavret ports, sometimes called the "Invisible Guild." Based in one of the Bisclavret ports, they purportedly sell forged letters of marque and are expert smugglers. If such a cabal exists, the Bisclavret lords and the Master Merchants have yet to find conclusive proof. A criminal network would be enemy to both the nobility and the moneyed class.

Phelan

Viewing their cousins as ignorant savages, suited only for base serfdom, the Bisclavret will on very rare occasions deal with Phelan chieftains and the like. For the most part, these dealings are very high-handed, and the Phelan rarely come out with the better part of the bargain.

The Bisclavret have, as a house, entirely turned their back on the Phelan ways. However, there are rebellious youth who occasionally ape the Phelan in an attempt to shock their elders. There are also a few more earnest souls who recognize that the Phelan way of life is not entirely without merit, and adopt some its trappings, such as the study of the ancient ways of Atavism, the talent for calling forth one's base spirit forth to remarkable effect.

In very rare situations, a local Bisclavret lord on the border may enjoy the wary friendship of a Phelan tribe. Peasants in the border lands sometimes regard their Phelan neighbors with superstitious awe. In the normal course of affairs, though, the most contact a Bisclavret will have with a Phelan is when he bids on him in the slave market.

Rinaldi

The Rinaldi are rulers of Calabria in name only. The Bisclavret find the Rinaldi dilettantes useful only as a claim to their legitimacy as nobles, for it is only by the centuries-old treaty with the Don Rinaldi that the Bisclavret have any claim to noble franchise. The Rinaldi nobles exploit their political status and generally live a life of idle turpitude, accepting bribes for their legal favors from all the Great Noble Houses.

The Rinaldi are seen as akin to a foolish and doddering old warrior, unwilling to turn over the reins of power. The Bisclavret lust after the wealth of Triskellian, and at the same time consider it be a den of weakness and iniquity. They hope that the Rinaldi will collapse under the weight of the Guilds, who will in turn fall to squabbling. The Bisclavret, with their ports and growing fleet, would be in a prime position to seize control of the city and establish a new and vital noble rule of law.

The Minor Houses in Bisclavret Demesne

As is the common practice of Great Houses, the Bisclavret usurp the power of lesser houses in their territory, forcing them to concede tribute of goods and services in return to maintain title over their lands. The Bisclavret mostly ignore the entreaties of the lesser houses in Avoirdupois and Doloreaux demesne, who are usually too weak and too poor to be of any use to their ambitions. Each of these Noble Houses has sworn fealty to the Duke of Bisclavret. While all members of their royal families are still blooded and thus entitled to such privileges as "high justice" and the like, they are still eclipsed in power by forces greater than their own, for the Dukes claim no one above them as their masters.

Blaireu

The badgers of the deep woods have the smallest population of those minor houses that swear tribute to the Duke. The Blaireu were already in decline during the time of Riddock, and their numbers grow smaller every year. Only four proper holdings remain, all small and ancient castles deep in the Muire forest. Most of their nobles have sold their lands and titles, having sought commissions in the Bisclavret armies or having become scholars. In the past, a few Blaireu lords distinguished themselves to the point where they were invited to attend the Duke's court as advisors.

The House of Blaireu is ruled by the elderly Viscount Gustaf. At his castle, he holds court with his few remaining retainers. While of little influence in grand matters, Lord Gustaf is well-liked by his people and he makes sure the taxes are paid on time, and the Indicateur spy in his court genuinely likes him.

Blaireu commoners tend to be poorly-educated, superstitious wood-cutters. Most are only dimly aware of the Bisclavret power structure - some know only that they are expected to kowtow to any rich looking wolves.

Esclage

With their high population but their small holdings of land, the Esclage live mostly in poverty around the coastal towns, mostly within a bow-shot of Thanon's walls. Some Esclage enjoy prosperity as privateers in the Bisclavret's ships.

Prior to the expansion of the Bisclavret, the Esclage were isolationists, seldom intervening in affairs outside their territory. They purchased slaves from foreign sailors at low prices, brought them down the Via Salutis to Triskellian, and sold them for high prices to the Rinaldi and the merchants. After their absorption two hundred

years ago, their fortunes have dwindled. Today, the Esclage serve the Bisclavret as overseers, harbor-masters, seneschals and officers in the court.

The Esclage population of nobles nears that of the commoners, so much so that almost any porcupine in Bisclavret demesne can claim to be of noble title and be believed. An Esclage noble may style himself as "Lord of the Weights and Measures," or "Count of the Gates." Esclage servants will sometimes copy this tendency, dubbing themselves the "Master of the Pantry" or "Guardian of the Third Floor Keys."

Because of this over-population of the aristocracy, the Esclage are rarely taken seriously among their Minor-House peers and even more rarely elsewhere in Calabria. There is some grousing in royal circles that the Esclage are too trivial to enjoy franchise and should have their nobility removed.

The highest of the Esclage is Baron Epicium, who resides in a plain manor outside of Thanon.

Repense

The Repense are something of a riddle to the Bisclavret, and indeed to the world at large. This small house of Bats and Mice are found on the banks of the River Skirfane, where their duties include maintenance of the river-side roads and canals. The Repense exhibit a social stratification along race lines; the Mice are all commoners, and the Bats are nobility. The Bat nobility uphold a spirit of courtly nobility at odds with their diminished status.

The chief concern of the Repense nobility is the study of the stars. Most lords live in a series of tall, slender towers along the southern stretch of the river. From their lofty pinnacles, the head of each Repense household is expected to be educated in astrology, to read portents in the stars, and to use these interpretations to guide their daily affairs. The head of the Repense, a haughty woman named Countess Venetia, is reputed to be a masterful Wizard of the Green and Purple College, as well as a seer.

Repense commoners are largely Mice. They live in well-kept villages, and tend neat plots of farmland, with extreme reverence for their mystical masters. At night, they whisper tales of the days when the star-gazing Bats were wingless Mice like themselves, and they swap stories of worthy Mice who were gifted wings. In the years since the Bisclavret conquest, the Mice have come to accept the Wolves as their temporal masters, but the Bats still maintain a grip on their spirits, a religious awe unseen in other parts of Calabria.

The Bisclavret have been quick to realize the advantages inherent in their control of a house whose members have the power of flight. The Indicateur have actively recruited among the Repense nobility, and several mercenary units have small companies of scouts.

THE DOLOREAUX

Stubborn, boorish, and aggressive… ask a native of Calabria to describe a Doloreaux, and these are some of the adjectives you are likely to hear. This house of boars has long been regarded as having a collective case of bad manners and short tempers by the other residents of Calabria. To some extent, this reputation is a well-deserved one. Outsiders are not entirely welcome in Doloreaux lands. Often an innocent merchant or traveler will find himself standing before a magistrate under charges of spying or worse, under suspicion simply because they happen to belong to another race. The Doloreaux seem to have a penchant for starting arguments with their sarcastic humor and suspicious minds.

Looking closer, it becomes evident that these traits are part of the Doloreaux's passion for life, where things are writ large and painted in bold colors. They are easily moved to passion, so long as they are being moved by matters of pride or honor. A Doloreaux noble is just as likely to weep at the death of one of his peasants as to roar with bloodlust in a brawl.

They also have an abiding respect for the earth, and a love for nature's beauty. Gardens are a common sight all across the Doloreaux lands, and they are thought to be some of the most ordered and beautiful in all Calabria. This love of nature is inspired by their unique religion, which centers around a complex worship of an older pantheon of gods and goddesses.

There are other matters, too… secrets that the Doloreaux hide away from the face of the world, secrets that could easily lead to war with the other houses, and rebellion in their own house.

The Doloreaux way of life is under a quiet assault. The feudalistic ideal of "those who fight" and "those who toil" is threatened by the Guilds of Triskellian and the rise of coinage and commerce. Their personal way of worship is under scrutiny by academics and under criticism by the "newer" apostles of S'allumer. Their stalemate with the other great houses has no clear, easy solution. However, every Doloreaux can see that changes are on the horizon, and they know that no good can come of it.

The Doloreaux lay claim to the northern part of Calabria, from the Rother to the Lyore river. Their lands south of the Rothos Mountains are full of green meadows and rolling hills. This is one of the most pleasant regions of Calabria, as well as one of the most populated. It is impossible to walk more than a few hours without seeing a town or village. Unfortunately, the very qualities that make this area so picturesque also make it untenable. The soil is generally chalky and poor for growing crops. Farms are often terraced and primarily grow root crops. This area is the Doloreaux bread basket...but very few farmers are able to produce enough food for sale. The area does hold a number of ore-rich mines, and these represent the surest route to wealth for the Doloreaux. The few Doloreaux forests tend to be coniferous, producing wood suitable for building construction but not for shipbuilding.

Doloreaux lands are deep inland and bordered by mountains, so their winters are harsher than most,. Springtime tends to be rainy, and summers warm. The Doloreaux live in a land whose temperature varies widely; hen it is freezing in Auriville it may be a balmy day in Bruges.

History of the Doloreaux

History is all too often an inexact science. Reliable records only exist for the last few centuries, and for much of that time what was written was dependent on the views of the elite, either gleamed from their written correspondence to each other, or from written work they themselves commissioned, which only naturally casts themselves in the best light.

Most everything known is passed down by oral tradition, stories that grandfathers tell to their grandchildren. Tales are spun, truths are embellished, and what is real and what is fabulous becomes blurred. For centuries, the Doloreaux have told their tales of history from generation to generation, without any form of written record. Only in this last century has any organized attempt been made at written history, and there are those among the Doloreaux who see this as a bad sign. The details of the past should be a personal thing, and while many dismiss the selectiveness and personal bias that comes with oral history, the old guard of the Doloreaux prefers to give information only on a "need to know" basis … for after something is written down, whoever finds it could read it.

For whatever purpose, the ancestors of each of the races on Calabria came to this island with a definite purpose in mind. As the years passed, Calabria came to be seen as a home rather than a destination. The reasons for going there were forgotten, or took on the trappings of myths and fables. Most forgot that their ancestors had ever been somewhere else at all.

There are boars of House Doloreaux who have not forgotten their original purpose for coming to Calabria. The truth is only availed to those who need to know.

Arrival in Calabria and The Age of Legends

"All Doloreaux, it seems, know the story of their arrival on Calabria to a greater or lesser degree. In my travels through their holdings I heard it recounted many dozens of times. The first time stands out in my mind as particularly notable, however.

The ancestors of the Doloreaux arrived on Calabria about two thousand years ago. Some say they came fleeing the desolation of the Autarch Wars; other legends say they were driven to find a new place to live by good omens. The Doloreaux claim to have been the first to arrive on Calabria, but there exists nothing to clearly substantiate such an assertion. According to some reports, the Doloreaux came from the east, from the far-off lands of the Avami (a tribe of langurs) and their wind-swept deserts. Others claim a different direction of origin, or even to be native to Calabria.

Whatever the case, their refuge was not inviolate for long. Many fables tell of a mad wizard-philosopher named Septagus who came to Calabria some time in the distant past to conquer it. All accounts portray him as a boar, though some give him more monstrous attributes than others. While the science of archaeology is in its infancy in the world of *Ironclaw*, most scholars believe the ruins they have found throughout the continent show evidence of Septagus' existence. He may have been one of the last of the Autarchs, or perhaps he was only following in their footsteps. Ancient engravings have been found in the Rothos foothills that make passing mention of "Septangar, Wizard Princeling of the Pigs and Prisoner of the Catacomb." Whether or not "Septangar" is the same person as "Septagus" is unknown. The meaning of the phrase "Prisoner of the Catacomb" has also been the subject of much debate.

Septagus is traditionally portrayed as an enormous russet-colored boar with long tusks. He currently fills the role of bogeyman in Doloreaux culture: children are warned to behave, or Septagus will take them to live with the Chevernaise in the caves and in the dark. This image has been heavily bowdlerized over the years. At one time the historical wizard was incorporated into Doloreaux religious beliefs as well—he is sometimes equated with darkness and once was seen as the male counterpart to Lutara, the Mother Goddess.

Doloreaux myths speak of 3 centuries of slavery at the hands of Septagus. Story-tellers usually quote the mystically significant figure "333 years." About this time a great hero arose, Brugue the Strong. He led the ancestors of the Doloreaux in battle against Septagus and finally defeated him in single combat atop the hill upon which the city named in his honor, Bruges, now stands. The modern leader of the house, Duke Tybault de Doloreaux, claims to be a direct descendant of Brugue. Among the treasures kept in his strong house are the legendary helm and spear of Brugue the Strong, rusted bits of martial finery that may or may not be authentic.

The centuries immediately after the end of Septagus' rule are even more obscure, historically, than the time under his reign. Doloreaux legends populate this time with the fantastic exploits of Brugue in his quest for Lutara's Gift, and with preposterous stories about giant flying lizards, fey folk, and talking trees. If these stories are taken at face value, then during this period Lutara regularly appeared to the faithful, dispensing gifts and advice.

An ancient priestess known as Clarimunda is credited with writing down a number of long poems on the nature of mortality and of mortal relationships with Lutara. These poems, the "Carmina Clarimundae," exist as a record of oral legends about the arrival of the Doloreaux on Calabria. Whether these poems were all the work of Clarimunda, or whether she merely signed her name to them, is a topic of some debate.

Because her works were the first written records, Clarimunda became instrumental in unifying the worship of Lutara. A scriptorium in the town of Perival became famous for producing copies of her work. Clarimunda lived in a period before the rise of today's dynasty of Doloreaux – her poems contain numerous references to warring kings and chiefs. It is clear from her writing that even in this early date, the Doloreaux periodically clashed with the ancestors of the other Great Houses, who were invariably cast in the roles of the "bad guys."

Shortly after the founding of the Church of S'allumer, the pressure to "modernize" began within the Doloreaux. Written records of one kind or another are available from just about every single year for the last 800 years, mostly concerning the accounting of troops and oaths of fealty.

The Foundation of the Noble Houses and the Age of War

With the rise of literacy and correspondence, the Doloreaux found their way of life and their methods of warfare were becoming out-dated. Formerly, various small clans of a dozen or so, each with loyalty to their own lord, would meet mere days before a pitched skirmish. There were no battle lines, no precise formations – only a motley crew of screaming warriors descending on their foes, hurling curses and spears.

The Doloreaux received a cruel awakening when they first met the Avoirdupois on the open plains. Even with inferior numbers, the Avoirdupois sergeants could, with but a few signals and commands, coordinate their fighters to act with one mind. Dense formations of Avoirdupois

pike-men could take down Doloreaux mounted knights. Courage and spirit were not enough – soon the plains were yielded to the horses.

Living on the defensive would not do for the proud Doloreaux. Soon it was clear that if they wanted to field large troops, they had to organize. The legends speak of three great warlords: the brave Arnoux who could throw a spear true to mark over two-hundred paces; the wise Sacripant, whose military strategies are studied even today; and the scrupulous Mathilde, who is credited with introducing new forging and metalworking techniques to create superior arms and armor. These three are described as being the founders of the "formal" dynasty of Doloreaux, having allied together by oath, under one banner. Unfortunately, like much of Doloreaux history, this compact is hard to prove — the Doloreaux often disapprove of putting things in writing, and these oaths were only verbal. Letters from the time prove that these warriors did ally together, though there were many others who also swore allegiance. Some historians believe that these three names are remembered because the "magic number" three goes nicely with romantic notions of the past.

What is notable about this time is a much more complex feudal structure. No longer were there simply "chieftain" and "clansmen", but dukes, counts, and marquis, each loyal to the person above them. To inherit a name, one had to control a fixed amount of land – and to gain land, one had to stake it and claim it, usually from someone else. And since the Doloreaux court refused to recognize anyone else's right to land, this encouraged rapid expansion through war with one's neighbors.

The next 300 years are aptly named "The Age of War" by Calabrese scholars. Numerous noble houses formed, of all races and creeds, in an attempt to create a formidable power that could withstand its neighbors. The Doloreaux house, with its simple scheme of advancement, proved popular among its kin and strong against its foes. Under this new banner, they captured the Lyore River from the Avoirdupois to the east and crushed a minor house of squirrels, the Quennel, who had controlled the lands around Auriville. Westward, they forced the bears of Thierry from their fastness atop the Walls of Calabria. The Doloreaux would have pushed all the way to the coast, were they not rebuffed by the quality arms of the Rinaldi or the unforgiving tactics of the Avoirdupois.

Eventually, the Doloreaux idea of "titles by land" became a liability, when there was no more room to expand. Infighting developed among the marquis; border skirmishes developed. It became clear that some other method of royal advancement had to be created. Duke Harbin de Doloreaux is credited with creating the idea of "letters patent", the creation of new titles from the authority of his crown, often with a large price tag attached. The idea of paying money for titles required that there would be money – coinage that would be universally accepted throughout the Doloreaux lands.

Critics of the Doloreaux accuse their ancestors of simply aping the likes of Constantin di Rinaldi and his book, On the Discipline of Chivalry. However, there is a fundamental difference, in that the Doloreaux put concern on land ownership and wealth first, fealty second.

The Doloreaux waged their fiercest battles with the Avoirdupois to the east and the Chevernaise to the north. Several ill-advised attempts were made to dislodge the Chevernaise from the Rothos, and once every generation or so, attempts were made to push the Avoirdupois eastward. The Bisclavret were mostly ignored, and indeed the two houses were allied against minor houses on occasion.

It soon became evident that no one house would be able to dominate the entire island. No single house has the resources or the mobility to extend their forces that far. As the years passed, a degree of racial homogeneity arose in the noble lands – something especially evident among the Doloreaux, where more than four-fifths of the population are porcine. The current house holdings have been nearly static for the last five hundred years – although infighting and civil wars have been all too common.

The Modern Era

Knights with swords shaped the political landscape of Calabria. Scribes with pens are threatening to change it forever. The technology of gunpowder is relatively new, and up until recently fickle and uncertain. The polyglot nature of Triskellian, however, has created a mixing of cultures and ideas. It has become common knowledge that it takes a special kind of kiln to make the kind of steel it takes to make the best guns … and there are Doloreaux lords who have hired new engineers….

Every noble house has seized on the idea of using these new weapons to change the status quo of border raids and political plotting. For the first time in years, war is in the air – and a war fought not amongst households with their personal peasantry, but a war fought with dozens of companies rallied under the banner of their nation. The idea of actually invading and conquering the other houses has intoxicated many Doloreaux nobles. Soon, Calabria may well be facing a new Age of War.

Economy

The Doloreaux have willingly adopted the denar as a unit of currency. The hills yield the iron, tin, and copper necessary to make cannons, which the gentry sell to buy the other goods they need. The hills are also a reasonable source of gems stones and precious metals. It is from their mountains that they extract and ship the finest ores and gems in all Calabria. Their skill in the mines is unequalled and is surpassed only by their skill in trade.

Law

The Doloreaux law is simple and tends to conform closely to those in Triskellian. This is fairly new and as a result has been an increase in overall trade. This combined with their acceptance of the denar as their primary currency has made the Doloreaux a mercantile power.

Language

Increased commerce with Triskellian has encouraged the Doloreaux folk to learn Calabrese. Additionally, Arpitan is also spoken, but only among the gentry.

Names

Men's given names include Burcet, Gauthier, Kalman, Mercer, and Tybault. Women's names include Calendre, Eglantine, Liana, Patrice, and Vivienne. Doloreaux surnames are more likely to be taken from the place they hail from (such as des Feurebouche, des Vosges, des Lyore, or des Mortemere), or from the month of their birth (such as d'Aubépine, de Chêne, de Houx, de Vigne, or de Roseau) than their family name, unless they are of noble blood — then such surnames include Bien-être, Cattermaux, and DeLume.

Current Relations with the Other Powers in Calabria

The Doloreaux are in a stalemate. Surrounded by rival houses, and with only enough farmland for subsistence, their holdings have no room to grow. Their leaders have chosen to expand their power through material wealth … which means dealing with the Guilds of Triskellian.

Avoirdupois

The arrogant equines are hated almost universally by the Doloreaux. The chivalrous nature of the Avoirdupois makes them even more irritating! The Avoirdupois constantly threaten the Doloreaux's control of the river Lyore, and this threat has grown in recent years. The Doloreaux would also love to seize some of the Avoirdupois' western farmlands, but they realize that it would probably be too difficult to hold.

Scarcely a day passes without a border clash between the Houses, but neither side wants to commit fully, lest

they reap the consequences from their other neighbors. The Avoirdupois stage irregular raids across the Lyore, hitting hard and pulling back before the beleaguered boars can respond effectively. The Doloreaux will only rarely strike back across the river, and only when they are sure of a victory. These raids are intended as a test of strength, and are not meant to goad the Doloreaux into attacking.

The Avoirdupois have refrained from a full-scale annexation of the Lyore region because they fear a Doloreaux expansion into the lands south-east of Bruges. The Doloreaux could claim the only significant source of hardwood in the Avoirdupois holdings, as well as a sizable stretch of farmland, while the equine armies were busy pacifying the Lyore.

There is trade between the Avoirdupois and the Doloreaux, of course, but almost all of it occurs in the markets of Triskellian. Individual merchants and freemen will occasionally cross the border in either direction. To their credit, the Avoirdupois generally treat Doloreaux visitors to their lands with more charity than the Doloreaux do in return.

Bisclavret

House Bisclavret is not perceived as an immediate threat by the Doloreaux. The border between the two Houses is clearly demarcated by rivers and mountains, and easily defended for the most part. The forests held by the Doloreaux are much smaller than the wolves' own holdings, and assaulting the mountain villages, with their prepared defenses, considerable cannons, and militia seasoned from skirmishes with the Chevernaise, would be suicidal. Occasionally, battles will be fought on the shores of the Ruther river for control of the west bank. However, the Doloreaux population in this area is generally sparse, and any armies sent to this region must be drawn from elsewhere, leaving another area open to attack. Control of a small section of the Ruther is not worth the potential loss of the Lyore.

It is around the River Granvert that the most serious disputes occur. Just across the river from the Doloreaux holdings is a vast territory dotted with hardwood forests. If the Doloreaux could claim even a small portion of those forests, their situation would be greatly improved. So far, they have been unsuccessful. Adventurous locals will often sneak across the river and poach timber from the Bisclavret lands.

The Bisclavret are respected for their fighting prowess, but are looked down upon for their relative lack of sophistication – a rather ironic turn, as the clannishness and guerilla-tactics used by the Bisclavret hearkens back to the fighting style of the Doloreaux from generations ago. Currently, there is unrestricted passage between the lands of the two Houses, although some localities suffer from intermittent border clashes. Bisclavret visitors are safe in Doloreaux lands, provided they keep their mouths shut and can prove they are there for a good reason.

Chevernaise

The goat-tribes of the Rothos Mountains have been a thorn in the Doloreaux side as long as anyone can remember. The Doloreaux lay claim to all the Rothos Mountains, including the areas which were settled long ago by the Chevernaise. In addition to several small forests and rich mines, this area holds the Chevernaise Pass, the only safe land route to the markets of Epinian.

About forty years ago, Duke Leal de Doloreaux tried to "pacify" the Chevernaise tribes that rule the pass. A large army was raised and outfitted at great expense, with the best cannons and guns that the Duke could afford. The disciplined Doloreaux troops had several initial successes as they slowly advanced northward, but soon found they had been led into a trap. The Chevernaise blocked the pass to the north and south of the army and trapped them there over the course of a bitter winter. The goat warriors made terrifying midnight raids on the Doloreaux camp, tumbling rocks down on their heads from the safety of the mountains. The boars had no choice but to dig in and wait for spring. Finally, after months of foul weather, starvation, and guerrilla raids, the Doloreaux forces were able to break out southward and limp their way back to Auriville. Barely one-quarter of the original army remained. This catastrophic defeat had a profound effect on the Doloreaux; whereas the Chevernaise were once seen as simple barbarians, they were now a terrifying bogeyman in the collective mind of the House. No atrocity is seen as too low for them, and the vilest rumors about their secret ways are believed without question.

The Doloreaux both despise and fear the Chevernaise. While they acknowledge that dislodging them from the Rothos would be costly if not impossible, they continue to raise small bands of mercenaries to conduct raids on the scattered settlements of the Chevernaise — favored targets are mines and sites of worship. Because of this aggression, there is almost no diplomatic relations between the two groups. A Chevernaise who dared to enter a Doloreaux city would quickly find themselves arrested and imprisoned. To a lesser extent, this prejudice extends to goats and rams from other regions as well, an unfortunate aspect of these xenophobic times.

The Chevernaise may have a grudging respect for the Doloreaux's stubborn bravery, but they are an insular people who keep to themselves; they do not appear to really appreciate anyone very much.

Phelan

The atavistic wolves of the northern forests are very nearly a non-entity to the Doloreaux. The treacherous terrain between the lands of the Doloreaux and Phelan makes interaction between the two impractical, at the least. Additionally, there is no central authority to the Phelan – they are numerous tribes each with their own mores and beliefs, so there is no "head of state" to appeal to.

The Doloreaux consider the Phelan to be ill-mannered barbarians, fit only for service in mercenary armies. In the past, certain nobles have considered using them as a tool against the Bisclavret, but it seems that the Phelan have no interest in hiring themselves out en masse as mercenaries to any noble house. Some Doloreaux romantics have spoken of how the Phelan are more "in touch" with nature and their roots, and how modernism and technology has estranged the modern folk from their "true" place.

Rinaldi

In the past, the Rinaldi and the Doloreaux were bitter enemies. The Rinaldi controlled large numbers of mercenaries and their own elite, well-equipped troops schooled from birth in the art of war. But in these times, the foxes have fallen far from their previous glory, having become obvious pawns of the Guild Masters of Triskellian. The Doloreaux hope to profit from the current Rinaldi political infighting. After all, the southern lands need not be seized by military might – the declining Rinaldi may be forced to sell the land for one reason or another.

Triskellian and the Merchant Guilds

The Guilds of Triskellian may well hold the future prosperity of the Doloreaux in their hands. This realization has led the Doloreaux to curry favor from the various Guild Masters whenever possible. They do this for two reasons.

First of all, the guilds have access to some of the best weapons and armor on Calabria. Doloreaux-mined gold will outfit a company of soldiers with cannon and rifles, and can also hire mercenaries from the Sailor's Guild to carry those arms into battle. The other noble houses must pay in wood or grain, neither of which is attractive to most merchants. The friendlier the guilds are to the Doloreaux, the cheaper the goods.

Secondly, the Guilds have become a power in their own right. Many of them rankle at the thought of kowtowing to the decadent Rinaldi. Unlike other houses, the Doloreaux are not heavily mired in the concepts of "enfranchisement" or "divine right"; their practice of selling titles of nobility is envied by the commoners of Triskellian. Perhaps even now, deals are being made behind closed doors, blurring the line between commoner and marquis…

Minor Houses

The multitudinous minor houses of Calabria usually find themselves faced with two choices: they can sit idly by while their remaining power and influence dies with each passing generation, or they can throw themselves in the politics game.

Of all the noble houses, the Doloreaux are the most friendly and supportive of the minor houses. The Avoirdupois are firmly convinced that they will one day rule all of Calabria – it would be counter-productive to help a minor house struggle back to a position where they might be a threat. The Bisclavret are more open to alliances, but make it very clear that they wish to use minor houses as "cannon fodder", expendable mercenaries, in their campaigns.

The Doloreaux are aware that they need to break out of their current stalemate. To that end, they foster relationships with as many minor houses as they can. Aid can take many forms: letters-patent to enfranchise land or duties to those who crave status; gold and money to those who need wealth; the largesse of healers and medicine to those who need support.

A common ploy is to prop up a minor house, and then use the nobles of that house to sow discord in the Triskellian courts. Occasionally they will even play two of their own allies against each other, as anything that reduces the power of others can only make the Doloreaux stronger.

The most notable of the Doloreaux supported houses is House Avinge. The Avinge were never a major house, but they had some fairly sizable land holdings just east of the Phelan tribes. Over time they lost them, and now lay claim only to the town of Mortemere and its immediate environs. About a century ago, they were intimidated into a bargain with the Doloreaux. The Avinge gave them the right to gather taxes on their lands in exchange for military support over their rebelling citizens. In the years since, the Doloreaux have essentially taken over the northern settlement of Mortemere, and the few remaining Avinge nobles resemble rich farmers more than noblemen.

The "Old Faith": Religion among the Doloreaux

Before being united under a single banner, the Doloreaux were a disparate people of many customs and traditions. Each village had its own priests and priestesses, its own rites and conventions, and its own ceremonies for marriage and burial.

After the Compact of Three, the people became more unified in thought and deed; their methods of worship became more cohesive as well. Constant warfare brought with it constant suffering and inevitable death; people had

need for sympathy and for medicine. Before marching into battle, generals sought the advice of those who could read the omens to see how the fighting would be that day, and who could bless the troops to keep them safe from bad luck and false enchantment. A common set of expectations gave rise to a common set of principles and mores.

Minor deities and major spirits became blurred and amalgamated. The popularity of the *Carmina Clarimundae* brought certain characters to prominence. And the figure of Lutara of the Shining Tusks, sometimes simply known as "The Lady," became the first deity in the minds of the Doloreaux.

Lutara is first and foremost a deity of fertility, birth, and growth. Older legends considered her the "Sower of Death," but without any macabre intent – the truly devout believe in reincarnation.

Lutara is usually portrayed as a radiant, beautiful sow, several feet in height. Her tusks glow with a strange light, and she is usually clothed in white. This conception of her is fairly modern — the oldest shrines usually portray her as pregnant and naked, with multiple breasts. Modern Doloreaux accept these old images intellectually, but are uncomfortable with them and certainly do not discuss them with outsiders.

Doloreaux worship of Lutara, also known as Lutarism, extends back into prehistory. She was the goddess that first told the Doloreaux to seek out Calabria, and she was certainly worshipped long before that. The religion was first codified by the priestess Clarimunda about a thousand years before the present day in her poetry, and Lutarist worship has evolved dramatically over the years. However, at its core it remains the same faith as the one practiced by the earliest ancestors of the boars.

The religion centers around the idea of fertility, growth, and prosperity. Lutara is the personification of ultimate fertility; she is the soil, the womb from which all life springs. She is the sun, which grants the energy for life, and the moon, that heavenly body whose phases tell of the passage of seasons and give direction on planting and harvest. She is goddess of mines, from which mineral wealth is brought, and the goddess of words and language, which bear the fruit of wisdom in the mind of the reader. Almost everything good in Doloreaux culture is attributed to her in some way.

A "canonized" priest or priestess of Lutara is called a hierarch. Hierarchs instruct one another in the mysteries and the secret lore of how to speak with the spirits in the dominion of The Lady – it is forbidden to write down these mysteries. After a long period of study and proof of one's great works, a hierarch may advance further by passing certain secret tests, held on particular holidays in particular places. Those who know the ultimate secrets are known as the Mystes of Lutara. While the religion allows for both men and women to become hierarchs, to date only women have advanced to the ranks of the Mystes. Whether there are ranks beyond those of Mystes is not for the lay folk to know.

Lutarist hierarchs are forbidden from fighting and from the taking of arms against another. In the eyes of the Great Mother, all folks are sons and daughters of someone else. However, given that many Doloreaux seek advancement by taking new territory, this bodes a curious predicament for the ambitious hierarch! If one does not serve as a soldier, how can one gain prizes of war? Many hierarchs use their knowledge of healing ways and Herbalism to tend to those wounded in battle; the more accomplished ones can become skilled advisors to heads of state.

Hierarchs do not "tithe" or take collections from the faithful. Some live the life of the ascetic, carrying no worldly goods and abiding by the generosity of others or the bounty of nature. Others find trades, till the land, or find other occupations as befits "honest, hard-working folk." The concept of one who does not toil but instead reads and studies words all day in some ivory tower, far removed from the earth from whence all life springs forth, seems ridiculous to many Doloreaux.

Because of their reserved nature, few Lutarist hierarchs control vast amounts of wealth. Those that do often come from long lineages of counts and marquis who have controlled estates for many generations. Rare but not unknown is the hierarch who has become a wealthy person or head-of-household. Unfortunately, some of the "necessary evils" of running an estate, such as policing and defending the land, are forbidden to the non-violent hierarch. Such folk have need of the vidame, a "defender of the faith" and knight who swears fealty to a marquis-hierarch to perform those thankless tasks. In the oldest parts of Doloreaux lands, the office of vidame is one of the few ways for a commoner to advance to the ranks of nobility without traveling far from home.

The Penitents of S'allumer and the Devout of Lutara

Worshippers of Lutara differ from those of S'allumer. There are no Lutarist cathedrals with giant windows and grand columns in ostentatious display. Worship is done in the home, or outside, or at the rare but simple shrine. The holiest of places, the "Sacred Groves", are forbidden to all but the Mystes.

There are no Lutarist missionaries or evangelists – unlike the S'allumer, who aggressively recruit new members to their faith. The stoic Doloreaux believe faith is a private and discrete thing, and pestering potential converts from S'allumer is frowned upon and rarely tolerated.

It is forbidden to write down the secret ways of Lutara. There are no bibles or pamphlets to circulate, and even the printing of the Carmina Clarimundae does not meet with approval of devout hierarchs. By contrast, the penitents of S'allumer encourage literacy and the spreading of the printed word, especially of the miracles of Helloise and the marvels of White Magic.

Many hierarchs are Blessed, or have the gift of Second Sight. Some are capable of supernatural feats of ability, but such powers are not brazenly presented to the populace to convince them of Lutara's generosity. Conversely, the clerics of S'allumer are actively encouraged to study White Magic and to show off its marvels to the lay folk. The Mystes of Lutara worry that the modern selfishness and lack of deference to the earth of the Penitents of S'allumer may have hidden dangers to the world as a whole.

It is possible to follow the way of S'allumer and Lutarism at the same time. Lutarists accept the existence of any number of deities. It is not uncommon for Doloreaux peasants at harvest-time to offer prayers and gifts up to Lutara and some local patron god of planting and sowing.

Rituals of the Lady

Lacking formal structure and published bibles, exact rituals differ from place to place, but some methods of Lutarist worship are common everywhere. Lutarists do not congregate on one day a week. The shrines are open every day, and always have a hierarch or two in attendance. Worshippers go there whenever they feel the need to seek guidance from The Lady or make an offering.

There are eight recognized holidays in the year, including the solstices and equinoxes of the year – the days that mark the passing of the seasons. Lutarists gather together make a special offering and receive the blessing of the hierarchs in attendance. These occasions are always festive, and take the from of public feasts where the attendees reaffirm their devotion to Lutara as the source of all good things.

The holiest days take place in early Spring and late Autumn and are known respectively as The Day of Receiving and The Day of Hoping. The precise date varies from year to year and is dependent on the divinations of the Great Mother and the direction of Lutara herself. On each day, two ceremonies take place simultaneously — one is conducted by the High Priestess at Lutara's Garden in Bruges, and the other is run by the Great Mother in Lutara Grove. The ceremonies in Lutara Grove are only open to married noblewomen who are also hierarchs, and the Mystes of Lutara. All others may attend the ceremony in Bruges, along with the remainder of the nobility.

The ceremonies that proceed in Bruges on these holy days are well documented. On The Day of Receiving, the High Priestess emerges from her keep just before dawn and blesses all those in attendance. As the sun rises, she sprinkles the seed of a fruit tree on the ground and makes a prayer to Lutara. Providing all is well, the tree will begin to sprout and grow before the eyes of the worshippers. The High Priestess then commands that the fruit of the tree be distributed to all those in attendance, and gives thanks to Lutara for sustaining her people during the long winter. She commands the nobles in attendance to return to their lands

and reap the harvests and in so doing return to Lutara what is hers.

In autumn, the ceremony is nearly reversed — it takes place just before sundown. The tree that was planted in spring time is cut down. The fallen tree is burned in the center of the garden as darkness falls. The High Priestess leads the worshippers present in a song of thanks to Lutara for the bounty of the previous year, and prayer that she will provide through the coming winter.

The secret rituals that take place in Lutara Grove are very different. They are not so much religious ceremonies, as a communing to the goddess Lutara, where the Mystes receive guidance channeled by the Great Mother. These instructions deal with everything from who should be allowed to bear heirs to what direction the heads of households should be given. True to their names, it is at this meeting that the Mystes discuss the great secrets of the Doloreaux.

The Secret of House Doloreaux

The House Doloreaux is very much a matriarchy, and the female hierarchs hold great sway. They decide who the noblemen marry, they provide advice on what crops to grow, what products to sell, and when to go to war. The highest rank of Lutarism, the Mystes, is "publicly" open to all devout … but men have yet to joint their ranks – only women have served in this role.

Men who purse the calling of Lutarism find themselves facing a "glass ceiling" of sorts. Males are discouraged from learning the higher rituals, if not banned outright. Most lords demand that their subjects serve in the military, and tradition dictates that all men must serve at least one tour of duty … and violence marks one as unfit to follow the calling of the hierarchs. Some male Doloreaux assume the role of "vidame" as a compromise, to at least peripherally learn the secrets of Lutarism while still fulfilling one's military duties.

There is some question as to whether some hierarchs are "predicting" the future … or are causing it. Some Doloreaux nobles are painfully aware of the Mystes' control, and chafe at it. But since the Great Mother has the ear of the Duke himself, they soon find themselves sent off to manage desolate holdings, or find their livestock is barren, and that they are unable to father an heir.

Other houses find the clout of the female Mystes a curiosity. The Bisclavret are quaintly amused. The Avoirdupois, being Avoirdupois, use this knowledge as one of the many supports in their argument of "superiority". The Doloreaux refuse to discuss such matters — some out of deference to their way of life that has served their people well for so many years; others out of stubbornness to waste effort blustering at the uncouth unbelievers.

A notable number of Doloreaux are recent converts to S'allumer, and married to women who never entered the clerical training. The way of Penitence is more amenable to the ambitious, given the aggressive encouragement of the Church of S'allumer to convert new members and to build institutions to promote the faith. Clerics from Triskellian hope to raise tithes to build more churches in Doloreaux lands – but the Mystes will have none of that.

Few outsiders are aware of the true power structure of House Doloreaux. It is known that outsiders are not allowed in Lutara Grove, and certain areas of the Inner City in Bruges. It is known that the hierarchs spend a lot of time "counseling" noblewomen, and that it is not uncommon for a priestess of humble beginnings to be elevated by marriage to a local knight.

Lutara's followers have one other great secret — the true identity and role of the Great Mother. She is the secret head of the Lutarist faith, and the true power behind the Ducal throne of Tybault de Doloreaux. Some speak of her as the earthly incarnation of Lutara, infallible and wise. By tradition, the position of Great Mother is served by the oldest Mystes. Upon the death of a Great Mother, the High Priestess descends into the catacombs under her keep in the great garden of Bruges. She spends one night in the crypt that holds the remains of all the previous high priestesses, before an image of The Lady, in adjuration of Lutara herself. The Goddess will reveal to the High Priestess who the next Great Mother will be. Currently the position of Great Mother is held by the Duchess Calendre de Doloreaux.

Spirits of Stream and Field: The Other Deities

The miscellaneous Doloreaux religions are ones of laity, and their rituals are the traditions, taboos, and superstitions passed down from one generation to the next. Devout Doloreaux characters will likely pay their respects to one of these gods in addition to Lutara, and most regard all of them as real in some way. The Game Host should feel free to add to this pantheon, as appropriate.

While these deities do not enjoy the same level of passionate worship as the Mother Goddess Lutara, most folks will give polite thanks to them over coincidences and minor bits of luck that happen in their daily affairs.

Brukes the Bloody-Tusked -- A god of war, soldiers and mercenaries may call upon him for assistance or for aid, since the Mother Goddess is not associated with violence. Brukes' favor is traditionally sought the morning before a battle by sprinkling wine or ale on a small wooden figure in his likeness. (A truly devout captain will burn rowan branches as an offering in his name; see the front cover image.) The name may be related to Brugue, the semi-mythical warrior.

Daga -- A god of agriculture, harvest, and farming, he is worshipped by farmers in the small pocket of arable

land just south of Bruges. At harvest time, many will traditionally leave the last sheaf of wheat or bushel of roots behind in the field as an offering to Daga. These offerings often disappear during the night; though there may be a very mundane explanation for this, the devout know better.

Lyrisica -- A goddess of poetry and music, Doloreaux bards (and would-be bards) often open their songs with a brief homage to her as their muse. Lyrisica is also popular as a champion for the causes of young lovers, because she is portrayed as more passionate and less matronly than Lutara.

Femort -- She is death, winter and sadness. Old legends claim she was the mother of Septagus, and some claim that she and Lutara are sisters. Femort is seldom mentioned, and worshipped only by those who feel wronged by injustice and feel the need for violent revenge. Rarely, some will beseech her for release from life, or for a better reincarnation within the next life, as the devout Lutarists believe in life after death. Femort is usually portrayed as a wizened sow with blank holes where her eyes should be.

Doloreaux Society

The bulk of the Doloreaux fighting force is drawn from the peasant militia. All males between the ages of twelve and thirty are expected to respond to the call to arms in a time of war, with the enfranchised nobles (the counts and marquis) serving as the captains. During peacetime, all potential militiamen are expected to spend one day a month training and refreshing their skills. Every settlement of a hundred folk or more has an armory, where the militia arms and armor are stored: pikes, spears, crossbows, guns (if any), and metal armor. (Swords are not for commoners; they are a symbol of nobility and wealth.) The armory is a small, windowless stone building with an iron door, kept locked at all times. The local magistrate or mayor will be the only person with a key for the armory's lock. In smaller settlements, weapons are kept by individual land-owners and distributed to their farm hands and tenants as needed.

Each militiaman is assigned a pike (usually a full-stone spear), a francisca (a quarter-stone axe designed for throwing), a metal helm, and studded leather armor. Short bows will also be distributed to one in every dozen militiamen. On the battle-field, the militia are almost always formed into blocks and ordered to await the enemy charge. Bow men are usually positioned near the rear on one flank, and will concentrate their fire on mounted enemies.

The Doloreaux usually prefer to stand their ground and fight defensively, using terrain such as forest to their advantage. While their knights are well-trained in the methods of cavalry and mounted combat, they find themselves disadvantaged when fighting the other great houses out in the open. The Doloreaux conservative fighting style does not work well in open spaces.

The total population of the Doloreaux army numbers over 70,000. However, a mobilization of that magnitude would take weeks to organize, and while it was in operation, homesteads would be left undefended and fields of crops would not be sown or reaped. Only a very great threat would cause the Doloreaux to attempt a mass mobilization across their lands, such as a simultaneous attack by the Bisclavret and Avoirdupois.

Far more common are temporary local mobilizations along borders, for small battles called skirmishes. These battles can be as simple as a land-owner and his farm hands fighting off a small band of thieves. However, it also includes cases of open warfare between lords of the great houses, when all the inhabitants in threatened border areas are required to either report for battle duty or prepare defenses.

Those Who Fight: the Nobility

House Doloreaux is governed by a system known as feudalism, the concept that ownership of land belongs to those who defend it. The Duke of House Doloreaux gives out titles to the heads of households, with the greater, higher-ranking titles going to those who own the greatest amount of land. In turn, these nobles appoint their own knights to maintain the land by collecting taxes, administering justice, and defending the land in times of war. The Doloreaux who own the land are known as land-lords, or simply lords.

It is the duty of these knights to train constantly and maintain arms and armor, and the Doloreaux nobles take this role seriously, if not overly so. There are over three thousand professional soldiers in the Doloreaux dominion, responsible for the full-time defense of border keeps and noble estates, as well as keeping order in towns, in the role of police.

The ranks of nobility among the Doloreaux are:

- The Duke and Duchess, who are the "highest of the high" among the Doloreaux. Their word is supreme throughout all of Doloreaux dominion.
- The Marquis, of whom there are no more than a dozen. These folk moderate the disputes of the smaller households, and they pay their tribute directly to the Duke. The mayors of Bruges and Auriville belong to this rank.
- The Counts and Countesses, who are the heads of the major households. Each controls an estate of many acres. The mayors of the smaller towns belong to this rank.
- The Viscount and Viscountesses, essentially poorer versions of counts. Since Doloreaux nobility is equated with owned land, counts might fall to this rank if they lose too much land to a foreign house or,

even worse, to a neighboring Doloreaux household who claims ownership of their territory.

- The Barons and Baronets, who pay respects to Counts and Countesses. They serve as captains in times of war, giving orders directly over the militia-men. The baron is the lowest title in Doloreaux lands that is hereditary.
- The Chevalier, or mounted knight. A Baron will want to support two or three of these folks, as the mounted knight is still considered to be the "ultimate war machine." There is a romantic notion that a peasant child can be chosen to become an Ecuyer, or squire, to a Chevalier and thus be trained as a knight. In practice, the Chevaliers reserve this role for their own sons. However, it takes a Baron or greater to knight a Chevalier – squires who fail to pass certain tests of warfare by their fifteenth birthday will find themselves "disenfranchised" and out of luck. The Chevaliers are the lowest rank to be able to mete out "low justice" – that is, they may judge commoners and lower-folk in matters of the law.
- Rare but still not unknown, the Vidame is a sort of knight who serves a prominent hierarch. Vidames are the guards of Sacred Groves, and they follow the orders of the Mystes first and the Duke second. Unlike a "true knight", vidames are not permitted to mete out low justice over commoners, but they themselves are entitled to "high justice," and may only be called before the rank of Baron or higher when accused and tried for crimes. Politically, the Vidames are the arms and armor of the Mystes, permitted to exist because the Lutarists can demonstrate a need to be protected. However, this division of "church and state" makes some Barons uncomfortable.

Those Who Toil: the Peasantry

While the picture of grand warriors atop their fortress walls is a romantic one, most folk are resigned to the role of vassal; they live on their land, raising livestock and crops in return for giving some to their lord. They must declare bond to their land-lord, and they must work the land to the best of their ability, lest they be evicted, sold into slavery, or worse. Vassals are one step below the rank of freeman, since they are bonded to work their lord's land and may not leave without permission. Entire generations of a family may work the same land, as there is little opportunity for a vassal to improve their lot, unless they are accepted into the army, become an apprentice for a lord, or pursue a higher calling such as the priesthood of Lutara.

This simple system of "those who toil" and "those who fight" has become challenged by new methods of technology and philosophy. The population of all lands continues to increase, while the actual land to hold them does not. New trades such as weaving, stone-cutting, ship-building and spell-craft require specialized skills that take years of study – formerly, these were the office of the richer lords, but the Guild Masters of Triskellian have been cultivating a class of commoners who have become masters of these trades. This new class of artisans, or bourgeois, generally lives better than mere vassals, enjoying greater wealth and status. The folk of Triskellian even cultivate their own mercenaries and methods of warfare. There are those in the Doloreaux lands who look upon this new breed of commoner with envy.

The Warriors among the Lay-Folk

Ideally, full-time Doloreaux watchmen are armed with a half-stone spear, half-stone crossbow, a heater shield, chain-mail, and an open-faced helm. In practice, the ones who serve poorer Chevaliers and viscounts must make do with what is available.

The Doloreaux are experimenting with the formation of musketeer units, but these are still rare. Muskets and guns require steel that is very pure, which can only be produced in high-quality furnaces – such as the ones found in Auriville. Bullets are driven not by the size and strength of the fighter, but by the powder which fires them … and even the best armor offers only moderate protection … so many nobles see this as a method of upsetting the balance against the superior arms of the Avoirdupois. Unfortunately, the skill to create guns is rare, and the distrustful Doloreaux are reluctant to hire outside engineers to make their weapons of war.

The Doloreaux are lacking significantly in mounted troop strength. Destriers and other mounts require large amounts of land to support them, and most of the arable land is needed to support people first. Individual knights with destriers make up the majority of Doloreaux cavalry, but in times of need they will field mercenaries to supplement them.

A scholarly counterpart to the knight is the "warrior-wizard." It is rare for a person to have both the presence of mind to summon forth supernatural, destructive power, and to have the skill to fight and to survive on a heated battlefield … but for those who have both, the rewards can be great. Modern-minded barons have hired teachers to school those Doloreaux who may excel at these modern arts, much to the dismay of the Mystes, who feel the channeling of such violent forces will anger the spirits that have served them so well for so long. In a strange turn, the folk most likely to be warrior-wizards are the Vidames, since their calling takes them to ken the supernatural, but the "necessary evil" of their lifestyle denies them the Blessed Paths.

THE PHELAN

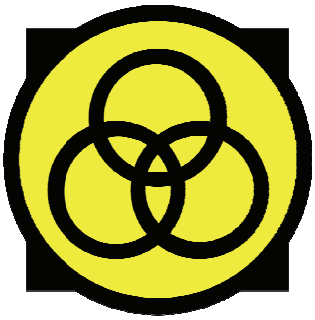
The Phelan were among the first inhabitants of Calabria. When exactly they arrived is up to some debate, but it was over a thousand years ago, possibly before the Rinaldi. The Phelan must have arrived in boats with square sails, or ones rowed by themselves or by slaves.

As their legends tell it, when the Phelan first landed on the island, they found a lush paradise of green-covered hills, thick forests, and rich fields for farming. Unfortunately, the land was infested with monsters: goblins, specters, and all sorts of frightful creatures. The musicians know countless songs of this time of legends when brave souls defeated the monsters of the land through battle, through cleverness, or through other means. Separating the factual history from the exaggerations of generations of storytellers has proved a challenge for many a historian. Another aspect that makes chronicling difficult is that the Phelan do not have the same concept of "time" that other folk do — many folk-tales have characters wandering from one era to the next, sometimes hundreds of years apart, forward or even backward in time.

Lurking shadows and mist greeted the first of the Phelan settlers whose longboats scraped ashore in Calabria over a thousand years ago. They were a desperate group, those of the Reeoil, the first clan of Phelan that had taken flight from their homes after being burned out of their homes on faraway shores. They brought with them what little they had in the hopes that they would someday return with cries of glory. Their long lost homeland was now only a memory in the oldest ballads and songs, with only the storytellers and the druids who remember the Tir ná Fadadh-cruiachr, the "land of many colors." Historians have guessed that this place was a group of islands far west of Calabria, where the ocean spray often forms tiny rainbows.

The War with the Goblins

Calabria was a hospitable place; the rocky coast gave way to a green and rich interior, and colonizing was simply a matter of staking a claim and defending it. While their numbers were few, the early Phelan settlers had a strong sense of camaraderie to work together against this untamed wilderness. They organized farmland and hunting parties for the benefit of all, much as they are today. Game and land seemed to be for the taking. This warmer, friendlier country appeared to be a paradise made real, at first.



Then the horrors began. Children disappeared — at first only one or two at a time, later in larger numbers. One dreadful moonless night, the village of Páirceanna was burned to the ground. All the inhabitants were found impaled on stakes that formed a giant ring around the village. Only then did the Reeoil realize that they were not alone.

The villages armed themselves and watches were set. At first suspicion was cast upon each other, turning upon one another looking for a villain. Soon it was realized that there was an evil afoot in the land. The first Morrígna was sighted as it tried to escape a scouting patrol — a monstrous thing, half again as tall as a man, coated in feathers as black as night. It took the might of all four scouts to bring it down and then only with a lucky throw of a spear. With stealth borne of fear, the scouts pressed on to find an encampment of the creatures, an obvious preparation for war.

The Morrígnai attacked less than a fortnight later, but the Reeoil Clan was ready. An alert system of howling wolves known as Ululants had been set up as advanced scouts, ready to cry havoc when the enemy was seen. Weapons were made and distributed, and circular bulwarks of earth were dug and built around each village. As fate would have it, the first battle took place at Cathair Raithnéachean, with the dreaded beasts assaulting in random bands, nearly silent despite their massive size. The tales say that one fool was stricken with the "falling sickness" — he fell over and drooled, grasping weakly at the air as he recounted that these beasts were the Shadows of a long-lost race of Autarchs, a darkness given substance so that they would serve their masters for war and conquest. The Morrígnai showed no quarter, no pity, and no remorse as they beseiged the wolves.

However, while these monsters were fierce, they lacked the tactical skill of the Phelan people. Séamas, the Reeoil Clan Chieftain who suffered the burden of command that dreadful night, first lit the fires as the signal that his Ululants were to fly from their posts and to journey within howling range of the neighboring villages, so that they may send as many warriors as they might spare. When the Morrígnai charged into the village limits, they discovered that

trenches had been dug and filled with tar and pitch, covered by enough dirt to trick them into thinking it was solid ground. Séamas ordered the trench put to flame, and the first wave of Morrígna burned as their feathers caught and exploded. Some lunged from the flames seeking to postpone their deaths, only to be met with the spears of angry Phelan seeking justice for their lost children. For every Morrígna who met its end in the trenches, four leaped over the flames, using their fallen comrades as springboards. They met the Reeoil warriors who waited near the outer bulwark, with their massive swords cutting through the brave. All the while, the Morrígnai swung their great-swords without a sound, the only noise being the cries of brave Phelan as they fell before the monsters' blades.

Séamas then sent out a howling call to his masters of magic, the mysterious Druids, and their cousins, the mocking Fools. Accounts of the battle vary as to what happened next; the most complete account is recorded in the saga The Song of Conas Mac Gadhar, which describes the effects of a spell known as Ní Ruathar Ag Cathairt ná Noi le Bathairt:

"As per the righteous king's order, the Gifted Ones [that is, the Druids], gathered in a circle of nine, being the number needed to call upon the power. In their midst was the humble *Óinnseach ag Gaoil,* sky-clad and painted in such a way as to either incite revulsion or pity in all that would see her.

"With her loudest voice and her most vulgar gestures, she hurled her insults at everyone and everything. She insulted the warriors of the Phelan, that they were so unfit so as to fall so easily before the debased and monstrous. The warriors moaned and cried in their suffering and anguish.

"She cursed the Gifted Ones, that they were so unknowing and ignorant so as they would not have augured the goblins and the way to defeat them. The nine Gifted Ones fell before her and cried, in base admission of their own failing, that they were not worthy to call upon the power that might save them.

"Finally Óinnseach decried the world itself, that it would visit such a holocaust upon the Wolves that they would die by the hands of monsters. Óinnseach mocked the elements themselves – she howled louder than the loudest thunder, she whistled shriller than the fiercest wind, and she spun quicker than the fastest breeze. In this way did she dare that the world could not do as she did, that the Gifted Ones were less powerful than a mere Fool.

"And the world did hear, and the world answered the call so that the righteous wolves would not fall that day. A wind swept down upon the goblins, so that some were dashed against the ground, their bones broken and their bodies sundered, while others were drawn high into the air above the highest clouds, spinning faster and faster until their limbs were rent from their bodies."

Regardless of whether this spell was cast or if it was this powerful, all accounts agree that this effort was not enough. Whenever one Morrígna fell, another would take its place — their apparent strategy was to make one great assault and to eradicate everyone in the settlement at once. It was not to be; the call of the Ululants brought mighty Atavists and skilled warriors from all around the region. When the Phelan numbers were replenished, they fought as wolves do, with one mind. This triple onslaught of fire, magic, and arms eventually routed the disorganized Morrígnai, for even though the goblins took four lives for every one that they lost, and though the day was won for the wolves at great cost, the Phelan celebrated their victory.

Council was called and it was decided to maintain and increase the fortifications of neighboring Tamhnachean (H9). Outlying settlements were relocated closer to the fort in the event of another attack. Scouts were then sent out to determine the extent of the threat. The Phelan learned many things that year, including how to evade even the worst of the monster patrols. Then when spring set in and preparations were in order, the Reeoil set out to drive the Morrígnai from the forests. As the stories say, after more than a dozen frightful battles, the wolves succeeded in driving the Shadows of the Autarchs away from their own lands. The Morrígnai gave King Séamas five swords as terms of peace, and since then the monsters have not dared leave their forest-haunts for fear of Phelan law. To this day, mothers still frighten children who misbehave by threatening to let the Morrígna take them away in the middle of the night.

The Challenge of the Gifted Ones

With the times of war behind them, the Tuath ná Reeoil began to grow. The forested lands northwest of their landfall were greatly hospitable and rich in game. Many of the smaller lizards were hunted. Of the larger lizards, the cumal was domesticated and became a primary source of meat for the Phelan. More farmers and herdsmen fostered more communities with a connection to the land. The wolves were no longer strangers in this land.

Seasons passed, a half-score Chieftains ruled, and the Reeoil began to move away from the old ways as they bickered over land and livestock. Upon the death of the great Queen Aedammair, a radical sect of the Druid council demanded audience. They were known as the Aos Daoine ná Iargúl, and they were to put forth their own successor to the throne of chieftain, a tanist of their own choice, in the hopes that he could lead the people back to the ways of old. A rival faction of landowners, afraid that the Iargúl might eventually call for a return to the homeland, put forth their own tanist and rallied behind his banner.

The time of appointment drew near and the two factions were still bitterly divided. In fear that the Iargúl would win the Chieftainship, the landholders

ambushed their tanist's caravan, killing him and his family. The Iargúl, from their stronghold of Cathair Murias, retaliated by visiting a magical blight upon the crops. The landowners loyal to the Reeoil held their ground, and thus began a war that was to last twenty years. Eventually, both sides could see no resolution to this conflict, and it was decided that the clan of Reeoil had grown too large and too divided to be ruled by one chieftain. The clans separated into two — the Tuath ná Reeoil of the east, and the Tuath ná Iargúl of the west.

The landscape was kind to these two warring clans. Though they frequently brought arms against one another, their numbers increased and gradually another clan arose, a motley of Reeoil and Iargúl who had fled south in hopes of escaping the worst of the border-wars. Over many seasons, they learned to live with one another. They were led by Finias Cantaireachd, a man who (as the legends tell) was the greatest howler who ever lived. His dirges would bring a tear to the eye and move the soul to strong passions; his cries were so loud as to smother all others who would seek to command the chorus. The strife between the two older clans was pointless to these southerners.

Despite his charisma (or perhaps because of it), Finias met a gruesome end. The lore is that Finias was too beloved of the ladies and that he often dallied with the wives of others. Eventually a gang of jealous husbands accosted him and cut off his head. However, Finias' song was so great that his head continued to sing. The people took this as an omen, and they founded a city upon the site of his death and named it Cathair Finias in his honor. His head was buried underneath the royal hall, and after the funeral was over the southerners declared themselves a new clan, the Tuath ná Deasaich. When their nobles petitioned the other chieftains to be recognized as their own people under the law of Fénechas, neither Reeoil nor Iargúl could refuse them — both recognized the power of Finias' song and the strength of the Deasaich, and the cost of defying their claim to sovereignty was one they chose not to pay.

The Strife with the Doloreaux

Even though there were three clans of Phelan, the folk were still very spread out. The forests around their new homes were large and apparently without end, though reports of great rivers and mountains had begun to be heard from the far-wandering scouts. As the clans spread out, smaller landholders began to organize their own areas — many lords began to have hopes for true power. Their holdings grew, they began to vie amongst each other for land, and once again there were skirmishes and feuds amongst one another to assert their claims.

Among the small warring families, one in the far eastern forest had a leader of great strength: those under the banner of Lady Briana ag Gáire. Her decisive leadership and keen wits served her well as she enforced the letter of the law upon her fellow Phelan. It was because of Briana's reputation as a wise and just leader that when the trouble brewing behind the horizon came to bear, the people sought her out to see them through the times of war. With their common franchise and common language, these particular Phelan were known as the Oirthir, or "Easterners."

The Phelan had traversed too far east, and they had encountered the other settlers of Calabria. The mountains were the demesne of the surly and xenophobic Chevernaise. With these folk, the Phelan had little trouble as long as they kept to the valleys and the forest and left the goats alone.

The Doloreaux were a different story. Thwarted by the entrenched Chevernaise, this noble house sought to expand westward as their knights sought more land. Refusing to recognize any claims of the Phelan, the Doloreaux lords expelled people from their claims by force. In kind, the Oirthir had little patience with these strange foreigners and their baseless claims. Rumors circulated amongst both the boars and the wolves of the barbarous habits of the other — that they sacrificed children, that they were cannibals, etc. Lady Briana would have no truck with rumors; she demanded facts. By her orders, several Doloreaux were captured and interrogated, and she learned the truth that these were not a supernatural monsters but another race of men and women much like themselves.

As time drew on and the war continued, Lady Briana realized they were not going to be able to drive out the Doloreaux the same way they had with the Morrígnai. The goblins of the forest, while strong and fierce, had no tactics or coordination and thus could be defeated by superior strategy. The boars were very much the opposite — their soldiers had strong discipline and meticulous training, and when they charged it was in organized lines with spear-points three ranks deep.

Briana turned to the Deasaich for help. At first, her requests were rebuffed. Angered, Briana demanded a hearing before the head of Finias, as the law of the Deasaich gives the right to request such a hearing to all Phelan in time of trouble. Once before the barrow-mound she pleaded her case. A silence fell upon the group ... which was split by a spectral howl of agreement from the mound. Realizing this as an

omen condemning them for their negligence, the Deasaich reluctantly gave their aid to the battle.

Did the Doloreaux have sophisticated spies? Or did their oracles read the omens to tell them that the Phelan were preparing for a full-scale war? What is known is that on the first night of winter, the Doloreaux mobilized their forces for a preemptive attack upon the Oirthir, before the full strength of the Phelan could be brought to bear. The Phelan settlement of Gorias was the prize the boars sought after: it was at the head of the most fertile river valley in all of northwestern Calabria, near the great canyon called the Gates of the Ruther (P12). It is here that the Ruther river joins with the Storvindeln River to pass through the mountains, and thus it would provide the Doloreaux with water transport and good farmland.

That snowy night was split with screams and howls for assistance. The modest huts of the Oirthir were set ablaze, and those that tried to flee the scene were either put to spear-point or were captured and sold into slavery. The Phelan warriors fought as bravely as they could, but faced with superior numbers and superior arms, they had no choice but to abandon their homes.

Gathering at a secret moot within the woods, the surviving nobles of the Oirthir decided that even with the help of their Deasaich cousins, they would still need more warriors. Their next course of action was to ask King Iucharba of the Reeoil for assistance — in exchange for his help, they would be to ask the Reeoil for assistance, and to offer three hundred cumalaí as a tribute. But Lady Briana was very careful in the way she worded her oath of fealty to this powerful clan.

At this time, the Phelan spoke their own language, the Bérla Féini. When Briana was granted audience with King Iucharba of the Reeoil, she asked that she be introduced as "Briana Rígh-bean." Iucharba mistook this to mean "Briana Ríghinn," or "Briana the young lady." But the literal interpretation of "Rígh-bean" is "female king." Therefore, by recognizing Briana with such a title, King Iucharba was tacitly naming her as Queen of the Oirthir!

The combined might of the three Phelan clans met the Doloreaux army upon the cliffs known as the Walls of Calabria. The seasoned warriors of the Phelan came up on the Doloreaux army before the dawn, with the silent skill of seasoned hunters. After the first strike, the Phelan retreated to higher ground, and they used their superior speed to break up the dense formations of Doloreaux spears. The losses were great on both sides, with nobles and commoners alike either slain where they stood or driven from the Walls to drown in the River Granvert below.

Many years of fighting persisted, with neither side gaining the advantage. On the offensive, the Phelan had their near-invincible atavists and the dire magic of the druids. On the defensive, the Doloreaux had their formations, their devastating cannons, and the protection of their spirits. The Phelan could not advance without great cost in lives, and the Doloreaux tactics were too conservative to gain ground.

Stubborn to the last, the Doloreaux pulled back their stragglers from the western border, and they spent the next few months working on counter-measures. However, eventually the Chevernaise saw opportunity, and they pressed their advantage on the northern front. Rather than lose the ground they had fought so hard to gain, the Doloreaux entrenched their forces and built fortifications and defenses.

Secure in her sovereignty, Queen Briana declared herself ruler of the Tuath ná Oirthir, and her people claimed their farms and villages behind the Ruther, out of range of the Doloreaux cannons upon the Walls of Calabria. This stalemate persists even to this day, interrupted occasionally by sorties on both sides that are either very brave or very desperate.

As many had perished in the war, both boar and wolf, the farmlands were left empty, open for the taking. The Walls of Calabria marked the eastern-most line of Phelan demesne — instead, the people moved north and south. Most of the veteran warriors settled in the colder forests of the north. To the south, far away from the mountains and the strife, the more peaceable folk occupied the lands formerly held by the Rinaldi, whose fields had lain fallow as their control dwindled. As the seasons turned to years, and the years turned to decades, the Phelan grew more numerous.

The Night of the *Seiscethir*

Ambitious Phelan were not the only ones to stake their claims — many other minor tribes also attempted to claim their niche. With some people, the Phelan made peace, such as with the elk of the Keylljeyder. With others, such as the feline Screeberagh, the compromises were less amicable. And with a few, hostility remains even to this day, such as the long-standing enmity between the Phelan and the skunk race of Feòcullan.

The Phelan were anything but a complacent race. As tribes grew larger, each chieftain had difficulty collecting taxes and asserting their authority. The Doloreaux consulted the omens and maintained networks of scouts and spies — anywhere they spotted weakness, they schemed to take advantage. Roving gangs of bandits stalked the southern coast of

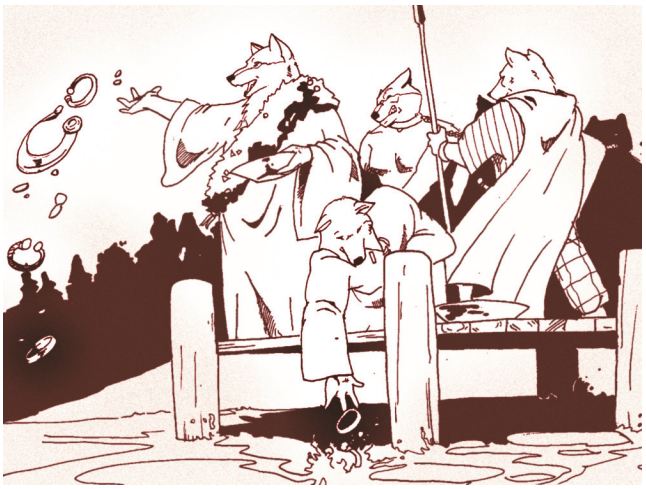
Calabria — some were gangs of bandits who preyed on any weaker than themselves; others were pirates who landed on the coast and sought to supplement their wares with goods and slaves before setting sail for faraway shores. With their strong sense of family loyalty, the households fought back, and the bond they felt with themselves grew stronger than the ones with their estranged kings and queens. Over the course of a hundred years, it became apparent that the Phelan had spread out too far to be governed by only the four Chieftains of Reeoil, Iargúl, Deasaich, and Oirthir.

On a dark Imbolc night, the four chieftains summoned four Brehona, the judges of the law, before them. Their task was a daunting one — to compose a map of all of Phelan demesne, such that it might be decided how to divide the land and to decide if and where a fifth clan might be declared. The four Brehona were chosen not just because they were wise but also that they were honest, lest they let dishonest folk bribe them or sway them from reporting what they knew to be the truth. They were given but one year to complete this task.

In the interim, many ambitious nobles wondered who would rise to the honor to be the fifth chieftain. The Phelan are notorious for their bragging and their infighting, and it is said that during this year, a hundred and fifty nobles lost their lives in duels of honor. (Many historians debate this figure, as "three times fifty" is the Phelan expression for any number too large to be measured.) As the months rolled on, it became apparent that there were two people most likely to rise to the rank of the fifth chieftain — either the strong Foirteamhail, descended from the heartiest of the northern stock, or the crafty Gaoistean, who had rose to power in the southern regions by various promises and schemes.

When the Brehona returned the day before the next Imbolc, they were greeted with solemn anticipation. They refused to disclose their findings to anyone before the night of the festival, even to the Chieftains themselves. As the legends tell it, first Foirteamhail attempted to intimidate them into revealing their decision, to no avail; then Gaoistean tried to trick them into giving it away, but they were too quick to fall for his verbal legerdemain.

Thwarted in their efforts, the two ambitious nobles turned their attentions to each other. Foirteamhail blustered and howled at Gaoistean, hoping to intimidate him into leaving with his tail between his legs. Gaoistean in turn first mocked Foirteamhail's suitability to rule, then explained to him all the administrative and boring duties he would have to fulfill as a chieftain — surely it wasn't something he wanted to do. The two snarled at each other and



parted ways until the evening, each intent on finding some way to oust the other.

When the sun set and the fires of Imbolc were lit, only then did the Brehona recount their journeys, each in turn telling of his adventures, mishaps, and discoveries. After their tales were told, they revealed their judgment: Phelan demesne had expanded so great that it was impossible for four chieftains to control it all — by the Fénechas, which governed noble and commoner alike, it was necessary to divide Phelan lands into six clans. The northernmost folk were to be named the Tuath ná Cell; the people along the southern coast were to be named the Tuath ná Bianfáel. Both Foirteamhail and Gaoistean were awestruck — each would be sent back to their homelands as a king. Perhaps it was fate, or perhaps it was a political maneuver by the Brehona to prevent civil war. The day of that judgment was to be known henceforth as the *Seiscethir*, which translates from the Bérla Féini as "six out of four."

The *Charte du Bisclavret*

By Phelan reckoning, "three times fifty" years went by, thus once again frustrating historians who would prefer accurate dates. Many chieftains came and went, clans rose to prominence and then dwindled again. The Phelan enjoyed peaceable, if sometimes strained, relations with the other races of Calabria.

The Phelan with the greatest interaction with the other races were the Bianfáel. The Rinaldi paid them tribute to allow their people to pass through the main roads, the *Via Salutis*, without being raided by ambitious Fianna. Doloreaux were known to hire Bianfáel mercenaries to use in their assaults against the Avoirdupois or the Chevernaise. Pirates landed on the southern coast with slaves to sell. The Bianfáel looked upon these well-crafted goods, these wonders from foreign places, and as they assimilated the

customs and ways of foreigners, the more they felt that future was not in the old ways, but in the new ones.

Many of the Bianfáel nobles felt that the old ways were holding them back. For example, when a noble died, their estate was not guaranteed to pass on to their children; rather, it would be meted out amongst all the clan. Also, there was not always a clear line of succession from chieftain to chieftain — the practice of tanistry allowed rule to pass to a "worthy successor." Thus there was no clear legacy of power from one generation to the next. Phelan lords were unlikely to amass the great wealth and empires that the kings of the Noble Houses of Calabria aspired to. The Bianfáel had seen the hints of a changing world with green eyes.

It took the other clans of Phelan by surprise on the fateful day when King Riddock Déanamh-Gaisce, together with his nobles, attendants, and other vassals, met on a dark night for the signing of the Charte du Bisclavret — the Charter of the Bisclavret. This proclamation declared that King Riddock Déanamh-Gaisce was now to be known as King Riddock du Bisclavret the First, Greatest among the Bisclavret people. It later delineated the roles of all people in the government, from the king himself to the serfs below. The Bianfáel were no more.

The Charte du Bisclavret tells a lot about the Phelan because it specifically makes illegal many of the Phelan practices and the Fénechas code. The Bisclavret immediately arrested all Brehona. Some were sent away; some were put to the sword; a few were sold into slavery. Druids were forced to swear to only preach the doctrine of S'allumer, or they would be hanged. (Many did swear but continued to practice their rites in secret.)

When the news of these transgressions reached the ears of High King Naoise of the Reeoil, it was said that his howl of his anger could be heard throughout all of Phelan demesne. He declared that this Bisclavret race was no longer Phelan, that they were a "broken people" and thus beyond the protection of the law. Other chieftains followed suit. Many ambitious Phelan, mostly Fianna eager for wealth, thought that they could take advantage of the disenfranchised wolves to the south, and they assembled small armies for conquest.

What they found in Bisclavret territory surprised them, as King Riddock had prepared his forces well. Foreign engineers had built the fortress of Harrowgate, with high walls and sloping roofs specifically designed to thwart the tactics of Phelan warriors. With their superior arms and armor, the Bisclavret held their own against Phelan invaders.

The Bisclavret went on to build their own mills, their own forges, even their own forts and encampments. The Bisclavret were later to challenge the Rinaldi and sue for a charter granting them land rights to the southwestern coast. In these modern times, the Noble Houses of Bisclavret is considered by both the Avoirdupois and the Doloreaux to be a stronger foe and a greater threat to their sovereignty than the Phelan are.

The Phelan no longer consider the Bisclavret as part of their race, believing them corrupted by "false ways." The fact that the Bisclavret have risen to such heights of power and technology in such a short time carries little weight with them.

The Phelan Today

It has been more than two hundred years since the Phelan and the Bisclavret divided, and the Phelan are none the worse for it. The five clans still thrive, still till the land the way their great-grandfathers have.

The Avoirdupois have sent emissaries to the chieftains of the Phelan, to open diplomatic relations. The two have relatively little in common: they are of different religions, different technologies, and different systems of government. All they do have in common are their enemies: both the Avoirdupois and the Phelan are in constant conflict with the Doloreaux and the Bisclavret that are buffered between them. The other Noble Houses maintain a network of spies to be watchful if any alliances are forged.

Many Phelan have left their homeland and settled elsewhere in Calabria. Some seek adventure; others flee their enemies. Most of these travelers are Atavists, who use their command of primal energy to gain employment as mercenaries, scouts, and bodyguards. Rare is the Druid or the Fool who leaves the homeland, but such folk can often make a place for themselves because of the novelty and strangeness of their craft. Ironically, the second-most likely place to find a Phelan is in Bisclavret territory, where many are employed as swords-for-hire, and their social differences are overlooked for the sake of material gain.

The Doloreaux are still distrustful of outsiders, and they are even more xenophobic towards the Phelan. Any such wolves that tread into Doloreaux demesne wear out their welcome very quickly.

The once-proud house of Rinaldi has fallen from its grand control. Many Oirthir have made farms on land formerly owned by that Noble House. A few Rinaldi employ brutish Phelan Atavists for the novelty or amusement value. And if the Phelan remain largely a mystery to other Calabrese, the Chevernaise are even more of an enigma. The Phelan have little

interest in the mystery of the goats of the mountains, and vice versa.

The Demesne of the Phelan

To the eyes of most Calabrese, the northwestern forests of Calabria are beyond the ways of civilization. There are no castles and few fortifications; what few roads exist are poorly-maintained dirt paths through meandering stretches of empty countryside. Rivers lack adequate fords or bridges. Many people speak an obscure language, when they speak to strangers at all.

From another point of view, the Phelan are rich in culture and tradition. They brought their way of life with them from their foreign origins, and it has remained unchanged for over a thousand years. Their code of law has equanimity for noble and commoner alike. The Phelan see themselves as the pinnacle of civilization, and that others would do well to follow their example.

The rolling landscape of the Phelan has many unexplored regions, and the other races that inhabit their territory are quite unlike others found in Calabria, or even other places in the known world. The game the wolves hunt sometimes hunts them in return! And deep in the darkest of the forests and the bogs are secrets of the past, haunted by goblins and ghosts of bygone ages.

Customs

The name "Phelan" is what outsiders call this folk. In their own language, they call themselves the Faéla, or simply "Wolves." The Phelan are actually five distinct clans, or tuatha, each with their own king or queen. They are not a unified people — even the clans have their own disagreements, skirmishes, and even episodes of war. The only thing that really brings them together is their dislike for all other folk.

Since the Phelan's oral histories go back hundreds of years and detail stories of terrible monsters, a few Phelan have reasoned that they are the only "real people" in this world, and that all other folk are somehow descended from degenerate beasts. The insult "mee-ghooghysagh" is sometimes used by the Reeoil to refer to outlanders.

Government

To themselves, the Phelan way of life is ideal. Their ways have not changed significantly in almost a thousand years, and they have a reasonable peace with their neighbors. Everyone knows their place, from the chieftain on down to the slave, and for many, life is harsh but simple. To outsiders, the Phelan leadership is remarkably different from the feudalism that is generally accepted elsewhere.

The Law of the Fénechas

Despite their savage reputation, the Phelan crave order — someone has to answer to someone else. It is this love of order that gave rise to one of the most comprehensive codes of law known in the world: the Fénechas. This body of law is so large and so comprehensive, it is a full-time career just to interpret it. In addition, all people are considered beholden to the letter of the law, be they noble, commoner, or serf, including outsiders who wander into Phelan lands! Ignorance of Phelan customs is no excuse.

The Fénechas has yet to be written down. Some scholars have erroneously reported that the reason it remains unwritten is that the Phelan have a prohibition against writing anything down. These scholars are confusing this code with that of the Blessed of Lutara (Doloreaux). The Phelan have not written down their code of laws for two reasons: they are largely uneducated and illiterate; and the Fénechas has not been translated from the ancient language of Bérla Féini, the "lost" language of the Phelan — and this is a language with no known written form.

It is no small wonder that it takes a full-fledged Brehon to understand the Phelan laws. The Brehona, or "judges," preside over criminal cases. The Phelan even have their own lawyers — the Dálaige.

The ancient and most basic law to all peoples is the "law of retaliation," also known as "an eye for eye, a tooth for a tooth" — every person or every family that was injured might take their direct revenge on the offender … usually in the form of violent feuds, often resulting in homicide.

In the interests of keeping the peace, this code was replaced by the "law of compensation" — that the injured party may sue the offender, in proper form, presided over by a Brehon who would judge the law fairly and impartially. The penalty always takes the form of a fine to be paid by the offender to the person or family who was injured, minus a fee paid to the Brehon.

Distress

Sometimes an offender will refuse to pay their fine, or they may even refuse to submit their case before the Brehon in the first place. Or a tenant may fail to pay their rent on time. Or someone may fail to pay a debt for any reason.

In such a case, the creditor, by law, would then invoke the right of distress — they could seize the livestock or other personal effects of the debtor. First, the creditor goes through the form of seizing the property. The debtor then has an anad, or "stay" of one or more days to reconcile the debt … before the creditor removes the property. Traditionally, the

creditor "holds on" to the property as collateral until the debtor finds a way to scrape up the payment. If the debtor finds no way to settle the case, the creditor kept the items or sells them. The value of property for debt resolution is, of course, set by the Fénechas.

Fasting

Sometimes, instead of the process of distress, an injured party might resort to other means. After serving due notice, the plaintiff went to the house of the defendant to sit next to the door … and to remain there, without food — the custom of fasting. The defendant was also obligated by law to go without food, too. A debtor who cannot pay off their debt while someone fasts at their doorstep loses face in front of the other clan members … and a debtor who refuses to honor the fast in kind will be held in absolute disgrace.

Errick

Bodily injury, up to and including homicide, is atoned by an *errick*, or fine. When a Brehon judges the value of an errick, they take into account all sorts of circumstances — the grievousness of the injury, the rank of the parties involved, the intentions of the wrong-doer, whether the injured party provoked it, etc. Like any lawyer, a skilled Brehon relies not only on the interpretation of the law, but also on personal judgment and diplomacy. The errick is then paid to the victim or (in the case of homicide) the victim's family.

If the wrongdoer does not pay, or runs away, then their family is liable for the damages. If the culprit refuses to even come before the Brehon for judgment, or they and their family fail to pay the errick, then the criminal's life becomes forfeit — they can lawfully be killed.

Other Forms of Punishment

Jails are unknown among the Phelan — every crime has a fine associated with it, and someone will pay it, be it the criminal or their family. Those who cannot pay the fines are sold into slavery. Corporal punishment, such as flogging, mutilation, or sentences of death, is not a providence permitted to Brehona under Fénechas.

By technicality of their rule, a king may claim the right to put someone to death, but this privilege is only exercised for the worst of crimes.

Also, as a rule the Phelan are a people quick to act and eager for justice — it is not unknown for an unruly mob to deal out their own penalties to those who offend them. While it is the custom that even outsiders are bound by Phelan law while on Phelan land (and may thus submit themselves to the Brehona for judgment), most folk are unaware of what those customs and laws actually are, and angry Phelan will not pause to explain it to them! Popular punishments inflicted upon ignorant outsiders include blinding the culprit or garroting the offender and tossing the body in a bog.

Social Classes

Most of Calabria is governed by the system of feudalism, where land-owning lords rule over their vassals. The lord is usually male, and when he dies, his office passes to his eldest son, a practice known as primogeniture ("first-born"). The first-born son is called the heir-apparent. Ambitious sons who are third, fourth, or later in line to the throne, knowing that the likelihood they will be the surviving heir is slim, often pursue other callings for social advancement, such as the Clergy of S'allumer or as freelance knights.

Because the seat of power goes to the male heirs first, this kind of feudalism is often called a patriarchy ("rule by the fathers"). Since it is very important to know who one's first-born son is, a lord is expected to marry a suitable bride to "carry on his name." Children born out of wedlock are known (not kindly) as bastards. A first-born son born out of wedlock (or worse, to someone other than the lord's wife!) can still claim, by right of primogeniture, to be the heir-apparent — of such things are scandals and intrigues made. Also, if the lord dies before the heir-apparent is of age, someone must rule instead, often the lord's wife or someone appointed to the role of regent.

The Phelan are ruled by *tribalism*. The chieftain presides over the clan, and they may be a man or a woman (which, by Phelan law, could be anyone seventeen years or older). The chieftain serves the role as "Leader in War," as general in pitched battles, as peacemaker and reconciler after the strife is done. They also are responsible to uphold the law, tempering justice with mercy.

By Phelan law, the chieftain must be "free from defect" — no disfigurements or crippling injuries. Many chieftains are bound by geisa that forbid them from participating in battle, although this may be a convenient excuse made by the Druids to keep the chieftain from suffering an injury that would depose them.

Even the chieftain is bound by the Fénechas, as are all good folk, and thus is either an accomplished Brehon in their own right or has one or more Brehona in their court.

The chieftain is expected to appoint a successor, the person who will inherit the throne when they die or become unfit to rule. This successor usually comes from the derbfhine, the chieftain's close relatives (I.E.

those that can be traced from a common great-grandmother). Since lineage is traced along the lines of the mother, the Phelan have a matrilineal system of succession.

This sort of transfer of power is known as tanistry; the chosen successor is called the tanist. While the tanist is usually male, it is not unknown for a woman to be appointed to the office. Under this system, there is always an able-bodied chieftain on the throne — the idea of a "regent" who rules temporarily is laughable to the Phelan.

Tanistry is not without its problems. Sometimes there is infighting between competing claimants to the throne. The practice of tanistry is a specific objection mentioned in the Bisclavret charter.

Two clans often seal a pact of peace by "exchanging brides," where one or more women of the first clan marry the men of the second, and vice-versa. After all, it is harder to go to war with your nieces and nephews. This custom also encourages diversity of both the bloodline and of the culture.

Those Who Rule: The Chieftain, Flatha, and Aires

The absolute leader of the clan is the ***Chieftain***, though he does not rule with "absolute power" — even he must obey the code of the Fénechas. Technically, the Chieftain owns all the property of the entire clan, and that the lower ranks of nobility have what they have by the Chieftain's largesse.

After the chieftain, the highest rank of nobility are those who own land, and who do not pay rent to anyone, known as a ***Flaith*** (plural *Flatha*), also know as a "prince" or "princess." The rank of a Flaith is directly proportional to their wealth; simply put, the more land one has, the higher their standing. Flatha mark their land-holdings by the use of standing stones, elaborately decorated, and all are marked with the written language of the Phelan, the Bérla Galláneah.

A step below the Flaith is the freeman who pays rent, but who also owns his own property — the ***Aire***. The property often consists of "moveable goods," such as cumalaí, jewelry, special weapons, or other rare items. To be entitled to the rank of Aire, one must rent a certain amount of property as laid out in the Fénechas.

If an Aire can prove that they pay no one else any rent, and that they are renting twice as much property in value as the bare minimum required to be a Flaith, and they can comply with certain other conditions and formalities, then they may be entitled to become a Flaith.

The Chieftain, Flatha, and Aires represent the noble classes of the Phelan. These nobles make up the government of the Phelan, serving as administrators, excise-men, policemen, magistrates, military leaders, and even tanists. As a symbol of their rank, they are permitted to wear a flesc, a bracelet around the arm. (Phelan will often mistake any outsiders who wear a flesc as nobility … and they may take insult at anyone who dares wear one and is not!)

Those who Fight: the *Fianna*

In most of Calabria, there is a strong distinction between the lord and his knights — "those who fight" — and the peasants who serve their land — "those who toil." A lord is expected to be proficient in the arts of war, and to maintain one or more knights to serve in times of strife.

The Phelan have their own groups of fighters. Warriors who distinguish themselves on the field of battle may be admitted to the Fianna (singular *Fiann*), or "soldiers" of the Phelan.

The Fianna live in their own community. Many are

simple farmers with a penchant for the arts of warfare. Some are fierce Atavists whose hearts quicken at the prospect of bloodshed.

A Fiann can be recognized by the collar, or nascniad, which is given as a rite of admittance. Anyone of seven years of age who can hold a spear by the right end is welcome to run with the Fianna … but they may not call themselves as such until they earn the right to wear the collar. Thus any band has one or more prospective members hanging around with them, all too eager to prove themselves in battle — which is one of the many reasons that roving bands of Phelan warriors are feared by outsiders.

Some historians have called the Fianna "knights" or "knights-errant," but the knights of Constantin di Rinaldi's book On the Discipline of Chivalry are not the same as the wolves of the west. A knight is expected to perform numerous duties such as collecting taxes. The Fiann does not. A knight, by the right of franchise, is above the "low justice" of commoners and may only be tried by their peers; conversely, they may also preside over the court of their lessers. The Fianna have the same rights as others in the clan; it is the Brehona who interpret the laws. Knights have a complicated system of heraldry, with different colors and symbols created with rigid rules to discriminate one from another. The Fianna have only their collars, which differ in only the most basic ways and by no common rules.

Others have compared the Fianna to armed gangs of savage bandits, roving the countryside and preying on the weak, proof of the uncivilized, lawless nature of the land. In practice, the Fianna are much like other armed folk in Calabria — they attack strangers who are unlikely to be avenged by local relatives. Luckily, most Fianna are more concerned with showing off how brave and skilled they are, rather than wanton killing. (After all, it is hard to spread stories of your glory if most of the witnesses are dead.) The Fianna are more likely to "shake down" travelers for their money and goods and send them on their way than to kill them. Some Fianna are less scrupulous and will make slaves out of the defeated.

Those Who Toil: *Féine, Fudir,* and Slaves

In the laws, the stories, and the minds of the Phelan, the most important folk are those who till the soil and farm the land, known as the ***Féine***, or free tenants. The Féine enjoy all rights of the clan: they are permitted to use both the land of their clan and the Commons-Land and they enjoy all civil rights. (The body of Phelan law, called Fénechas, translates as "the law of the Féine.") The Féine own little or no property of their own, and they must remand a portion of their goods to the Aires they rent their land from. The Féine do not hold positions in government, and are generally beholden to what their "betters" have to say for them.

In theory, any Féine can rise to the rank of Aire simply by acquiring enough personal property or plot of land to call their own. In practice, the competitive nature of one's neighbors and the strength of the Aires above them make this a difficult task. Féine who fail to pay their rent on time will be subject to distress.

Lower than the Féine are the Fudir. Not necessarily slaves, the non-free enjoy rights under the law … but they are not permitted to any part of the clan land. Sometimes, under the watchful eyes of other clan members, they are permitted to till part of the Commons-Land (which is often the worst for farming in the first place) for mere subsistence — and they could be evicted at any time. Their social standing varies from place to place, sometimes as near-equals, other times but mere slaves. In Phelan society, the Fudir are largely of races other than wolves.

As a spoil of war, the Phelan often take Slaves, folk who are forced to labor under the watchful eyes of overseers, who own no property themselves save their own hide. A Slave may be a Fudir or lowly Phelan who "sold" oneself into slavery to pay off some debt or for some other reason. More often, Slaves are "spoils of war" — outlanders captured and stolen away from their homeland, taken to a place with alien customs and language where hope of escape is a lost cause. Slaves work the worst jobs, such as mining salt or rowing war-ships. However, under the code of Fénechas, a Slave is still entitled to be "free from cruelty" — slave-owners who abuse their slaves may be called before a Brehon and forced to pay fines to their abused Slaves … which usually means freeing them. While Slaves are entitled to own property, since they work the poorest jobs and are unskilled labor it is very unlikely they will accumulate anything in their lifetimes. Slavery is not hereditary — the children of Slaves become Fudir.

The lowest of the low are the *Broken Men.* These folks have committed some heinous crime or unpardonable sin and are thus "without law." They are not permitted to own land or property, and thus they must beg for a living, or turn to a life of crime. They are often marked with a scar, a brand, or some other disfigurement.

The Measurement of Wealth

The Phelan do not recognize the denarii of Triskellian, the fibulae of Bisclavret, or any other such coinage. Almost all trade is done through the barter of rare goods. Naturally, the Fénechas, or Brehon Law, codifies the rules and regulations of not only what the

values of transactions are, but also of what may be traded.

Most Féine are too poor to own their own cumalaí, and sometimes even too poor to own the tools that they use to farm the land. Aires may allow Féines to use their equipment and livestock by the custom of "stock on hire," which (like almost everything else) is regulated by Brehon Law.

Every tenant and every tradesman must give their Chieftain tribute, a sort of tax that outsiders would call "excise." Tribute may be asked for yearly or half-yearly, depending on the custom of the current Chieftain. Some tenants may be obliged by the custom of coinmed — where the Chieftain and immediate retinue could "move in" with the tenant for a while, and the tenant must provide food and other amenities. (The custom of coinmed is rare but easily abused by a greedy or rapacious Chieftain.)

If a tenant proves unable to pay their landlord, they may be subject to distress.

Rising to Power: Owning More Land

Perhaps, in ancient times, all folks were equal and the land was free to all. That is certainly not true today — there are rigid laws and royal decrees to show who owns which parts and parcels of the landscape. Land-ownership is a universal measure of wealth among all the Calabrese … but without money, entitlements, and other technological advancements, land is the primary measure of wealth among the Phelan, and as ambition stirs in many hearts to rise to positions of power, the question is, "How to get more land?" By Phelan law, there are six ways:

- By becoming the Chieftain. The portion of clan land set aside for the Chieftain is called the mensal land; it belongs to the Chieftain for as long as they hold that title. A Chieftain could assert their right to take more away from the Nobles … if they do not mind the unpopularity that results, and the challenges to their throne.
- *By inheriting the land from your family.* Many Nobles keep their land-holdings through several generations.
- *By inheritance.* When a Féine dies, the land does not go to the immediate children. Instead, the whole of the land is measured and re-divided amongst the entire adult Féine, a process known as *gavelkind.* The private property owned by Nobles and the Chieftain is, naturally, exempt from gavelkind. Because Féine do not automatically pass their land along to their children, there is little incentive to make "permanent" improvements such as sturdy stone houses, mills, and the like … which may be the reason why Phelan land is free of the "urbanization" of the rest of Calabria.
- *By renting the land.* All Nobles, from the Aires to the Chieftains, may sub-let their land to the Féine. The common lease lasts for seven years.
- *By having a parcel of the clan's land meted out by the Nobles.* The largest part of the territory of a clan is the "folk-land," sometimes called the *Folc,* which is not owned by any one person, but by the clan in general. Every free person has a right to a share of this land. By custom, the Nobles meet to redistribute the land holdings from time to time, usually every three to four years. Other factors, such as untimely death, transgressions against the law, or gavelkind may change which Féine are permitted to till what soil. Naturally, the Féine may try incentives with their local Aires to keep "in their good graces" and to sway their decisions when it comes to dividing the Folc.
- *By tilling the Commons-Land.* Rocky mountains, thick forests, and dank bogs — the "waste land" portions of a clan's territory are called the *Commons-Land.* Every free member of the clan is permitted to use the Commons-Land for their purposes, such as cumal-grazing, chopping wood, hunting and fishing, etc. However, the Commons-Land is also the worst parcel of landscape within the clan's territory.

Religion

To the Phelan, the world of the mystic and the world of the mundane are the same — everything around is an expression of life and creation. While the Phelan are apt to speak of "gods and goddesses," these terms have a different meaning for them. Gods do not have faces or images — they are personifications of natural forces and coincidence. The icons of folk such as the Doloreaux or the Chevernaise are alien to the Phelan, who usually see such things as crass and missing the point.

As the world is full of omens and spirits, it is necessary for someone to work as an intermediary

between the mundane world and the supernatural one. This role falls upon the Aos Daoine, also known as the Druids. Trained in secret ways by oral tradition, the Druids take note of the omens that the uninitiated may miss. It is commonly accepted among the Phelan that folks are often born with a kind of destiny known as a *geis*.

While the Druids believe that there is a "life-force" to the world, like the Penitents of S'allumer do, they do not agree that one needs to eschew material goods and passions to "rise above" needy concerns, nor do they acknowledge an after-life or ascension. The Phelan believe that one lives in this world and in no other — some may reincarnate and live again, but most folk will not. Their religious festivals are a mixture of righteous awe in the face of nature and vivacious passion for living.

Armed Forces

Despite the union of the clans, warfare among clans and derbfhines is all too common. Bandit gangs of Broken Men, outlanders, and foreign tribes roam the landscape, striking from surprise and then disappearing into the wilderness. As a result, nearly everyone in the Phelan demesne is trained in the arts of war. By Phelan custom, any child of seven years or older may be trained in the use of weapons.

The Phelan maintain a sophisticated network of long-distance communication through the art of Howling. The nuances of their cries can communicate to others via a secret code, the *Bérla Sgairneach*.

Relations with Other Folks

There is no love between the Phelan and the Bisclavret. Currently, the Bisclavret have concentrated their efforts to diminishing the strength of the other great Noble Houses than to wage war on their cousins.

The Doloreaux see the Phelan as an obstacle. In their eyes, the methods of Phelan farmers are painfully inefficient and their rolling landscape would be better suited to be under Doloreaux rule. Occasionally an ambitious lord will strike out against the Oirthir in an attempt to claim new territory, but only rarely are such efforts successful.

The Avoirdupois are separated from the Phelan by many leagues, and by the house of Doloreaux. They have small opinion of the Phelan and rarely concern themselves with their happenings.

As far as anyone can tell, the Chevernaise do not like anyone else … but they probably dislike the Phelan the least. Rumors abound of bandit gangs comprised of both goat and wolf, but there is no concrete evidence.

The free city of Triskellian is open to all folk. The Phelan have strong ties to nature; the rampant urbanization, the gaudy trappings of S'allumer, and the decadence of the rich do not appeal to them. The rare times a Phelan would visit the city would be to obtain the rare goods that simply cannot be found in their own lands, such as plate armor or guns.

Other Points of Interest

Commerce

The Phelan do not have a standard coinage. For the most part, trade in the countryside is done in terms of barter, such as food for livestock, etc. If anything could be described as "money," it would be the bunne-do-at, or "open gold ring," a form of jewelry decorated with swirling patterns, worn either on the hand or as an earring. These rings are usually only honored at the Phelan Cathairs, as country-folk and the like have little use for these rings.

The coinage of Triskellian, the denar, has no value in Phelan lands. The only people likely to accept it would be armorers, who often rivet the metal disks into their leather to make the "Reinforced Leather" that is popular among warriors.

Measurement

As in many places throughout the world, the Phelan measure the wealth and standing of a person in terms of the land they control. The standard unit of land is the tir-cumaile, which translates as the amount of land it would take to support three cumalaí. As laid out in the *Fénechas*, the tir-cumaile is 518 paces long by 259 paces wide. One can apply to become a Flaith once one can demonstrate that they own at least one seisrech, defined as four tircumaile worth of land.

For long distance, the Phelan use the magh-space, which is rather loosely defined as "the maximum distance where one can hear a bell or a howl." Naturally, this distance varies, but is never more than three leagues. For shorter distances, the custom of using hands and paces works well enough for the Phelan.

Clans of the Phelan

The Northern Clan: Tuath ná Cell

The youngest of all the Clans, the Cell earned their status during the night of the *Seiscethir*, when King Foirteamhail was sworn in on a dark Imbolc night. While the lands of the Iargúl and Reeoil enjoy lush countryside and plentiful game, the forests of the Cell run colder, and their plains are sparse and unforgiving. Perhaps the result of their isolation from other peoples of Calabria, the Cell are the most

distrustful of outsiders and the most practiced in the older ways of howling and Atavism.

By Phelan law, the chieftain must be pure of body, mind and spirit, without any physical deformities, crippling injuries, afflictions of madness, or unforgiven crimes. The Cell take this law very seriously… and since they prize the arts of battle above all else, it is hard to find someone who has not suffered some disfigurement at the hands of others. Queen Morfessa currently sits upon the Cell throne, as she has not only proven her skills to lead in many campaigns against their foes, but as testament to her ability she is unscathed by the horrors of the battlefield.

There are those who say that nowhere else in the world can be found warriors more dedicated and skilled than the assembled forces of the Cell. People who think that the Aos Daoine are the "gentler" class of folk have never seen the gifted folk of the Cell, assembled with bravest Fianna in the front lines in their finest arms, with their Fools who goad the troops into a battle-frenzy, and with their Druids raining down fire and ice to smite their enemies.

The Southern Clan: Tuath ná Deasaich

Founded many years ago by Phelan who were fleeing the strife between the Iargúl and the Reeoil. Under the charismatic leadership of Finias Cantaireachd, a new clan was formed by folk too young to inherit the distrust and enmity of their ancestors. The Deasaich have had the most exposure to the rest of the Calabrese, and thus are the most likely to be understood and to have good relations with the rest of the islanders. The Deasaich are cousins to the Bisclavret, although they do not like to talk about it – many years ago, the Bisclavret declared themselves a Noble House outside of Phelan law.

Recently, the Bisclavret have been building coastal towns at the mouths of the minor rivers that drain from the Deasaich lands and into the sea. While the Bisclavret have eyes on moving northward, the Deasaich's defenses would make a military victory costly but not impossible. Instead, the Bisclavret spend their time building ports and sailing ships, which is still more profitable.

The methods by which the Phelan choose their heirs may be different, but succession among the Deasaich is stranger still. When the king or queen is no longer fit to rule, a great Singing Contest is held, wherein all Deasaich are eligible. Each singer performs an original song, which is then judged by the other princes, and the composer of the song that is ruled to be "the best" is appointed king. (Or so the

story goes — more likely, the nobility vote on whom they think will be the best ruler, and the song is a formality.) Twelve years ago, King Uscias played the lyre, won over the hearts of the nobles, and claimed the throne.

It is hard to go anywhere in Deasaich lands without meeting a musician or a wandering Bard. Farmers hum to themselves in the fields, smiths whistle while they work, and even the grim warriors sometimes sing out their battle cries.

Bisclavret spies claim that warriors and Fianna are to be found everywhere, behind almost every bush and tree. In truth, Deasaich has the least able-bodied warriors of any of the Phelan clans, and lazy Bisclavret nobles are trying to justify their high taxes.

The Western Clan: Tuath ná Iargúl

Spreading across the west coast, the lands of the Iargúl were the first settled by the Phelan, and thus the oldest. Roads have deep furrows here, surrounded on one or more sides with earthen bulwarks as the roads have been repeatedly dug out.

Many a Phelan has taken a pilgrimage to Cathair Murias to stare off the cliffs, to meditate on the endless sea and to ponder their humble origins. Iargúl's western coastline is not gradual — rather, its lush greenery and exposed stones right up to a sheer drop before a rocky shore. The rest of the landscape is a mixture between closely guarded farms and forsaken bogs and "broken land." The dense population has largely exhausted hunting and game animals in the area. However, there is no lacking for meat, as the cumalaí bred here are largely agreed to be the best all around. Drays, rouncies, and coursers can also be found, though they hardly have the quality of Triskellian mounts.

For hundreds of years, the Druids of Iargúl have held counsel not only with the king of their clan, but with all the Phelan people, serving in almost every learned capacity: as doctors, historians, Although the Brehona are still regarded as the voice of law, the

people of Iargúl will often consult a Druid for spiritual advice before seeking out legal advice.

Most of the people of Iargúl are trained in the fighting arts, but they are far removed from the constant strife that plagues the Oirthir or the Cell. However, the Druids have magic well suited for the art of war, and any war party would have at least one with them, often two or more.

The Eastern Clan: Tuath ná Oirthir

The Oirthir have settled the furthest inland of any of the Phelan, since the Bisclavret declared themselves a separate people. All Phelan agree that the territory this clan controls is the most fertile in their entire demesne. Many outsiders agree, too, and as a result this land is witness to most of the border-skirmishes and battles that the Phelan must fight against the Noble Houses of Calabria to defend what is theirs.

When the Bisclavret openly denounce the Phelan, they are referring to the Oirthir in particular — either it is the frequent border-raids, or it is the resentment that such good land "goes to waste" when presided over by the "primitive" Phelan. The Doloreaux are only slightly less belligerent, possibly because of their empathy with the pantheistic practices of the Phelan. The folks of Triskellian only rarely concern themselves with the Oirthir, since they live many leagues away. Even more seldom does any of the Avoirdupois venture far enough west to have an encounter with the Oirthir, or any Phelan at all. It is rumored that the Oirthir are on good terms with the Doloreaux's long-standing enemy, the Chevernaise, but nothing has been proven.

Of all the lands controlled by the Phelan, the lands of the Oirthir are the most desired. Proper drainage of the landscape means there are less bogs and more farmland. The forests grow thick and lush with stout wood, next to fish-stocked rivers. Indeed, the people who live here might enjoy an easy life … were it not tat they were bordered on the northeast by the Doloreaux and on the southeast by the Bisclavret, two noble houses eager to expand their territory.

By his keen wits and his skilled advisors, *King Esras* holds dominion over the Oirthir as did his father and his father's father before him. His greatest difficulty is keeping the large population of Fianna in line — in theory, these warriors represent the standing forces to keep out the foreign warriors; in practice, when left to their own devices they form bandit-gangs and prey on outlanders. Like any good king, Esras stands behind his subjects. When strange nobles come to his door to protest the roving bands of Phelan who rob their border-towns and carriages, he is quick to deny any knowledge of such activity … and then is quick to add that he has clear proof of outlanders attacking his own "peaceful" subjects.

Nowhere else in Phelan lands can one find greater evidence that these wolves believe that "the gods are everywhere." Standing stones, carved trees, and revered wells can be found everywhere. Perhaps it is the lushness of the Oirthir's territory that has inspired them to give so many offerings to the spiritual world. Despite all these trappings, Druids are rare. The few that are present are usually from other Clans, as the Oirthir devote little time to "academic" pursuits.

Oirthir has the largest standing army. Most are Militia — farmers who train in the arts of war when they can. Many are Fianna, the "warrior-knights" who are full-time fighters — and since they do not support themselves with much "honest" work, they often turn to banditry.

Oirthir lands are some of the most choice in all of Calabria. Frequent rainfall keeps the land green and lush. The summers are often nice, although high humidity is not unknown. Warriors of Oirthir have been known to use the fog of the valleys to mask their numbers.

The Central Clan: Tuath ná Reeoil

The noble Reeoil lay claim to a large patch of land, more of less in the middle of the Phelan territories. From here their king holds sway over the lands extending eastward nearly to the shores of the Storvindeln Lake (known as the Grannos to the Phelan) and westward towards the coast, ending a few leagues from the ocean at a roughly-defined border with the Iargúl clan who hold sway over the actual coastline.

Their northern border is much more definite — trip of barren land that separates the Wildenlands from the rest of Calabria, known alternately as the Giant's Road and The Scar. These lands are not quite as wild and desolate as those of most of the other clans, though still untamed by the standards of Triskellian and Bruges. Small clearings dot the woods, providing a home to several small villages. Many of these have marked paths leading from them to their closest neighboring settlement. It is still easy to get hopelessly lost in foul weather, but one may blunder on in the hopes of stumbling across a village in a few days.

The Rinaldi

The Rinaldi family is said to come from an ancient stock; their family records have no mention of their arrival in Calabria. The Rinaldi maintain that they are the only "true" inhabitants of the island and that they are single-handedly responsible for the demise of the Autarchs. As might be expected, the other great houses doubt this claim. However, this assertion does give the Rinaldi a certain credibility with the common people. Their business sense has brought them more wealth than any conquest could.

The founder of the Rinaldi dynasty, Jon the Wise, was a monarch to be respected and feared. Rumors abound that he knew something of the Autarch's magic and he may have been one of their lineal descendants. Centuries ago, a number of small, noble land holdings were clustered around the mouth of the Granvert river. These communities grew rapidly as the commerce between them expanded. Jon was a merchant-king keen on expanding his holdings. He set out to convince the other vulpine nobles to join him. Those who saw the wisdom of his actions complied; those who did not were compelled. A trade alliance was established with those families far upriver who could not be easily reached.

The Rinaldi House grew in wealth and power due in part to the strategic location at the mouth of the Granvert, and in part due to Jon's financial prowess. Jon's small fiefdom grew quickly to include large land holdings and a fleet of ships that traveled the river and coastline. The rich farmland and mercantile finesse of the Rinaldi soon became legendary, and their dynasty grew and prospered for many years. Early in their rise to power, the Rinaldi befriended numerous Minor Houses. By doing so, they created a network of trust and support, and gained many faithful trading partners. It was rare to see a Minor House with whom the Rinaldi would not strike a bargain and bring into their fold.

Thanks to their openness of commerce, their location, and their many allies, the 10th Don of the Rinaldi, Ambrosi de Rinaldi, was able to found the city of Triskellian. The city's simple marketplace and docks grew rapidly as Calabria's wealth flowed downriver and into their coffers.

Shortly after its founding, Triskellian was threatened by a Minor House to the north, called the Doloreaux. The porcine house wished to prevent the ancient port city of Epinian falling under the control of the Rinaldi. Epinian lay on the norther coast of Calabria, where great wealth in the form of gems and precious metals flowed into the city from the legendary Doloreaux mines. The Doloreaux attempt to take Triskellian failed horribly when the Chevernaise of the Rothos Mountains banded together to control the pass bearing their name. Some claim the caprines were coaxed into action by Rinaldi coins.

Once the Chevernaise Pass was closed and overland traffic effectively halted, and since the Rinaldi controlled the Granvert River and the Bay of Auvrich, they were able to monopolize the maritime trade route between Triskellian and Epinian. The influx of northern wealth fueled the city's growth and attracted all manner of followers. Sycophantic Minor Houses courted Rinaldi favor, and even the Doloreaux eschewed military confrontation with the Rinaldi, instead focusing on economic growth. For over a hundred years, the Rinaldi basked in the warmth of success. Triskellian grew to be a city praised in great songs. To meet the needs of the growing populace, the Rinaldi improved on a sophisticated system of sewers and aqueducts. The Rinaldi's power was such that they guaranteed the safety of any traveler from the Walls of Calabria to Triskellian along the partially paved "Safe Road," or *Via Salutis*.

The Time of Weeping

The time of the golden age of the Rinaldi is sometimes called the *Antilachrymosus,* "Before the Time of Weeping". For despite their success, the Rinaldi's golden age was not to last. During the final years of the 14th Don, Rafael de Rinaldi, the city fell into disrepair and the citizens began to lose faith in the ruling House. Frequent storms off the eastern coast closed the sea route from Epinian. Sailors spoke of a sickness among the Minor Houses of the eastern plains. Gradually, the shipments of foodstuffs and grain diminished to a mere trickle. Banditry and looting became commonplace; the name "Via Salutis" became a cynical joke. A plague spread throughout the land, leaving its victims in writhing pain, claiming the lives of many. The people of the surrounding fiefdoms became refugees, seeking shelter within the city.

The Martyrdom of Helloise

Don Rafael passed on, as unpopular in death as he was in life. More interesting than the Don, however, is the history of his nurse, Helloise. On the night of her master's death, she had a vision, which she perceived as a glowing white light that surrounded her body.

Don Rafael's heir, the young Constantin, lay sick in his mother's arms, crying for release from the plague that wracked his body. Nothing the apothecaries and scholars could produce could soothe his suffering. The nurse Helloise gathered up the suffering child, and then glowed with the same white light that had touched her body once before. The child was cured.

Helloise wandered through the streets of Triskellian, curing all whom she touched in the same way. She walked from house to house for four days, healing all whom she could, but each day she felt her strength ebb. On the fifth day, she collapsed from exhaustion. When she awoke, she started again, knowing that every moment more people were dying from the plague that only she could stop.

That evening, she sank to her knees in sorrow and enervation, sick with the knowledge that she would be unable to save everyone. Consumed with pity and selflessness, she prayed that this glowing white light should take her life in exchange for all the innocents who would perish by the plague. With that act, her body was wreathed in flame that did not burn. The flame spread from where she knelt throughout the entire city. All who were touched by this miraculous flame found themselves cured. Once all were saved, Helloise collapsed and perished, content in the knowledge that her death allowed others to live.

It this act that ignited the worship of ***S'allumer***, the life-giving luminance. All who had been touched by the altruistic Helloise began to come together under the banner of the noew, young Don. Don Constantin's mother was declared the first Arch-Cardinal of the Church of S'allumer, and she spread the church's work beyond the lands of Rinaldi. The Don commanded that a great cathedral be built upon the spot of Helloise's ultimate sacrifice. The Cathedrale de Temoin was the most ambitious engineering project in all of Calabria, grander than anything undertaken by the Rinaldi before or since. To support the great dome, a great spell was woven by the first apostles of the church, the power of which lasts to this day.

A Threat from the East

Fifty years later, the Avoirdupois challenged the Rinaldi. During the decline of the Rinaldi's might and ability to levy taxes, the Avoirdupois had become a military power to be reckoned with, having constructed sophisticated strongholds and forged quality arms. King Etienne d'Avoirdupois had consolidated his hold over the lands to the east of the Paludestris with his capitol at Chalon-sur-Sauldre. At this time, Etienne's army was nigh-unstoppable on the plains, and his dominance over the River Sauldre was indisputable. His eyes turned to the wealth of Triskellian and its control of the Granvert. In his own kingdom, resources were limited to mere foodstuffs and soldiers.

With prudence and with force, the Avoirdupois swept down upon the Rinaldi, intent on taking Triskellian. The Rinaldi troops were well-prepared for the onslaught, having been informed of the army that would advance on them. The young Don Constantin led an alliance of the Rinaldi and a host of Minor Houses in the defense of Triskellian. The use of magic figured prominently - Elementalists were found in the ranks on both sides, and the Church of S'allumer lent their services to the Rinaldi defenders.

The relentless Avoirdupois pushed towards the city, unfazed by the strength of the Rinaldi and their allies, until their lines were within a league of the north and east gates. Here they camped and began their siege. On the fifth day, King Etienne met with the Chamberlain of the Rinaldi court, Corrado. The Chamberlain had orders to forestall the king and his plans to invade the city, as it was evident even before the parley that nothing less than total surrender of the city would satisfy the Avoirdupois.

For several nights before the parley, Etienne had dreams of a vulpine maiden dressed in purple robes standing in a field of emerald green. The vixen radiated a light that was as pure as the noon sun over the Avoirdupois plains. At his banquet table one night, Etienne happened to mention the dream in passing, and Corrado replied that these dreams must surely be visions of Saint Helloise who had saved Triskellian from ruin half a century before. The chamberlain further suggested that this must be a good omen and that there would soon be peace. That night, the king received word that his wife had fallen ill, and that his unborn child might be lost as all means to save her had been ineffective. Unable to sleep, the king broke off negotiation with the chamberlain and sent him back to Triskellian.

Word spread quickly throughout the city that the Queen of Avoirdupois had fallen ill and might not survive. Upon hearing the news, the High Pontiff, Her Excellency Luzia Caldonna, mother of Don Constantine, left the safety of the walls of Triskellian and entered the camp of King Etienne. Dazed by the glow of her presence, the knights of Avoirdupois lowered their weapons and stood clear from Luzia's path. She entered the king's tent, and what was spoken between them is unknown and unrecorded in the annals of history. What is known is that the next day, the siege was lifted and the Avoirdupois army had begun the long march back to the plains. Upon their arrival at Chalon-sur-Sauldre, the Avoirdupois King and Queen (who had recovered) declared their conversion to the Church of S'allumer and their fealty to its greater good.

Years of Plenty, and Years of Strife

With the allegiance of the Avoirdupois as an ally in commerce as well as in arms, the Rinaldi consolidated their position as the leaders of Calabria in both wealth and power. Increased commerce posed new difficulties. The Rinaldi commissioned the Guild of Merchants to construct for them a system of exchange that insured transactions in the capitals of Avoirdupois, Doloreaux, and Rinaldi. This new banking system allowed a trader to deposit money at one capital in exchange for a writ, which they could then redeem at any other capital for the same amount of money. In addition, Rinaldi law for both nobles and commoners was recorded and made available in libraries, as well as records of court cases, verdicts, precedents, and sentences. The Rinaldi, in their typical grandiose way, referred to this system as "rex una, res populi", or "one law for all people."

The banking system and the Rinaldi action in the courts of Triskellian made contracts binding. Merchants could then expect that their shipments would be purchased and would be protected along the "safe roads" to and from the Doloreaux and Avoirdupois lands. There was still considerable risk in shipment, but that risk could easily be defrayed by the price of goods commanded at market.

Increased commerce meant increased influence and a rise in the power of the city Guilds. The Guildsmen established a council so they could exchange ideas and information with one another. Don Frederico, thirty-fifth Don of the Rinaldi, often called upon the Master Guildsmen to advise him on matters of commerce and to keep him abreast of new ventures. (In effect, the Don was relying on commoners in matters of state — a portent of things to come.) Many businesses profited with the infusion of Rinaldi gold. With the strength of the lex una behind the Rinaldi's coin, the denar, monetary institutions such as banks, money-lenders, and investors came into being.

Throughout the reign of Constantin and his successors, the power of the Rinaldi grew and prospered. Their wealth made them the envy of the world and they turned their time to amusements and to achieving the dreams that only the wealthiest can have. Don Matteo, twentieth Don to the Rinaldi, expanded the palace and grounds of the central villa of the clan. The fountains amongst the gardens within became legendary. Don Matteo earnestly sought and enjoyed all things artistic and philosophic. He entertained the brightest minds of his day and showered them with praise and support. His patronage brought thinkers and artists from all over Calabria to Triskellian.

Under the auspices of the Church of S'allumer, Don Matteo established a college of medical arts and a college of letters. Here the fine art of healing could be promoted and the history of the world could be recorded. Since the Church was very selective of the membership of its clergy, other healers were needed to serve the burgeoning populace. The Church encouraged the study of "mundane" medicine to support demand. Many scholars came to seclude themselves within the halls of the vast Library of Matteo there. The Guild of Navigators contributed a section of maps of all the known places in and around Calabria and expounded such new theories as a "round world." Explorers and merchants alike came to find the keys to fortunes there.

New Arrivals in the West

In the Rinaldi court, rumors had circulated that a clan of Wolves had been challenging the Minor Houses of the western woods. At first, the Rinaldi lords ignored these rumors since it was common knowledge that the wolves of Calabria were ignorant savages who fought with primitive arms and without tactics. Subsequently, agents brought back reports of the sophisticated fortifications that had sprung up almost overnight around Harrowgate, which was the seat of power of these new challengers. Don Fabroni sent many messengers, agents, and spies to make further inquiries. Few returned, but those that did told incredible stories of armored wolves who appeared from nowhere and struck quickly, demanding surrender and oaths of fealty to their clan and their clan alone, known now to be called the Bisclavret.

The Don and his court were in disarray. Spies could not give him an adequate count of the number of fighters the Bisclavret controlled, but it was certain they employed mercenaries from outside of Calabria. In a display of power, the Don marched columns of troops up the Via Salutis. His troops limped back home, handily defeated and broken. The Bisclavret warriors were highly mobile, roving over large stretches of land and able to gather in force anywhere in the wood in a matter of days. Don Fabroni sent emissaries to the Western houses to ask of their loyalty. The Don's agents returned with vague and evasive answers. He became despondent, lost in an attempt to control a land that no longer appeared to be his.

Gradually, the flow of western resources, such as lumber and medicines, dried up. Within two seasons, the Bisclavret were the unquestioned masters of the woods; only then did the Bisclavret High Counsel appear, formally requesting audience with the Rinaldi court.

High Counsel Wissian de Bisclavret came to the city of Triskellian with only a small guard of Bisclavret footmen. At the same time, companies of mercenaries lined up and took positions along the River Granvert. Wissian's audience with Don Fabroni was perfunctory and promising. Both he and Don agreed that the Bisclavret controlled the woods and would continue to do so. Wissian was very pleased and somewhat stunned that the

first meeting had gone so well. His letter to Lord Aldred of the Bisclavret reflected his enthusiasm, and it was in this letter that Lord Aldred was first referred to as "King of the Woods". Lord Aldred tempered his militant stance and withdrew his mercenaries from the river.

The ambassadors of the Avoirdupois and the Doloreaux were unimpressed by the Don's weak display. They sent word to their respective monarchs requesting quick action. Don Fabroni knew that the ire of his two strongest allies was rising, and he set to work on a plan to mitigate this new imbalance of power. He also knew that nearly every profession depended upon wood in some manner. Without wood the city would suffer dearly. The Don called for an assembly of the Guild Masters who had the greatest interest in lumber: the Sawyers, the Shipwrights, the Coopers, the Cabinet-Makers, and the Drovers (who took a large part of their earnings in shipping logs and finished products to and from Triskellian).

The Guildmasters were persuaded by their fellow Council members to enlist the aid of the western guildhalls of Thanon, Harrowgate and other towns in maintaining a steady supply of goods. With the aid of a bit of coin, the Rinaldi and their allies in the Guilds reestablished the flow of materials. Lord Aldred was likewise convinced that a more reasonable course was one of continued commerce.

The Decline of the Rinaldi and the Rise of the Guild Masters

With the end of Rinaldi control of the city guard and of the banks, it became the Guild Masters who truly wielded the power within the walls of Triskellian … and whoever controls Triskellian controls most of the trade in Calabria.

At first, organizations and alliances were uneasy. For a time, the Guilds regarded one another with suspicion. Mercenaries were employed by each House to protect their "interests"; it was not unusual for important guildsmen to be bullied or beaten by armed thugs. At the same time, tax collections failed to be met and public works fell into disrepair, since clear leadership was lacking.

This practice continued for many years, and Triskellian earned a reputation off-shore for a place where mercenaries and thugs could get work. The hooliganism came to a swift halt with the founding of the Sailor's Guild – almost overnight, the balkanized foreign warriors had their own organization to coordinate their activities. With the rise of hired muscle came a rise in racketeering, banditry, and theft. Clearly something had to be done.

Masters from all Guilds held a moot at the Customs House. All agreed that there must be order, and all agreed that the order they wanted was not one of the "blooded gentry" and their entourages holding sway over the citizens. So who would make decisions? Who was really in charge?

After a spirited debate of eight days, eventually the Compact of Guilds was signed by all recognized Guild Masters. The Compact established that four times a year, each Guild would meet to dictate policy, to vote for new Magistrates to the Constabulary, and to vote for changes in commoner law.

It did not escape the notice of the Avoirdupois, Bisclavret, and Doloreaux that the public policy of the city was now being dictated by commoners instead of lords. The Avoirdupois sent strongly-worded letters disapproving of the state of the city to the Rinaldi; they were not answered. The Doloreaux, for a time, refused to acknowledge the right of Constables to collect entrance and docking fees. They later discovered that fighting the Constabulary wasn't worth it, as gates could be closed, gentry could be "mistakenly imprisoned", and numerous other inconveniences generated by the commoners would severely hurt their economic relations. The Bisclavret made no strong remonstrations; in fact, many Bisclavret lords developed strong ties to the Sailor's Guild, hiring long-term mercenaries to expand their own holdings.

Over the next few generations, a grudging alliance formed between the Guild Masters and the Noble Houses. Despite the Noble House's claims to their superior status, no single house possessed the military might to challenge the stone walls and the garrisons of Triskellian. Given the differences of each house, an alliance seems unlikely … but that doesn't stop some of the more ambitious lords from trying. The lords are aware that the city is dependent on foodstuffs and raw materials from the rest of the island; an organized boycott (effectively a siege) could severely weaken the city … but then who would conquer it? If one house steps up to the role as conqueror, the other two would oppose. The Guild Masters are well aware that it is in their best interests to play each house off one another, and until they forget this, the rule of commoners within the city is assured.

Trade and commerce has continued to inspire technological advancement. Ships now sail farther and faster, with larger hulls and greater capacity. The ports of Triskellian are inhabited by stranger and stranger folk from farther shores. Recently there has been a rise in traffic from the mysterious land of Zhongguo, their ships having large, painted sails with lettering in an obscure language and the crests of unknown houses. At first they were a curiosity, but now larger and larger fleets sail into port, with exotic goods like spices and silk being unloaded into the hands of an affluent populace. The Guild Masters view such items with envy, wondering at the strange techniques required to make them. The Noble Houses wonder how best to parley with these foreigners, always eager for any changes that may tip the scales of power in their own favor, away from the commoner upstarts.

The Free City of Triskellian

\Situated on the east bank of estuary of the Granvert River, the city of Triskellian stands watch over the Bay of Auvrich and is the gateway to the interior of Calabria. The city is old, yet is built upon the ruins of an even older city. Rumors claim that some of the oldest buildings date from a time before any modern historian would dare postulate.

Don Jon Rinaldi founded the city where the Granvert River met the Bay of Auvrich for both its strategic importance and for the political significance of having his capital be the cultural successor of the ancient city that stood prevously where Triskellian now does. The Rinaldi established themselves in Triskellian and its environs, and Don Jon's realm prospered. As the population expanded, new buildings were built outside of the original city wall, and eventually a new wall was built surrounding the entire town. The area within the old wall is commonly referred to as Old Town, and the remainder called New Town.

Transport of goods overland was dangerous and expensive. Since the Rinaldi controlled the mouth of the Granvert River and the Bay of Auvrich, they were able to monopolize trade occurred by river and by sea. In time, Triskellian grew to become the most important city on Calabria. The population grew, and merchants and their products poured into the city, lured by the wealth of the city. Gradually, the drawing power of Triskellian's markets even drew overland trade, and individuals and goods funneled into Triskellian along the carefully maintained Rinaldi Road and its subsidiary routes.

The Rinaldi hold a great amount of sway over the other houses, as it is in their city where fortunes are made and lost. It is here where you can find the finest Avoirdupois armor, not in Sauldre. If you seek the best Doloreaux gems, search the markets of Triskellian, not Bruges. Even timber from the far-off lands of the Bisclavret can be purchased without having to hire a ship. But if it is a ship is required, Triskellian's dockyards are where the best vessels and crews can be found. You can find more than the best of things here– you can, if you know in which shady corners to look, find the unimaginable or the unspeakable.

Despite the splendor of Triskellian, the Rinaldi are not without their troubles. The vulpine nobility have spent too much time resting on their laurels and coasting on their city's success. The Rinaldi have been lax in their civic duties and have been increasingly consumed with infighting, which has allowed the Guild Council to take control over much of the city's administration and economy. Because of this, the bulk of the city's affairs take place in the new districts, near the dockyards, the power base of the Guilds.

Some claim that the Rinaldi loss of control over their own city is due to their recent conversion to S'allumer. They cite the disappearance of one of the duchesses because of her refusal to come into the Light as evidence. Others whisper that the Rinaldi have made secret deals with dark forces which have brought success to Triskellian, but at a horrible price to the Rinaldi family.

Regardless, the cunning Rinaldi still rule with an iron fist and keep a steady eye on their markets. They are far from powerless; in the event that trouble should arise, the Rinaldi are well-defended by more than military might. Their strength lies primarily in the market and the Church. Moreover, their city is home to many of the Houses' highest nobles, whose fortunes will not be easily taken. Additionally, the powerful Guild Council controls the city's Constabulary, neither of which would welcome an invading force. Therefore, Triskellian's mightiest asset, it's prosperity, is also its mightiest shield. In addition to controlling the Constabulary, the Guild Council also controls the dockyards, the gates, the libraries... everything within the city is under its thumb save the deed to Triskellian itself.

The waters surrounding Triskellian remain navigable during even the harshest winter due to it being Calabria's southernmost port. Hills and farmland lay to the city's north and east. With water on two sides, Triskellian is in an easily-defended position. No single Noble house has the resources to both siege and blockade the city, so should one army decide to lay siege, the city's allies can resupply it by land or water.

Climate

Being the southernmost city of Calabria, Triskellian is blessed with a climate more temperate than its northern counterparts. Precipitation falls moderately and evenly throughout the year, and strong thunderstorms are not unknown during spring and summer.

Flora and Fauna

Countless inhabitants have toiled over hundreds of years to make Triskellian the city of brick, stone, wood, and metal it is today. Most dwellings are of stone, streets and squares paved with cobbles. The only vegetation is found within the private, walled gardens of the rich Guild Masters, Merchant Captains, and Nobles, and the only fauna to be seen are the domestic livestock at the market and sundry beasts of burden or mounts, unless you include the vermin common in sewers and dark corners.

Economy

Economic transactions in Triskellian are conducted in the currency of the Rinaldi. The denar is a silver coin, and a typical Stevedore earns two per day. The only other coin in use is the aureal, which is minted from gold and is worth 24 denarii. Those too poor to earn denarii barter for goods, and are usually paid in the same manner. Bartering is not restricted to the lower classes; even the wealthy Nobles and Guild Masters barter, but with considerably more expensive items and services. A full third of the trade in Triskellian is conducted in barter.

The Guilds of Triskellian

Triskellian is unique on Calabria in that the guilds are independent of the noble houses. In other lands, guilds are under the control of the nobility, which use them for their own profit and advancement. The guilds in Triskellian can thank the Rinaldi for their freedom.

Weary of governing and keeping up with politics and court intrigue, Don Auvrich Rinaldi II appointed a Council to run the city, nearly a century ago. This council was comprised of the then-largest Guilds in Triskellian: the Merchants, Blacksmiths, Navigators, Shipwrights, Millers, and Weavers.

Most tradesmen learn their craft by apprenticing themselves to a Master craftsman at a young age. Trades usually stay within a family and are passed down from parent to offspring, but there are exceptions. New apprentices can expect to do the menial tasks in their Master's shop. For example, a new cooper's apprentice can be expected to clean up, care for the tools, and run errands. Initially, he will just learn the rudiments of cask craftsmanship; only later, when the Master is satisfied he is ready, will the true secrets of the craft be passed along. The Master is bound by the Orders of the Guild to teach his craft in full and to his utmost ability.

An apprenticeship lasts from five to eight years, depending on the trade. Once an apprentice has successfully completed their trials, they are inducted into the Guild as a Journeyman. A Journeyman can either leave the service of their Master and set up their own shop (usually in another city), or they can stay on at their Master's as a senior craftsman. If he leaves, he can take apprentices and become a Master himself. Not all with the title 'Master' are equal. Those whose products are of the highest standard will be of great renown and will have his choice of customers and apprentices.

Customs

Triskellian is a cosmopolitan city with residents from dozens of lands, each with their own customs. Its citizens range from high-born nobles to lowly street urchins; it's impossible to say just who you may encounter wandering the streets or skulking in the shadows.

The city is divided into parishes, each of which has its own distinct atmosphere, due to individuals of particular races and classes clustering with their kin. If you seek a tasty meal, seek out the otters in New Town. If you enjoy great works of art, visit the Goats. Conversely, by spending time with the rats you risk larceny, and only a brave man or a great fool dawdles when passing through where the weasels in Old Town live.

Laws

Triskellian is the heart of the Rinaldi demesne. However, the charter of the city specifies that the Guild Council members and the Mayor are commoners. As such, the magistrates and constables can only mete out "low justice", the law of the common folk, through the Court of Commoners. These courts are presided over by the Magistrates, who in turn, report to the High Justices but are accountable only to the local officials. Proceedings are held most days and deal with all aspects of the law save those concerning the nobility. A typical session of the Court might consist of hearing cases concerning murder, larceny, and trade disputes.

The nobility are outside of the authority of the Constabulary (the police of the commoners), who can only hold gentry in custody temporarily, and must hand them over to one of the three noble families for trial. Nobles from "blooded" royal families can only be tried by other nobles, not by "low judges". Unsurprisingly, questions of legitimacy crop up. Can an Avoirdupois criminal expect a fair trial at a Bisclavret court? The constables of Triskellain are often unconcerned to whom they deliver their suspects, but bribes have been known to occasionally sway their decision-making process.

High justice is meted out by the high court, whose justices are all of noble birth. There is one representative for each Great and Minor House, appointed by their sovereigns for a period of not less than 5 years. Holding a proceeding of the court requires that there must be enough justices present to form a quorum (three-quarters of the total membership). The High Court deals with all aspects of the law involving nobility save those which are reserved for the monarchy.

Religion

As with customs, religion varies from parish to parish. Despite this variety, the Penitents of S'allumer overshadow all others in this city. Not only is this religion dominant in all of Calabria, it has its roots and spiritual home in Triskellian. The city observes all the high holy days of S'allumer, and the seventh day of the week is the day of Dimanche, where the exchange of money is forbidden within city limits by both clerical and secular law. Each year, on the holiday of Solacia, pilgrims from all over Calabria gather in Triskellian to visit the Cathedrale de Temoin.

Armed Forces

The Constabulary not only acts as the police of Triskellian, but also as their armed forces. Of the approximately nine hundred regular Constabulary members, three hundred are "Captains", while the remainder are "Deputies". The Guildsmen pay for their arms, armor, and wages from collected excise taxes. Additionally, the Constabulary is entitled to shares of loot from arrested criminals. In general, the Constables are well-paid, are of high morale, and are seasoned combatants. They are also the best-equipped force in the known world with the best arms and armor. The Constables often drill for skirmishes and sieges in plain view of the emissaries of the noble houses to "keep them guessing". The Constabulary claims to be neutral in the disputes between the houses of Avoirdupois, Bisclavret, and Doloreaux, and tend to err on the side of the High Court in matters of nobility.

Language

The original language of the Rinaldi, and by extension the rest of Triskellian, is called Magniloquentia. Currently used almost exclusively for liturgical purposes, it is the primary language of the clergy; some Penitent ceremonies are conducted entirely in this older tongue. It is also spoken by some of the older Guild Masters, particularly if they are well-versed in law knowledge. Today, the common language of Triskellian and Calabria is Calabrese. Those skilled in trade, such as those involved in shipping and markets, often know several languages to better deal with their hodgepodge crew and various customers.

Names

The original Rinaldis have Calabrese names. Some examples of names for women include Agata, Bianca, Carlotta, Giulia, and Volante; for men, Arnaldo, Davide, Enzo, Fidelio, Paolo, and Salvatorio. The polyglot population of the city, coming from a dozen languages and cultures, has a wide variety of names.

THE OTHER FOLK OF CALABRIA

In addition to the Rinaldi, Avoirdupois, Bisclavret, and Phelan, there are other groups present on Calabria, as well as affiliated and unaffiliated individuals from both near and far shores.

Subordinate Minor Houses

There are dozens of noble houses who are *vassal* to a greater house – that is, the nobles of these families have pledged to pay taxes and to serve the will of the lords of the Avoirdupois, Bisclavret, Doloreaux, or Phelan. These *Minor Houses* make up the complex society that is Calabrese nobility.

What follows are some of the more note-worthy Minor Houses … but the Game Host and the Players should feel free to make up others.

Àoreilles

A minor house of Rabbits who became vassals to the Avoirdupois early on, the Àoreilles are established near the northwest shore of Lake Aube.

Avinge

The Avinge are a minor house of Shrews who swear loyalty to the Doloreaux, who originally held a considerable amount of land under their sway before losing most of it to the Phelan and Doloreaux.

Blaireu

This minor house of Badgers is a vassal state to the Bisclavret, but have established several freeholds in the Muire Forest.

Casque

The homeland of these Armadillos lies in the southeastern part of the Avoirdupois demesne. The Avoirdupois is the house the minor house of Casque swears allegiance to.

Écorcheurs

Former enemies, this house of Rhinoceros is now subject to the rule of the Avoirdupois. Originally nomadic, they now hold land along the river south of Chalon-sur-Sauldre.

Esclage

A minor house of Porcupines who live in the coastal towns near Thanon, the Esclage serve the Bisclavret, often in positions such as harbormaster, overseers, and court officers.

Lissemanteau

These Ermines became vassals of the Avoirdupois early in their history, but later changed their allegiance to the Doloreaux. Their homeland lies along the Lyore.

Quennel

This noble house of Squirrels is subject to the Doloreaux, who annexed their lands, which lay around Auriville.

Repense

The Repense are a minor house of Bats and Mice who are subjects of the Bisclavret. The Repense live in the forest near the source of the river Skirfane. The nobility of the Repense are all Bats, while the Mice treat their Bat nobility with awe-struck reverence.

Thierry

This minor house of Bears swears fealty to the Doloreaux, who conquered their homeland atop the Walls of Calabria.

Zvonimir

A minor House of Bats, the Zvonimir claim the caverns studding the Walls of Calabria as their domain. They occupy land of little use to others, and favor a cuisine of flying insects few others relish. This has allowed them to cultivate a reputation for "neutrality"; thus, despite their eccentric ways and their nominal fealty to the Rinaldi, they are often sought as mediators.

Rumors abound that these eloquent negotiators have connections within the Scribes and Couriers Guild; certainly, there are many fast-flying Bats among their number.

Independent Houses and Others

There are a few clans or families who refuse to acknowledge the authority of any other house.

The Chevernaise of Rothos

The Goats who dominate the north-eastern mountains are known as the Chevernaise, though not all of them claim lineage from that dynasty. They are mostly composed of small clans which vary in their organization and religion from valley to valley and mountain to mountain. The richest of these clans inhabit the length of the Chevernaise pass and charge a heavy toll for use of the only safe way to Epinian and back. The Chevernaise refuse to acknowledge the authority of any of the Great Houses. They often ambush caravans that move through their pass to the north-eastern port.

Feòcullan

The swamp-dwelling Skunks of the western Muire forest are a peculiar lot; they speak a language unrelated to any other on Calabria, and the limit of their technology is cold-forged copper. They dress themselves in simple loincloths made of bark cloth, and tend not to interact with their neighbors aside from ambush-style raids.

Fiach

The Fiach are quite unlike the other inhabitants of Calabria. These Ravens live in the trees in the Phelan lands, but since they live an arboreal life and do not compete with the Phelan for land and resources, they enjoy a free status within Phelan territory.

Keylljeyder

Inhabiting the Wildenlands of northwestern Calabria, little is known of these Elks, as they shun contact with other peoples.

Långsvansad

Inhabiting the southeastern and eastern portion of Isle of Auvrich, which lies south of the Bay, this house of weasels is famous for its fickle political alliances as well as for its violent successions and frequent usurping of the throne. While individual leaders may be open to relations with other nations, the general population tends to meet outsiders with suspicion, an eye for profit, or outright hostility, due to continuous fueding with the other groups inhabiting their island.

Screeberagh

The Screeberagh are a culture in decline composed of Common Cats of various types. Their territory has been diminished by ongoing conflict with the Phelan, and they now inhabit scattered patches of forest between the Bisclavret and Phelan lands in the southeast Muire Forest. Some clans have settled on Bisclavret land and sworn fealty to the Bisclavret.

Valgt

The Valgt are a minor house of Wolverines who live along the western and northern coasts of Isle of Auvrich. Locked in an ongoing conflict with their insular neighbours, the Långsvansad, which has lasted for as long as either side can remember, they believe it is their right and destiny to control the entirety of Isle of Auvrich and its associated islands, of which they consider Calabria to be a part, likely due to the fact they remain unaware of the size of Calabria. The Valgt welcome all visitors with weapons drawn, and they consider any Wolverines who leave and later return to be outsiders; therefore those who leave do not return with tales of the world at large.

Lost Houses

In the many wars that stain the history of Calabria, some noble blood lines were lost forever.

Marteau

Stripped of their noble standing many years ago because of the sacking of Ascétique, the Marteau have either been absorbed into other families or have fled the Avoirdupois demesne. Rumors abound that these former nobles have formed a secret underground society, known as the Éteignoirs, bent on the destruction of the Church of S'allumer and the restoration of the glory of the Marteau. As with many conspiracies, the difference between fancy and fact becomes blurred. Are the Marteau powerful necromancers who are raising an army of the dead? Are they in league with the Heliodromes, plotting some grand scheme involving dark bargains made with some strange god? Or perhaps this is all a tall tale, and the Marteau are nothing but a disgruntled and disenfranchised people? Few people today will call themselves Marteau, but those that do are likely to bear deep resentment and to be of strong conviction to change the course of Avoirdupois destiny.

Plessis

A race of Dogs who lived in the Avoirdupois demesne, who were conquered and subsequently lost their independence to the Avoirdupois when they refused to submit to the equine house. While some folk claim to be descendants of this line, no Great House or Minor House recognizes the claim of noble blood.

Wallons

The Wallons are a race of Cattle who formerly were an independent house, but were conquered by the Avoirdupois and stripped of their title. To this day, the more well-to-do Wallons petition to be recognized

Foreign Lands

Triskellian is a major port city, and all nobles entertain trade. While there's a whole world out their of strange nations and customs, a few places deserve special mention.

Akoma

Many leagues south and west are the lands of Akoma, described as desert-swept wastes, muddy rivers, and sheer cliffs on jagged mountains.

Avami

Sharing the same geographical origin as the Doloreaux, the Avami are a tribe of Langurs who inhabit an arid region located somewhere off Calabria, many mile away.

Govorya

The land of Govorya is said to be thousands of miles wide, but most of it is an inhospitable wasteland … which would explain why so many of their natives come to Calabria looking for a new life.

The nobles of the ***Jakoba*** dynasty made their fortune in Calabria by selling arms and armor made of *eryth steel*, an alloy famous for its swirling red patterns. The method for making eryth steel remains a Govoryan mystery. The Jakobas are mostly infamous for the widow Lady Amalasand Jakoba, known necromancer and possible murderer of Don Fidelio Rinaldi.

The ***Letrareposa*** clan of Black Foxes are notorious slavers who traffic in all sorts of people.

The ***Yenot*** are Govoryan Raccoons who work an exchange program with the College of Dunwasser. The Yenot histories of the world are highly prized by librarians.

Zhongguo

The "Kingdom of Earth" is a fantastic nation of strange peoples who practice mystics and magics of a wondrous nature. The shipping routes between Govorya and Zhongguo have a stop in Calabria.

A Guide to Life in Calabria

Calabria is a melting pot for folks from many different places, of all kinds of breeding, origin, customs, and beliefs. An uneasy peace dominates the land. With no clear leadership from any one Noble House, there is no common law throughout the land. What is legal in one place might be illegal in another. Often, no greater authority exists than one's own sword.

Given that everyone is an immigrant of some sort, where one is from is usually not as important as who one throws in with. It is common greeting to a stranger to ask, "Who are you and who do you serve?" Most folks will know

at least one name to drop, and the shrewd will know two or more people to claim as their superiors so they can give the right name to the right person. (For example, it is better to claim service to the Chevernaise to those who serve the Bisclavret than to those who serve the Doloreaux.) A common reward given to a commoner is a letter of recommendation. Clerics, monks, and the devout (or those who can successfully pretend to be devout) are generally given greater regard than the lay-folk.

The nobility enjoy many rights that are often denied to the commoners. The low courts for the commoners are often presided over by a single judge who makes rulings after a brief appeal from all aggrieved parties. The high courts are reserved for the nobility, where they may have a judge of higher status or (as is the custom in Avoirdupois lands) a jury of eight. Bribery and corruption are rampant; laws and rulings are bought and sold. Homes can be searched without any warning, property can be seized on flimsy excuses, and people are tortured into signing confessions that they often cannot even read. In the city of Triskellian, the situation is somewhat better, as the city charter has guaranteed that the commoners who claim residency there have the rights to a trial by their peers and from unreasonable search and seizure … but in practice, money speaks louder than the law.

Folks are rarely imprisoned for long. Those who have committed extreme crimes such as murder are executed - nobles are entitled to a swift beheading; for commoners, the lucky ones are hanged, while others may suffer anything from hanging to being burned at the stake or worse. For lesser crimes, a ransom will have to be paid (proportional to the social worth of the criminal and to the offense) before the subject will be released. If the ransom is not paid, the criminal will be sold into slavery. A share of the ransom goes to the victims of the crime, if appropriate.

Courts can become backlogged for days, weeks, or months. It is not unknown for people of little influence to disappear into the hands of a slaver, without getting their due process of law.

The Church of the Penitence of S'allumer maintains its own system of laws, often called the benefit of clergy. Those folk of the cloth are entitled to clerical law, which is noticeably less severe in its capital punishments. Unfortunately, there is currently no accepted definition for what "clergy" is - in some places (such as Avoirdupois demesne), anyone who can prove that they are literate and can read from The Book of Helloise can claim benefit of clergy; in others (such as Doloreaux territory), clerical law is dismissed or ignored.

Subjects are expected to worship the same way as their lord, a principle that the Church of S'allumer calls cuius regio, eius religio ("whose region, his religion"). In Bisclavret demesne, all religions other than S'allumer are outlawed; in Avoirdupois lands, religions other than those of S'allumer are discouraged and met with hostility. In Doloreaux lands, the opposite the true - they maintain their devotion to the Old Faith of Lutarism and rarely impose their faith on others.

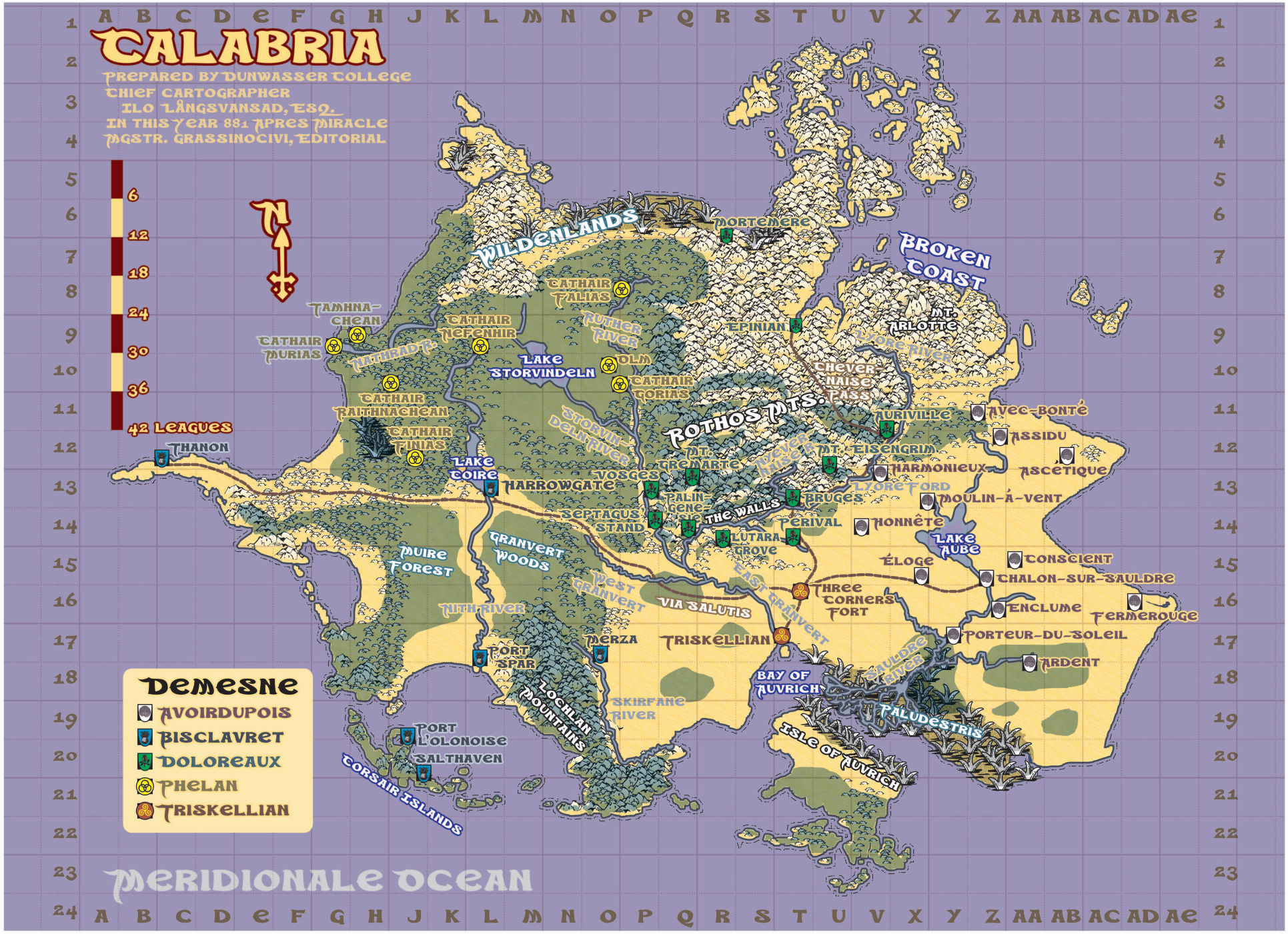
In most of Calabria, it is forbidden by law for anyone to bear weapons or armor unless they have Investiture, Nobility, or some other license. In the City of Triskellian, the law is more liberal, as it "recognizes the need for a standing militia"; thus commoners of this city are entitled to bear arms. Since Calabria is largely a dangerous place, most folk are permitted to carry weapons, and they are only arrested if they commit some crime (or are accused of some crime). As with almost everyplace, laws are enforced when someone feels a need to enforce them - folk who have friends in high places or who cross the right palms with gold and silver will have more license than those who don't. There are no "weapon shops" that sell guns or swords - such items must be specially commissioned from the few artisans who can make them, thus making them both expensive and rare.

The higher-ranking nobles may demand a form of hospitality called coinmed, the right to stay at one of their subject's homes, at any time and for any duration. Sometimes (especially in Bisclavret lands), soldiers and mercenary companies will be housed in a lower subject's home, for weeks at a time and without warning.

In Triskellian, civil offices (and the Investiture they grant folks) are not elected positions but given out as bribes or rewards, to noble and to commoner alike. When the officials are capable, the aqueducts flow smoothly and the walls stand firm and solid; when they are not, the water becomes stagnant and stone crumbles.

A new invention represents a challenge to the social order, and it is not a gun or a sword – it is the printing press. While still cumbersome, as entire plates must be engraved every time (with the concept of moveable type still beyond the skill of present-day engineers), books have become cheaper and more affordable than ever. Without standardized education, most folk are still illiterate.

The Game Host is encouraged to play up the tacit nature of distrust and uncertainty that pervades Calabria. Almost any noble or official is scheming for a position of greater wealth or authority. The Player-Characters will be people of unusual skill and ability, and probably without friends in high places; they could perform services or delicate tasks that cannot be traced easily ... and one could always deny knowledge of their activities. Will the PCs be pawns in a larger game? Or will they gain franchise by striking the right deals with the right people, perhaps by design or by chance? The delicate balance of power in Calabria can be changed by even one single person...


CALABRIA
PREPARED BY DUNWASSER COLLEGE
CHIEF CARTOGRAPHER
ILO LÅNGSVANSAD, ESQ.
IN THIS YEAR 881 APRES MIRACLE
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MT. ARLOTTE
LLORE RIVER
LAKE STORVINDELN
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CHEVER-NAISE PASS
CATHAIR RAITHNACHEAN
ROTHOS MTS.
AURIVILLE
AVEC-BONTÉ
ASSIDU
ASCÉTIQUE
THANON
CATHAIR FINIAS
LAKE COIRE
MT. GREMARTE
MT. EISENGRIM
HARMONIEUX
HARROWGATE
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LLORE FORD
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LAKE AUBE
MUIRE FOREST
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CHALON-SUR-SAULDRE
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THREE CORNERS FORT
VIA SALUTIS
ENCLUME
FERMEROUGE
NITH RIVER
MERZA
TRISKELLIAN
PORTEUR-DU-SOLEIL
PORT SPAR
SAULDRE RIVER
ARDENT
BAY OF AUVRICH
LOCHLAN MOUNTAINS
SKIRFANE RIVER
PALUDESTRIS
PORT L'OLONOISE
SALTHAVEN
ISLE OF AUVRICH
CORSAIR ISLANDS
DEMESNE
AVOIRDUPOIS
BISCLAVRET
DOLOREAUX
PHELAN
TRISKELLIAN
MERIDIONALE OCEAN

GAZETTEER

Ardent (AA17)

The Abbey of Ardent is the largest enclave of S'allumer worshippers in the known world, even greater than the Cathédrale de Témoin in Triskellian, and second only to Sauldre as the Avoirdupois' largest city. The icons, livery, and trappings of S'allumer are everywhere; the farms, mills, ovens, and forges are all wholly owned by the Church. The Archbishop of Avoirdupois claims his residence here.

Ardent is famous for its large number of fighting men and women; it is said that the bravest Paladins and Questors come from the colleges there. Unfortunately, there are only so many beds in the barracks available — as the competition to enlist one's sons and daughters has increased, so has the "suggested donation" that the Holy Order of Ardent requests for considering admittance. This is also the oldest of the Church's holdings in Avoirdupois territory, bequeathed directly by King Étienne as one of his last acts. It is the home of the Ardentines Factionnaire and the Ardentine du Sang.

Ascétique (AB12)

Centered in a barren clay landscape, the monastery of Ascétique stands out as the only habitation for miles around. While the monks' order was founded two hundred years ago, only in the last twenty years has the building had people living in it. Some time ago, the order was razed by the Marteau, who claimed that the land was theirs, refusing to acknowledge the Church's title to the land. All the monks were captured, imprisoned and eventually burned with the monastery; the abbot had his legs broken under the weight of a cart-wheel, and afterwards his body was threaded through the spokes and hung above the church door.

The Baron of Chaussé sent a complement of troops with the Holy Order of Ardent in the now-infamous Crusade of the Broken Wheel. The Marteau were routed and the monastery was restored. It currently houses the relatively new order of Ascétique, a group dedicated to uncovering the roots of all magic as forms of S'allumer and unlocking the inherent spark in all things.

Assidu (Z12)

High in the cliffs above the valley below, the monks of Assidu are thought to be the most extreme in their devotion to the eschewing of material goods and concerns. Their houses are featureless brick and mortar, their food is only the most base fare, and their days consist of toil and prayer. Few outsiders go to Assidu for anything other than delivering tribute, as the clergy there are extreme in their piety and do nothing to make outsiders welcome.

At Assidu, the mysterious Capitular Order known as the Convulsionaries can be found. This extreme form of worship is for those who believe that the material world makes one complacent and lazy; to know the truth, one must know true suffering. They go to such extremes as living out of doors, living sky-clad, or flailing and damaging themselves. It is this last practice that is somewhat unusual as the Convulsionaries also have an edict against self-healing. Such indicates a desire to remain part of the world, and takes one further from the light of S'allumer. It certainly provides plenty of practice for the Priests in the art of healing their fellows, and the Church has conducted more than one inquiry into accidental deaths. The Convulsionaries derive their name from the altered state they can invoke, where by means of prayer, starvation, and fanaticism, they fall to the ground in epileptic spasms. The truly blessed can invoke this state through simple concentration, or even have it come upon them unbidden (paroxysm). The devout Convulsionaries claim that, in this way, they receive visions of the future and become closer to the true light of being. The Church of S'allumer neither condones nor censures the Convulsionaries, but there are quiet murmurings among the Avoirdupois that their strange ways should be stopped. Rumors that the Convulsionaries were inspired by secret teachings of the Chevernaise have never been substantiated.

Auriville (V11)

This is the largest Doloreaux settlement in the northeast, and is the eastern-most point over which the Doloreaux hold unquestioned sway. This small town is the historic site of several clashes with the Avoirdupois and has also been raided by the Chevernaise on a number of occasions. As a result, Auriville houses a large contingent of Doloreaux troops and has more the flavor of an armed camp rather than a settlement.

Auriville is also home to numerous mercenaries. Merchants looking to brave the Chevernaise Pass usually stop here to hire a few good swords to see them through, and the pay is generally excellent. Of course, the risks are extreme as well.

Arms and armor are not permitted inside the Auriville city limits, a law that was passed to keep mercenaries out of the city, since having so many swords-for-hire in one place tends to foster lawlessness. Failure to comply with will result in a fine if the scofflaw is lucky; after all, there is always need for more criminals to work in the mines.

There are ways around this law, however. People entitled to "high justice" — that is, the nobility — are exempt from it due to their increased status. The richer

mercenaries will buy "letters of marque" (in game terms, Investiture) from city officials as a licenses to bear arms, effectively becoming a member of the militia. And guards and such can always be bribed.

There are a couple of shops and inns outside the town walls, and these play host to the needs of the mercenaries who do not try to brave entrance to the city. The most popular of these is the Goat's Head, a seedy tavern run by Mercer the Fat.

The town has always been fortified, first by "ramparts" of stacked earth, which were steadily replaced over the years by thick walls of stone, complete with watchtowers. The western and northern walls have four cannons apiece. Inside the town, quarried stone walls support two watchtowers around the inner city. The town is surrounded by a small area of farmland, but most of the food needed by the residents is shipped up the River Lyore from Bruges. Many buildings inside the walls have the box-like, thick-walled structure typical of the Doloreaux be-ready-for-siege mindset.

Isle of Auvrich (T19 to X23)

An island as broad as the distance from Bruges to Auriville and lying just off the coast of Calabria would naturally attract attention from the expansionist Great Houses, yet the large Isle of Auvrich lies uncontested just south of the Bay of Auvrich. Perhaps it is because this island is claimed by the Rinaldi, despite the Rinaldi never truly controlling it. Isle of Auvrich is inhabited by two minor houses – one of weasels (the Långsvansad) and one of Wolverines (the Valgt) who have been in a state of mutual hostility for longer than any memory or written history records. These two groups are not only hostile towards each other; they are aggressively xenophobic, always suspecting foreigners as being potential allies of their foes. No diplomatic emissaries sent by any of the Calabria houses have succeeded in establishing relations with the Långsvansad or Valgt; the few that survived their encounters with either house barely escaped with their lives.

Avec-bonté (Z11)

Many years ago, Sir Quilico du Guérisseur wrote a famous essay, On the Healing Properties of the Flora of Avec-bonté, which was often copied and circulated among the doctors of the Avoirdupois. A small colony of herbalists was founded on the edge of the forest, and later the Chaussé sponsored the founding of a sanitarium. In time, a college for healers using both wizardly and mundane means was established, and a typicon was bestowed upon them by the Church of S'allumer: the College of the Guérisseurs was christened as a Capitular Order.

While strong magic can often cure the sick and infirm, there are still diseases of the body and mind that are beyond the providence of White Magic. For those who can afford it, a long trip and consultation with the healers of Avec-bonté could be the last resort. Cenobites make pilgrimages here to learn, as do some of the Convulsionaries.

The Barrows (AC12)

In the center of one of the rocky areas unsuitable for farmland is a cluster of oddly-shaped hills. With careful observation, the secret entrance to the tunnels below may be found. Within these twisting corridors are interred the bones of uncountable skeletons, of various species. Those who built these barrows are unknown, as is the reason they chose this location. The Avoirdupois histories have yielded no clues. Some say the barrows are haunted, and that the dead walk, searching for the souls of the living. Others say it is a hideout of thieves, and that the villains who lurk there perpetuate the rumors to keep people away.

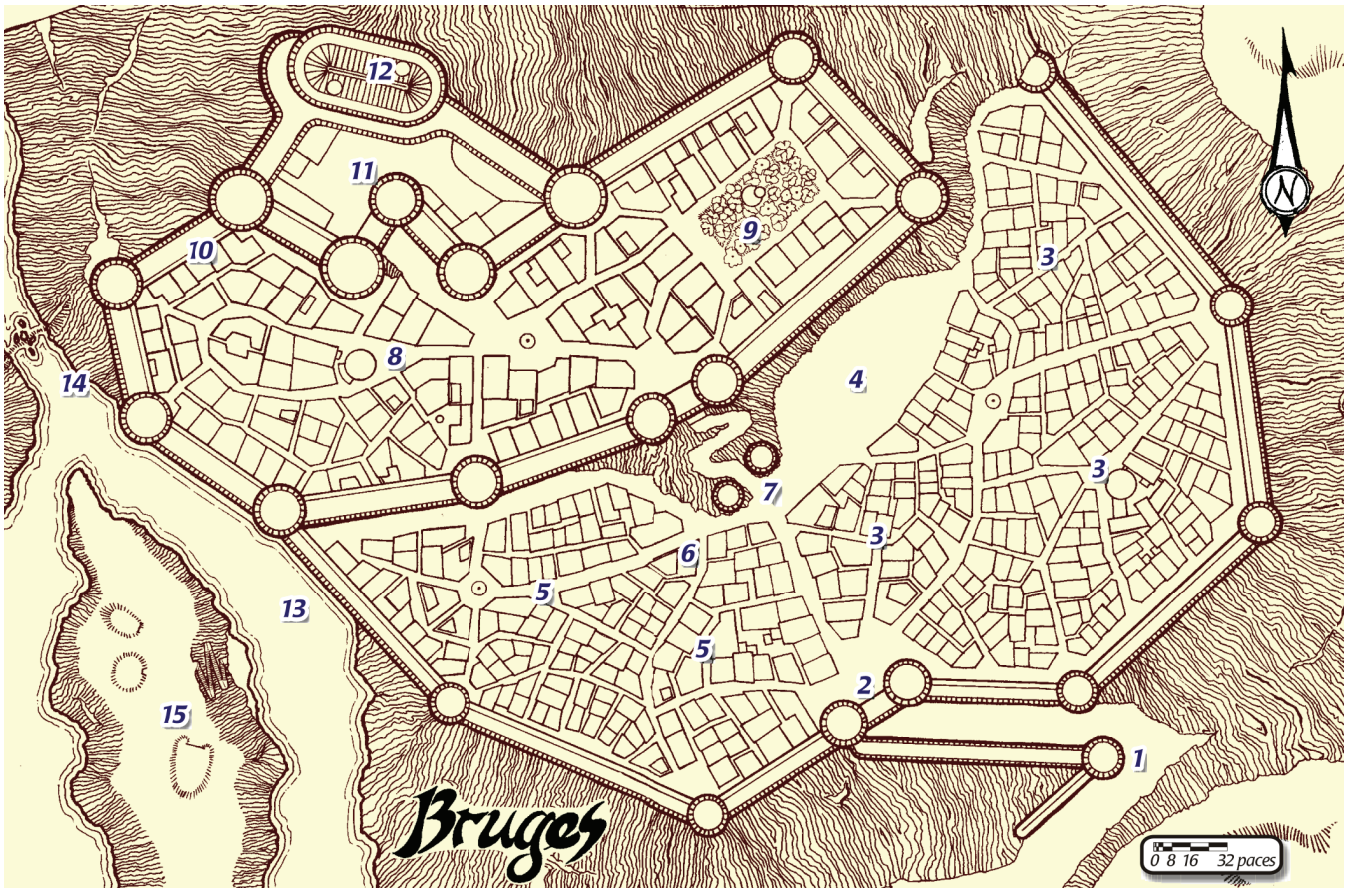
The Broken Coast (T6 to Z10)

A set of reefs, fjords, and islands northwest of Epinian, the Broken Coast is almost impossible to navigate— the shallow waters and tidal maelstroms threaten the hulls of larger ships. In the winter, the narrow inlets freeze over and can often be crossed on foot, if one is willing to take the risks. More than one charlatan has sold a map or book purported to disclose some forgotten artifact of the Autarchs with its location being one of the nearly identical islands of the Broken Coast.

Bruges (T13)

Against the mountain-side, built on a stepped plateau, surrounded by stone walls and elaborate fortifications, the city of Bruges stands as a monument to the authority of the Doloreaux. In terms of wealth and population, Bruges can only be compared with Epinian and Triskellian, and is the largest of the Doloreaux cities. At the foothills of the Rothos mountains, this city is at the center of the over-land trade routes and thus controls the taxes and industry between the major cities of Calabria.

Bruges is built upon three distinct plateaus, rising almost ten stories above the plain. The highest level is also the oldest, home to the court of Duke Tybault de Doloreaux and the Great Garden Shrine of Lutara. The middle level is home to the marketplace, the richer merchants, other nobles, scholars, artisans, skilled laborers, and their servants. The outer city houses the yeomen, apprentice guildsmen, as well as inns, schools, and the more common businesses. More buildings have been built as the city has expanded outside of its walls, where the poorer and more desperate citizens call home.



1. Caswallan's Tower

Hundreds of years ago, Duke Caswallan commissioned the construction of this watch-tower which offers a spectacular view of the valley below. When important people are expected to visit, such as foreign dignitaries or perhaps even the Duke himself returning from abroad, a great signal fire will be lit on top of the tower from a brazier three paces wide – the light can be see for miles around.

2. Main Gate

How the city was constructed shows the Doloreaux mind-set clearly. With sturdy, stone walls often ten paces thick, the city proper is considered to be unassailable. In typical Doloreaux utilitarian style, the walls of Bruges are thick and square without special adornments, reliefs, statuary or other pretensions. Having no shortage of ore and some of the largest, hottest foundries, the Doloreaux have been able to cast their own "bombards," or heavy brass canon in wooden cradles. Additionally, they have some old yet reliable catapults.

The main gate is two thick wooden doors that take several strong bodies to open, or at least two drays. There is a smaller door set in the larger one to admit the daily traffic. At night, the doors are shut tight and folk are not permitted to enter or leave unless they have special privilege due to noble rank or some sort of letter of passage.

There is a surplus of nobility all eager for advancement in the military field; the garrison is over-booked with warriors, all in competition to show each other up should their superiors feel the need to re-assign someone to less glamorous duty. As such, the walls are meticulously maintained, the war-machines are in excellent working order, and the warriors on duty are eager to show off their fighting practice. This is one of the many reasons criminals and ne'er-do-wells stick to the outer city and the outskirts.

3. Lower East Side

The lowest level of the city of Bruges is also home to its poorest citizens. Many buildings here are dilapidated, and some have fallen into ruins. The eastern-most block, nearest the wall, is in particular the most dangerous – the stone structures have been gutted by fire and are filled with ash, and any who linger here are the criminal and the desperate. During the day, stiff-lipped Doloreaux watchmen patrol the streets. At night, however, there are no patrols, and those who would brave the shadows take their lives in their own hands.

4. Marketplace

In some parts of the year, this is just a stretch of rocky, dirty ground with the occasional patch of weeds. Around harvest-time and the holidays, tents are put up, temporary stands are built, arenas are fenced off, and the Marketplace of Bruges is open. By Doloreaux law, shop-keepers are required to buy a license (though there are extra-legal ways around that license). In some ways, the Market is typical of other cities, with all sorts of wares for sale; in other ways, it is uniquely Doloreaux, with fetishes and talismans for sale, dances around "may-poles" to the accompaniment of lively music, and the chance to witness a Lutarist ceremony.

5. Lower West Side

Where the East Side suffers from decay and neglect, the West Side is very much the opposite. The continued economic prosperity of the Doloreaux has attracted all sorts of folks from all corners to take up residence in the city, which has resulted in many refurbished buildings and facades in all manner of architectural styles. To the more conservative Doloreaux, the mish-mash of races, creeds, and cultures of the Lower West Side is disappointing. To social climbers, the Lower West Side is a place to meet the nouveau riche and to hobnob with the well-to-do.

The Lower West Side is more hospitable to adventurers. There are inns, blacksmiths, stables, taverns, bawdy houses, counting houses, theaters, and markets. There is currently only one Temple to S'allumer, staffed by a small but dedicated crew. This part of the city is populated by the usual cast of thieves, bards, magicians, barbarians, dilettantes and other types found in prosperous, urban areas. The outer city is also the most "cosmopolitan" part of Bruges, and thus is a place to find non-boar adventurers – indeed a majority of the population isn't Doloreaux or even boars. A good swordsman, mage, or scribe will readily find employment and excitement.

Most of the buildings are made of soft wood and plaster, with clay tiled roofs. The narrow, twisting streets are filled with the stink of dray dung and rotting food. Despite the occasional squalor of the setting, the Doloreaux love of gardens is strong here as well. Every home has a flower-box, and local temples have small walled areas protecting a flowering tree or two from the hustle and bustle of the city.

6. The Oak and Rowan Inn

Located on a popular corner, with its stout timbers, painted walls, and shuttered windows, The Oak and Rowan Inn stands out from the rest of the buildings crowded together on the meandering streets. Owned and operated by Chloe Javert, this tavern is a popular restaurant and hostel for those who have the means to afford its above-average fare and services.

7. Towers of the Sun and Moon

These towers are probably the oldest structures in all of Bruges. Long ago, they probably served the same function that Caswallan's tower serves today, when the city limits ended at the walls of the middle level. Today, the towers stand as a historic landmark, with their brass-plated bas-reliefs of a sun and a moon meticulously maintained by the Duke's household. The gate at the top of the rise is much like the Main Gate, only smaller. (The construction is almost identical, and typical of the Doloreaux traditionalist, no-frills ethic.)

8. Mid-Level City

Real estate is at a premium in this upper-class section of Bruges. Every baron, count, and viscount vies to maintain some sort of household in this part of the city, if only to show off that they have one. The few shops and businesses to be found here are the ones that cater to the rich tastes of the nobility – most prices are in the "if you have to ask, you can't afford it" category. There are no inns to be found in this section, either; one is either invited by one of the locals to stay as a guest, or one simply isn't welcome.

The mid-level city is built almost entirely of gray stone, and while its architecture is not particularly inspired, the Doloreaux are capable engineers. Buildings are squat and box-like, and rarely taller than two stories, with precisely-cut stone and a minimum of mortar. Only the Duke's keep is taller than three floors. Real estate in the mid-level city is at a premium – only the richest Counts can afford residence there. Many have spent large amounts of money to add elaborate engravings and bas-reliefs to their square homes, almost always in a nature theme of vines and plants. The most affluent keep small gardens.

9. Sacred Grove of Lutara

At the center of the inner city is a magnificent walled garden about two-hundred paces long and half again as wide. This is the city's Sacred Grove of Lutara, where nobles may pay their respects to The Lady and take the counsel of the hierarchs. The garden is a magnificent collection of flowering trees planted in orderly rows that somehow manage to look like they had grown naturally. No one outside the ranks of the High Mystes may enter without special dispensation, and such clearance is not given without a very good reason. The Sacred Grove is the site of yearly meetings of the leaders of the Old Faith, where those who would seek advancement into the ranks of the High Mystes are judged, and where matters of great import are debated and decided.

In the center of the garden there is a small wooden building of two floors, which is home to the gardeners and the High Sacred Mother of Lutara. The current Sacred Mother in residence is Selene DeLume, a sow of advanced years. When she dies, her body will be buried

in crypt below the garden in accordance with the five-hundred-year-old tradition. DeLume is the official head of the worship of Lutara in Doloreaux lands, being the wisest and most venerable. The garden walls are regularly patrolled by zealous Doloreaux watchmen, and access to the garden is only through a guarded wooden gate.

10. Lord Pascaline's Manor

Without heir or great influence in court, Lord Evard Pascaline is unlike other members of the Doloreaux nobility. Whereas most folks devote their lives to traditional worship, to the arts of warfare, or to hard labor, Lord Pascaline stands apart as a scholar and academic. His library of scrolls, books, and maps is quite large, possibly second in size only to the Duke's Hall of Records. Those of a studious and bookish inclination may want to pay the Lord a visit, to trade information or to peruse his collection; Lord Pascaline is known to be a "soft touch" and willing to receive company.

11. The Duke's Courtyard

Only those on urgent business for the Doloreaux throne, or those who are members of the royal staff, are permitted entrance to this courtyard. Inside the thick stone walls are newer, wooden buildings, which include the stables for the Duke's destriers, quarters for the servants, and barracks for the Duke's personal guard. At rigid times of day, the Castellan, or highest-ranking member of the guard, drills his soldiers to a very precise beat.

12. The Duke's Palace

To many lay-folk, the Duke's palace is an awesome display of wealth, a grand testament to the glory of the Doloreaux throne. To the more worldly, such as visitors from Triskellian, the palace looks old and out-of-date, with its blocky construction, worn statuary, and lack of vibrant colors. As resistant to change as everything else in Doloreaux demesne, the palace is only slowly being converted to modern styles, not because it is the subject of jokes among the Great Houses, but because it has become impossible to find architects and builders who can repair the centuries-old styles. During most times of the year, the Duke and Duchess of Doloreaux reside within the palace, except for the rare times they leave to be entertained by other nobles eager for advancement, or when they must travel.

13. Nyevernaise River

Cold and swift, the Nyevernaise flows from the Rothos Mountains and past the city. This river is at the end of both the sewage system and the "improvised" trash disposal system; in the summer during the holidays (when the city population is at its highest), the water can become quite foul.

14. Falls of Nyever

Marking a steep-drop off in the mountain plateau, these falls mark the end of any travel upriver by boat. Charlatans sometimes sell maps to tourist rubes, which depict a complex of caves behind the falls that lead to hidden riches. In reality, there's only a small concavity behind the torrent of water, and would-be treasure-hunters find themselves poorer and wetter.

15. Barrow Island

The Doloreaux have lived on this land for centuries, and they have a great respect for the ancestors that came before them. For many years, people had buried their dead in the deep barrows in this island. As the catacombs filled, only the most honored among the Doloreaux were designated worthy enough to be interred among the ancient and revered. By decree of the High Mystes and by the Duke's order, no one is permitted to set foot upon the island without the written permission of both the Great Mother and the Duke – anyone found there without such documentation is assumed to be a "grave-robber", one of the most despised sort of criminal in Doloreaux lands. Barrow Island is irregularly patrolled by both Bruges Watchmen and Vidames; the exact schedule is not commonly known, to discourage interlopers.

Cathair Falias (P8)

Sprawling across the hills, bristling with earth-works and walls both wood and stone, this fort is the seat of the Cell throne. Many princes send their sons and daughters here to train them in the arts of battle; it is also a custom of tribute that the princes send some of their able-bodied warriors to protect and serve the king. Since Falias is far from the battlegrounds of the Bisclavret, Chevernaise, and Doloreaux, the warriors of Falias spend a lot of their time training and building new fortifications … and over the centuries, the cathair has become a daunting bastion of impregnability.

There is a rumor that the Cell Druids possess a magic cauldron. When water is boiled in it, corpses placed inside will emerge whole and alive again! If this were true, the Cell would be unstoppable in battle, so naturally most folk believe this to be superstition… but another tale tells that a Cell prince who, angry with the king, threw himself into the cauldron and pushed it apart from the outside, breaking it into three pieces. Perhaps if one could find the three pieces and re-assemble the cauldron, they would have the power to raise the dead.

Cathair Finias (J12)

Rumor has it that many years ago, in their grandfather's grandfather's time, there was an Ululant named Finias who may have been the greatest howler who ever lived. It was also said that Finias' voice was so

charming to behold, that all the women in the village fell in love with him. Their jealous husbands murdered him and decapitated him … but Finias' head continued to sing even after death. The head was eventually buried on the summit of the tallest hill in the valley, and a cathair was built upon that spot.

Cathair Gorias (P10)

Not so much a city as a large defensible fort, Gorias resides on a small plateau in the middle of a large flat valley. While a small village lies outside, the people are constantly ready, night or day, to heed the howling call to summon them inside Gorias' walls should a foreign army attempt a siege.

Cathair Murias (G9)

The largest and oldest of all hill-forts, Murias sits atop a hill near the cliffs on the western shore. The age of the city is readily apparently from the sheer number of stone buildings all kept in good repair. The landscape around it is dotted with standing-stones marking the holdings from one family to another. Murias is the only city that has all the services one would expect from a modern city — a smithy, a mill, a tanner, a tailor, and for many an adventurer, the true sign of civilization, the inn (see below).

1. Palisade

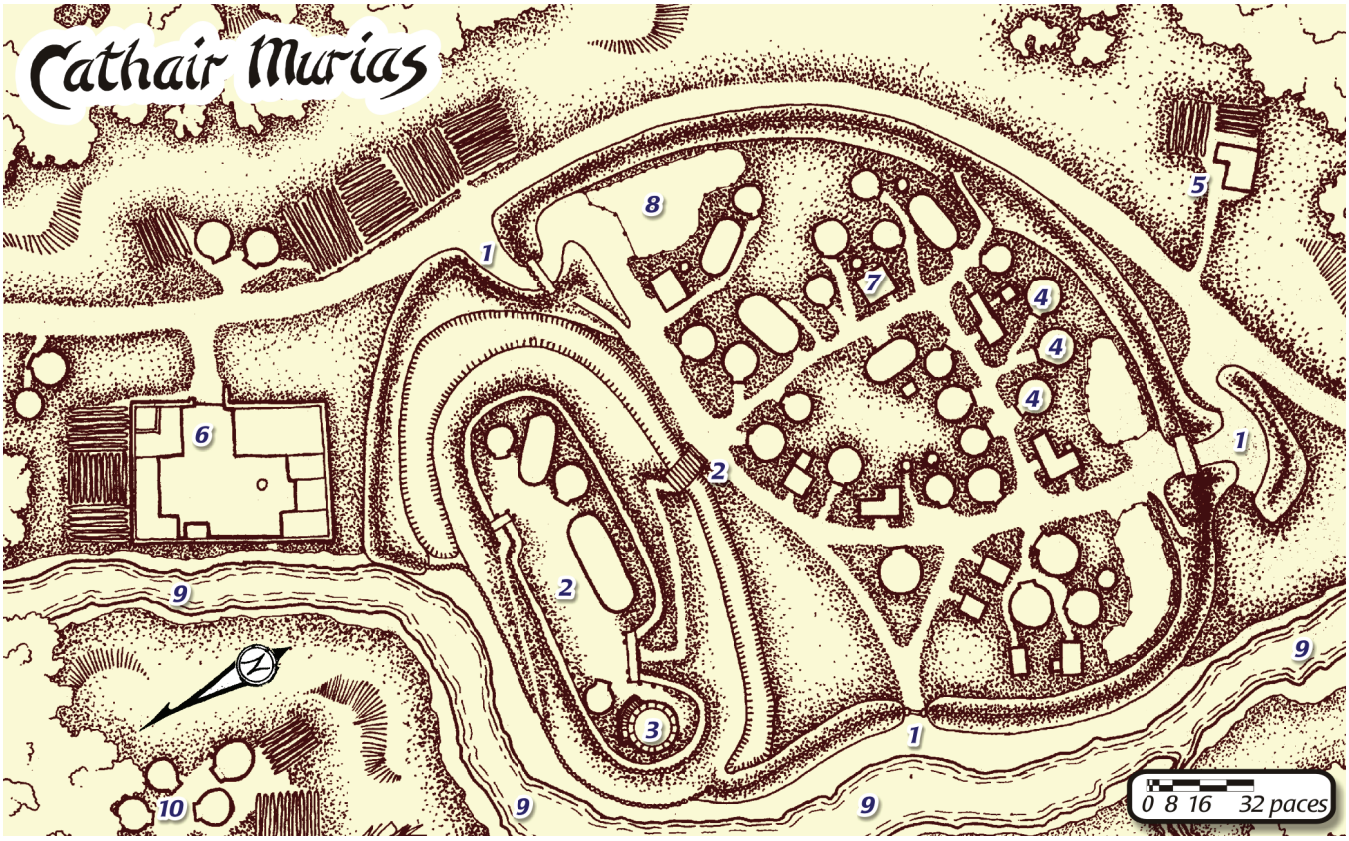
A bulwark of dirt surrounds the whole city, with a wooden wall built on top, known as a palisade. Timbers are constantly being replaced. There are three gates: the Cachliadh Deiseil (south gate), Caclhliadh Siar (western gate), and Cachliadh Anoir (eastern gate) – this is mostly important to folks who will refuse to use certain gates due to geisa.

Each gate is watched by one or more nobles during the day, and the gates are closed at night; they will screen those who would come inside to make sure they are not obviously dangerous or *persona non grata.*

2. Royal Hall

The seat of the Chieftain of the Iargúl, the Royal Hall is a large, walled compound on the highest summit of the Murias plateau. A low trench surrounds part of the hill, spanned by a wooden bridge that is constantly watched by two Fianna, who will turn away any persons not of noble blood and who have no business in the hall.

Some wonder whether King Semias is the real power behind the Iargúl … or if the Druids really exert their influence behind the throne, with their "readings of omens" and their "geisa" or divinely inspired prohibitions on royal conduct. It is obvious to all that the Druids exert their greatest influence here.



3. Watch Tower

The signature feature of Cathair Murias, this stone watch-tower is patterned after the Sen-Chormac's Tower of Cathair Nefenhir, and outlanders have been known to confuse the two. However, this tower was built years later and is shorter.

4. Inmhe Ollúna

In Phelan society, Druids are always treated with deference. The respect is only greater in the lands of Iargúl. These three buildings belong to the three Ollúna (singular Ollamh), the highest-ranking Druids in all of Iargúl, who go by the names of Ollamh Árachdach, Ollamh Denmne, and Ollamh Gusmhar.

5. Mission

Near the Cathair is a small stone chapel that houses Master Cleric Phillippe and his apprentices. The building is remarkable in many aspects: it is made of stone instead of wood; it has a high steeple marked with the "octagram of creation," the eight-pointed star that is the symbol of white magic, and it contains the only clock to be found in all of Phelan lands.

A highborn horse from the Avoirdupois lands, Master Phillippe has taken it upon himself to bring the word and the light of S'allumer to these people who would otherwise never know its glory and salvation. He is a tolerant sort, however, hoping to win the local folk over through patience and "living by example." Phillippe "bought" his land from the previous owners by performing "miracles" of White Magic to save their crops and children.

Outlanders from Calabria or elsewhere are welcome to stop by the mission. Master Phillippe and company will be eager for news. To work brass and steel, one needs access to the raw materials. The cliffs and hills of Iargúl also have the oldest mines of the Phelan demesne. The miners are largely slave-gangs of outlanders captured in Fianna raids on border-territories.

6. Thie Oast Muriais (Inn)

Simply known as the "Inn of Murias," this tavern looks similar to the great hall, being one large common room around a large fireplace. It is owned by Ellatig One-Eye, a worldly sort who enjoys hearing the stories foreigners have to tell. This inn is one of the few places where denarii can be spent.

7. Céardcha Muriais (Smithy)

Easily identifiable from a distance because of the thick smoke that pours out, this blacksmith shop is the only place to get swords within a howl's distance of Murias. The master-smith is Gabha Uá-Teine, a Phelan woman of 16 stone, and her three apprentices. Gabha knows that she can gouge outlanders for all they're worth. (In game terms, any goods made of metal will have their prices raised one step. For example, Average goods will become Expensive, Expensive goods will become Extravagant. Multiply all prices by six.)

8. Margad Muriais (Marketplace)

As a rule, the Phelan are not a people given to commerce. The few booths or set-ups here look ramshackle compared to the splendor and variety of Triskellian. Apply at least a –1 Penalty to all Availability Tests. Few people here will accept denarii, and those that do will probably charge double.

9. Abhainn Nathracha (River Nathrad)

The river runs past the city at a speed a bit faster than most boatmen would prefer. Riverside is a constant flurry of activity – fishers cast their nets; folk wash clothes, blankets, and even themselves; servants throw garbage and empty chamber-pots.

There is no bridge that spans the river – the water moves too quickly and the banks are too far apart to build a simple structure, and it is doubtful the Iargúl would call in outside engineers.

10. Dúr Gilroy's Estate

One of the richer Flatha of the Iargúl, Dúr Gilroy's farmland is right near the city itself. One of the more colorful locals, Dúr Gilroy takes a heavy hand in political affairs and makes a point of meeting everyone of note.

Cathair Nefenhir (L9)

Located at the northernmost end of the River Nith, Cathair Nefenhir is the seat of power for the mightiest of the Phelan Kings, *Sen-Chormac*. His court is suitably grand in the eyes of the Phelan, though pitifully dank and primitive to eyes of outsiders. Nefenhir is the only Phelan settlement populous enough to earn the title of town.

Travelers to the settlement generally arrive by boat from Harrowgate. The journey across Lake Coire and up the Nith takes two to four days, depending on season and state of the river. This easy river access makes Nefenhir the Phelan settlement most open to the outside world. Daring merchants and missionaries hoping to make a profit or gain souls in the wilder lands generally stop here first. The town is kind of a "last chance" stop for supplies, weapons, and civilized comforts.

More than this, Nefenhir is the gateway to an older and more mysterious world. It is not simply a frontier town or a primitive outpost; it is an introduction to the Phelan way of life. Young nobles and adventurers should quickly realize that the rules are different here. Their rank and reputation are meaningless.

Physically, Nefenhir is a haphazardly constructed place. There are no planned roads or town squares.

Residents build where they please, how they please. Semi-permanent hide-walled tents jostle for space with low, square wooden buildings. The majority of the dwellings are single-room square stone huts with thatched roofs but here and there, one can see the plaster and wooden structures that mark the dwelling of an outsider. A three-pace tall wooden palisade surrounds the portions of the town that do not face the river. This barrier is intended more to keep out wildlife than to stop a determined assault.

Nefenhir is dominated by a three-story artificial earth hill, surrounded by steep earthen walls that are surmounted by a thick wooden palisade. On top of the hill are a two-floor stone tower and some wooden out-buildings. This is the fortress of King Sen-Chormac, and it lies in more or less the center of Nefenhir. Just south of the walls is a narrow spit of earth that slopes gently upwards to a flat, square area that measure 8 paces by 8 paces. A wooden bridge extends ten paces from the top of this slope to a gate set in the top of the earth-works that surround the fortress. Visitors to this citadel must climb this slope and cross the bridge before finding themselves within the citadel proper.

Sen-Chormac's Tower

Once atop the hills, they will be able to clearly see the glory that is Sen-Chormac's palace and fortress. A haphazard, but firm, stone tower is the most imposing part of the structure. A beacon fire glows from the top of this tower day and night. It serves as the personal residence of the king, and his final bulwark in the event of a siege. The wooden buildings that surround the tower act as his public court. None is more than a single floor tall, and they are constructed of heavy wooden planks.

Inside, the palace is smoky and dark and smells of stale mead and urine. This is a functional place, not a show-piece of noble grandeur. Even so, an open-minded visitor may find beauty in the elaborate carvings that adorn the ceiling supports.

The main hall and throne room is slightly better lit, but even more noisome that the corridors and rooms that surround it. A wooden throne stands at one end of a roughly-hewn, long plank table. This is where the mighty Sen-Chormac receives visitors and holds court.

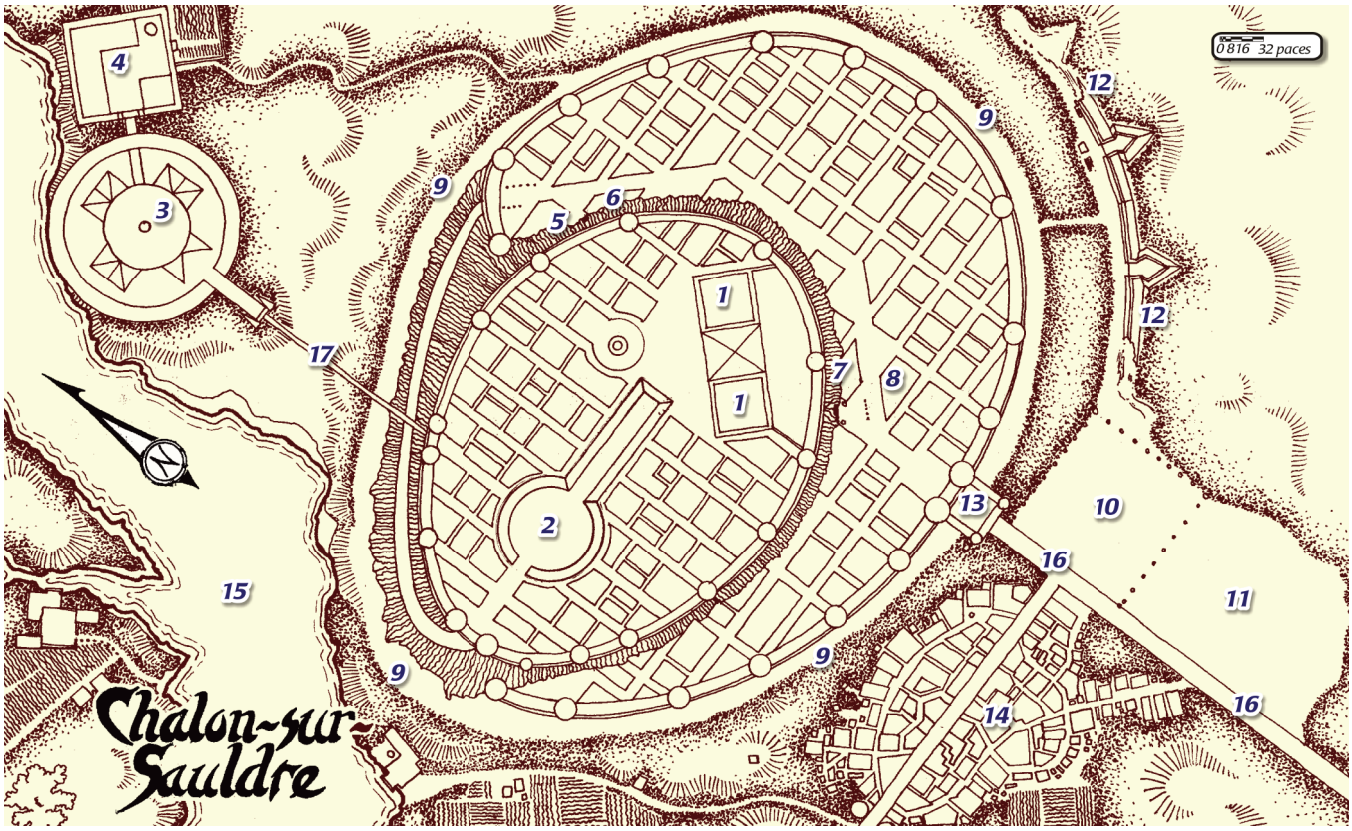
Reve de Triskellian

Famous as the last truly civilized establishment north of the Granvert, the Reve de Triskellian is a three-floor inn and tavern that caters to rich visitors, located in the north end of the town. The accommodations are superb, and a variety of services are offered to please all needs of the patrons, from the high to the low. The Reve, as its regulars know it, seems a world apart from Nefenhir. Certainly, the prices are astronomical. (A day's food and lodging can cost 3 denarii or more.)

The owner is a tall, slim canine man in his mid-thirties named Congreve. He is of low birth, but affects high-born manners and an aristocratic attitude that would put the most fastidious of Rinaldi to shame. While residing here, visitors are expected to publicly maintain the dignity of a Triskellian manor home — no fighting or crude behavior. Of course, what they do in the privacy of their own room with the Inn staff is a private matter, provided they are discrete.

Docks

The "docks" at the south end of the town are hardly that. They are more a collection of shallow places where river boats run aground, and passengers are forced to wade ashore. Several local taverns and businesses cater to the river traffic, though none is of especially high quality. Adventurers looking for a bed will likely find themselves sharing a room with ten others around a central fire pit.



Chalon-sur-Sauldre (The City on the Sauldre, Z15)

The capital city of Avoirdupois demesne, it is also the largest.

1. Le Château d'Avoirdupois (Castle Avoirdupois)

Located as the center of their largest city, it is also their ruling seat and home to the House of Avoirdupois. This oldest functioning castle in Calabria sprawls out on a wide, flat plateau with treacherous sides. The plateau was shaped generations ago by the deliberate designs of clever engineers. The might of the entire Avoirdupois race was necessary to build the great plateau. The castle is in a dumbbell shape with high parapets and meticulously-maintained catapults. Also contained within is the original manuscript of the Accord de Gérance.

2. L'Avenue des Héros (Avenue of Heroes)

Back in the days of constant warfare, the Avoirdupois carved two-storied statues of their greatest heroes and put them on display along this road. Today the Avenue of Heroes is a popular attraction for visitors to the city. Rumors abound that the statue that bears the name of the great hero Gage l'Amorce is actually that of a different (and unknown) hero.

3. Basilica of S'allumer

One of the largest churches in all of Calabria, the Basilica of S'allumer is built on a plateau overlooking the city. The Basilica and adjoining abbey are large enough to contain both Penitents and a few others who study the heterodoxies.

4. Old Temple

Formerly a temple dedicated to Heliodromency, the building is mostly abandoned these days, as their faith is no longer in favor. People say in hushed whispers that, on moonless nights, dark rituals are practiced in the nearly-limitless catacombs reputed to be beneath the temple.

5., 6., 7., 8. First, Second, Third, & Fourth Barracks

These four buildings are the housing of the Archduke's personal guard. There is a small prison for Nobles being held for ransom. (Commoners are either sold into slavery or beheaded.)

9. Le Cirque du Sauldre

Also known as the "Grand Course," this round track around the entire city is where the great race is run.

10. Market Square

Basically a flat plain of dirt, many shops (both permanent and improvised) can be found here, as well as the few forges for quality steel. The item selections are usually more limited than Triskellian's and the prices are usually higher. Tax collectors and guardsmen, however, are also less corrupt.

11. Caravan Parking

Merchant caravans from Epinian and Triskellian set up their camps here, but it is illegal to transact sales on this land — one must go to the Market Square for that.

12. Le Mur Saillant

A testament to the ambition of the Avoirdupois, the Mur Saillant is the beginning of what is planned to be a wall around the entire city of Sauldre. The fortifications are being built with modern cannons in mind — numerous protrusions, or salients, allow for cannons to be mounted for overlapping arcs of fire. Construction has only recently begun and is likely to take decades, if not centuries, to complete.

13. Main Gate

The head entrance to the city; all freemen and slaves are charged an entrance fee of 1 denar to use the gate, unless they can obtain a pass (which must be signed by a blooded Noble and must always have an expiration date). Enfranchised Nobles who can impress the guardsmen may enter without paying the toll.

14. Les Taudis du Sauldre [The Slums]

On the outside of the city proper, the impoverished and foreigners live in tightly-massed buildings with poor sanitation and even worse policing. The Taudis is the place most sailors or marines will be found, as the road through the buildings leads directly to the port on the River Sauldre.

15. Le Fleuve de Sauldre [River Sauldre]

This south-east flowing river caters to almost all of Avoirdupois demesne's water-borne traffic. There are no ship-builders here, so all ships are either foreign-bought or just visiting. A house is maintained on the other side of the river so that a chain may be brought across the river to block traffic, should the Archduke determine the necessity of such an act.

16. Le Route Pavée

This road may very well be the oldest road in all of Avoirdupois demesne — indeed, the only older roads are found in Rinaldi territory. Notorious bandit-gangs are sometimes hanged and their corpses put up for display on posts on this road.

17. Sky Bridge

Another impressive feat of Avoirdupois engineering, this enormous suspension bridge connects the Basilica to the city over a long wooden bridge, maintained at no small expense. The bridge charges a toll of 1 denar for commoners to cross it, although it is open freely to the public on Dimache.

Chevernaise Pass (T9 to V11)

The Chevernaise Pass is the only easy land route from the mineral-rich Doloreaux lands to the seaport city of Epinian. The Doloreaux lay claim to this Pass but effectively have little control over it, since the Chevernaise have lived there for hundreds of years, have fought off any armies sent to dislodge them, and have no intentions of leaving any time soon.

The Doloreaux maintain a stone keep and barracks at the southernmost end of the pass. Non-Doloreaux merchants are charged a hefty toll, usually about one-fifth (20%) of the total value of the goods they are carrying. The Doloreaux feel that if they cannot have the pass, they may as well keep the Chevernaise from getting the merchant money that is "rightfully" theirs. As a result, there's a lot of smuggling in the area.

There are rumors that some canny merchants have found a way to set up negotiations with the Chevernaise, to pay a "fee of passage" and thus be free from attack. This rumor is largely dismissed — the Chevernaise are not one political body, but numerous warring clans and tribes, so it is hard to believe that one could pay in one lump sum and buy all of them off. What is more likely is that some folks know which particular Chevernaise tribes to negotiate with, both for safe passage and for "protection" against other tribes. Such a game would require sharp wits indeed.

Lake Coire (L12 to L13)

While the Bisclavret would claim this lake as theirs, it is very much in possession of the Deasaich tribe of the Phelan. Folklore tells of a musician named Fedlimid who once found a lute floating in the lake, which when played had the most melodious tune … unfortunately, whenever he told a falsehood, a string would break. Fedlimid is the protagonist of many a silly story.

Conscient (AA15)

Despite the apparent miracles of magic, there is still considerable interest in the study of the natural world and what makes it work. Isolationists by nature, the Avoirdupois have not had the free exchange of ideas and culture that the busy port of Triskellian has had, nor do they have the influx of tutors, scholars, and, with them, the new kinds of learning.

Founded by Brother Secouer Boulanger in the last century, the College of Conscient was created to lure the great teachers and learned folk away from Triskellian and into Avoirdupois lands so that students need not travel abroad to complete their studies. Many princes and princesses are sent to Conscient to be educated in the higher arts that befit the nobility, such as history, taxonomy, and engineering. A few members of the Éteignoirs have been recruited from this site, according to what few sources the Church does have, leading to speculation as to what degree the Marteau have infiltrated Conscient.

Corsair Islands (H19 to L21)

Officially, no Noble House has title to the islands. The Bisclavret assert frequent claim to them, always disputed by the Rinaldi who are (in title anyway) the high rulers of all of Calabria. The recent Bisclavret increase in naval power has rendered the Rinaldi claims impotent, for now. While no other Noble House or organization has an interest in these barren isles, they all have an interest in driving a wedge between the Bisclavret and the Rinaldi. The matter continues to be debated by petty nobles and diplomats, while the few inhabitants of the Corsair Islands live as they please.

The islands themselves are mostly small, dismal affairs, windswept salt marshes inhabited by wild reptiles and surrounded by treacherous reefs. These small islands have no permanent inhabitants, but are sometimes used seasonally as fishing camps or as temporary bases by the pirates who gave the Corsairs their name.

The largest islands are slightly more hospitable, and have a small native population. Most have small creeks and ponds of fresh water, and stands of hardy trees. The largest settlement is the fishing village of Salthaven. It is by no means the only settlement, however. Pirates, outlaws, shipwrecks, escaped slaves… all have fled to the Corsairs for their own reasons.

The wide channel between the islands and the mainland is an important shipping lane. The Corsairs themselves form a giant sea-wall that takes the edge off violent storms. But an expert navigator, an accurate map, and experienced sailors are required to navigate the reefs, unexpected shallows, and powerful currents. In recent years, piracy has become a problem, as a keen pirate-captain knows the few safe routes through the islands, can quickly trap his target, and run them aground or sack their ship, and then retreat to any number of secret hideaways.

Éloge (X15)

Centuries ago, in the war against the Rinaldi, few fighters of the Avoirdupois were more feared than Dame Passarelle Piloté. She forsook the traditional sword and shield in exchange for an iron staff. On the battlefield, she was able to single-handedly cut a swathe of destruction and death at the head of any offensive line. Modern historians note that Passarelle became bitter during the war because, as a woman, she was never accorded the full trophies and titles she felt she deserved.

After the war, Passarelle was quite vocal in her opposition to the king's conversion to S'allumer, as documented in letters written by her hand to her friends and confidants. There was continuing pressure from her relatives and neighbors that, as she was the oldest surviving member of her family, she should take a husband. She continued to refuse.

In her thirty-second year, Passarelle wrote to her friends that she had had a strange experience:

> While riding Mordreur [my jennet] late one night along the Route du Triomphe, the sky suddenly became as bright as day. I was disoriented, and I halted my travel to shade my eyes and to regain my bearings. I found that the road, previously empty, was now blocked for two-dozen paces before me with a throng of people of all races and of both sexes, walking to the south with faces washed pale from a malaise of spirit. More confused than frightened by their sudden appearance, I thought to turn my steed around and ride off the way I came, only to discover that my retreat was blocked by a throng of people of the same composition.
>
> It is here that I must confess that I was thrilled with a supernatural dread, as I came to realize that what I was seeing was not mortals of flesh and bone but rather the ghosts of those who had perished during the war. Some were the warriors who had fallen upon the battlefield, and those faces were ones I gave but cursory notice. To my greater horror was the larger number of orphans and wives who died in poverty, of relatives and lovers whose grief crushed their hearts and dissolved their will to live, of all those who lives were diminished and lost due to the horrors of war.

I sat there in my saddle, transfixed by the spectacle of this march of ghosts, for what felt to me to be hours upon hours. Not once did any of the sullen heads of the specters before me turn to face me, and for this I am grateful, as I fear I may have been struck dead by the gaze of any of these shades should they have brought their focus upon me. When the parade of lost souls was over, I quickly spurred Mordreur and sped away from that haunted place as fast as I was able.

Shortly after writing this letter, Passarelle renounced her ways of war and declared herself a Penitent of S'allumer. She founded the Nunnery of Éloge near the place of her vision. By tradition, only women are admitted. The Order of Passarellites has become famous for the quality of its paladins. Within this order, the Hyperdulia heterodoxy has found an unofficial home, strengthened by the recent resurgence of Heliodromency. Again, as long as allegiance is maintained to the Church and tithes are forthcoming, the action of Church leaders is forestalled.

Enclume (Z16)

Recognizable from a distance by the thick plumes of black smoke rising up to the sky, the town of Enclume is famous for its forges, which are the largest and hottest to be found outside of Doloreaux lands. The purity of steel required for the best swords and for proved plate armor requires a heat that can smelt out all impurities. The forges of Enclume are buried three paces or more in the ground, with the fireplace on top, using the earth as an airtight insulator. The Avoirdupois family of Enclume owns all of the forges in the town, and they derive much income from their use. If a steel item is marked with the seal of Enclume, it commands a greater price — though there are many counterfeit items.

Rumors abound that the Enclume have constructed a magical forge, one that has a bound fire elemental below and a bound air elemental above, which can achieve a quality of metal beyond that of the natural world. The Enclume actively deny such outrageous claims.

Epinian (T9)

If Triskellian is a warm welcoming place, Epinian is its sallow younger sister, with an economy based primarily on precious ores and specialized mining. Its weather is severe and even the warmest day will barely melt the frost on the ground. The port is often frozen over and thus the only way to get its load of rich ore is through the Rothos Mountains.

River Granvert (O14 to T17)

The mighty Granvert splits into two at the foot of the Wall of Calabria, the natural stone cliffs that reach up to half a league in height. The eastern branch becomes the Lyore, while the western branch continues the Granvert for ten more leagues, where it splits again: the northern branch is the Ruther, while what continues west is known as the Petite Granvert, a slow-moving and marshy stream.

The River Granvert marks the eastern border of the Bisclavret lands, which has remained quite well-defined for hundreds of years. Across its eastern shores is the demesne of the Doloreaux, who gaze enviously at the mighty stands of trees on the Bisclavret bank. Surprisingly, very few border skirmishes take place here. The Doloreaux are too sparsely settled to hope to take the opposite bank, and the rich mountain mines craved by the Bisclavret are too far away to risk an invasion here.

At the mouth of the Granvert, the Rinaldi capital of Triskellian may also be seen from the Bisclavret side on a clear day. It is upon this city that the Bisclavret focus most of their attention. The Bisclavret have constructed a small naval fortress across the river, with cannons pointed ominously towards the great city, but laughably out of reach. Numerous other strongholds mark the progress of the river northward. A small castle bestrides the Via Salutis, the road from Triskellian to Harrowgate, at the point where it crosses the river, where the Bisclavret sometimes demand outrageous tolls from foreign merchants.

The Granvert is the prime river for trade from Triskellian, allowing access to the towns of three different houses. As such, it is also a target of regular river piracy.

Harmonieux (V13)

Built on a contested part of the Lyore Region between the Doloreaux and the Avoirdupois demesnes, the Abbey of Harmonieux stands in a precarious balance between the devout Penitents of the S'allumer and the pagan worshippers of the Old Faith of Lutarism. Many Vidames (the holy protectors of the Priestesses of Lutara) have received training at the Abbey of Harmonieux, both in the arts of war and in the Capitular Orders. Also, the Sextons of the abbey maintain an unusually large garden, which some assert is one of the sacred groves so revered by the Lutarists. The worshippers at Harmonieux practice a faith that borrows liberally from both ways, and they call themselves Cenobites as a way to express the community they feel between the Old Faith and the modern Penitence. The mixed doctrine of this group supposes an underlying similarity between the animism of Lutarism (as described in Doloreaux) and the all-pervasive light of S'allumer. Both the light and the spirit are one, directing the true and natural path to enlightenment. The secret of all creation is contained in the simple and the natural, and contemplation of the natural order is communion with the light. The more conservative members of both religions have been known to grouse about the unorthodox practices that go on at Harmonieux. The training of Priests that go to Harmonieux goes beyond that normally allowed in the female-dominated religion of Lutarism, and as such has attracted a few of the Male Doloreaux practitioners to the light of S'allumer.

Harrowgate (L13)

In all ways, Castle Harrowgate is a physical manifestation of the Bisclavret expression of power. Its walls are constructed of modern style, sloped stone to stop cannonballs, in the "star" formation for overlapping fields of fire. Its interior has modern conveniences such as plumbing, a furnace for smelting steel, and a mill. Expensive art, such as frescoes and tapestries, can be found in the royal halls. And Harrowgate goes too far to be "modern" – its hallways are complicated and improvised add-ons, its decorations baroque and extreme. The castle arose from a meeting hall and watchtower situated at the crest of the hill Harrowgate sits upon. The massive walls of the quarry are built of stone quarried from the banks of Lake Coire. Only nobles on official business are permitted within the Castle itself; for others, the noble quarters hold the greatest interest.

As with many fortress towns, Harrowgate is a sprawl of wooden-and-plaster buildings along meandering streets. Most people in attendance are patrons of the arts or the artists themselves, and various statues and theaters are in abundance. Taxation and rent upon Harrowgate property is exorbitant. The town is situated around the castle hill and is surrounded by a flat expanse of grassy fields, which are themselves surrounded by the heavily-patrolled forest. To the northwest side of the town lies Lake Coire.

The walls and battlements are manned by members of the Harrow Guard, an elite company of mercenaries composed mostly of Screeberagh and Phelan stock, overseen by Blaireu captains. The Guard enjoys the best in arms and training that the Duke can provide. Footmen carry half-stone swords and rifles, and wear chain. Officers are armed with a brace of pistols. The Harrow Guard doubles as a town watch throughout the city.

Harrowgate is home to many taverns. Those of means will stay at the Duke's Favorite, famous for its façade of varnished wood. Most folks will prefer to room at the Greensward Inn, the Leather Cup, or the Steel Spoke. The poor or the indigent have no place in Harrowgate, and will have to make do in Cutach (below). Those of the cloth may enjoy hospitality at one of the eight churches built upon shrines of various key figures of S'Allumer.

1. Chateau du Bisclavret

Rising near the original fortifications of Harrowgate is a palace with walls almost a chain tall (22 meters), built in a style so modern it borders on the self-conscious. Following a long tradition, each Duke has added some room, tower, spire, or other architecture to the castle, each more ornate than the last. The local folk are often impressed by its grandeur; more worldly folk from Triskellian or abroad often balk at its monstrosity.

A tapestry eight paces square hangs in the Bisclavret throne room, depicting the famous meet when Riddock Déanamh-Gaisce of the Tuath na Bianfáel declared himself to be king, attended by his sympathizer lords and ladies. The authenticity of the picture is very much in doubt – the clothes and the furniture in the image are a hundred years out of date.

Many statues can be found of historical figures, all treated with equal importance, regardless of how large or small (or fictional) their accomplishments were. The center square has the Font de Farranet, a four-pace tall fountain in the courtyard, and those who have seen it say that mere words do not do it justice.

2. The Old Castle - The Indicateur Lyceum

After construction of the Chateau de Bisclavret, the original keep was used as barracks and storage. When the Indicateur were founded, they were stationed in the old building, which would henceforth be known as the Lyceum d'Indicateur. The ancient, drafty fortress serves as an academy, barracks, Hall of Records, and home to the senior members of the Indicateur. Prospective agents travel here (with their letters of recommendation in hand) for their long apprenticeship and training. Once they are suitably finished, the agents are dispatched far away (where no one would recognize them) or put to work sorting and reviewing the reports from all over Calabria.

In addition to reports, the Indicateur also serve as exchequers, counting the tax money and meting out the pay for the mercenaries. Several of the castle's rooms are devoted to counting-houses and bureaucracy. There are rumors of secret dungeons with political prisoners, of arcane devices that focus magical energies to spy on far-away places, of dark temples to long-forgotten gods, and of the usual nonsense that surrounds places of great secrecy.

3. Arena

A popular place for spectacle and sport, the Arena is the official grounds where people suffer "trial by combat" – where an accused person fights a Judicial Champion appointed by the court. If the person on trial wins the combat, they are free; more often than not, a slow, painful death awaits them, to the hoots and hollers of a cheering mob.

4. The Merchant Quarter
5. The Merchant Plaza

The first thing a traveler sees upon entry though the forbidding city gates is the bustling merchants' quarter. While small in comparison to Triskellian's or Bruges', the Merchant Quarter of Harrowgate is still impressive, with many exotic goods for sale.

The Merchant Quarter's land is open for purchase by commoners, but space is limited and the prices are extremely high. However, the Bisclavret gentry actively discourage the Triskellian Guilds from purchasing land, often arresting Guild Members (and suspected Guild Members) as a show of their noble power. The few merchants that own land here walk a thin line between enormous profits and severe punishment. The Merchant Quarter is one of the few places in Calabria to find rich merchants who oppose Guild rule.

The most famous part of this quarter is Thiestoiré Street, known for its slaughterhouses and for its auction blocks of both livestock and slaves. Animals and people from across the seas, captured Phelan, indentured criminals, and captured prisoners-of-war are all sold off at least once a month, in all kinds of weather. Criminals from all around Calabria might find their way in chains to Harrowgate, where the slave-masters ask fewer questions than those of Triskellian and where prices are often much higher.

The Merchant Quarter has no inns – only boarding houses and taverns. The rich make a point of either owning a residence here or in staying with well-to-do friends and relatives.

6. Via Salutis

This is the famous "Safe Road" that leads to Triskellian, several leagues away.

7. Cutach ("The Stumps")

The name given to the poorest section of Harrowgate, Cutach is the poverty-stricken lands north of the city and south of Lake Coire. A few generations ago, Phelan refugees (such as escaped slaves, losers of tribal wars, disgraced families, etc.) asked the Duke for protection. In a rare show of mercy, the Duke granted them this small plot of land.

Cutach has yet to be cleared properly. Tree stumps dot the area, giving Cutach the nickname of "The Stumps". Phelan-style huts, with round walls and thatched roofs, mix with random bits of stone-work and modern engineering. Sanitation is poor, and public works are lacking. Some locals are dejected and without hope; others show a strong pride despite their squalor. There is only one tavern to be found, "The Bard's Tears", and a blacksmith working with an old-fashioned anvil. The citizens of Cutach often become unskilled laborers, servants, or mercenaries. Cutach is the most likely place to find Atavists or even a practicing Druid (who will naturally be in disguise as a priest or beggar, to avoid prosecution for heresy).

While the Bisclavret continue their aggressive campaign of modernism, much of their former culture has been destroyed. One of the few places to find people who still remember the ancient songs and history of the Bianfáel are within the shadows of the Cutach. More than one scholar of Triskellian's Dunwasser College has gone

to Cutach seeking lost knowledge … and run afoul of some dread mishap at the hands of desperate miscreants.

Travelers are advised to avoid Cutach. The only traffic that travels through the area is from infrequent river-boat service.

8. Lake Coire

A largely placid lake, the Coire is notoriously foggy at night, and often dangerous to navigate for small boats, as at all times of year large logs are floated down-river to Port Spar.

9. River Nith

The major route of commerce in Bisclavret demesne, this river is busy all year round, with logs being floated down to Triskellian for sale, and boats bringing imported goods to the north.

10. Harrowgate Shipyards

A place of constant activity, the Shipyards have people working at all hours to meet demand. With the constant demand, rates for ship-building have soared, and many Bisclavret nobles have begun construction of their private vessels elsewhere.

11. Sawmills

The only place in Harrowgate busier than the Shipyards, the Sawmills are full of laborers and slaves pulling logs from the lake, sawing them up, splitting the wood, and planing the planks. Few jobs are more physically demanding, or as dangerous – many folks are maimed or killed each year. The Sawmills are also a likely place to find strong, stubborn people who aren't afraid of pain or risk, and thus is a popular place for work for mercenaries who don't want to travel.

12. Drawbridge

Almost always lowered, the Drawbridge of Harrowgate can only be raised by permission of the captain of the watch. The standard toll is 3 denarii per pace of length of the ship's beam.

13. Barracks

The Harrow Guard call this place their home. Also found here are three sloops (small boats) used by the Guard on surprise raids or to chase scofflaws out on the lake.

14. Armory

This may be the largest repository of guns and powder in all of Calabria. Rumor has it that the place is guarded by a Master Water Elementalist, or even by a Water Elemental itself.

15. Cathédrale du Saint Tàisealan

The largest church in Bisclavret demesne, the cathedral began its construction over a hundred years ago during the reign of Duke Tàisealan. Because of his indulgence to the Church of S'Allumer and because of his many reforms, the Duke was canonized after his death, an act of questionable morality that bothers many people to this day. Still, the Cathedral is a place of refuge for those seeking charity, and it is a popular destination of pilgrimage among the Hyperduliants, a branch of the S'Allumer church.

16. River Watchtower

Possibly the oldest structure in all of Harrowgate, a giant, corroded bell remains here in the tower, its swing rusted still and its clapper long gone. According to experts from Dunwasser, this bell is Harrowgate's original magh, the bell used to mark the borders of the town according to Phelan custom. Modern Bisclavret deny this, but offer no counter explanation.

17. Lake Watchtowers

Originally, these towers were supposed to be twice as tall, but the Bisclavret lacked the engineering skill (or perhaps they just had too much hubris).

18. Merced Dale

Also known as the "New Market Square", Merced Dale is located outside of Harrowgate's walls, and thus is home to the less-expensive vendors who cannot afford the more expensive licenses. Merced Dale is also Harrowgate's largest slave market – the Bisclavret use the idiom "to stand in the Merced Dale" as an expression to mean to be sold into slavery or (sometimes) to work for an unkind boss who might as well be a slave-driver.

19. The Fèrobian Bibliotheca

Named after Lord Fèrobius (who may or may not have existed, depending on who you ask), the Bibliotheca is the largest library in Harrowgate. The story goes that Fèrobius founded the library as a place to train folks in the modern sciences of engineering, technology, and wizardry. Bisclavret nobles (and the aristocrats of the Minor Houses) send their princes and princesses here to be "suitably finished" and schooled in the higher pursuits. The Fèrobians like to cultivate a rivalry with the members of Triskellian's Dunwasser College, but the Dunwassers are usually too level-headed for that sort of conflict and remain wryly bemused. Rumors abound that, somewhere in the dark hallways and deep catacombs, the Bibliotheca holds some of the oldest and most powerful relics of the Phelan race, things even the modernist Bisclavret are too frightened to destroy.

20. Priory

Various monasteries and churches are found on these streets. The Priory is one of the few places in Harrowgate to find Druids, masquerading as a modern worshipper of S'Allumer, but one would have to be pretty savvy to find them. More than one desperate person has gone to the Priory seeking charity.

21. Road to Thanon

The last place of relative safety is the Inn of the Lighted Candle, and a few other accommodations around it. After that are leagues of wilderness, rife with beasts, bandits, and all sorts of danger.

22. Foundry

Making guns is not easy. To achieve gun-quality steel, furnaces must reach incredible temperatures, and thus must be constructed specifically for the purpose. The Harrowgate foundry runs only a few days a month, but then it runs all day long, with two crews working to make as many cannons, guns, and proved plate as possible. Regulars of Harrowgate sometimes refer to "foundry rain," the hot ash that falls from the sky during those times. Because of such pollution, the foundry does not run on Dimarche (the day of worship), religious holidays, or during parades.

23. North Gate
24. South Gate

Possibly the only gate-men more surly than the ones of Triskellian are the ones of Harrowgate. If someone gets into the city and makes trouble, the gate-men are the first to be called up for discipline by their superiors, and in the Bisclavret climate (where folks are always eager to prove themselves and to move ahead by disgracing others), the guards would be more likely to err on the side of caution and not let any obviously dangerous or indigent folks into their capital city. Of course, many guards would be willing to take a chance at trouble if a bribe was sufficiently large….

25. The Triangle

A tangle of streets, the Triangle is home to the many boarding-houses, taverns, and hostels that cater to the many folks who pass through Harrowgate. Ownership and names change regularly, and it takes a Streetwise individual to separate the fair establishments from the rip-offs from the downright dangerous. Enduring names include The Weight and Balance, The Broken Rock, The Shuttered Windows, and Hallam's Boarding House.

26. The Vulgar Grisette

The largest inn of Harrowgate, with rooms catering from the middle-class all the way to those whose status is just a bit too low to demand hospitality from the Duke himself, the Vulgar Grisette is famous for the fancy gray gowns and tunics worn by the serving-women and -men. The current Metropolitan of Harrowgate, Her Most Reverend Caithe-Beatha, has recently decried this tavern as a place of iniquity, which has only added to its reputation.

Honnête (V14)

Normally, this modest encampment of monks devoted to worship of S'allumer would not be worth much notice, save that it serves as one of the signal towers designed at Moulin-à-vent. As such, the clergy here receive donations from the Crinière in the form of food and clothing, in return for maintaining the outpost. The skill of the signalers of Honnête has earned them the title of Chandlers (Artisans with the Craft of Candle-Making). They are called by the Church to perform services and ceremonies of import. Wandering Chandlers are becoming a more common site as their modest order gains popularity.

Lochlan Mountains (L16 to Q21)

A small range of rocky peaks rises suddenly out of the coast just south of the Muire Forest. While none of these mountains are tall enough to challenge the grim majesty of the Rothos, a few peaks are lofty enough to touch the clouds, their snow-peaks visible throughout the year. Unlike the Rothos, the Lochlans are poor in precious metals and gems, but they do hide metals like iron, lead, and copper. The Bisclavret maintain a number of mining operations through extensive use of slave labor. The mining is hard and yields nothing close to what may be had in the Rothos.

Besides the mining settlements, the Lochlans are almost entirely unsettled. Rumors persist of a hidden tribe of Phelan in the more inaccessible areas. There are also tales of great treasures to be had by those daring enough to brave the treacherous mountain passes, and of ruins of a citadel of a forgotten Autarch.

At the coast, the Lochlan Mountains suddenly plunge into the Quistonsee Ocean, forming a forbidding landscape of sea-cliffs. At the base huddle a few tiny fishing villages, with no inns or proper churches.

Of more interest to adventurers, however, is the crumbling keep built a stone's throw from shore, far from any settlement. This forgotten fortress was once the lair of a petty pirate king, Gustafus the Green. The wily rat, named for his bright green eyes, eluded Rinaldi and Bisclavret patrols for years before meeting his doom near the mouth of the River Skirfane. There are tales that he buried a great treasure somewhere along this rocky coast before he died. There are also rumors that his angry ghost haunts the keep; fishermen report seeing a strange green light in the tower windows.

Lutara Grove, the Harvest Haunt (R14)

For the Doloreaux, the holiest of all places on Calabria is undoubtedly the Lutara Grove, known to peasants as the "Harvest Haunt." It is here that the goddess Lutara is sometimes said live in physical form. The grove lies a day's journey to the south-west of Bruges, and covers a considerable area (ten square miles) that could otherwise be used for farmland.

The Grove is made up of old growth fruit trees—cherries, apples, plums, and other temperate fruits, as if a massive orchard which has been allowed to grow and spread for centuries, one from which fruit is never collected. In spring time the sweet scent of blossoms can be smelled as far away as Bruges, and the bright colors can be seen from Rothos peaks.

No one is allowed deep into the Grove expect noblewomen, priests, priestesses, and their specially invited guests. A regular patrol of vidames ensures that everyone else stays out – only the sacred may trespass within the Grove. These guardians of the Grove are not so foolish as to fight to the death, though – if they find themselves overwhelmed by a large force, they will send word out to the nearest garrison for help. Rituals of purification can be done later.

Lutara Grove lies at the heart of the mystery that is the Doloreaux faith. Outsiders have made many a lurid guess about the rituals that occur hidden by the eaves and blossoms of the forest.

Foolhardy adventurers or lucky worthies who press their way through the forest will be struck by how unusually light and airy the woods are, and how unusually quiet. The faithful will feel reassured as they penetrate deeper… others may find the sickly smell overpowering, and find themselves discomfited by the sheer lushness of the place. They can almost see things growing…moving...shifting…creeping…

At the very heart of the Grove is a clearing, the holiest place of all to the Doloreaux. In this clearing, there is an ancient stone well near an elaborately-carved shrine that houses a stone throne. On the proper nights, during the proper festivals, the Sacred Mothers perform their secret rites of dance and chanting, to divine the purpose of the Great Mother.

Lyore Ford (V13)

Located about twelve leagues east of Bruges, this is the only spot where the Lyore may be crossed readily. (It's hard to build a proper bridge when two Great Houses contest ownership of the whole river.) At this point, the river is no more than sixty paces wide, and less than two paces deep for much of that width. It suddenly drops off to about seven fathoms (13 paces, or more than four stories) in depth for in the middle section, so most ships may still pass.

There are two methods of crossing the river. You can swim (which is not too hard, since the current is very slight here), or shout for the ferryman to send across the ferry, a floating wooden platform large enough to hold 320 stone, or eight people and their mounts, at one time. This takes time if the ferry is on the opposite bank. The ferryman and his assistant must row across in a small boat, towing a rope. The rope is attached to the ferry, which is pulled across. Usually, it is kept on the Doloreaux side of the river. After the ferry is loaded, he will row back across, towing it behind him. This can take some time if the ferry is heavily loaded, and the service costs at least two denarii, perhaps more if the ferryman feels the load is suspect or is corrupt.

Swimming across is free, and on a good day requires a test of 2d8. On each Failure, suffer one Fatigue and try again until you either Succeed, give up, or pass out and begin drowning.

The ferryman and his assistant are low-ranking Doloreaux nobles, appointed to this post either because they are young and are trying to prove themselves or because they roused the displeasure of some superior somewhere else and are being punished for it. The ferryman will not be found outside after dark — he will pack up the oars and head back home, to a nearby garrison. He will not ferry obviously hostile parties. Avoirdupois may cross unless the two houses are in a state of war, but will be closely watched in any case.

Located near the bank of the river is an Inn, simply named The Lyore. Close by are some small stone houses, a stable, and a blacksmith. There is also a stone watchtower which houses five Doloreaux soldiers, a light cannon, and (at night) the ferryman and assistant.

The Lyore Region (Q10 to X14)

Eastwards from Bruges, the Lyore River stretches, a narrow blue ribbon caught between the plains of the Avoirdupois and the Rothos Mountains. In between the river and the mountain is a thin strip of land ruled by the Doloreaux. This territory is often wracked by open warfare, with frequent raids from the Avoirdupois or the Chevernaise. The locals have grown accustomed to hearing the call of arms and are used to defending themselves.

There are very few real settlements of any size in this strip of land. Mostly, it is taken up by small farms and the occasional small keep. There is very little traffic along this stretch of land, as just about everything can be more easily transported on the Lyore. Merchant caravans will occasionally travel this path on their way to Auriville and the Chevernaise Pass, and mercenary companies generally find it cheaper to march there than hire a ship.

Mortemere (R6)

The northernmost settlement of any size in Calabria, Mortemere is situated well outside the Doloreaux holdings proper, on a narrow strip of land between the northern peaks of the Rothos and the sea. Originally a stone keep with a wooden palisade around it, it was built as a potential site for a sea port. However, the rocky shoals around it and the unpredictable currents make it impossible to land a vessel with a longer beam than thirty paces, and Epinian has proven to be a better port for maritime trade. In the years following its construction, a small town formed around the keep, but the treacherous waters of the northern seas have limited maritime activities to fishing and whaling during the summer months, upon which Mortemere depends for survival. While some crops are grown, the climate is just too cold and the land alternately too rocky and too boggy for the inhabitants to grow enough to survive on. In the winter months, ice forms inside most harbors; the fishermen must carry their boats over long stretches of ice.

Until about a hundred years ago, the town was ruled by a minor house of shrews, the Avinge. Since that time it has been ruled in their name by a series of Doloreaux noblemen. The Doloreaux co-opted the settlement from the Avinge in an attempt to secure some kind of sea-port. The current "governor" is Sir Simon Cattermeaux. He was sent here some fifteen years ago as a kind of punishment for courting a married woman. At first he hated the place, but in the intervening years he has come to love the uncomplicated lifestyle of his Avinge and Doloreaux subjects.

Mortemere is a barren, cold place with an odd kind of desolate beauty. The village is surrounded by mountains to the south, boggy moors to the east and west, and a rocky shore to the north. In spite of the bleak surroundings, the Doloreaux love for gardens is as strong as ever here. In the brief summer months almost every home in the village takes pride in displaying their small flower gardens.

Very few merchants or outsiders come to the town, and the most common visitors are independent miners looking for a place to spend their wages, or the desperate looking for employment. The town has only one inn, The Rusted Anchor, a clean and austere place run by a retired whaler and his wife.

Moulin-à-vent (X13)

Inventors of the signal towers — windmill-like buildings that use armatures and lights to signal to other places. They were granted license to build on the border lands, and were provided with whatever materials were necessary by the owner of the land. In recompense, a garrison of troops is stationed at the signal tower at all times. This allows any signal of impeding invasion to also bring to bear two or even three garrisons immediately. The only tower without a garrison is Honnête, and generally a troop of Ardentine Factionnaires is present to fill this role. This fast response time generally keeps the Doloreaux and other potential invaders as little more than a nuisance. Troops are rotated out irregularly so that enemies never know when a tower might be in disarray due to reorganization. These make up the majority of the standing army of the Avoirdupois.

Mount Eisengrim and Feurebouche (U12)

This mine is the largest and deepest in all of Calabria. Silver is the largest export, but gold and other precious gems are also dug here. Physically, the mine is located almost a league up the side of the fearsome Mount Eisengrim, which rises about six leagues north of the Lyore between Bruges and Auriville. This silver mine is more elaborate than most, and it boasts a rail system that carries ore from deep within the mountain to the pit head. It also has a system of winch-powered elevators, usually crewed by two slaves. The Feurebouche mine is one of the oldest still in operation, founded some two hundred years ago, and it now penetrates a quarter-league underground and two-thirds of a league horizontally into the side of the mountain. Inside the dark can be found prisoners-of-war, condemned criminals, and captured slaves who may toil the rest of their lives without seeing the sun.

One-third of a league down the side of Mount Eisengrim is the town of Feurebouche, which has a sizable migrant population. Feurebouche boasts a number of taverns and inns, and is a common destination for ore caravans from smaller mines. Honest adventurers looking for work can find it escorting ore caravans southward to Bruges. Dishonest ones can try to raid the caravans and steal the booty — a man can steal a fortune just by filling his pockets.

All the amenities and vices of a large city can be found in Feurebouche — but at a much greater cost. There are fewer vendors, and the local mineral wealth has increased prices. Anything more than the necessities of life can cost three times the usual rates, and luxuries can run as much as twenty times that.

Mount Gremarte and Broken Tusk Ridge (Q13)

This iron mine is located about two leagues north of the Walls of Calabria, on the slope of Mount Gremarte. In many ways it can be considered typical of the dozens of mines in the Rothos.

The mine entrance is located on a flat outcropping about "eight chains" (about 175 paces) up the side of the mountain, very near the peak. A wooden wall has been built to protect the mine entrance from snow and wind

during the winter when the peak is generally inaccessible. In summer months, a canvas roof is placed on this wall to give miners some protection from the elements while sorting ore for transport down to the camp.

Some seventeen stories below is the permanent mining camp. The camp is a collection of log bunkhouses in a forest clearing, where the sixty or so miners live during the late spring, summer, and early fall when then mine is operation. There are no more than two dozen permanent residents — a young Doloreaux family that maintains the camp all year round, and a dozen bachelor miners who have no other home to go to. Depending on how things are going, there may be a slave-encampment or two.

Muire Forest (E14 to K18)

Called the *Frith Maoir* by the natives, this forest covers the landscape, from a few isolated trees, to growth so thick that the leaves block out the sky above. Hills and furrows are common, and the notorious bogs of Phelan lands are present in the dim shadows — it is not wise for the unguided to wander around the Muire at night, especially in darkness.

Divided by the River Nith, this mighty forest is the core of Bisclavret wealth. Long ago, the Muire Forest extended unbroken along the shores of the River Granvert. Growing settlements and increasing demand for timber have changed that, and large expanses of the forest have been cut clear, or are interrupted by clearings and farmland, or are rife with roads and trails. The Muire is the Bisclavret heartland, and its inhabitants are very loyal to their House. Paradoxically, the Muire is also where the most bitter feuds between local lords take place, with fierce disputes over who is allowed to cut trees where.

Muire land that is not owned by Bisclavret title is owned by the Blaireu … but since the Blaireu must pay tribute to their Bisclavret lords, it is safe to say that Bisclavret own the whole woods. The darker parts of the forest are home to a tribe of Screeberagh, whose presence is technically illegal but who are cunning, stealthy, and thus difficult to remove. Many of these Screeberagh have learned the common language of Calabrese and gain employ as scouts, bodyguards, or mercenaries.

Logging within the woods is quite dangerous. First, there is the risk of injury from falling trees. Second, there are the other lords who dispute their neighbors' claims to timber, who encourage their sheriffs to arrest or to attack trespassers found within their declared borders. Third, there are roaming herds of bethrachranna, clawed toothy beasts who hunt in packs, though their attacks are rarer each year as their numbers are thinned by organized hunting.

Naturally, Indicateur agents, both obvious and in secret, are common in the Muire Forest, to count the trees and to make sure proper taxes are being paid. The agents are small in number but are rumored to be more numerous (as is the result of good police training).

In many places, the Muire has been clear-cut to make room for farmland. Despite the markers clearly declaring which prince owns which part of the forest, poaching is rampant, both from scofflaws among the Phelan and from outlanders who use the River Nith to ferry their loot to the coast.

River Nith (L9 to L17)

The Via Salutis is the most important east-west route through the Bisclavret lands, and the River Nith is the most important path from north to south. The Nith drains into the Quistonsee Ocean from Lake Coire, far off in the mountains. Its banks run to within a bow-shot of Harrowgate, and it winds generally southward through the gentle forested hills of the Muire.

The Nith is a broad and pleasant river for most of its length, quite navigable for river-boats but far too shallow for ocean-going ships. (Larger vessels dock at Port Spar, where they transfer their cargo into flat-bottomed barges.) These long and narrow vessels are hauled northward by harnessed drays walking on the banks. Empty barges are borne southward by the current. Once every few days, a passenger barge makes its way to Harrowgate.

Passage along the Nith from Port Spar to Harrowgate may be bought for 12 denarii, or from Harrowgate to Port Spar. The journey in either direction takes about two weeks. There are also dirt roads, maintained in only the most bare-bones manner, where one would stop at the inns known as Crossed Cabers and the House on the High Hill (which is on a former execution site, and is rumored to be haunted by those hanged many years ago).

Olm (O10)

Olm is a typical Phelan settlement, lying about three leagues northwest of Cathair Gorias. A few scant acres of crops planted between tree stumps surrounds the village, which consists of a dozen stone huts with thatched roofs, a wooden stable, and a stone forge. Amenities are few here, and outsiders are looked upon with justified suspicion, especially if they arrive after dark. Most tired visitors can hope for a spot of dry hay in the stable, unless they can bribe or cajole the locals into letting them sleep in a hut. The noisome and smoky interiors of these structures might convince them that the stable is a good idea after all. If the residents are befriended, they will make loyal, though resource poor, allies.

Palingénésie Monastery (Q14)

The only place to find a meal and bed beneath the Walls of Calabria is the Palingénésie Monastery, about half-a-league west of where the Lyore flows into the Granvert. The monastery is home to a dozen Doloreaux converts to S'allumer, though the monastery building itself is believed to predate the founding of that religion.

Physically, the monastery is a gray stone box with a chimney and door, surrounded on three sides by a 6 foot wall of loose stone. The walls run right up to the cliffs. The walls protect an herb garden, a livestock pen, and the monastery building itself. The resident monks will provide travelers with simple food, a bed, and basic medical attention.

Of more interest to adventurers is the "ladder" of stout metal pegs hammered into the cliff-face that the monks maintain. The monks will allow travelers to climb this ladder in exchange for a small offering to S'allumer; while coins are accepted, tools and food are appreciated more. About every 18 stories, there is also a three-pace long and two-pace wide wooden resting platform of thick planks. These are big enough for two or three average sized people to sit with their legs hanging out over an awful void, or for one courageous soul to sleep on.

At the top of the ladder there is a sign pointing to Baron Debuss' castle.

Paludestris Swamps (U14 to AA21)

The southwest coast of Avoirdupois lands is a morose swamp known as the Paludestris. Issuing forth from its murky depths are odors and legends more foul than any childhood nightmare. Many who enter it never return. While some would say that monsters or ghosts inhabit the place, skeptics will note that the Paludestris is a popular retreat for bandits and thieves away from the forces of law. Recent rumors abound that the Family of Jakoba, a noble house of Grey Foxes that has fallen into disgrace, inhabit the darker places of the swamp, where they practice the black arts.

Port L'Olonoise (J19) and Salthaven (J20)

Of more interest to adventurers than the quiet fishing village of Salthaven is Port L'Olonoise. This town, situated on particularly inhospitable stretch of shore and extending on rickety piers over the buffeting waves, acts as a home away from home for the most hardened and vile of characters. Pirates who are too notorious to dispose of their booty in any Calabrese port come to Port L'Olonoise to spend their ill-gotten gains.

The Port is especially infamous for The Saltbelly, a tavern, bawdy-house, pawn-broker, and slave market. This reprehensible hive actually lies underneath the water. The location of the entrance is a secret that can be bought for a few denarii from any knowledgeable Port ruffian. The entrance is two sets of counter-levered wooden doors set in a rocky bank under one of the docks. It is generally guarded by a pair of burly rats, who ask a password from those who would enter (and who make it clear that gold is the best password of all). A few coins will generally suffice, as will a show of force. However, the guards will be sure to remember the face of any abusive adventurers, and pass on that description to others.

The Saltbelly was built in a series of abandoned stone-flagged catacombs that run for about 50 paces under the waves. The dripping walls are covered in slippery green moss, and many chambers are partially flooded with stagnant water. Still, it is an ideal place to rid oneself of awkward goods and people, and possibly make a small profit. Some sections flood at high-tide, but the common areas are kept dry by a series of clever bulwarks and by pumps manned by hapless slaves. There is also a tavern and common room (ideal for odd gossip)and rooms for rent down here, hardly good for convalescence but excellent for hiding. The de-facto owner of Saltbelly is Old Neant, is a towering black Bear with only one ear. Some whisper that he is really none other than One-Eared Jovario, former first mate to the legendary pirate, Gustafus the Green. If Neant is asked, he will simply laugh and refuse to say anything more.

Port Spar (L17)

Port Spar is a narrow strip of a settlement that follows the east bank of the River Nith northward, within bow-shot of the rocky foothills of the Lochlan Mountains. The port exists because of the sea – no true roads exist leading to other places on land, just overgrown paths unpreserved by any workers. The port's buildings are mostly constructed of wood and plaster, save a few stone towers with cannon for defense and with light-house lamps that are lit at night. Dozens of docks protrude from the shore, next to sizable warehouses. One local saying has it that more of Port Spar is built on water than land.

Port Spar is a place of constant hustle and bustle. Well-armed mercenaries patrol the docks, looking for drunkards to press into service as soldiers and for bribes for not noticing the frequent violations of Bisclavret law that they observe. Brawling privateer crews roam the streets, spending the spoils of their most recent captures. Noisome bawds summon unsuspecting souls into dank alleys. Maddened priests of S'Allumer shout their gospels at every corner, beseeching the wicked to give up their ways. Every street has a tavern with rum for sale that is notorious for making men go blind. Port Spar is also home to Gymari, a merchant of some repute, who is said to be a dangerous man to cross, and to be a member of the rumored "Invisible Guild."

Despite its black reputation, Port Spar is very much under the authority of the Bisclavret. Lady Adelia Ratatiner, a canny widow in early middle-age, knows much of what transpires in the town, the news carried to her imposing stone manor home by an unofficial network of spies. Lady Ratatiner allows a great deal of illegal trade to exist, in the knowledge that commerce of any kind enriches her House in the long run. However, she does not allow visiting nobles or other worthies to be harmed, and does not take kindly to new underworld powers starting power struggles. Visiting nobles of every house and nation will be offered the protection of the town guard. Indiscreet outsiders hoping to make a mark in the criminal empire she suffers to exist will also receive a visit from these guards. She is a firm believer in the existence of the "Invisible Guild" and is currently working with the Indicateur to uncover them.

Prices and quality of goods and services in Port Spar vary wildly. Recommended taverns include The Sawyer's Place and The Hunter's Moon; less savory company can be found at the Inn of the Rusted Anchor or the Current-on-the-Beam, among numerous other places. Those desperate for aid might find help at the Sallant Monastery, the largest body of S'Allumer worshippers to be found.

Journeying down the River Nith to Port Spar, and then to Triskellian, is generally considered the safest and most pleasant way of traveling from Harrowgate to the Rinaldi capitol. It is also the fastest way of sending large cargoes, a fact not lost on the Bisclavret generals. They could raise an army in Harrowgate, send it down the Nith, and have it under full sail to Triskellian before anyone was the wiser…

Porteur-du-Soleil (Y17)

The Heliodromency has declined far from its former status as religion of the Avoirdupois. The last surviving consecrated gathering place of this ancient and heavily suppressed religion exists on the borderlands of the Avoirdupois, where it is subject to attack both from without and within. The religion of Anu is still in existence, and many of the peasantry still place the aspects of Anu in their homes. The Church of S'allumer is content not to eliminate this last vestige of the old faith, as they have learned, with the Éteignoirs, the danger of driving a rival completely underground . As it is said, keep your friends close but your enemies closer. Still, this stronghold suffers from the lack of support from any nobility or from the forces of the Church of S'allumer. Their devotees protect the consecrated ground of Porteur-du-Soleil with the Elementalist magic of their ancestors, and with the cannons and arms of the Doloreaux, bought from corrupt Doloreaux Lords. Whether the old religion and new technology can operate together in battle remains to be seen, but the threat of great losses to attackers is enough to keep them safe for now.

Some enclaves among the peasantry exist, many of which have no dealings with the grounds at Porteur-du-Soleil, and which practice their own forms of the old religion. The only written records of the Heliodromes exist at Porteur-du-Soleil and at Conscient. The grounds proper include a natural bare granite hillock, with many of the fortifications molded out of solid stone. It is not currently known how far the fortress extends into the rock, or into the earth beneath.

The Rothos Mountains Region (Q6 to Z14)

This chain of rocky peaks is claimed in its entirety by the Doloreaux…but in reality their control extends only a few leagues beyond the southern foothills. The Chevernaise have lived in these mountains for hundreds of years and won't be easily dislodged. However, the rich mines of the Rothos are the Doloreaux's major source of income, and they won't be giving it up without a fight, either.

Some of the peaks reach over a league in height. The tallest within the Doloreaux-controlled area is Mount Eisengrim, which has never been climbed or properly surveyed.

Up to about half a league, the mountains are covered with pine forests. Above that altitude, they are too sheer and rocky to support any kind of trees, and above two-thirds of a league, rare indeed. Beyond that, snow lingers year round and very little animal life can be found.

In contrast to the grim sterility of the mountaintops are a number of lush valleys. These valleys shelter a number of small Doloreaux mining towns and farming communities. Life in the valleys is usually good and uneventful. There are few passes in the Rothos, so visiting a neighboring community can involve days of hiking and climbing over the mountains – to say nothing of dodging Chevernaise war-parties. Because travel through the mountains is so difficult and dangerous, there is little trade or travel between Rothos settlements - almost all travel is southwards, towards Bruges. The average villager never leaves his valley.

The biggest concern for the Doloreaux inhabitants of the Rothos is not the potential for attacks by the Chevernaise – the mountain-folk are pretty rugged, and they rarely have much worth stealing to make it worth the risk of battle to the goats. The villagers worry more about a harsh winter that could destroy what meager food-stores they can grow in their inhospitable land. The Chevernaise, meanwhile, go after the richer trade caravans that move through the pass.

Salthaven (J20)

This village hangs precariously off the side of a rocky prominence. About two-dozen ramshackle wooden buildings are home to about three hundred people of almost every race. The people of Salthaven earn living

through fishing and smuggling. The Bisclavret maintain a Indicateur office here, but it serves as little more than a observation post. The town's inhabitants answer to an elected reeve.

There are three small taverns in the village (the Broken Compass, the Bilge-Water, and the eponymous Tavern of Salthaven), and a single inn, The Gull's Rest. The innkeeper is friendly enough, but the rooms are alternately drafty and cold or stifling. The only thing on the menu is chowder, but it's said to be very good chowder. Those searching out spiritual help will find no proper churches, but many mendicant monks of S'Allumer are often in attendance performing acts of charity.

Septagus' Stand (Q14)

If the Lutara Grove is the holiest place of all to the Doloreaux, this is considered the most damned. No logging is done in this dark pine forest atop the Walls of Calabria. Travelers to the mines in the Rothos skirt the forest through the rougher terrain to the east. In olden times Septagus' Stand was considered the home of Septagus, a dark sorcerer of myth and legend. This belief is no longer approved by the Doloreaux as a whole, but it is still whispered among the peasantry in the area.

People do live in the woods, no more than fifty. There are occasional trappers and hermits here, and a small tribe of feral Doloreaux atavists has a village in a clearing near the center of the wood. The village itself is a rude collection of a dozen stone huts and tents centered around a moss-covered stone pillar. Rumors persist that there is a great treasure buried under this pillar — the lode of Septagus himself.

The tribe is a hold-over of a much older age. They share most of the faiths and practices of the Doloreaux at large, but it is suspected that their rituals are still true to the old ways - bloody and cruel. The village elders have sworn loyalty to the local Baron, but pay no tax and are more or less free to do as they please. They will keep a close eye on travelers through the wood, but will probably not do anything to stop them unless they threaten the village or the forest. One of the natives, a young boar named Guntar, occasionally travels into town to sell skins. He can be hired to guide adventurers through the woods.

Shenn Charnane (J15? K16?)

Hidden deep in the Muire Forest is the Shenn Charnane, its location only known to a select few. Descriptions differ — some say it is a small "cairn" or burial mound, others say it is a temple to forgotten gods, dating from the time of the Autarch wizard-kings. Many an adventurer has gone off seeking the Shenn Charnane, braving the quicksand and other possible dangers. A popular pastime among outlanders is to sell bogus maps that supposedly show its location.

River Skirfane and the Skirfane Greens (N17 to Q20)

Springing from an underground source in the highlands west of the Lochlan Mountains, the Skirfane flows south through the forest home of the Minor House of Repense, into the Bay of Auvrich.

The highlands where the Skirfane has it genesis is a place of rain-soaked green hills where peasants of canine stock herd their drays. Small manor homes and towers dot the rolling hills, connected by a series of lonely roads. The Skirfane Greens are a quiet landscape, where adventures tend to be rare. Many young souls, not wishing to spend their lives tending noisy, smelly animals, volunteer for the active life of a mercenary.

Quiet as the land may appear, in some of the more isolated villages there are tales of ghosts and monsters that wander the midnight roads, preying on lone wayfarers. More than one scholar has braved the dark fog of before the sunrise to find the truth behind these tales.

Further south, the River Skirfane transverses a land of broad-leafed forests and rich dark earth, the proper home of the Repense, a Minor House of Bats that was conquered by the Bisclavret in the time of Riddock Déanamh-Gaisce. The river flows quickly by their towers, emptying into the Bay of Auvrich. The Repense are content to spend their time quietly fishing and star-gazing, and they have no particular aspirations towards regaining their former status. The Bisclavret demand little of them, beyond taxes of their crops and fish.

The Bisclavret have constructed a fairly sizable fortress at the mouth of the Skirfane, the Château Riviere, which guards against possible invasion up the Skirfane. A small town has sprung up around its walls, serving as a base of operations for pirates raiding the Triskellian trade routes. Only one tavern, the Mossy Stone, has space to house visitors. Still on construction is the Cupidory of Anathasia, a temple devoted to unorthodox worshippers of S'Allumer.

Thanon (C12)

Situated on a narrow spit of rocky land, Thanon is the western-most settlement in Calabria. It gazes out towards an unknown horizon, lashed by frequent storms and floods. Thanon is often the first view of Calabria seen by the crews of foreign vessels, and it is a grim one.

The stone houses and battlements of Thanon blend in with the rocky terrain, offering little hospitality to visitors. Experienced sailors know better — Thanon has many welcoming taverns and inns, and a seasoned voyager knows that the chilly stone walls hide warm hearths and good company. A good example is the "Lucky Refuge,"

an inn run by the mysterious but friendly Fu Lei, an ex-merchant who has just recently purchased the place but is already quite popular with the locals.

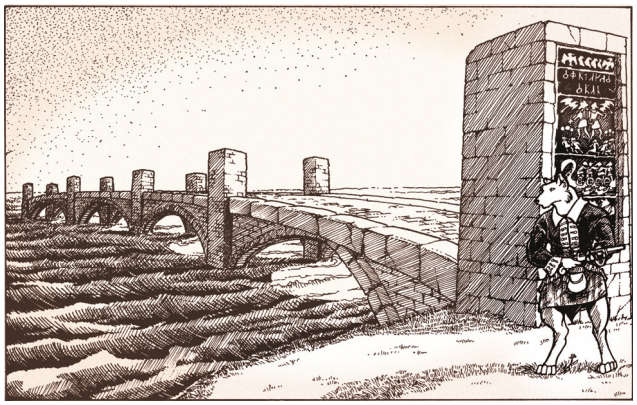
While the port may be inviting for sailors, many who arrive in Thanon will know little joy, as this port is where many slaves are unloaded. Some will be sold as galley-slaves to row boats for the rest of their miserable lives; some will be sent to nearby mines to work in the dark for the rest of their days; others will be taken to Harrowgate or Triskellian in an attempt to fetch better prices.

Thanon is also noted for the monastery of Lumière Du Monde, founded by the Eleutherians, a society who oppose slavery in all its forms. Some of them are Penitents of S'Allumer, others are various philanthropists. Their members print books and bills and preach their doctrine to all who would hear, advocating that all people are endowed with the right to liberty at their creation. The Eleutherians are not popular with the aristocracy or the merchants.

Thanon was once the seat of power of the Esclage, a Minor Noble House of Porcupines that has since been absorbed by the Bisclavret. The nobles maintain their own titles and franchise, but swear loyalty to a Bisclavret governor. The Esclage have been put to work as the government of the port, as magistrates, overseers, exchequers, and quartermasters. These officials are notorious for being honest, but also for being lackluster. In other words, if they are forced to get involved, they will impose lots of hidden fees and obscure regulations to extract money or to arrest trouble-makers. The key to successful business in Thanon is to pay dock fees on time and to avoid involving the law.

Because of the laissez-faire attitude of the officials, Thanon is a popular port with pirates. Many ships arrive with cargo stolen from ships bound for Triskellian, to be sold to the Bisclavret or to other merchants. A particular idiom in Bisclavret territory is "Auvrich's flotsam" – referring to goods pillaged from ships sailing into the Bay of Auvrich, sold and re-packaged in Thanon, then shipped over-land along the road of the Via Salutis.

Of course, the Bisclavret nobles loudly denounce such criminal activity, but the Avoirdupois, Doloreaux, and the Merchant Guilds know better – and as tensions rise and fortunes are stolen, there are many who plot their revenge. Every year, the merchant boats are bigger and stock more cannon.



The Unfinished Bridge

West of Thanon, there is the incomplete construction of a stone bridge that extends some hundred-odd paces over the sea. The Unfinished Bridge pre-dates the founding of Thanon, its blocks inscribed with letters in an unknown language. The Unfinished Bridge does not appear to ever have been completed. It simply ends, with no evident damage or collapse, hanging over the roiling waves.

Whoever built this bridge, and to what purpose, is still unknown. One old Phelan legend claims it was a bridge to a spirit world, which will re-open when the geisa (mystical prohibitions) deem that it is right to re-appear. A popular conceit is that there was once a grand city above the waves, but it was destroyed by the Autarchs in their magical wars of long ago. One story among the Doloreaux makes reference to "Septagus' Span", a magical bridge whereby the evil bogeyman of Lutarism marched his troops into Calabria. Those gifted with second sight have claimed to receive "impressions" from the bridge on certain nights.

Whatever the truth may be, on rare cold, clear nights, a group of hooded figures have been spotted on the bridge, dancing wildly and chanting. No one knows where they come from, or what their ritual entails, and they have yet to be caught or questioned.

Three Corners Fort (T16)

Built by the Rinaldi many years ago, the Three Corners Fort stands out as a monument to the influence and power of the once-proud house. Today, the Fort is maintained by the Constabulary of Triskellian, with the garrison within paid by tolls and contributions from the Guilds. While House Doloreaux has kindly consented in writing to take over the duties of maintaining the fort, the Guilds of Triskellian have refused. The Three Corners Fort is a strategic defense against the aggressive forces of young Doloreaux knights, each eager for spoils in battle, dissuaded only by the fort's war-machines. Daringly, Doloreaux land-holdings run to within a stone's throw of the Fort's walls.

If the political situation were to change, the Doloreaux might consider trying to take Three Corners by force. Such a move would be very costly, but it would put them in an ideal position to take Triskellian. Unfortunately, taking the fort would most likely result in such an extreme loss of life to the Doloreaux's troops as to leave them vulnerable to an assault by either the Bisclavret or the Avoirdupois.

Physically, the fort is enormous. An inner keep is defended by earthen ramparts capped with stone walls. These massive walls are lined with cannons that cover every approach. During times of peace, all people from under all flags are welcome to visit.

Triskellian

1. The Don's Palace

When living within the city, the former Don set up residence in this magnificent but aging structure. Now it is currently under the care of his former advisors and members of the Guild Council. In his absence, the Guild Council has been using the house for its official functions, such as holding court. There is also a small standing garrison of watchmen. Often, the Magistrate Umberto can be found here.

2. New Town

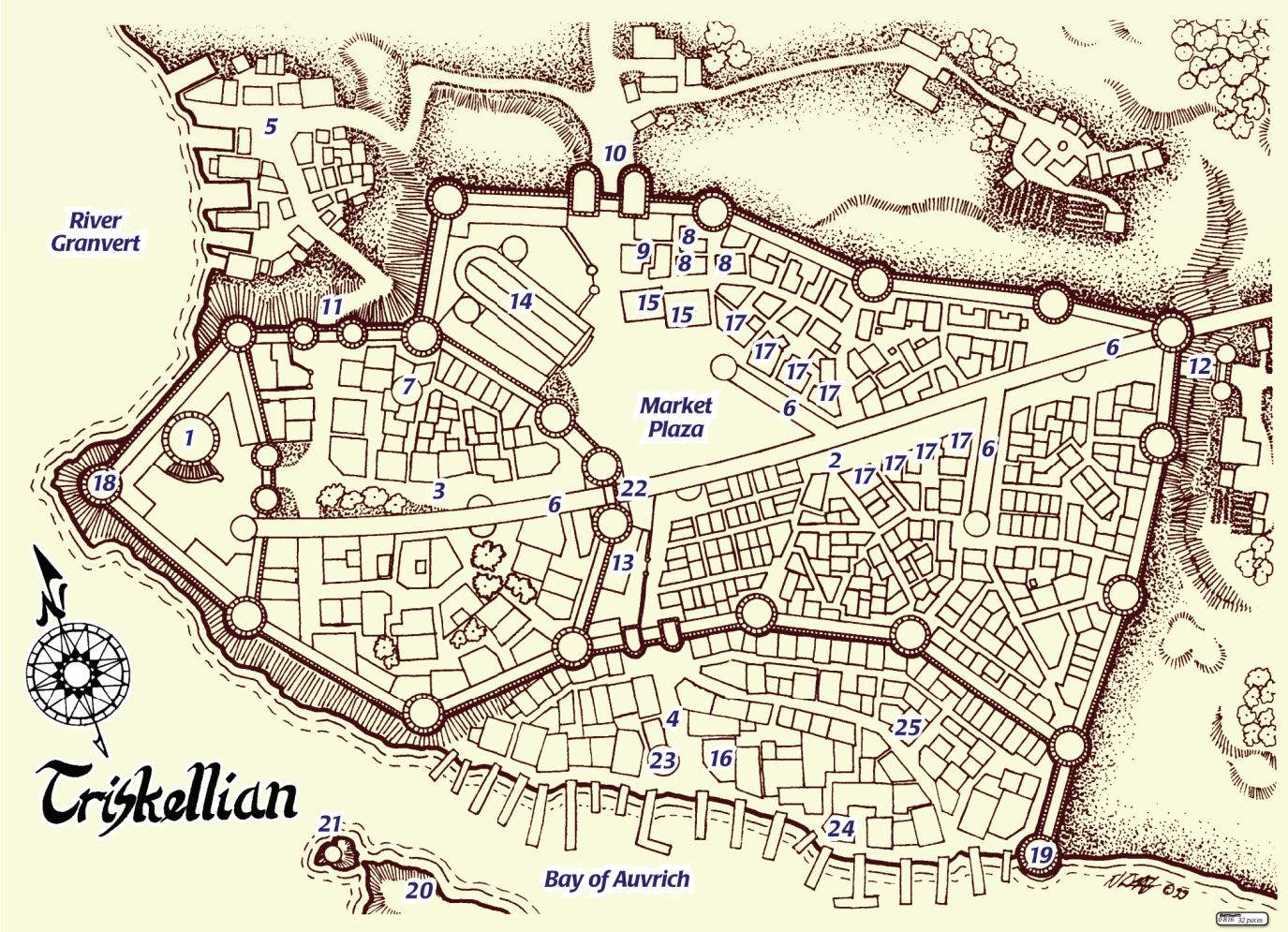
Built within the last few hundred years, the architecture of this street shows the two- and three-story buildings constructed in the modern style. Most noticeable are the windows; the richer dwellings have panes of milky-white glass, while others make do with wax paper. All windows have shutters. Where possible, the bricks have been coated with plaster, though some places show cracks of wear. This is where the shops of "artisans" and skilled laborers can be found.

3. Old Town

Inside the old walls is the crumbling architecture of a thousand years. As the Guilds concentrate more on building new places rather than restoring the old ones, much of this district is in disrepair. Deteriorating arches and dark alleyways are everywhere. Most places are falling ruins, either abandoned or now home to the desperate or the criminal. The few well-to-do who inhabit Old Town have their own "companies" of bravos and strong-arms to defend their "turf"; the businesses they traffic in are the more unsavory ones, such as brothels and gambling houses. The Constabulary generally assumes that anyone found in Old Town after dark is either a scofflaw or a fool.

4. Dock Town

Here can be found all sorts of folks, from unskilled laborers making poor wages as dock-workers, to sailors



from a dozen different lands on a brief shore-leave, to the middlemen who maintain the warehouses and counting houses. The sight of armed Constables is not uncommon, as Triskellian makes much of its revenue from dock fees and shipping taxes, so they want to be sure to make prominent displays of power. At all times of the year, ships of all sizes and styles will be docked here. Dock Town is also a good place to find foreign mercenaries who won't ask questions, who will do all sorts of jobs for pay in anonymous coins, and who won't be around a month from now.

At least three times a year, ships from faraway lands will arrive for an improvised slave auction. Hapless folk in chains and stocks will be paraded without dignity and sold to the highest bidder. Recently, however, some antipathy towards slavery has developed among the folk of Triskellian. The anti-slavery or "Eleutherian" cause was first started by educated commoners as a "rebellion against injustice", but unskilled laborers have also joined their ranks (since slaves who work "for free" are a threat to their meager wages). The Guilds continue to tolerate slavery, but they do not encourage the practice.

5. Shipyards

Triskellian is not just interested in foreign commerce. The rise of local shipping companies has created a need for more ships. The felled trees float down the river, to be caught in a special net that must be strung out to catch them as they arrive, yet must still be closed when river traffic approaches. (The rumors that a special gibbet was constructed to hang the poor sawyer's apprentice who lets one too many log escape into the Bay of Auvrich have never been substantiated.) At present, no noble house owns a ship-building company, although the Bisclavret are easily the strongest customers at this point. Members of the Guild Council have expressed concern that a new city wall should be constructed to safeguard the shipyards from a land assault.

6. Aqueducts and Bath-Houses

The pride of Rinaldi engineers, and still a monument of civil engineering despite its age, the canals and sewers that run through the city of Triskellian provide fresh water and sanitation to the citizenry. Shown on the map are the main branches of the aqueducts, which are often seven to ten paces wide. At numerous junctions, they split off into various tributaries and side-channels about a pace wide.

During the day, one can often see press-gangs wading in the water to break up the jams of refuse and other unpleasantness, a grim reminder to those who would commit petty crimes. There are rumors that a gang of thieves uses the sewers to pass undetected in and out of the city, but the Constabulary has been unable to find any tunnels that would allow such escape. The large round "dead-ends" mark the location of the city's bath-houses. Although officially "owned" by the Rinaldi family, the licenses to maintain these houses falls upon the hands of the Guild Masters; often the title of "Keeper of the Baths" is given out as a favor to some wealthy person, as a sort of status. In truth, the bath-houses run themselves with minimal interference.

The architecture of each bath-house varies wildly, some being more classical whereas others have been built up in a more modern style. In the past, communal bathing was an affair that took up most of the day, where folks were attended by many servants or slaves. In this modern age, most folks enter the foyer, move on to another room to disrobe, then enter the caladarium (heated baths), clean themselves in either plain water or with expensive perfumes, and then towel off, all for a flat fee of one denar or more. Of course, peddlers selling scented oils and fine towels are never far away. The bath-houses are also a likely place to find barbers, physicians, herbalists, and other types who cater to the hygiene and well-being of the middle class. Those of advanced wealth seeking a more enjoyable bathing experience prefer to patronize the Three Spears Inn (see #9, below).

7. Old Tower

Opinions differ on what the Old Tower was used for. Some speculate it was a watch-tower when the city had yet to have walls. Others think it was a light-house. Presently, the tower is crumbling and unsafe, and there is talk of having it torn down.

8. Dunwasser College

The rise of literacy among the middle-class has created a need for "greater learning," the study of history, linguistics, geography, and the like. Many years ago, the Dunwasser shipping company started a correspondence service, copying notes and maps and cataloging them for reference. Although they are still active in shipping (owning stakes in about three ships), today most of their trade is in information. For a hefty sum, the Dunwasser College staff can make information about all sorts of things available, and they have full-time copyists to produce maps, navigation charts, and mathematical aids such as logarithm tables (which are invaluable to the Navigator's Guild). The College is also home to one of the few printing presses. There are those who believe that the Dunwasser employees are also maintaining a spy network, since their agents travel to the most remote places and have deep pockets. Dunwasser academics deny such allegations.

9. Three Spears Inn

The Three Spears is the most expensive inn of Triskellian. Comprised of two stone buildings and a wooden stable, this is the only inn with indoor plumbing, and a sumptuous indoor bath. The nouveau riche and

the nobility are known to spend their time here. The service is impeccable, the food is gourmet, and the prices are in the "if you need to ask, you can't afford them" category.

10. North Gate
11. West Gate
12. East Gate

The three gates of the city are nearly identical. They consist of two heavy doors that are barred from inside, plus a smaller door to permit folks to enter one at a time, which is also barred.

The people who live in the city pay taxes on their dwellings. The shipping companies pay taxes on their goods and shipments, plus docking fees, inspections, and other such excises. Random travelers who come in and out of the gates pay neither, and as such place a burden on the Constabulary, since as free-men they are entitled to justice and police protection. To deter the indigents and low-lifes, gate fees are imposed, of one denar for entering (no fee for exiting.) This fee can go up depending on the nature of the person entering (after all, folks in plate-mail with swords are obviously more likely to cause trouble, and in any event look rich enough to afford greater fees) or the whims of the guards watching the gate (depending on whether they are not above using their authority for bribes and personal gain, which is rare but not unheard of.)

Magistrates and other high-ranking commoners are known to sign "chits" that allow commoners to pass freely through the gates; most expire after a certain date, but sometimes a "golden" one is given out as a reward for some service. Nobles can write letters of recommendation or passage which, by Triskellian law, will allow for passage (though once again, unscrupulous watchmen may ask for "extra fees".)

The buildings found outside the gate are built on land owned, in name, by the Rinaldi, but administrated through the Constabulary. The land is inhabited by a few farmers, some stables, and the cheaper hostels.

13. Main Barracks

Spartan but comfortable, the barracks are where off-duty guards can be found sleeping, preparing their armor, or training in the courtyards. The two-story campus on top is of recent, wooden construction. The armory is well-stocked with spears and pikes, and a fair number of swords given only to officers. Currently, the Constabulary only has four half-stone guns, of which almost no one has field experience and are only to be used for emergencies.

During the day, at least one Journeyman Cleric can be found on the grounds, tending to any injuries and generally offering moral support.

Below, there are older, lime-encrusted dungeons and cells, where prisoners are temporarily jailed until their hearings. (The concept of keeping prisoners housed for long periods at the expense of the state is unknown to the people of Calabria.). There is a hole in one of the basement floors leading to an "oubliette", a cell with an opening only at the top, where prisoners are presumably dropped and left to die. The Constabulary maintains that it hasn't been used for such a purpose in over five hundred years.

14. Cathedrale de Temoin

The crowning glory of the city, the magnificent Cathedrale de Temoin, is a stone and plaster edifice that takes up nearly as much space as the Market Plaza it is next to. Domes and spires are supported with arches and keystones, rather than the "flying buttress" typical of more modern cathedrals.

The wings are long dormitories and halls for the numerous Penitents studying to advance from acolytes to vested priests. Many also choose to study White Magic, although not all have the patience for it. If one is looking for Master Clerics, the Cathedrale is the place to look first, although the folk of such exalted rank concern themselves with administration of the church and conducting rites of worship on the holidays, and their calendars are very full.

Being a place for those of a scholarly nature, the Cathedral de Temoin has a comprehensive, centuries-old library, with maps to guide pilgrims, copies of correspondence from far off lands, star-charts for proper navigation and for synchronizing clocks, and histories of the practice of magic of all kinds. The only comparable library in Triskellian can be found at the Dunwasser College. The major difference is that Dunwasser will dispense information for a consulting fees; the Cathedrale de Temoin only opens its doors to lay-folk when they feel it is in S'allumer's best interest.

15. Merchants Guild Hall

A two-story affair in the latest style, complete with shuttered, glass windows and indoor plumbing, the Merchants Guild Hall is enfranchised by the Constabulary to monitor the taxation practices and to issue a limited number of money-lending licenses, among other issues. The Merchants Guild is currently playing "catch-up" with the Dunwasser College (see #8), trying to expand their library of maps, lexicons, and gazetteers.

16. Sailors Guild Hall

A recent development, the Sailors Guild was granted enfranchisement by the Guild Masters to preside over loading dock fees and shipping licenses. However, ships often need marines and fighters to keep their shipments safe. Over time, an informal list of body-guards has become a network for hiring mercenaries, both for travel at sea and travel by land. The Sailors Guild charges a

referral fee of one denar or more, and they are not likely to help out scofflaws or other unsavory types.

17. Other Guild Halls

Residency of which Guild has which hall actually changes pretty quickly, as some Guilds move out, some are dissolved, some change names, etc.

Via Salutis (The Granvert Road, P15 to T16)

Cutting across the Western half of Calabria is a road that extends from the gates of Triskellian to slave market of Thanon. The Via Salutis, often called "The Granvert Road" in this modern day, represents the single greatest engineering achievement of the Rinaldi golden age. At their peak, Rinaldi guardsmen patrolled the road's entire length and guaranteed the safety of travelers between Triskellian and the Walls of Calabria. Beyond that, the stone-paved road plunged into the heart of the mighty Muire Forest before emerging seventy leagues farther, near Thanon.

Times change, but the road remains. Though the stone-flags have been removed in many spots by locals seeking building material, it is still the surest and quickest way overland, The Bisclavret are careful to ensure that the road remains passable in all seasons and have encouraged the construction of road-side Inns at long intervals. However, lengthy stretches of the road are plagued by bandits and Phelan raiders from the north, especially as it passes through the Muire Forest.

Vosges (P13)

A farming community in the Rothos, this village is significant in that it has never been touched by war or plague. Outsiders credit this to the fact that the valley Vosges is located in is almost inaccessible by land. The villagers claim that they are protected by a Sacred Grove located in the woods nearby. The local Chevernaise recognize them as "harmless" and poor, and leave them alone.

The villagers live a quiet and simple life with almost no contact with the outside world. There are no inns, and there is only one tavern, the Bent Reed. The tavern owner will allow visitors to sleep in his loft for no charge, provided they are quiet and buy all their meals from him.

The inhabitants of Vosges are highly suspicious of outsiders, but not outwardly hostile. However, any tragedies that occur while outsiders are present will almost certainly be blamed on the strangers.

Walls of Calabria and Kosoĭzamok (R14 to T14)

These high cliffs overlook the chaotic meeting of three rivers; the Granvert, the Lyore, and the Ruther. The waters around their base tend to be violent, with many rapids. River-barges traveling through this area require skilled pilots, who are paid well for their services.

The rivers waters extend almost to the base of the cliffs. What land there is between them is usually a half-mile strip of treeless, lifeless rock. There are no villages or towns below the cliffs. Travelers through this grim and frightening terrain can expect little hospitality.

The cliffs are almost perfectly vertical, and at certain times of the day they shed a long and dark shadow over the land. First-time visitors to the area usually find themselves developing a crick in their neck as they constantly gaze straight upwards into the sky. The cliff faces are riddled with caves, and adventurers looking for a place to camp or hide may find them useful. Here and there a traveler can find evidence of ancient carvings and drawings on the walls. Some of these are carved high above the ground, in what appear to be impossible-to-reach parts of the cliffs.

The cliffs are almost incapable of being climbed. There are no flat places to rest, no trails, and nowhere to shelter except for a rare cave set in the side of the Walls. It can be done, but it could take days to reach the top — assuming one doesn't slip and tumble down to the rocks below. The safest way to reach the top of the Walls is a gradual ascent through the Rothos. There is one other way: a monastery at the base of the cliffs maintains series of metal pegs and resting platforms all the way up the side of the Walls, but such a climb takes many hours and is only for the strong and hearty.

Above the cliffs it is another matter entirely. At the top of the Walls is a large, wind-swept plateau that extends northwards to a forest of dark pines, and thence into the Rothos. There are about half-a-dozen isolated villages on the plateau, and a small castle — the home of the Baron Fergeas Debuss and his wife. The peasants here are able to eke a bare existence from the thin soil of the plateau, supplemented by hunting on the outskirts of the woods.

The cliffs that overlook the river are a different story. The House of the Zvonimir Bats have occupied the caverns that overlook the Lyore River for years, and while they have no hostility with the Doloreaux, they are bound by fealty to the Rinaldi. Their grand cave complex, Kosoĭzamok, is rarely seen by outsiders, since there is no way to access it without flying. (Or by scaling some ridiculously steep cliffs.) The locals have a saying, "the Zvonimir live in a land turned sideways, and their customs are the same." Since the Zvonimir keep to themselves, no one interacts with them much. Doloreaux mothers sometimes tell their children that if they misbehave, the bats will come and take them away … an old wives' tale with no truth in it.

MENAGERIE

Minor Characters

Minor characters are just that – minor. Minor characters never have a Gift that has the "Major" descriptor. So it's time to start the fight. … but what do you use? ***As a general rule, low-ball the fight.*** When in doubt, take one or two guys out. Remember that the Players are the stars, and the fights aren't supposed to be "equal" – if they were, the Player-Characters would have a 50% chance of being wiped out.

Ironclaw is a game about social conflict. People should fight for a reason – money, power, religion, etc. Most bad guys will want to live, so they will run away when their leader goes down.

The Typical

The Typical character has the following:

- Body d6, Speed d6, Mind d6, Will d6
- Species [of choice] d6
- The three Species Gifts
- Career [of choice] d6
- The three Career Gifts
- Local Area Knowledge: wherever they live

And that's it. The Typical is the standard low-end when it comes to bad guys.

A Typical character from a fighting career – one that includes Melee Combat or Ranged Combat – will Attack with 2d6, and they will Counter with 2d6. They will Dodge with only 1d6, unless they get Dodge dice from somewhere.

Typical fighters will lean heavily on Veteran. If they Aim, they Attack with d12, 2d6 If they Guard, they Counter with d12, 2d6. Since they will usually out number player-characters, they will not be in any hurry to engage. Have them surround a target and Guard (instead of attack). Next round, have them Aim and Attack.

Typical fighters will be equipped with some kind of hand weapon that does Damage +2.

They will wear leather armor, which makes their Soak dice 3d6. (That's Body d6, Armor d6, and extra Will d6 from Resolve.)

Notice how most of their dice are d6s, to keep your book-keeping easier.

A Typical should be no match for a Player Character who has even basic fighting ability. They'll have to out-number the Players' fighters 2 to 1 to even stand a chance. Typical fighters who rush in to battle will most likely be cut down – after watching a few of their allies get killed, Typical fighters should Guard, then Dash closer. Once they can surround a Player-Character, they should start Aiming and Attacking, leaning on their Gift of Veteran to give them the d12 they need to get through any defenses.

Just because someone is a Typical doesn't mean they don't have station in society. A Typical Watchman with Legal Authority, a Typical Dilettante with Nobility, or a Typical Monk with Ordainment are all social forces to be reckoned with, even if no one is going to fight them.

Here are some example bad guys, presented *without Species Traits and Gifts*. You can either add the Species' abilities to make them more interesting … or keep them as they are, to keep the game simpler.

Example Bandits in Battle	Typical
Initiative	2d6
Movement	Stride 1, Dash 3, Sprint d6, Run 15
Attack	Longsword @ Close 2d6 – Damage +2 Tactics = bonus d6 if target is threatened by ally Veteran = Aim for d12 attack bonus
Counter	Longsword 2d6 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword 2d6 – Damage +2 Veteran = Guard for d12 defense bonus
Dodge	d6 Veteran = Guard for d12 dodge bonus
Soak	2d6 and Leather d6

Example Outlaws in Battle	Typical
Initiative	2d6
Movement	Stride 1, Dash 3, Sprint d6, Run 15
Attack	Longbow @ Long 2d6 – Damage +1 Critical Veteran = Aim for d12 attack bonus
Dodge	2d6 Veteran = Guard for d12 dodge bonus
Soak	2d6 and Leather d6

The Typical Leader

The Typical Leader has the following:

- Body d6, Speed d6, Mind d6, Will d6
- Species [of choice] d6
- The three Species Gifts
- Career [of choice] d6
- The three Career Gifts
- Local Area Knowledge: wherever they live
- True Leader
- Militia Leader

The Typical Leader may roll 2d6 to rally their allies. If they are on their home turf – that is, if they are inside the Local Area Knowledge of their allies – then the roll to rally goes up to d12, 2d6. The Typical Leader will rally allies whenever they can, to remove Reeling and Afraid effects, and (possibly) to add Focus (because of their Gift of True Leader lets them Rally to add Focus).

A Typical Leader gives any bunch of Typical fighters a distinct advantage. If your Player-Characters made short work of a bunch of Typical fighters, add one Typical Leader to the next fight. With constant rallies, you should see a very different combat.

Here is an example, presented *without Species Traits and Gifts*. You can either add the Species' abilities to make them more interesting … or keep them as they are, to keep the game simpler.

Example Bandit in Battle	Typical Leader
Initiative	2d6
Movement	Stride 1, Dash 3, Sprint d6, Run 15
Attack	Longsword @ Close 2d6 – Damage +2 Tactics = bonus d6 if target is threatened by ally Veteran = Aim for d12 attack bonus Springing Strike = after longsword attack, move d6 paces away from target
Counter	Longsword 2d6 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword 2d6 – Damage +2 Veteran = Guard for d12 defense bonus
Dodge	d6 Veteran = Guard for d12 dodge bonus
Soak	2d6 and Leather d6
Rally	d6 Extra d12 while in gang's Local Knowledge area Use successes to negate Reeling or Afraid, or add Focus

The Typical Horde

A Typical Horde is made up of characters who have the following:

- Body d6, Speed d6, Mind d6, Will d6
- Species [of choice] d6
- The three Species Gifts
- Career [of choice] d6
- The three Career Gifts
- Local Area Knowledge: wherever they live
- Pack Tactics

A single Horde member is no more dangerous than a Typical combatant … but in great numbers, they are *much* more deadly.

The Gift of Pack Tactics gives them a d12 bonus to Tactics dice whenever another Pack Tactics is Guarding, near a threatened target. And since Tactics dice add to combat dice whenever a target is threatened, these dice will stack up very quickly. If three Horde members run up to a target, and Guard … and then the fourth runs up and Attacks, they attack with a bonus 3d12!

A Typical Horde can be scattered by a lucky Overkill, which will make all allies Near the Overkilled Typical to become Afraid. Either their leader will Rally them, or they will just Run back to be out of line of sight, then come right back.

You may consider using a Typical Horde if you want your Player-Characters to respect superior numbers. In a campaign, Hordes should be rare; most people lack this level of blood-lust.

Here are some example bad guys, presented *without Species Traits and Gifts*. You can either add the Species' abilities to make them more interesting … or keep them as they are, to keep the game simpler.

Example Slaver	Typical Horde
Initiative	2d6
Movement	Stride 1, Dash 3, Sprint d6, Run 15
Attack	Mace @ Close 2d6 – Damage +2 Tactics = bonus d6 if target is threatened by ally Veteran = Aim for d12 attack bonus Knockout Strike @ Close d8, 2d6 -- Damage is Weak, but Hurt result also causes Asleep, Afraid causes Unconsciousness
Counter	Longsword 2d6 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword 2d6 – Damage +2 Veteran = Guard for d12 defense bonus
Dodge	d6 Veteran = Guard for d12 dodge bonus
Soak	2d6 and Leather d6

The Elite

Elites have the following:

- Body d8, Speed d8, Mind d8, Will d8
- Species [of choice] d8
- The three Species Gifts
- Career [of choice] d8
- The three Career Gifts
- Armored Fighter
- Shield Fighter

These fighters are much deadlier than Commoners. Their higher Traits put them on par with starting Player-Characters.

An Elite from a fighting career – one that includes Melee Combat or Ranged Combat – will Attack with 2d8, and they will Counter with 2d8. They will Dodge with only d8 (unless they get Dodge dice from somewhere), but they will use their Shield for d12 Cover (boosted by Shield Fighter).

Fighting Elites will use the Gift of Veteran to their advantage. If they Aim, they Attack with d12, 2d8. If they Guard, they Counter with d12, 2d8. They will prefer to fight unfairly. Have them surround a target and Guard (instead of attack). Next round, have them Aim and Attack.

Elites will have better equipment. They will either be using a one-handed weapon that does Damage +2 and a Shield for Cover d12 (from their Shield Fighter Gift) … or they will be using a two-handed weapon for Damage +3.

Elites will wear leather armor, but their Gift of Armored Fighter buffs their dice. They will have Soak dice of 3d8. (That's Body d8, Armor d8, and extra Will d8 from Resolve.)

Notice how most of their dice are d8s, to keep your book-keeping easier.

A fighting Elite is a capable threat to a Player-Character who knows how to fight … and they are a serious danger to Player-Characters who lack fighting skills. One Elite per fighting Player-Character should be a good start up match.

You can use the Elite write-up as a template for non-fighting organizations, too. For example, a ship's crew might be Commoner sailors, with one Elite captain.

You may also use the Elite's design to represent someone who is a bit more experienced or competent than a Typical. After a dozen adventures or so, most Player-Characters won't feel threatened by Typicals – only Elites offer a challenge.

Here are some example bad guys, presented *without Species Traits and Gifts.* You can add the Species' abilities to make them more interesting. (Try using a Cattle Warlock for Air spells, a Vole Warlock for Earth, a Lion Warlock for Fire, or an Otter Warlock for Water.)

Example Mercenary in Battle	Elite
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Longsword @ Close 2d8 – Damage +2 Lever Crossbow @ Long 2d8 – Damage +2, Reload/2 Veteran = Aim for d12 attack bonus
Counter	Longsword 2d8 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword 2d8 & Cover d12 Veteran = Guard for d12 defense bonus
Dodge	d8 & Cover d12 Veteran = Guard for d12 dodge bonus
Soak	2d8 and Leather d8

Example Warlock in Battle	Elite
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Create Air @ Medium d8 – Damage +2 Critical Create Earth @ Medium d8 – Damage +2 Critical Create Water @ Medium d8 – Damage +2 Critical Ignite Fire @ Medium d8 – Damage +1 Critical, On Fire Note: Must X the "Elemental Apprentice" gift to Ready any of the above four spells Rod @ Close 2d8 – Damage +2
Counter	Rod @ Close 2d8 – Damage +2
Parry	Rod d12, 2d8
Dodge	2d8
Soak	d8 and Leather d8
Refresh	Use Refresh action to un-exhaust Elemental Apprentice, to ready Create Air, Create Earth, Create Water, or Ignite Fire again

The Elite Leader

The Elite Leader has the following:

- Body d8, Speed d8, Mind d8, Will d8
- Species [of choice] d8
- The three Species Gifts
- Career [of choice] d8
- Skill: Leadership d8
- Skill: Tactics d8
- Armored Fighter
- Toughness
- Diehard
- Local Area Knowledge: wherever they live
- Militia Leader
- Shield Fighter
- The three Career Gifts
- Troop Leader
- True Leader

The Elite Leader may roll 2d8 to rally their allies. If they are on their home turf – that is, if they are inside the Local Area Knowledge of their allies – then the roll to rally goes up to d12, 2d8. The Elite Leader will rally allies whenever they can, to remove Reeling and Afraid effects, and (possibly) to add Focus (because of their Gift of True Leader lets them Rally to add Focus). In a pinch, the Elite Leader can use the Troop Leader gift to really a group of Afraid targets.

An Elite Leader is a fair match for a fighting Player-Character … if they were alone, which they almost never are. An Elite Leader with a large gang of Commoners is a fearsome foe, indeed. An Elite Leader with a group of Elite fighters can be very deadly.

Example Soldier in Battle	Elite Leader
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Longsword @ Close 2d8 – Damage +2 Lever Crossbow @ Long 2d8 – Damage +2, Reload/2 Tactics = bonus 2d8 if target is threatened by ally Veteran = Aim for d12 attack bonus
Counter	Longsword 2d8 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword 2d8 & Cover d12 – Damage +2 Veteran = Guard for d12 defense bonus
Dodge	d8 & Cover d12 Veteran = Guard for d12 dodge bonus
Soak	2d8 and Leather d8 Toughness = X to make Damage Weak (roll 3d8 Soak again) Diehard = +d6 Soak when Hurt, +d6 Soak when Injured
Rally	D8 Extra d12 while in gang's Local Knowledge area Use successes to negate Reeling or Afraid, or add Focus

Elite Horde

An Elite Horde has the following:

- Body d8, Speed d8, Mind d8, Will d8
- Species [of choice] d8
- The three Species Gifts
- Career [of choice] d8
- The three Career Gifts
- Armored Fighter
- Shield Fighter
- Pack Tactics
- Unshakeable Fighter

The Elite Horde is a frightening prospect, an unstoppable army that charges through cannon fire and lightning blasts. Like the Typical Horde, the Elite Horde have the Gift of Pack Tactics, which gives them a stacking Tactics bonus. Even more foreboding is their Gift of Unshakeable Fighter – an Elite Horde member doesn't fall back simply because an ally is Overkilled.

After an alarm is triggered, you may want your players to flee a scene. Have two or three Elite Horde attackers engage a single Player-Character. After defeating them, have twice the same number arrive. If they have any sense, they'll flee.

Example Dopplesöldner in Battle	Elite Horde
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Greatsword @ Close 2d8 – Damage +3 Tactics = bonus d8 for each ally threatening target … or bonus d12 for each threatening, Guarding ally Veteran = Aim for d12 attack bonus
Counter	Longsword 2d8 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword 2d8 & Cover d12 – Damage +2 Veteran = Guard for d12 defense bonus
Dodge	d8 & Cover d12 Veteran = Guard for d12 dodge bonus
Soak	2d8 and Leather d8 Unshakeable = Immune to Overkill Fear

The Enforcer

The Enforcer has the following:

- Body d10, Speed d10, Mind d10, Will d10
- Species [of choice] d10
- The three Species Gifts
- Career [of choice] d10
- The three Career Gifts
- Local Area Knowledge: wherever they live
- one Trappings Gift, appropriate to their concept
- Diehard
- Toughness x2
- Counter-Tactics
- Mob Fighter
- Unshakeable Fighter

The Enforcer is a serious threat to an entire group of Player Characters. The Gift of Toughness should keep them from getting taken out in one hit, and their dice are very impressive. Enforcers are about as powerful as a Minor Character should get.

Note the standard Enforcer doesn't have any Leadership. They're usually the sidekick of an Elite Leader or (in rare cases) a Typical Leader (who would hardly be worth considering without this Enforcer to prop them up). If you want the Enforcer to be leading his minions directly, add the Gift of True Leader and Leadership Skill of d10.

An Enforcer usually guards some key location or is the minder for some important task – something only heroes should be dealing with.

Example Knight-Errant in Battle	Enforcer
Initiative	2d10
Movement	Stride 1, Dash 3, Sprint d10, Run 15
Attack	Falchion @ Close 2d10 – Damage +2 Critical Shortbow @ Medium d10 – Damage +0 Tactics = target threatened? Bonus d10, and bonus d8 for each ally threatening target . . . or bonus d12 for each threatening, Guarding ally Veteran = Aim for d12 attack bonus Mob Fighter = If your Falchion inflicts Dying, Dead, or Overkilled, declare attack on a new Close target
Counter	Longsword 2d10 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword 2d10 & Cover d12 – Damage +2 Veteran = Guard for d12 defense bonus
Dodge	d10 & Cover d12 Veteran = Guard for d12 dodge bonus
Soak	2d10 and Plate d10 Diehard = +d6 Soak when Hurt, +d6 Soak when Injured Toughness ×2 = X to weaken damage, roll Soak again Unshakeable = Immune to Overkill Fear

Making your own Minor Characters

Just like the name says, Minor Characters should be just that – *minor*. They may be recurring characters that the Player Characters deal with a lot, such as the local shop-keeper who buys up their loot, the snitch who knows the secret information, the watchman who was spooked by the strange noise, or the priestess who charitably treats the injuries.

You can use the sample bad guys here, adding more Species Gifts and making more complex combinations. Just remember that minor characters can often be "one-shotted" – killed by a single lucky hit. Don't get too attached to them.

Major Characters

Major characters can have Major Gifts. They should be the recurring characters who can return adventure after adventure. They can be as simple or as involved as you want to make them.

The Villain

The Villain has the following:

- Body d8, Speed d8, Mind d8, Will d8
- Species [of choice] d8
- The three Species Gifts
- Career [of choice] d8
- The three Career Gifts
- one Trappings Gift, appropriate to their concept
- Local Area Knowledge: wherever they live
- True Leader
- Militia Leader
- Toughness
- Luck
- Combat Save
- Pack Tactics
- Personality: appropriate to their concept

A major boss who can stand up to Player Characters, the Villain has that ultimate power: the Gift of Combat Save, which will keep them from being killed with a single attack. The Villain must have some sort of escape route planned, in case they fall to the predations of those meddling Player-Characters. A good Villain usually has one or two lieutenants – Elite Leaders in their own right.

Many Villains have stations in society. A ruthless baron or baroness will have one or more Gifts of Nobility, and Wealth to back it up. A dangerous crime lord will have Streetwise and Insider. A duplicitous abbot will have Ordainment and who knows what else.

Sample Villian: Korax Thêritas

A priest of the heretic religion of Heliodromency, Thêritas can be found anywhere people have something against the Church of s'Allumer, or against the Great Houses, or really anywhere anyone hates authority.

- Body d10, Speed d8, Mind d8, Will d8
- Horse d8 (include with Endurance, Jumping, Tactics)
- Warlock d8 (include with Dodge, Melee Combat, Supernatural)
- Skills: Dodge d12, Leadership d12, Presence d12
- Artful Dodger
- Combat Save
- Diehard
- Elementalist Apprentice
- Elementalist's Trappings: Red
- Fast Mover
- Improved Strength
- Literacy
- Luck
- Mighty Grip
- Militia Leader
- Personality: Wrathful
- Signature Item: Extinguisher
- Strength
- Toughness
- True Leader
- Vengeful Fighter

Korax Thêritas, Horse Warlock, in Battle	Villian
Initiative	2d8
Movement	Stride 2, Dash 6, Sprint d8, Run 28
Attack	Extinguisher @ Close d12, d10, d8 – Damage +2 Slaying, Sweep Close Ignite Fire @ Medium d12, d8 – Damage +1 Critical, On Fire, Must X the "Elemental Apprentice" gift to Ready Tactics = bonus d8 if target threatened by another ally Veteran = Aim for d12 attack bonus
Counter	Extinguisher @ Close d10, d8 – Damage +2 Slaying Veteran = Guard for d12 defense bonus Vengeful Fighter = Bonus d12 if Hurt or Injured
Parry	Extinguisher d10, d8 Veteran = Guard for d12 defense bonus
Dodge	D12, d8 Artful Dodger = extra d12 concealment past Short Range Veteran = Guard for d12 dodge bonus
Soak	2d8 and Leather d8 Diehard = +d6 Soak when Hurt, +d6 Soak when Injured Toughness = X to weaken damage, roll Soak again Combat Save = X to negate Dying or Dead, reduce Overkill Unshakeable = Immune to Overkill Fear
Rally	D12, d8 Extra d12 if gang is in their Local Knowledge area Use successes to negate Reeling or Afraid, or add Focus
Refresh	Use Refresh action to un-exhaust Elemental Apprentice, to ready Ignite Fire again
Notes	Luck = Re-roll one die two times, take best of three

The Supernaut

The Supernaut has *at least* all of the following:

- Body d12, Speed d12, Mind d12, Will d12
- Species [of choice] d12
- The three Species Gifts
- Career [of choice] d12
- The three Career Gifts
- Armored Fighter
- Bravery
- Charging Fighter
- Combat Save
- Counter-Tactics
- Diehard
- Guard Breaker
- Local Area Knowledge: wherever they live
- Luck
- Militia Leader
- Mob Fighter
- Pack Tactics
- Resolve
- Shield Fighter
- Toughness x3
- True Leader
- Unshakeable Fighter
- Veteran
- Two other Saving Gifts (of your choice)
- Personality: appropriate to their concept
- Three or more Gifts of your choice – usually all from the same Keystone group

The Supernaut should only come along once in a dozen adventures, and they should be the end boss of an epic quest. Supernauts should be decked out in the nicest equipment they can afford, inherit, or steal: usually two levels of armor and an Extravagant weapon or two.

Fighting a Supernaut directly can be tantamount to suicide. This level of fighting prowess can take on entire armies. Use a Supernaut only after your players have shown that a mere Villain isn't a challenge anymore.

A proper Supernaut does not engage Player-Characters directly – they have better things to do. They send their underlings – Elite Leaders, Enforcers, and Villains – out to deal with the trifles, usually one at a time, until the Player-Characters give up. Only when there's no other option does a Supernaut take up arms and soil their hands, and preferably after their Elite minions have softened them up, first.

Sample Supernaut: Vaslov Jakoba

The first-born son of the infamous Dowager Amalsand Jakoba-Rinaldi from her previous marriage, Vaslov is also the favorite. Sent off to the seminary at the Cathedrale de Temoin, the enigmatic fox engages in schemes at the behest of his mother … or upon plans of his own. Being a step-son, Vaslov has a few people ahead of him in his lin e for the throne of the Rinaldi … but after his step-father's untimely demise, followed by the tragic death of the prince, he's already two steps closer.

Since the Lady Amalsand is strongly suspected of murdering her own husband, she rarely leaves her self-imposed exile, lest someone attempt to seize her and accuse her of the crime. Instead, she sends her son on various errands to oversee her schemes, which usually involve stealing some forbidden book or murdering yet another person who stands in her way.

There are rumors that Vaslov is studying both the ways of White Magic *and* Black Magic. If so, he could be much more formidable than he appears, here.

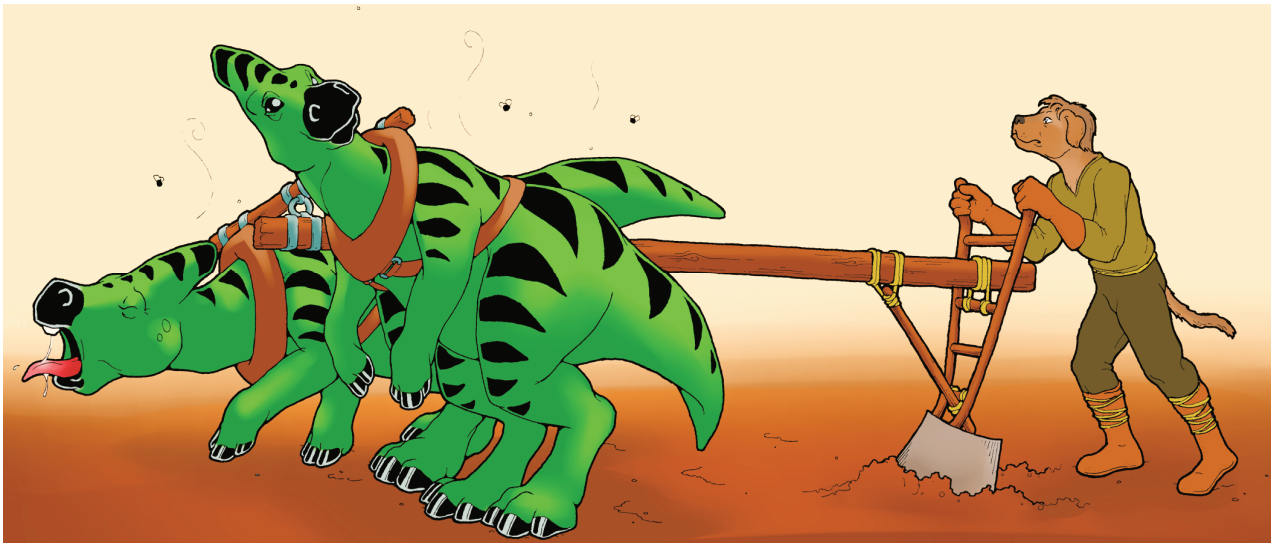
- Body d12, Speed d12, Mind d12, Will d12
- Grey Fox d12 (include with Climbing, Jumping, Stealth)
- Rake d12 (include wit Dodge, Gossip, Negotiation)
- Skill: Deceit d12
- Skill: Dodge d12
- Skill: Jumping 2d12
- Skill: Leadership d12

- Skill: Melee Combat d12, d8
- Skill: Negotiation d12
- Skill: Supernatural d12
- Personality: Wily
- Armored Fighter
- Artful Dodger
- Bravery
- Carousing
- Charging Fighter
- Combat Save
- Contortionist
- Counter-Tactics
- Danger Sense
- Diehard
- Disarming Save
- Disguise
- Fast Jumper
- Fast Mover
- Fencing
- Fencing Replay
- Fast-Talk
- Forgery
- Guard Breaker
- Keen Ears
- Knack for Dodge
- Knack for Jumping
- Legerdemain
- Local Knowledge: Triskellian
- Luck
- Militia Leader
- Mob Fighter
- Nobility
- Night Vision
- Pack Tactics
- Resolve
- Sabotage
- Scary Fighter
- Shield Fighter
- Skulking
- Sneaky Fighter
- Springing Strike
- Spy's Trappings
- Streetwise
- Toughness x3
- True Leader
- Unshakeable Fighter
- Vengeful Fighter
- Veteran

Vaslov Jakoba, Fox Rake, in Battle	Supernaut
Initiative	3d12
Movement	Stride 2, Dash 8, Sprint d12, Run 40 Skulking = X to hide or sneak as an action, not stunt
Attack	Saber @ Close 2d12, d8 – Damage +2 Critical Pistol @ Short d10 – Spark d10, Damage +2 Slaying Stiletto @ Close 2d12, 3d8 – Damage +2 Impaling Pack Tactics = bonus d8 for each ally threatening target . . . or bonus d12 for each threatening, Guarding ally Charging Strike = move d12 paces towards target, attack Springing Strike = attack, then move d12 paces away (note: you *can't* combine both Charging & Springing) Guard Breaker = is foe Guarding? Claim +2d12, Damage Weak Scary Fighter = bonus d12 vs. Afraid or Terrified targets Fencing Replay = X to re-play any Saber contest Veteran = Aim for d12 attack bonus Mob Fighter = If your Longsword inflicts Dying, Dead, or Overkilled, declare attack on a new Close target
Counter	Saber @ Close 2d12 – Damage +2 Critical Fencing Replay = X to re-play any Saber contest Vengeful Fighter = bonus d12 if Hurt or Injured Veteran = Guard for d12 defense bonus
Parry	Saber @ Close 3d12, d8 Veteran = Guard for d12 defense bonus
Dodge	3d12 & Cover d12 (from Shield) Artful Dodger = bonus d12 concealment past Short range Veteran = Guard for d12 dodge bonus Contortionist = win on Dodge ties Knack for Dodge = X to re-roll all Dodge dice
Soak	2d10 and Eryth Plate 2d10 Diehard = +d6 Soak when Hurt, +d6 Soak when Injured Toughness ×3 = X to weaken damage, roll Soak again Bravery = X to negate Afraid on self Combat Save = X to negate Dying or Dead, reduce Overkill Unshakeable = Immune to Overkill Fear
Rally	2d12 Extra d12 if gang is in their Local Knowledge area Use successes to negate Reeling or Afraid, or add Focus
Refresh	Use "Refresh" action to un-exhaust one of the following: Bravery, Fencing Replay, Skulking
Notes	Luck = X to re-roll one die two times, take best of three

Making Your Own Major Characters

You may also consider making up your own Major Characters, using the standard rules, as simple or as complex as you like. Always remember that the *Player-Characters* are the stars – they're the ones who are supposed to be the heroes at the end of the day. It's very easy for a Game Host to get so wrapped up in making their own characters that they might use their power over plot, setting, map choices, and locations to give their characters advantages that the Player-Characters never have.



Beasts of Burden

Note that no riding animals have a Mind Trait. Not being sentient, they don't have the ability to reason. Riding at night is not recommended as most mounts have poor vision and run the risk of stepping in holes and breaking their legs.

Mounted combat rules can be found under *Spot Rules*.

Courser

For those who can't afford destriers and would prefer a creature of more substance than the jennet, the courser is a name applied to many of the breeds of war-mount found on Calabria. While they can't be trained as well as other, more .refined. breeds, they also don't cost as much. They are herbivores and have good long-range stamina, for those in need of practical transportation. The statistics provided here are of a typical courser, but breeds vary considerably.

- Body 2d12, Speed d10, no Mind, Will d6
- Courser d10 (Include with Dodge, Endurance, & Observation)
- Natural Weapons: Hooves, Teeth
- Natural Habitat: Plains
- Natural Senses: Listen, Smell
- Natural Cycle: Day
- Coward
- Giant
- Strength
- Improved Strength
- Fast Mover
- All Fours
- Hiking

The Courser can carry 13 stone as a normal load, 28 stone as a burdened load, and 43 stone as an over-burdened load.

It normally has a Stride of 3, a Dash of 10, a Sprint of d10, and a Run of 44. When Afraid, it has a Stride of 4, a Dash of 13, a Sprint of d10, and a Run of 56. A Courser may also move *Full-Tilt* – see "Full-Tilt Movement", page 319.

Cumal

Domesticated many years ago, the cumal (plural cumalaí) is a staple of the Phelan economy. An herbivorous beast, the cumal will eat almost any vegetative matter. Cumalaí lay their eggs once a year, and the Phelan celebrate the occasion as one of their festivals. While they can be used to pull plows and carts, they are unsuitable as riding animals.

- Body 3d12, Speed d4, no Mind, Will d4
- Cumal d10 (Include with Endurance, Observation, & Weather Sense)
- Natural Weapons: Hooves
- Natural Habitat: Plains
- Natural Senses: Listen, Smell
- Natural Cycle: Day
- Coward
- Giant
- Strength
- Improved Strength

The Cumal can carry 18 stone as a normal load, 39 stone as a burdened load, and 60 stone as an over-burdened load.

It normally has a Stride of 1, a Dash of 3, a Sprint of d4, and a Run of 19. When Afraid, it has a Stride of 2, a Dash of 6, a Sprint of d4, and a Run of 31.

Dray

Squat, foul-smelling, and generally unpleasant, the dray is a beast-of-burden good for heavy labor, such as wagon- hauling or field-plowing, provided one isn't in any hurry. Drays will eat most any vegetative matter, and they vary in personality from docile to downright ornery. Few will attempt to ride one; in fact, many will balk at first-time riders and shy away from saddles and the like, but they can be driven at a slow and ponderous pace for hours.

- Body 3d12, Speed d4, no Mind, Will d4
- Dray d10 (Include with Dodge, Endurance, & Observation)
- Natural Weapons: Hooves, Teeth
- Natural Habitat: Plains
- Natural Senses: Listen, Smell
- Natural Cycle: Day
- Coward
- Giant
- Strength
- Improved Strength
- Fast Mover
- Hiking

The Dray can carry 18 stone as a normal load, 39 stone as a burdened load, and 60 stone as an over-burdened load.

It normally has a Stride of 2, a Dash of 5, a Sprint of d4, and a Run of 27. When Afraid, it has a Stride of 3, a Dash of 8, a Sprint of d4, and a Run of 39.

Destrier

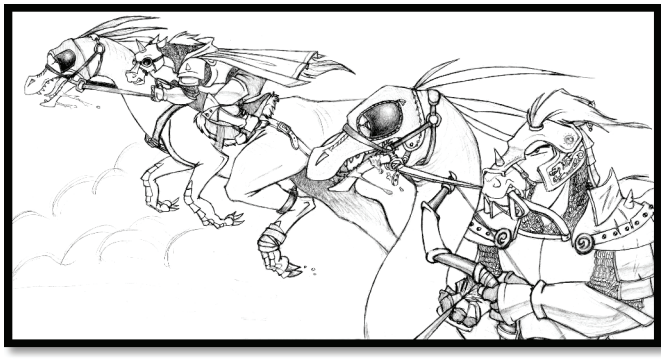
In their heyday, the Rinaldi were famous for their highly trained war-mounts, the destriers. This type of mount is very rare and very expensive, the product of selective breeding and extensive training. A destrier is combat- trained and won't spook at the sound of gunfire or magic. It can also be coaxed into attacking and trampling foes. Unfortunately, destriers are known to be irritable, and skilled handlers are required for their upkeep. They are also omnivorous, requiring a high-protein diet to keep up their muscle tone, in other words, a fair amount of meat, which makes their upkeep far costlier than most mounts. Many are temperamental and can't be kept in a stable with other mounts, even other destriers, as they will bite and kick. The process of breaking a destrier in and learning to ride one is not for the faint of heart or thin of skin.

- Body 3d12, Speed d10, no Mind, Will d10
- Destrier d10 (Include with Endurance, Observation, and Tactics)
- Natural Weapons: Claws, Teeth
- Natural Habitat: Plains
- Natural Senses: Listen, Smell
- Natural Cycle: Day
- Giant
- Strength
- Improved Strength
- Fast Mover
- All Fours
- Full-Tilt Movement
- Resolve
- Vengeful Fighter
- Brawling Fighter

The Destrier can carry 18 stone as a normal load, 39 stone as a burdened load, and 60 stone as an over-burdened load.

It has a Stride of 3, a Dash of 10, a Sprint of d10, and a Run of 44. A Destrier may also move *Full-Tilt* – see "Full-Tilt Movement", page 319.

Some Rinaldi prefer the "Monstre" bloodline, which also has the Gift of *Frenzy*. Other people think the Rinaldi are crazy.



Jennet

The mount preferred by the Avoirdupois, the jennet is long of leg and swift in stride. They can be combat-trained, but they would still prefer to run than to stand and fight. They are an excellent choice for outriders or skirmishers, as they are smart enough to learn formation-fighting. Their speed makes them a good choice for lancers, as well. They are herbivorous and will eat most any scrub or plant matter, but better-quality food keeps them in their best shape.

- Body 2d12, d8, Speed d12, d8, no Mind, Will d8
- Jennet d10 (Include with Endurance, Observation, and Tactics)
- Natural Weapons: Claws, Teeth
- Natural Habitat: Plains
- Natural Senses: Listen, Smell
- Natural Cycle: Day
- Giant
- Strength
- Improved Strength
- Fast Mover
- All Fours
- Full-Tilt Movement.
- Mad Sprint
- Brawling Fighter

The Jennet can carry 16 stone as a normal load, 35 stone as a burdened load, and 54 stone as an over-burdened load.

It normally has a Stride of 3, a Dash of 11, a Sprint of d12 & d8, and a Run of 47. If the Jennet exhausts its Gift of Mad Sprint, it may add an extra 2d12 & d8 to its sprint distance. (When rolling multiple dice for a Sprint, only take the highest die.) A Jennet may also move *Full-Tilt* – see "Full-Tilt Movement", page 319.

Palfrey

A higher-class breed, the palfrey is the mount owned by those who are of distinction but not necessarily of a fighting nature, such as clergy or noble- women. While omnivorous like the destriers, palfreys are smaller and leaner and have less demanding dietary preferences. Palfreys can be trained to tolerate magic and gunfire and can be urged to strike out at footmen, but they lack the ferocity of their destrier cousins.

- Body 2d12, Speed d8, no Mind, Will d8
- Palfrey d12 (Include with Endurance, Observation, and Tactics)
- Natural Weapons: Claws, Teeth
- Natural Habitat: Plains
- Natural Senses: Listen, Smell
- Natural Cycle: Day
- Giant
- Strength
- Improved Strength
- Fast Mover
- Full-Tilt Movement
- All Fours
- Rapid Dash
- Brawling Fighter

The Palfrey can carry 13 stone as a normal load, 28 stone as a burdened load, and 43 stone as an over-burdened load.

It has a Stride of 3, a Dash of 9, a Sprint of d8, and a Run of 41. A Palfrey may also move *Full-Tilt* – see "Full-Tilt Movement", page 319.

Rouncy

For those mounts of no particular breeding or training, the term rouncy is used as a catch-all. Rouncies won't fight or trample, and they will spook at loud noises such as gunfire and the more brutal magics. But they will take their riders from one point to another, they will work in teams, and they are far more tractable than other, nastier mounts. Use the statistics for a rouncy when the players encounter a riding mount that's not war-worthy.

- Body 2d12, Speed d8, no Mind, Will d8
- Rouncy d10 (Include with Endurance, Observation, and Tactics)
- Natural Weapons: Claws, Teeth
- Natural Habitat: Plains
- Natural Senses: Listen, Smell
- Natural Cycle: Day
- Giant
- Strength
- Fast Mover
- All Fours
- Full-Tilt Movement
- Coward

The Rouncy can carry 13 stone as a normal load, 28 stone as a burdened load, and 43 stone as an over-burdened load. It has a Stride of 3, a Dash of 9, a Sprint of d8, and a Run of 41. When Afraid, the Rouncy has a Stride of 4, a Dash of 12, a Sprint of d8, and a Run of 53. A Rouncy may also move *Full-Tilt* – see "Full-Tilt Movement", page 319.

Untamed Beasts

Most of Calabria has been settled, its creatures tamed… but in remote places of unexplored wilderness, there can be found some rather nasty creatures…

Bethrach (Elite)

Constant threats to the Phelan rancher are packs of *bethrachranna*, fearsome lizards that use sophisticated tactics of surrounding their prey and then taking it down. Some breeds are domesticated and used as guards or as patrols. Many other breeds run free in the forests, a menace to farmers and hunters.

- Body d8, Speed d12, no Mind, Will d6
- Bethrach d12 (Include with Observation, Stealth, and Tactics)
- Natural Weapons: Claws, Teeth
- Natural Habitat: Forest
- Natural Senses: Smell. Spot
- Natural Cycle: Twilight
- Strength
- Fast Mover
- All Fours
- Full-Tilt Movement
- Resolve
- Charging Strike
- Brawling Fighter
- Pack Tactics

Bethrach in Battle	
Initiative	d12
Movement	Stride 3, Dash 10, Sprint d12, Run 42 Charging Strike = move d12 paces, then attack
Attack	Claws @ Close 2d12, 2d8 – Damage +1 Critical Teeth @ Close 2d12, 2d8 – Damage +1, Grapple Pack Tactics = bonus d12 to hit target threatened by ally, plus bonus d8 to Tactics for each ally… or bonus d12 to Tactics for each threatening, Guarding ally
Counter	Claws 2d12, d8 – Damage +1 Critical
Parry	Claws 2d12, d8 = Blocks Melee
Dodge	d12
Soak	d8
Notes:	Pack Tactics = bonus d8 to Tactics for each threatening ally… bonus d12 to Tactics for each threatening, Guarding ally Full Tilt = Increase Stride to 6, but move d8 paces next turn

Damhánalla (Typical Horde)

A nasty eight-legged spider, about as big as your head. One by itself is just a nuisance… but in the deepest parts of the woods, they can number in the dozens.

- Body d4, Speed d8, no Mind, no Will
- Damhánalla d8 (Include with Observation, Stealth, and Tactics)
- Melee Finesse
- Natural Weapons: Teeth
- Natural Habitat: Forest
- Natural Senses: Listen, Spot
- Natural Cycle: Twilight
- Brawling Fighter
- Charging Strike
- Fast Climber
- Fast Jumper
- Night Vision
- Pack Tactics
- Unshakeable Fighter
- Venomous Bite

Damhánalla in Battle	
Initiative	d8
Movement	Stride 1, Dash 4, Sprint d8, Run 16
Attack	Teeth @ Close 2d8 – Damage +1, Grapple
Counter	Teeth 2d8 – Damage +1, Grapple
Parry	Teeth d12*, 2d8 = Blocks Melee
Dodge	d12*, d8 with Cover
Soak	d4
Notes:	Charging Strike = move d8 paces, then use Teeth Pack Tactics = bonus d12 to hit target threatened by ally, plus bonus d8 to Tactics for each ally… or bonus d12 to Tactics for each threatening, Guarding ally Venomous Bite = If bite wounds target, X to make target Sick

*A Damhánalla is small. It may claim a bonus d12 cover to its defenses against any Ranged Attack.

Tarantella (Elite)

A much bigger spider, with a peculiar bite that causes its victims to fall into fits.

- Body d12
- Speed d8
- no Mind
- no Will
- Tarantella d12 (Include with Observation, Searching, and Stealth)
- Natural Weapons: Teeth
- Natural Habitat: Forest
- Natural Senses: Listen, Spot
- Natural Cycle: Twilight
- Artful Dodger
- Brawling Fighter
- Charging Strike
- Die Hard
- Fast Mover
- Natural Armor
- Night Vision
- Pack Tactics
- Resolve
- Toughness
- Unshakeable Fighter
- Venomous Bite

Taramtella in Battle	
Initiative	d8
Movement	Stride 2, Dash 7, Sprint d8, Run 33
Attack	Teeth @ Close 2d12 – Damage +1, Grapple Charging Strike = move d8 paces, then use Teeth Venomous Bite = If bite wounds target, X to make target Sick and Immobilized
Counter	Teeth 2d12 – Damage +1, Grapple
Parry	Teeth 2d12 = Blocks Melee
Dodge	d8 (bonus d12 concealment past Short Range)
Soak	d12 & Natural Armor d12 Toughness = X to roll Soak & Armor again

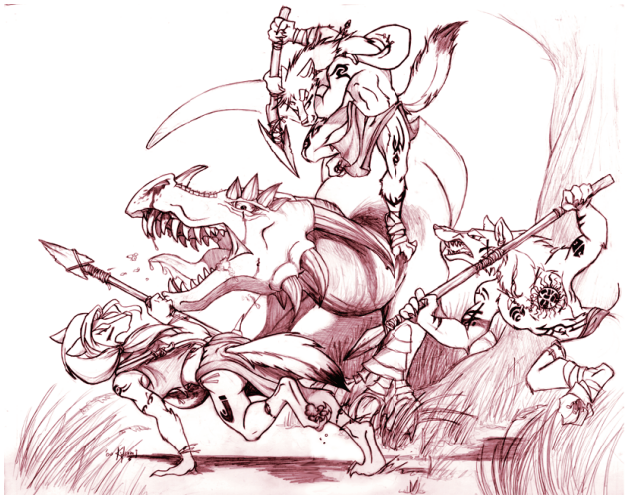
Anyone made Sick by the Tarantella's venomous bite also becomes Immobilized … but instead of just standing there, their body flails around in a strange dance.

Uadh-chrith (Supernaut)

While the bethrachanna are considered nuisances, the uadh-crithean are the stuff of nightmares. A distant cousin to the Rinaldi destrier, the uadh-chrith can grow to a hundred stone in size or more. They are far-ranging, solitary hunters, and every now and again one wanders from the wilderness into Phelan lands. Their hides are tough and they are notoriously impervious to pain. It is considered prudent to bring at least a dozen men and one wizard when dealing with such a monster.

- Body 4d12, Speed d8, no Mind, Will d12
- Uadh-chrith d12 (Include with Observation, Stealth, and Tactics)
- Natural Weapons: Claws, Teeth
- Natural Habitat: Forest
- Natural Senses: Listen, Smell. Spot
- Natural Cycle: Twilight
- All Fours
- Artful Dodger
- Charging Strike
- Combat Save
- Counter Tactics
- Diehard
- Fast Mover
- Frenzy
- Full-Tilt Movement
- Giant
- Improved Strength
- Mob Fighter
- Natural Armor
- Resolve
- Strength
- Veteran

Uadh-chrith in Battle	
Initiative	d8
Movement	Stride 3, Dash 9, Sprint d8, Run 41 Charging Strike = move d8 paces, then use Teeth Full Tilt = Increase Stride to 6, but move 4d12 paces next turn
Attack	Teeth @ Close, Reach 5d12 – Damage +1, Grapple Claws @ Close, Reach 5d12 – Damage +1 Critical Mob Fighter = Your Attack take someone down? Attack again Veteran = Aim adds d12 attack, Guard adds d12 defense
Counter	Claws 4d12 – Damage +1 Critical
Parry	Claws 4d12 = Blocks Melee
Dodge	d8 (bonus d12 concealment past Short Range)
Soak	2d12 & Natural Armor d12 Diehard = +d6 when Hurt, +d6 when Injured Combat Save = X to negate Dying or Dead Frenzy = X to negate Afraid, become Enraged



Beings of Primoridal Material: Elementals

There is spiritual force in everything in the universe. By the magical model as understood by many in the world of *Ironclaw*, the primary forces of the universe can manifest themselves as *elementals*.

In its *dormant* state, an elemental has no tangible, physical form, existing only as part of the environment, such as a lingering odor, a giant rock, a smoldering caldera, or a fresh-water spring. A dormant elemental can only be injured through property damage against its home – see page 154..

Elementals which are wounded or have exerted themselves (and have Exhausted Gifts) will have to return to being dormant to rest. Instead of drinks and meals, elementals must either return to their original home or they must find a new environment rich in the best qualities of their natural element.

If its environment is threatened, the elemental may manifest. An elemental may also be forced to manifest by magic. An elemental immediately manifests instantly – .poof!. – and will instantly start a fight.

Returning to dormancy is a long action requiring two Stunt back-to-back, which leaves the elemental vulnerable during the process — so an elemental is more likely to drive interlopers off first or to flee before it attempts to become dormant.

Elementals speak in a different manner than people do. Only those trained in Elementalism can have their words understood by elementals and can understand what is spoken back to them.

Each elemental is different — Game Hosts are encouraged to describe each one differently and to role-play them in weird, idiosyncratic ways. What follows are the typical statistics for elementals — many could be much more powerful.

Sylph (Typical Air Elemental)

The Typical Sylph has the following:

- Body d4, Speed d8, Mind d6, Will d4
- Species: Sylph d8 (include with Observation, Supernatural, and Weather Sense)
- Natural Weapons: Shove
- Personality: Sanguine
- Flight
- Flying Fighter
- High-Altitude Flyer
- Coward
- Fast Mover
- Knack for Weather Sense
- Elemental Apprentice
- Mystic: Elementalism
- Magic Save
- Gust of Wind
- Insider with Elementals

Sylph in Battle	
Initiative	d8, d6
Movement	Flying Stride 5, Flying Dash 11, Flying Sprint d8 d6, Flying Run 49 Flight = Begin your turn flying? Move d4 paces forward Flying Fighter = Extra "Refresh Flight" Action
Attack	Shove @ Close d12, 2d8, Bonus 2d8 against non-airborne targets – Damage +1 Weak, Push 1 Create Air @ Medium 2d8, d4 – Damage +2 Critical Gust of Wind @ Medium = 2d8, d4 vs. 3; Explosion: Short, Resist with Body, Endurance vs. 3; Damage +0, Push 3 Knack = X to re-roll "Create Air" or "Gust of Wind" dice
Dodge	d8 (bonus d12 if Afraid)
Soak	d4 (All Earth Damage is Slaying, All Air Damage is Weak) Magic Save = X to negate Magic Attack

Gnome (Typical Earth Elemental)

The Typical Gnome has the following:

- Body d8, Speed d4, Mind d4, Will d6
- Species: Gnome d8 (include with Digging, Observation, and Supernatural)
- Natural Weapons: Punch
- Personality: Melancholy
- Strength
- Improved Strength
- Natural Armor
- Bravery
- Brawling Fighter
- Knack for Digging
- Elemental Apprentice
- Mystic: Elementalism
- Magic Save
- Quake
- Insider with Elementals

Gnome in Battle	
Initiative	2d4
Movement	Stride 1, Dash zero, Sprint d4, Run 15
Attack	Punch @ Close d12, 2d8 – Damage +1 Critical Create Earth @ Medium 2d8, d4 – Damage +2 Critical Quake @ Medium = 2d8, d4 vs. 3; Explosion: Near, Resist with Body, Endurance vs. 3; Damage +1 Penetrating Knack = X to re-roll "Create Earth" or "Quake" dice
Counter	Punch @ Close 2d8 – Damage +1 Critical
Parry	Punch @ Close 2d8 = Block Melee
Dodge	d4
Soak	d8 and Natural Armor d8 (All Air Damage is Slaying. All Earth Damage is Weak.) Bravery = X to negate Afraid Magic Save = X to negate Magic Attack

Gnomes can "breathe earth" even better than they breathe air. A Gnome can be buried alive and never feel any ill effects. They can still drown, though … but since they don't float, they will prefer to sink to the bottom of the water and entomb themselves in the ground.

Salamander (Typical Fire Elemental)

The Typical Salamander has the following:

- Body d4, Speed d6, Mind d4, Will d8
- Species: Salamander d8 (include with Observation, Presence, and Supernatural)
- Natural Weapons: Torch
- Personality: Choleric
- Frenzy
- Brawling Fighter
- Fast Mover
- Resolve
- Relentlessness
- Knack for Presence
- Elemental Apprentice
- Mystic: Elementalism
- Magic Save
- Sunburst
- Insider with Elementals

Salamander in Battle	
Initiative	d6, d4
Movement	Stride 2, Dash 5, Sprint d6, Run 23
Attack	Torch @ Close d8, d4 – Damage +1 Weak, On Fire Ignite Fire @ Medium 2d8, d4 – Damage +1 Critical, On Fire Sunburst @ Medium = 2d8, d4 vs. 3; Explosion: Near, Resist with Mind, Stealth vs. 3; Damage +1, Blinded Knack = X to re-roll "Ignite Fire" or "Sunburst" dice
Counter	Torch @ Close d8, d4 – Damage +1 Weak, On Fire
Parry	Torch @ Close d8, d4 = Block Melee
Dodge	d4
Soak	d8, d4 (All Water Damage is Slaying. All Fire Damage is Weak) Relentlessness = X to negate Reeling Frenzy = X to negate Afraid, become Enraged Magic Save = X to negate Magic Attack

A Salamander is constantly On Fire, with no ill effects. If a Salamander's On Fire condition is negated for any reason, the Salamander immediately becomes Injured, and then becomes On Fire again at the beginning of their next turn.

Undine (Typical Water Elemental)

The Typical Undine has the following:

- Body d4, Speed d6, Mind d8, Will d4
- Species: Undine d8 (include with Observation, Supernatural, and Swimming)
- Natural Weapon: Break Free
- Personality: Phlegmatic
- Fast Swimmer
- Natural Armor
- Focused Fighter
- Coward
- Pacifist
- Knack for Swimming
- Elemental Apprentice
- Mystic: Elementalism
- Magic Save
- Maelstrom
- Insider with Elementals

Undine in Battle	
Initiative	d8, d6
Movement	Stride 1, Dash 3, Sprint d6, Run 13
Attack	Create Water @ Medium 2d8, d4 – Damage +2 Critical Maelstrom @ Medium = 2d8, d4 vs. 3; Explosion: Near, Resist with Will, Endurance vs. 3; Damage +1 Confusion Knack = X to re-roll "Create Water" or "Maelstrom" dice Focused Fighter = bonus d12 to attack, when Focused
Dodge	d4 Coward = X to become Afraid, bonus d12 to defenses Pacifist = bonus d12 to defenses, but X out if you attack Focused Fighter = bonus d12 to defense, when Focused
Soak	d8 and Natural Armor d8 (All Fire Damage is Slaying. All Water Damage is Weak.)

Undines breathe water even better than they breathe air. An Undine may stay under water indefinitely with no ill effects, and they may even speak while submerged. An Elementalist will have to put their ear to the water to hear the Undine, which looks darned silly.

Naturally, Undines are poor combatants at best. They are much better at being spies, near bodies of water.

Lingering Phantoms of Emotion: Shades

A Shade is a phantom being, one that is not quite real or tangible. Sometimes a Shade is an enduring impression of someone who cannot leave this world … but unlike an Unholy Undead, the Shade is just a Psychic copy of the soul, not the original, willful person. A Shade is something from a dream or a fantasy made real by forces not fully understood. It's very common for a Shade to be made up of many people's shared beliefs. For example, after a few hundred years, a money-lender's shop may become the home of a Shade obsessed with counting things.

They vary in powers and abilities, but one thing is for certain — there's something not quite right about them. Shades can pass through solid objects, but not the idea of a border or boundary. For example, a Shade can pass through a closed door because the idea of the door is a portal that can be passed through. A Shade cannot pass through a castle wall, because the idea of the wall is to keep intruders out. Many doors will have a simple charm put above them to keep spirits out, and these will be 100% effective at barring an uninvited Shade from entering.

Some Shades look vaguely like their creators, in terms of species … others are just vaguely humanoid. Whether they are a lingering notion of someone's personality or just some stray thought given substance, Shades do not have any Species Gifts or Natural Weapons. Magic will have full effect.

While anyone can talk to a Shade, only those trained in Cognoscente Magic can understand what a Shade has to say back to them. As a being of pure thought, ideas affect it more strongly than reality. Shades can sometimes be convinced, through Deceit and Negotiation, of a different reality than what is really there. Shades should always be difficult, obstinate creatures, fixated on making things "right" … whatever they think "right" is. Shades always have obsessive-compulsive behavior.

A Typical Shade will never voluntarily give up its name, to retain its Anonymous power. Shades are insubstantial, but even souls can reach into the beyond. Mundane weapons cannot affect them – they don't even send the Shade reeling. Bare-handed and Natural Weapons can still hit a Shade for Weak damage – it's the soul's intent to affect them that works, not the physical substance itself. Shades cannot pick up mundane objects unless they believe that they can … which may require some strange logic. They can use Bare-Handed attacks against the living, but they will only do so if the living interfere with what's "right".

Shade (Typical)

A Typical Shade has the following:

- no Body, Speed d6, Mind d6, Will d6
- Species: Shade d6 (include with Brawling, Supernatural, and Stealth)
- Career: Any at d6
- Three Gifts from their Career
- Melee Fervor
- Brawling Fighter
- Vengeful Fighter
- Acrobat
- Contortionist
- Anonymous

Shade in Battle	
Initiative	2d6
Movement	Stride 1, Dash 3, Sprint d6, Run 15 Can move through solid objects, unbarred portals
Attack	Punch @ Close d6 – Damage +1 Critical Wrestle @ Close d6 – Damage +1, Grapple
Counter	Punch @ Close d6 – Damage +1 Critical Wrestle @ Close d6 – Damage +1, Grapple Vengeful Fighter = bonus d12 when Hurt or Injured
Dodge	d6 Anonymous = bonus d12 vs. Magic Attacks
Soak	None Insubstantial = Immune to Melee, Ranged, Thrown Damage, Brawling and Natural Damage is Weak

That Which is Not Dead Can Eternal Lie: Undead

All faiths agree that the souls of those who have passed on often remain in some capacity in this world. Of the Old Faiths (that is, the Lutarists and the Druids), the believers would remind folks that we are all part of this world in body or in spirit, that life is a circle, not a line, and that those who have once lived will live again.

A Priest of s'Allumer would warn that excessive worldliness will prevent one's soul from passing on into the Shining Light of All Creation, and that the path to eternal bliss is marked by the teachings of the Church. A Necromancer might claim that new material for their unholy rituals can be found anywhere that people once walked the earth but have shed their mortal coil.

Only those schooled in the Supernatural can detect the presence of the ***Quiet Dead,*** souls still trapped in a place and unable to pass on to the hereafter. Practitioners of White Magic can give the Quiet Dead absolution, sending them on their great journey. Stranger and forbidden magicks can do other things with them. …

Experts agree that some forces in this world are made by those who once yet lived yet have not passed on – the Restless Dead. A Lutarist of the Old Faith would call the ***Restless Dead*** "spirits" and to encourage folks to respect them, to make shrines to venerate them, and to encourage the living and the spirits to work in harmony. A Druid or Priest of s'Allumer would call the Restless Dead "ghosts" and discourage folks from even referencing their presence; they might even call for an exorcist to remove them from a place. A Necromancer would call the Restless Dead "servants" and use dark powers to bring them forth.

Everyone agrees that the most dangerous spirits are the ***Angry Dead,*** who wreak havoc on the physical world. Some are subtle, rigging bad luck for those not wary of their designs. Others are frightening, making strange noises or howls or even throwing things about. The most dangerous possess unsanctified corpses and make them move about, attacking and destroying all that lives. The angry dead are what most people mean when they say "undead". Lutarists, Druids, and Priests all agree — the undead must be destroyed or (failing that) contained. Necromancers have other ideas.

Skeleton (Typical Horde)

A body where the flesh is long gone, a Skeleton is quite frightening for the clattering of its flesh-less bones.

- Body d4, Speed d8, no Mind, Will d6
- Undead d6 (include with Brawling, Observation, & Stealth)
- Brawling Fighter
- Vengeful Fighter
- Fast Mover
- Resolve
- Pack Tactics

Skeleton in Battle	
Initiative	d8
Movement	Stride 2, Dash 6, Sprint d8, Run 24
Attack	Punch @ Close d6, d4 – Damage +1 Critical Wrestle @ Close d6, d4 – Damage +1, Grapple Pack Tactics = bonus d8 Tactics to hit target for each ally . . . or bonus d12 to Tactics for each threatening, Guarding ally
Counter	Punch d12, d6, d4 – Damage +1 Critical Wrestle d12, d6, d4 – Damage +1, Grapple Vengeful Fighter = bonus d12, always on, since always Hurt
Parry	Punch d6, d4
Dodge	d8
Soak	d4 Always Hurt = +1 Damage Immune to Afraid, Critical, Fatigued, Impaling, Sick, Slaying, Terrified, healing, starvation, suffocation, sleep deprivation

A Skeleton may use only Bare-Handed Weapons – any Natural Weapons it had are too rotted or brittle for use. A Skeleton begins any fight as Hurt – they are missing a lot of stuff! They cannot become Afraid, Fatigued, Sick, or Terrified. They are immune to starvation, suffocation, and sleep deprivation. They can

never heal. Just like an inanimate object, a Skeleton has no organs, and thus it is immune to Critical, Impaling, or Slaying effects. A Skeleton is Unholy and Undead and thus vulnerable to anything that affects those statuses.

Skeletons can see the living – if they have line of sight to a living combatant, no amount of darkness hinders them.

Some adventurers tell tales of Skeleton Warriors – Skeletons that also have a fighting Career, the three Gifts that come with it, and rusted equipment. Such horrors must be the stuff of nightmares!

A Skeleton reduced to Dying or worse loses its Unholy & Undead statuses and falls to the ground, now just a lifeless pile of bones.

Zombie (Typical Horde)

An animated corpse with a fair bit of flesh still on it, a Zombie shuffles along with sinister purpose.

- Body d8, Speed d4, no Mind, Will d6
- Undead d6 (include with Brawling, Observation, & Stealth)
- Brawling Fighter
- Vengeful Fighter
- Strength
- Resolve
- Pack Tactics

Zombie in Battle	
Initiative	d4
Movement	Stride 1, Dash 3, Sprint d4, Run 15
Attack	Punch @ Close d8, d6 – Damage +1 Critical Wrestle @ Close d8, d6 – Damage +1, Grapple Pack Tactics = bonus d8 Tactics to hit target for each ally . . . or bonus d12 to Tactics for each threatening, Guarding ally
Counter	Punch d12, d8, d6 – Damage +1 Critical Wrestle d12, d8, d6 – Damage +1, Grapple Vengeful Fighter = bonus d12, always on, since always Hurt
Parry	Punch d8, d6
Dodge	d4
Soak	d8 Always Hurt = +1 Damage Immune to Afraid, Fatigued, Impaling, Sick, Slaying, Terrified, healing, starvation, suffocation, sleep deprivation

A Zombie can use whatever Natural Weapons it had in life. A Zombie cannot become Afraid, Fatigued, Sick, or Terrified. Not being alive, they are immune to Impaling and Slaying effects … however, they still have organs, and they are quite vulnerable to Critical attacks. They are immune to starvation, suffocation, and sleep deprivation. They can never heal. A Zombie is Unholy and Undead and thus vulnerable to anything that affects those statuses.

Zombies can see the living – if they have line of sight to a living combatant, no amount of darkness hinders them.

Some adventurers tell tales of Zombie Warriors – Zombies that also have a fighting Career, the three Gifts that come with it, and rusted equipment. What fevered dream could bring forth such madness?

A Zombie reduced to Dying or worse loses its Unholy & Undead statuses and falls, a putrefying corpse.

Ghost (Typical)

A spirit may haunt a place after death, usually if the body is not buried properly.

- no Body, Speed d4, no Mind, Will d12
- Undead d12 (include with Brawling, Observation, & Stealth)
- Melee Fervor
- Knack with Presence
- Anonymous
- Local Knowledge: where it haunts
- Skills: Presence 2d12 (bonus from Knack included)

Ghost in Battle	
Initiative	d4
Movement	Stride 1, Dash 2, Sprint d4, Run 6
Stunt	Scare @ Medium 3d12 vs. target's Body, Will, Presence = Target becomes Afraid or Terrified, Ghost is sent Reeling Knack = X to re-roll Scare dice
Dodge	d4 Immune to Brawling, Melee, Ranged, Thrown Attacks Anonymous = bonus d12 to defend vs. Magic
Soak	None Immune to Afraid, Fatigued, Impaling, Sick, Slaying, Terrified, healing, starvation, suffocation, sleep deprivation

A Ghost has no physical body, and it can barely be seen on good days. Physical attacks pass through it harmlessly, nor can the Ghost manipulate the physical world. A Ghost can interact with other Undead normally.

A Ghost attacks by using the "Scare" stunt, using a variety of methods: unearthly howling, rattling of chains, frightening visage, etc. The Ghost rolls 3d12 vs. the target's Body, Will, and Presence. (See page 125 for more details.) Besides freaking people out, a Ghost is harmless … but an evil Ghost may seek to Terrify people into falling out of windows or otherwise coming to harm.

If someone names the Ghost – that is, they call out the name that the Ghost had in life – then the Ghost will acknowledge the name (thus exhausting the Anonymous

Gift) and fly into a howling rage, using the Scare stunt every turn.

A Ghost can be destroyed by using magic – anything that renders it Dying or worse destroys it forever. A Ghost always has partial concealment, and it can become completely invisible if it uses the "Hide" stunt (see page 147.) Ghosts have an annoying habit of disappearing for a day, a week, a month, or even years, skipping ahead in time and beyond all earthly reach until they come back.

Barrow Wight (Elite)

Sometimes, a violent man or woman does not lie peacefully within their grave. A Barrow Wight is a twisted parody of what it was in life: milky-white, iris-free eyes that stare unblinkingly … rubbery flesh with only scraps of fur still clinging in scabrous patches … hands or feet twisted backwards to give it an awkward lumbering gait.

- Body d8, Speed d8, Mind d4, Will d12
- Undead d8 (include with Brawling, Observation, & Stealth)
- Natural Weapons: Punch, Teeth, Wrestle
- Anonymous
- Brawling Fighter
- Frenzy
- Improved Strength
- Local Knowledge: the graveyard it haunts
- Natural Armor (d8, from Undead Trait)
- Personality: Wrathful
- Resolve
- Strength
- Toughness
- Vengeful Fighter

Barrow Wight in Battle	
Initiative	d8, d4
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Punch @ Close d12, 2d8 – Damage +1 Critical Teeth @ Close d12, 2d8 – Damage +1, Grapple Wrestle @ Close d12, 2d8 – Damage +1, Grapple
Counter	Punch d12, 2d8 – Damage +1 Critical Vengeful Fighter = bonus d12 to Counter, when Hurt
Parry	Punch d8, d6
Dodge	d8
Soak	2d8 Toughness = X to roll Soak again Frenzy = X to negate Afraid, become Enraged Immune to Afraid, Fatigued, Impaling, Sick, Slaying, Terrified, healing, starvation, suffocation, sleep deprivation Cannot be killed by normal means – see below

The Barrow Wight has whatever natural weapons it had in life. A Barrow Wight cannot become Afraid, Fatigued, Sick, or Terrified. They are immune to starvation, suffocation, and sleep deprivation. A Barrow Wight is Unholy and Undead and thus vulnerable to anything that affects those statuses. Barrow Wights can see the living – if they have line of sight to a living combatant, no amount of darkness hinders them. Barrow Wights still have a lot of meat, but their hearts do not beat – they are still vulernable to Critical, but Impaling and Slaying effects do not work on them.

Unlike most Undead, the Barrow Wight can heal from being Hurt and Injured … if it consumes the flesh of the living. The Wight will prefer to hunt at night, since it can see the living … but it's frighteningly capable of striking out during the day.

If someone calls out the Barrow Wight's name that it had in life, the monster will instantly respond to it (and thus exhausting its Anonymous protection), fly into a rage (by exhausting Frenzy, if appropriate), and attacking whoever named it.

If the Barrow Wight suffers a Dying or worse result, it loses the Undead status but *not* the Unholy Status. The corpse will rise as a Barrow Wight again, on the next full moon. To remove the Unholy status and destroy the monster forever, first the thing must be named (as above), then killed, then the body must be buried on consecrated ground.

Barrow Wights that lose part of their bodies (perhaps because they were Overkilled) improvise strange and grisly substitutes, such as a pumpkin for a head, or someone else's hand for their own. How they can do this isn't fully understood, but it sure is creepy.

Phantom Dilettante (Villain)

Much worse than just a mischievous ghost, a Phantom can actually carry on a sophisticated conversation.

- no Body, Speed d8, Mind d8, Will d8
- Career: Dilettante d8 (include with Gossip, Inquiry & Negotiation)
- Undead d8 (include with Brawling, Observation, & Stealth)
- Anonymous
- Dilettante's Trappings (ghostly, naturally)
- Frenzy
- Knack with Presence
- Literacy
- Local Knowledge: where it haunts
- Melee Fervor
- Nobility
- Skills: Presence 2d12 (bonus from Knack included)

Phantom Dilletante in Battle	
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 12
Stunt	Scare @ Medium 3d12 vs. target's Body, Will, Presence = Target becomes Afraid or Terrified, Phantom is sent Reeling Knack = X to re-roll Scare dice
Dodge	d4 Immune to Brawling, Melee, Ranged, Thrown Attacks Anonymous = bonus d12 to defend vs. Magic
Soak	None Immune to Afraid, Critical, Fatigued, Impaling, Sick, Slaying, Terrified, healing, starvation, suffocation, sleep deprivation

A Phantom has no physical body. Physical attacks pass through it harmlessly, nor can the Phantom manipulate the physical world. A Phantom can interact with other Undead normally.

A Phantom attacks by using the Scare stunt, using a variety of methods: unearthly howling, rattling of chains, frightening visage, etc. The Phantom rolls 3d12 vs. the target's Body, Will, and Presence.

A Phantom Dilettante usually haunts their son, daughter, or other blood-line descendant, to avenge some wrong against the family bloodline. Phantoms would deal with their problems directly, but they're usually not able to pass beyond the confines of the place that they haunt.

If someone calls a Phantom by the name they had in life, they will respond to the naming (thus exhausting the Anonymous Gift) and fly into a rage (exhausting Frenzy).

A Phantom can be destroyed by using magic – anything that renders it Dying or worse destroys it forever. A Phantom always has partial concealment, and it can become completely invisible if it uses the "Hide" stunt (see page 147). Phantoms have an annoying habit of disappearing for a day, a week, a month, or even years, skipping ahead in time and beyond all earthly reach until they come back.

Oupire Rake (Villain)

A wretched and greedy monster, the Oupire must feed upon the blood of the living to sustain its existence.

- Body d8, Speed d8, Mind d8, Will d12
- Species [of choice] d8
- The three Species Gifts
- Career: Rake d8 (include with Dodge, Gossip, & Negotiation)
- Undead d12 (include with Brawling, Observation, & Stealth)
- Natural Weapons: Teeth, et al.
- Ally (usually a Servant)
- Carousing
- Diehard
- Disguise
- Fast-Talk
- Frenzy
- Gang of Irregulars
- Local Knowledge: wherever they unlive
- Luck
- Magic Save
- Mystic: Necromancy
- Personality: Greedy
- Seduction
- Sneaky Fighter
- Streetwise
- Strength
- Toughness
- Vengeful Fighter

Oupire Rake in Battle	
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Teeth @ Close d12, 2d8 – Damage +1, Grapple Stiletto @ Close 4d8 – Damage +2 Impaling
Counter	Stiletto @ Close d8 – Damage +2 Impaling
Parry	Stiletto @ Close d8 – Damage +2 Impaling
Dodge	d8 Anonymous = bonus d12 to defend or resist vs. Magic
Soak	d8 and Leather Armor d6 Diehard = +d6 Soak when Hurt, +d6 Soak when Injured Toughness = X to roll Soak again Frenzy = X to negate Afraid, become Enraged Immune to Fatigued, Sick, Terrified, healing, starvation, suffocation, sleep deprivation

When healthy, the Oupire looks the same as it did in life. When unhealthy, its fur may fall out, its skin may become translucent, its eyes may become milky and dilated.

The Oupire has whatever natural weapons it had in life, plus a Teeth weapon if it didn't already have one. A Oupire is Unholy and Undead and thus vulnerable to anything that affects those statuses.

Oupires can see the living – if they have line of sight to a living combatant, no amount of darkness hinders them. Unlike most undead, Oupires are vulnerable to many of the conditions that affect the living.

Normal food does not sustain an Oupire – instead, it must feed on the blood of the living, and not just any blood, but blood taken directly from a soulful, living host. The Oupire feeds by draining blood with its Bite attack – if the target becomes Dying, then the Oupire drains enough blood to sustain itself. The blood is a magical metaphor for drawing life from the target; simply drinking drained blood doesn't work. An Oupire can only rest in a mound of dirt from its original grave; otherwise, it will become sleep-deprived.

If the Oupire suffers a Dying or worse result, it loses the Undead status but not the Unholy Status. If its task is still unfinished, the corpse will rise as a Oupire again, on the next night, fully healed of all Hurt and Injured. To remove the Unholy status and destroy the monster forever, first the thing must be killed, then the body must be buried on consecrated ground. If the body is ever dug up, the Oupire will rise again!

Oupires do not age, and decades of sybaritic excess may drive them to madness. They may become obsessed with numbers, or they may fear holy symbols, running water, or sunlight. None of these things actually hurt them, but they may fear them anyway. An Oupire that starves to death from lack of blood becomes a mere Barrow Wight.

Oupires may also be Explorers, Dilettantes, Diplomats, or other worldly types who trade their souls to the pale beyond in return for power and vanity.

Revenant Champion (Enforcer)

The restless spirit of a great and bloody-minded warrior, Revenants are sometimes called mistakenly called "black knights". The Phelan tell tales of the once-and-future-king who rises from the grave at their time of greatest need. The Church of s'Allumer condemns such heresy.

- Body d12, Speed d12, Mind d6, Will d12
- Undead d12 (include with Brawling, Observation, & Stealth)
- Career: Champion d12 (include with Brawling, Dodge, & Melee Combat)
- Anonymous
- Artful Dodger
- Bravery
- Brawling Fighter
- Fast Mover
- Frenzy
- Honor
- Improved Strength
- Line Breaker
- Luck
- Mighty Grip
- Natural Armor (d12, from Undead Trait)
- Personality: Wrathful
- Relentlessness
- Resolve
- Strength
- Toughness x3
- Vengeful Fighter
- Veteran

Revenant Champion in Battle	
Initiative	2d12, d6
Movement	Stride 2, Dash zero, Sprint d12, Run 30
Attack	Zweihander @ Close 3d12 – Damage +4 Veteran = Aim for d12 attack bonus
Counter	Zweihander @ Close 2d12 – Damage +4 Veteran = Guard for d12 counter bonus
Parry	Zweihander @ Close 2d12 = Block Melee Veteran = Guard for d12 parry bonus
Dodge	2d8 (bonus d12 concealment at more than Short Range) Veteran = Guard for d12 dodge bonus Anonymous = bonus d12 to defend or resist vs. Magic
Soak	2d12 and Plate & Chain armor d10, d8 Diehard = +d6 Soak when Hurt, +d6 Soak when Injured Toughness x3 = X to roll Soak again (three uses) Relentlessness = X to negate Reeling Bravery = X to negate Afraid Frenzy = X to negate Afraid, become Enraged Immune to Fatigued, Sick, Terrified, healing, starvation, suffocation, sleep deprivation
Extra	Honor = X to claim d12 to defend or resist the dishonorable Luck = X to re-roll any one die two times, take best of three

The Revenant has whatever Natural Weapons it had in life. Many Revenants were buried in full battle array, and thus they will have armor and weapons, which they will not hesitate to use.

A Revenant cannot become Afraid, Fatigued, Sick, or Terrified They are immune to starvation, suffocation, and sleep deprivation. A Revenant is Unholy and Undead and thus vulnerable to anything that affects those statuses. Revenants can see the living – if they have line of sight to a living combatant, no amount of darkness hinders them.

If someone calls out the Revenant's name that it had in life and issues a fair challenge, the monster will instantly respond to it (and thus exhausting its Anonymous protection) and acknowledge the challenge (as dictated by Honor). Only if the Revenant is dishonored will it fly into a rage (by exhausting Frenzy).

If the Revenant suffers a Dying or worse result, it loses the Undead status but not the Unholy Status. If its task is still unfinished, the corpse will rise as a Revenant again, on the next night, fully healed of all Hurt and Injured. To remove the Unholy status and destroy the monster forever, first the thing must be named (as above), then killed, then the body must be buried on consecrated ground. Revenants that lose part of their bodies (perhaps because they were Overkilled) usually just cover up the missing part with armor, such as a helmet where their head used to be. Losing parts of their body in this way doesn't seem to hinder them at all.

Revenants may come from all sorts of places. Feel free to make Revenants of other Careers.

Ferocious Monsters of Battle: Goblins

The Phelan histories tell of their 150-year struggle with the war goblins who dominated the western woods. Today, their stories are dismissed as myth and legend. Other people know better.

Goblins prefer to be left alone, but if they are angered, they attack en-masse. It is difficult to negotiate with goblins, as they rarely speak the common language of Calabria.

Goblins could be confused for wolves wearing a mantle of features, or for a raven that somehow has put on gloves that end in strange claws. Once a Goblin speaks, however, in its weird voice, everyone instantly knows that they are in the presence of something strange.

Very few Goblins speek the common tongue of Calabria.

Goblin Fiann (Elite Horde)

- Body d8, Speed d10, Mind d6, Will d8
- Goblin d8 (Include with Brawling, Dodge, & Stealth)
- Natural Weapons: Beak, Claws
- Natural Senses: Listen, Smell, Spot
- Natural Cycle: Night
- Soldier d8 (Include with Melee Combat, Ranged Combat, and Tactics)
- Anonymous
- Armored Fighter
- Flight
- Flying Fighter
- High-Altitude Flyer
- Hiking
- Howling
- Local Knowledge: where they live
- Pack Tactics
- Resolve
- Shield Soak
- Unshakeable Fighter
- Veteran

Goblin Fiann in Battle	
Initiative	d10, d6
Movement	Stride 1, Dash 5, Sprint d10, Run 23 Flying: Stride 4, Dash 5, Sprint d10, Run 35 Flight = Begin your turn flying? Move d8 paces forward Flying Fighter = Extra "Refresh Flight" action
Attack	Beak @ Close 2d8 – Damage +1 Impaling Claws @ Close 2d8 – Damage +1 Critical Thrown Javelin @ Short d10, 2d8 – Damage +0 Impaling Veteran = Aim for d12 attack bonus Pack Tactics – bonus d8 to hit target thraetend by ally, plus d8 for each ally . . . or bonus d12 to Tactics for each threatening, Guarding ally
Counter	Javelin @ Close 2d8 – Damage +0 Impaling Veteran = Guard for d12 counter bonus
Parry	Javelin @ Close 3d8 with Shield's Cover = Block Melee Veteran = Guard for d12 parry bonus
Dodge	3d8 with Shield's Cover Veteran = Guard for d12 dodge bonus Anonymous = bonus d12 to defend or resist vs. Magic
Soak	2d8 and Leather d8

Goblins will fight with javelins at range, and in close quarters they will use beaks and shields. They prefer leather armor, made from the tanned hides of their foes.

Morrígna Overseer (Supernaut)

Is it a bird, or is it a wolf? The Morrígna stands almost thirty hands tall and weighs in somewhere around 30 stone. Its feathers are as black as the darkest night, and it smells like the loam of the deepest forests. While they are particularly fearsome combatants, they can be easily confused and spooked in combat, often falling into traps. Despite their size, Morrígnai move silently and swiftly.

- Body d12, Speed d12, Mind d12, Will d12
- Morrígna d12 d4 (Include with Brawling, Dodge, & Stealth)
- Natural Weapons: Beak, Claws
- Natural Senses: Listen, Smell, Spot
- Natural Cycle: Night
- Career: Slaver d12 (Include with Brawling, Melee Combat, & Tactics)
- Personality: Wrathful
- Acrobat
- Anonymous
- Artful Dodger
- Bravery
- Brawling Fighter
- Combat Save
- Counter-Tactics
- Diehard
- Disarming Save
- Fast Mover
- Flight
- Flying Fighter
- Giant
- High-Altitude Flyer
- Honor
- Howling
- Improved Strength
- Indomitable Fighter
- Knockout Strike
- Local Area Knowledge: wherever they live
- Luck
- Magic Save
- Mighty Grip
- Mob Fighter
- Mystic: Druidism
- Natural Armor (d12 d4, from Morrígna Trait)
- Quick Draw
- Rapid Guard
- Relentlessness
- Replay for Destiny
- Resolve
- Scary Fighter
- Second Throw
- Shadowing
- Signature Item: Airmcoinneála
- Springing Strike
- Strength
- Toughness x3
- Tracking
- Vengeful Fighter
- Veteran

The typical Morrígna wears leather armor made from the tanned hides of many, many foes. They fight with javelins at range, and with their wicked swords, the Airmcoinneála, up close.

Morrígna Overseer in Battle	
Initiative	2d12
Movement	Stride 2, Dash 8, Sprint d12, Run 38 Flying: Stride 5, Dash 8, Sprint d12, Run 44 Flight = Begin your turn flying? Move d12 paces forward Flying Fighter = Extra "Refresh Flight" action Acrobat = Extra "Stand up" action
Attack	Airmcoinneála @ Close, Reach 3d12 – Damage +2 Slaying, Sweep Close Beak @ Close, Reach 3d12, d4 – Damage +1 Impaling Claws @ Close, Reach 3d12, d4 – Damage +1 Critical Thrown Javelin @ Short 3d12 – Damage +0 Impaling Second Throw = X to throw a second javelin Veteran = Aim for d12 attack bonus Tactics = bonus d12 to hit target threatened by ally Scary Fighter = bonus d12 vs. Afraid or Terrified targets Mob Fighter = Down a foe? Swing again at new target Springing Strike = After melee, move d12 paces away
Counter	Airmcoinneála 2d12 – Damage +2 Slaying Veteran = Guard for d12 counter bonus Counter-Tactics = Tactics vs. you? Bonus d12 vs. them
Parry	Airmcoinneála 2d12 – Block Melee Veteran = Guard for d12 parry bonus Counter-Tactics = Tactics vs. you? Bonus d12 vs. them
Dodge	2d12, d4 (bonus d12 concealment at more than Short Range) Veteran = Guard for d12 dodge bonus Anonymous = bonus d12 to defend or resist vs. Magic
Soak	2d12 and Leather & Natural Armor d12, d8, d4 Diehard = +d6 Soak when Hurt, +d6 Soak when Injured Toughness = X to roll Soak & Armor again (three uses) Bravery = X to negate Afraid Combat Save = X to negate Dying or Dead, reduce Overkill Disarming Save = X to negate Dying or Dead, drop sword Magic Save = X to negate one Magic attack
Extra	Rapid Guard = X for extra "Guard" action Honor = X to claim d12 to defend or resist the dishonorable Luck = X to re-roll any one die two times, take best of three

OTHER CAREERS

Here are some more Careers that you can use to flesh out your Minor Characters. While these Careers are available to Player Characters, most of them aren't appropriate for adventurers. They work great for Allies, however. (See the "Ally" Gift, page 70.)

Apothecary

A chemist who sells medicine, usually proscribed by a doctor with more training, found only in large villages, sometimes as a hermit in the woods.

ACADEMIC

Include Career Dice with:
- Academics
- Gossip
- Inquiry

Career Gifts:
- First Aid
- Literacy
- Research

Trappings: Knife, first aid kit, writing kit

Artist

Constantly searching for rich patrons to fund their projects, the Artist must balance their muse with their next pay.

ACADEMIC

Include Career Dice with:
- Academics
- Gossip
- Inquiry

Career Gifts:
- Artist [of choice]
- Etiquette
- Literacy

Trappings: Knife, makeup

Bandit

A criminal who joins a gang to mug people and take their valuables.

MISCREANT

Include Career Dice with:
- Melee Combat
- Stealth
- Tactics

Career Gifts:
- Resolve
- Streetwise
- Veteran

Trappings: Mace (Damage +2), Leather armor (d6), large sack

Barber

Not just a groomer, the Barber also provides dentistry and basic first-aid. Any decently-sized village has one.

ACADEMIC

Include Career Dice with:
- Academics
- Gossip
- Inquiry

Career Gifts:
- Doctor
- First Aid
- Literacy

Trappings: 2 Daggers (Damage +1), Cloth armor (d4), shears, tongs

Beggar

A pitiable sort who lives hand to mouth, a Beggar is always looking for junk or for information to sell.

MISCREANT

Include Career Dice with:
- Negotiation
- Observation
- Stealth

Career Gifts:
- Low Profile
- Streetwise
- Survival

Trappings: Staff (Damage +1, Parry d12), Cloth armor (d4), bowl, religious symbol, crutch

Cavalier

A mounted fighter, a leader of soldiers, the Cavalier is a champion of their lord and fights in their name.

NOBLE

Include Career Dice with:
- Leadership
- Melee Combat
- Riding

Career Gifts:
- Heraldry
- Nobility
- Rider's Trappings

Trappings: Lance, Longsword (Damage +2), shield (Cover d8), Leather armor (d6), knife, banner with coat of arms

Champion

WARRIOR

An honorable warrior who fights in trials-by-combat or in wartime, in service to their lord or lady.

Include Career Dice with:
- **Brawling**
- **Dodge**
- **Melee Combat**

Career Gifts:
- **Bravery**
- **Honor**
- **Veteran**

Trappings: Longsword (Damage +2), Wooden Shield (Cover d8), Sling (Damage +1), dagger, tabard

Diplomat

NOBLE

A negotiator who travels into rival demesne, the Diplomat parleys hostage releases and land disputes.

Include Career Dice with:
- **Inquiry**
- **Leadership**
- **Negotiation**

Career Gifts:
- **Diplomacy**
- **Literacy**
- **Nobility**

Trappings: Shortsword (Damage +1 Impaling), Cloth armor (d4), letter of patent of nobility, signet ring, white flag

Coachman

LABORER

Driving the passenger wagons along the roads, Coachmen live in fear of bandit gangs and highwaymen.

Include Career Dice with:
- **Observation**
- **Riding**
- **Vehicles**

Career Gifts:
- **Animal Handling**
- **Geography**
- **Teamster**

Trappings: Shortsword (Damage +1 Impaling), Lever Crossbow (Damage +1), Leather Armor (d6), knife, riding crop

Engineer

ACADEMIC

Trained in physics and math, the Engineer is needed to design the grand architecture used in civil buildings and modern warfare.

Include Career Dice with:
- **Academics**
- **Craft**
- **Digging**

Career Gifts:
- **Cartography**
- **Literacy**
- **Mathematics**

Trappings: Knife, Leather armor (d6), plum-bob, square, compass

Craftsman

LABORER

A skilled laborer, a Craftsman may either have a local shop or be a traveler looking for work.

Include Career Dice with:
- **Craft**
- **Inquiry**
- **Negotiation**

Career Gifts:
- **Craft Specialty [of Choice]**
- **Haggling**
- **Team Player**

Trappings: Shortsword (Damage +1 Impaling), knife, tools

Entertainer

LABORER

Actor, singer, clown, bard – everyone needs a little joy in life.

Include Career Dice with:
- **Deceit**
- **Gossip**
- **Presence**

Career Gifts:
- **Carousing**
- **Disguise**
- **Performance: [of choice]**

Trappings: Shortsword (Damage +1 Impaling), knife, makeup

Farmer

Four out of five people in Calabria are simple Farmers who till the land from before sunrise until after sunset.

LABORER

Include Career Dice with:
- Craft
- Endurance
- Weather Sense

Career Gifts:
- Animal Handling
- Craft Specialty: Farming
- Team Player

Trappings: Pitchfork (Damage +2), knife, large sack

Gambler

A professional player of dice or card games, Gamblers live for today, hand-to-mouth, trusting in their luck.

MISCREANT

Include Career Dice with:
- Gossip
- Inquiry
- Observation

Career Gifts:
- Carousing
- Gambling
- Streetwise

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6), dagger, good luck charm

Fence

A buyer and seller of stolen goods, Fences run the black markets, where they meet with all kinds of scoundrels, cut-throats, and rebels.

MISCREANT

Include Career Dice with:
- Deceit
- Inquiry
- Negotiation

Career Gifts:
- Forgery
- Haggling
- Streetwise

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6), knife, large sack, purse

Herbalist

A humble practitioner of folk medicine, the Herbalist is often the only healer to be found in small villages.

ACADEMIC

Include Career Dice with:
- Academics
- Digging
- Searching

Career Gifts:
- Literacy
- Medicine
- Tracking

Trappings: Knife, Cloth armor (d4), shovel, seeds

Functionary

Empires don't run themselves. Functionaries are career bureaucrats who work in the larger administrations.

ACADEMIC

Include Career Dice with:
- Academics
- Inquiry
- Negotiation

Career Gifts:
- Administration
- Bribery
- Literacy

Trappings: Knife, Cloth armor (d4), inkwell, pen, stamp

Highwayman

The Highwayman lives a double life: respectable citizen by day, thief by night. They specialize in flashy clothes and daring escapes.

MISCREANT

Include Career Dice with:
- Melee Combat
- Presence
- Riding

Career Gifts:
- Dilettante's Trappings
- Rider's Trappings
- Streetwise

Trappings: Pistol (Spark d10, Damage +2 Slaying), Rapier (Damage +2 Impaling), Leather armor (d6), Palfrey, hat, cape, mask

Hunter

Trapping and shooting animals for subsistence and for sale, many Hunters are illegally poaching on a lord's land.

LABORER

Include Career Dice with:
- Endurance
- Ranged Combat
- Searching

Career Gifts:
- Hiking
- Survival
- Tracking

Trappings: Sling (Damage +1), Shortbow (Damage +0 Impaling), Shortsword (Damage +1 Impaling), Leather armor (d6), knife

Marauder

A fearsome plunderer, the Marauder rides in, takes all that they can, and burns the rest.

WARRIOR

Include Career Dice with:
- Melee Combat
- Ranged Combat
- Riding

Career Gifts:
- Rider's Trappings
- Resolve
- Veteran

Trappings: Longsword (Damage +2), Wooden shield (Cover d8), Lever Crossbow (Damage +1), dagger, destrier

Jailer

In Calabria, prisons are a temporary affair, used only to hold nobles traded for ransom and slaves sold into indenture.

WARRIOR

Include Career Dice with:
- Brawling
- Melee Combat
- Observation

Career Gifts:
- Brawling Fighter
- Counter-Tactics
- Resolve

Trappings: Staff (Damage +1, Parry d12), Lever Crossbow (Damage +1), dagger, manacles, key ring

Merchant

A buyer and seller of legitimate goods, adventurers will interact with Merchants quite a bit.

LABORER

Include Career Dice with:
- Gossip
- Inquiry
- Negotiation

Career Gifts:
- Diplomacy
- Fast-Talk
- Haggling

Trappings: Shortsword (Damage +1 Impaling), Leather armor (d6), knife, purse, strongbox for money

Marine

The marines who fight for us, we call "privateers". The marines that fight for them, we call "pirates".

WARRIOR

Include Career Dice with:
- Melee Combat
- Ranged Combat
- Swimming

Career Gifts:
- Resolve
- Sailing
- Veteran

Trappings: Shortsword (Damage +1 Impaling), Buckler (Cover d4), Lever Crossbow (Damage +1), dagger, rope

Militiaman

In the disputed territories, the locals must defend themselves. The Militiaman splits their time between fighting and working.

WARRIOR

Include Career Dice with:
- Craft
- Melee Combat
- Throwing

Career Gifts:
- Craft Specialty [of choice]
- Resolve
- Veteran

Trappings: Spear (Damage +3), Javelin (Damage +1), Lever Crossbow (Damage +1), Cloth armor (d4), dagger, destrier

Navigator

Indipensable for those long sea voyages, the Navigator uses star charts and world maps to plot courses over the ocean blue.

ACADEMIC

Include Career Dice with:
- Academics
- Observation
- Weather Sense

Career Gifts:
- Astrology
- Cartography
- Literacy

Trappings: Knife, Cloth armor (d4), sextant

Peddler

Pushing a cart and hawking their wares, a Peddler scavenges junk or makes handicrafts, then sells them for money.

LABORER

Include Career Dice with:
- Craft
- Endurance
- Negotiation

Career Gifts:
- Craft Specialty [of choice]
- Haggling
- Junk Expert

Trappings: Mace (Damage +2), Leather armor (d6), knife, cart, junk

Ostler

An innkeeper, tavern-owner, or lowly stablehand, an Ostler works with travelers to provide room and board, and to maintain their animals and vehicles.

LABORER

Include Career Dice with:
- Riding
- Vehicles
- Weather Sense

Career Gifts:
- Animal Handling
- Team Player
- Teamster

Trappings: Pitchfork (Damage +2), Leather armor (d6), knife

Physician

A professional doctor or surgeon, the Physician is classically trained in anatomy and physiology.

ACADEMIC

Include Career Dice with:
- Academics
- Inquiry
- Observation

Career Gifts:
- Doctor
- Literacy
- Medicine

Trappings: Knife, Cloth armor (d4), bonesaw

Outlaw

Sniping from a distance, then looting the body ... the Outlaws are the greatest danger on the open road and lawless badlands.

MISCREANT

Include Career Dice with:
- Dodge
- Ranged Combat
- Stealth

Career Gifts:
- Resolve
- Streetwise
- Veteran

Trappings: Longbow (Damage +1), Leather armor (d6), knife, large sack

Pickpocket

A light-fingered cut-purse, the Pickpocket specializes in bumping into people and ripping off their valuables.

MISCREANT

Include Career Dice with:
- Deceit
- Gossip
- Stealth

Career Gifts:
- Legerdemain
- Shadowing
- Streetwise

Trappings: Shortsword (Damage +1 Impaling), Cloth armor (d4), someone else's purse

Priest or Priestess

A humble believer, doing the Great Work for the lay masses, and ordained by the church to preside over weddings, funerals, and other holy affairs.

Include Career Dice with:
- Academics
- Craft
- Endurance

Career Gifts:
- First Aid
- Literacy
- Ordainment

Trappings: holy symbol, holy book

Servant

A humble attendant to an aristocrat, a Servant tends to the daily affairs.

Include Career Dice with:
- Gossip
- Inquiry
- Negotiation

Career Gifts:
- Etiquette
- Low Profile
- Team Player

Trappings: Dagger (Damage +1), servant's clothes

Robber

Also called a Footpad or a bravo, the Robber is a sneaky, solitary sort, who violently blind-sides victims and takes their valuables.

Include Career Dice with:
- Brawling
- Melee Combat
- Stealth

Career Gifts:
- Resolve
- Streetwise
- Veteran

Trappings: Mace (Damage +2), Cloth armor (d4), large sack

Slaver

A warrior who captures people, takes them abroad, and sells them for money, the Slavers are the scourge of the badlands.

Include Career Dice with:
- Brawling
- Melee Combat
- Tactics

Career Gifts:
- Knockout Strike
- Resolve
- Veteran

Trappings: Goad (Damage +3), Leather armor (d6), knife, rope, net, large sack, small sack

Sailor

Another hand on the deck of a frigate or other sailing ship, a Sailor travels the world.

Include Career Dice with:
- Swimming
- Vehicles
- Weather Sense

Career Gifts:
- Carousing
- Sailing
- Team Player

Trappings: Dagger (Damage +1), Leather armor (d6), rope

Spy

An illicit observer for some other agency, a Spy must maintain a real job while they pass information to their master ... or while they plot an assassination.

Include Career Dice with:
- Deceit
- Observation
- Stealth

Career Gifts:
- Disguise
- Low Profile
- Spy's Trappings

Trappings: Pistol (Damage +2 Slaying), Stiletto (Damage +2 Impaling), several outfits

Scholar

A learned person, librarian, or advisor, a Scholar will need a wealthy patron to pay their wages.

ACADEMIC

Include Career Dice with:
- Academics
- Inquiry
- Supernatural

Career Gifts:
- History
- Literacy
- Research

Trappings: Knife, Cloth armor (d4), bookmark

Watchman

In the larger towns and cities, the Watchmen patrol the streets and bring law to the criminals.

WARRIOR

Include Career Dice with:
- Melee Combat
- Observation
- Searching

Career Gifts:
- Legal Authority [of choice]
- Resolve
- Veteran

Trappings: Iron Staff (Damage +2), Sling (Damage +1), Leather armor (d6), knife, rope, uniform, badge

Seer

Someone who claims the ability to see into the future, a Seer may be a local nut, or they may be a respected prophet.

ACADEMIC

Include Career Dice with:
- Academics
- Presence
- Supernatural

Career Gifts:
- Literacy
- Oratory
- Research

Trappings: Staff (Damage +1, Parry d12), Cloth armor (d4), hooded shroud, strange jewelry

Witch Finder

A brazen wizard who has studied Thaumaturgy, to find evidence of magic and to fight other wizards.

WIZARD

Include Career Dice with:
- Melee Combat
- Searching
- Supernatural

Career Gifts:
- Literacy
- Thaumaturge's Trappings
- Thaumaturgy Apprentice

Trappings: Cypress Rod (Damage +2, Parry d12), Lever Crossbow (Damage +1), Leather armor (d6), dagger, divining rod

Snitch

Someone who eavesdrops on others, hoping to sell the information later, the job of the Snitch can be a dangerous career.

MISCREANT

Include Career Dice with:
- Gossip
- Inquiry
- Observation

Career Gifts:
- Low Profile
- Shadowing
- Streetwise

Trappings: Mace (Damage +2), Cloth armor (d4), large sack

Worker

First toil, then the grave! Workers can be found at construction sites, dockyards, or any place where there's lots of heavy lifting.

LABORER

Include Career Dice with:
- Brawling
- Craft
- Endurance

Career Gifts:
- Carousing
- Strength
- Team Player

Trappings: Club (Damage +1), Cloth armor (d4), knife, large sack

ADVANCED MAGIC

While many wizards are satisfied with the basic power of Apprentice-level magic, there are those who aspire to learn more. The more powerful the magic, the more requirements it takes to learn it.

Journeyman Air Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Gust of Wind	Off hand	Medium	Speed, Weather Sense vs. 3	Explosion: Short Resist with Body, Endurance vs. 3; Damage +1, Push 3	Magic, Air, Journeyman, Loud
Thunderclap	Off hand	Medium	Speed, Weather Sense vs. 3	Explosion: Near Resist with Speed, Dodge vs. 3; Damage +2	Magic, Air, Journeyman, Loud
Lightning Bolt	Off hand	Medium	Speed, Weather Sense vs. defense	Damage +2, Critical, Penetrating, Confusion	Magic, Air, Journeyman, Loud

Gust of Wind**
(Respite, Magic, Air, Journeyman)

With a thought, you bring forth a small whirlwind. With a gesture, the mistral arcs from your hand to explode into gale force.

Requires:

Elemental Apprentice
Literacy

X (Respite)
Action "ready Gust of Wind"

Exhaust this Gift, then use the ready action to draw forth a "Gust of Wind" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Lightning Bolt**
(Battle, Magic, Air, Journeyman)

The small, sparkling nimbus of your apprentice spell enlarges into a crackling ball of electricity. Targets struck by it dance in agony.

Requires:

Elemental Apprentice
Literacy

X (Battle)
Action "Aim to upgrade Create Air to Lightning Bolt"

To use this ability, you must have a "Create Air" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Create Air" weapon becomes a "Lightning Bolt".

Secrets of Air Magic*
(Magic, Air, Skill, Apprentice)

You have learned how to replenish your reserves of Air Magic faster, but only if you style yourself in the appropriate manner.

Requires:

Elementalist's Trappings: Yellow

Add +1 Mark to Weather Sense

Add 1 Mark to your Weather Sense Skill.
If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a Yellow Robe
Extra action "Refresh Air Magic Gift"

While wearing a Yellow Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Air" descriptors. These Gifts include *Elemental Apprentice* and *Lightning Bolt.*

Thunderclap**
(Respite, Magic, Air, Journeyman)

You call upon the elemental forces of nature to manifest a sound made solid, a strobing light that will explode at your command.

Requires:

Elemental Apprentice
Literacy

X (Respite)
Action "ready Thunderclap"

Exhaust this Gift, then use the ready action to draw forth a "Thunderclap" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Master Air Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Chain Lightning	Off hand	Medium	Speed, Weather Sense vs. defense	Damage +3 Critical, Confusion, Sweep Short	Magic, Air, Master, Loud
The Tempest	Off hand	Medium	Speed, Weather Sense vs. 3	Explosion: Short or Medium Resist with Speed, Dodge vs. 3; Damage +1 Penetrating, Push 3	Magic, Air, Master, Loud

Air Mnemonic**** (Chapter, Magic, Air, Master, Skill)

Your meditative training allows you to call upon reserves of power.

Requires:

Any two Gifts which have both the "Air" and "Journeyman" descriptors

Mystic: Elementalism

Any magical Talisman from any Trappings Gift

Add +1 Mark to Weather Sense

Add 1 Mark to your Weather Sense Skill.

If you re-train this Gift, you also lose the extra Mark.

X (Chapter)

Extra action: "refresh all Air Battle Gifts and Air Respite Gifts"

On your turn, as an extra action, you may put your off-hand upon your magical talisman, and in a loud voice, you declare your command over all Air. By doing so, you immediately refresh all exhausted gifts that have *both* the "Air" descriptor *and* either the "Battle" or the "Respite" descriptor. Other Gifts are not refreshed.

If you do not have a magical talisman to brandish forth, you cannot use this ability.

Air Clout* (Chapter, Magic, Air, Clout, Master, Skill)

The greatest wizards can increase the power of a spell, even after it has been cast.

Requires:

Mystic: Elementalism

Add +1 Mark to Weather Sense

Add 1 Mark to your Weather Sense Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: Casting a Air Spell

Exhaust this Gift after casting a spell of the Air nature to claim a bonus 2d8 with your casting dice.

Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use *one* Clout per roll.

Bind Sylph***** (Magic, Air, Major, Master)

Once you have asserted your dominion over an elemental, the creature is bound to serve you.

Requires:

Any two Gifts which have both the "Air" and "Journeyman" descriptors

Mystic: Elementalism

Elementalist's Trappings: Yellow

Successfully finding a Sylph and winning a contest to bind it

Character Development

Winning a contest of your Speed & Leadership vs. the elemental's Speed & Sylph Trait

In order to buy this Gift, you must first successfully confront a Sylph, strongly present your Sapphire Charm, and then roll a contest of your Speed & Leadership die vs. the elemental's Speed & Sylph Trait. If you are successful, the Sylph is bound to you, dormant inside your Talisman.

If you tie the contest, or worse, you may not try again until you buy at least one more Mark in Weather Sense Skill.

X (Special)

Action "Rally to call forth an Earth Elemental"

Declare a Rally action, and then bring your Sapphire Charm forth. The dormant Sylph appears in any appropriate spot Near you.

The elemental is a character under the control of the Game Host. It acts after you take your turn in the sequence. You will have to use the Rally action to give it orders (although that action also counts as a Rally).

If the elemental is Near you, you may order it back into your headband, with a Rally action. If the elemental is healthy, you may Refresh this Gift at your next cycle. If the elemental is Hurt, Injured, Sick, etc., then you may not Refresh this Gift until the elemental has healed over time, at the normal rate. Dormancy is the best rest possible – it counts as a nice bed and a square meal.

If not rebound, then after eight hours of being released, and each full hour thereafter, roll your Speed die. If you roll a 1, the Sylph becomes unbound. You will have to bind it again, by winning the contest, as above. (You may also have to track it down, for it will find someplace else to become dormant.)

(You may also have to track it down, for it will find someplace else to become dormant.)

Chain Lightning***
(Respite, Magic, Air, Master)

Blasting a single fool with lightning? Child's play. A real master knows how to arc the bolt from one fool to the next. Grand masters can keep from laughing as they watch them dance in paroxysms of pain.

Requires:

Any two Gifts which have both the "Air" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Mystic: Elementalism

X (Respite)
Action "ready Chain Lightning"

Exhaust this Gift, then use the ready action to draw forth a "Chain Lightning" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Command the Wind**
(Respite, Magic, Water, Master, Weather)

Everyone talks about the weather, but it takes a master wizard to actually do something about it. Note: spells that control the weather are often banned by law.

Requires:

Any two Gifts which have both the "Air" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Insider with the Dunwasser Academy
Mystic: Elementalism

X (Special)

You can command the wind within the landscape that you are standing in. You can raise or reduce the amount of precipitation by four knot's worth of speed every hour. (That's about 4 mph or 7.4 km/h.) You can continue altering the weather as long as you remain conscious. When the wind gets above 24 knots, people will have trouble walking around; past 40 knots, and buildings will start to fall over.

The Tempest***
(Respite, Magic, Air, Master)

This spell is forbidden in populated areas, as it has been known to level buildings with its hurricane force.

Requires:

Any two Gifts which have both the "Air" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Mystic: Elementalism

X (Respite)
Action "ready The Tempest"

Exhaust this Gift, then use the ready action to draw forth a "The Tempest" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Journeyman Earth Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Landslide	Off hand	Medium	Body, Digging vs. 3	Explosion: Near Resist with Speed, Dodge vs. 3; Damage +2	Magic, Earth, Journeyman, Loud
Quake	Off hand	Medium	Body, Digging vs. 3	Explosion: Near Resist with Body, Endurance vs. 3; Damage +1 Penetrating	Magic, Earth, Journeyman, Loud
Stone Hurlant	Off hand	Medium	Body, Digging vs. defense	Damage +3 Critical, Knockdown	Magic, Earth, Journeyman, Loud

Landslide*
(Respite, Magic, Earth, Journeyman)

An avalanche of dirt and debris falls from nothing, to disappear a a few minutes later. However, the bruises and broken bones remain.

Requires:

Elemental Apprentice
Literacy

X (Respite)
Action "ready Landslide"

Exhaust this Gift, then use the ready action to draw forth a "Landslide" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Make a note of where the Landslide's center point. Everything near that point is covered in rubble, and is now bad footing until the end of the Scene (about five minutes).

Quake*
(Respite, Magic, Earth, Journeyman)

It's not just the ground that shakes. Your victims can feel the shudder in their very souls.

Requires:

Elemental Apprentice
Literacy

X (Respite)
Action "ready Quake"

Exhaust this Gift, then use the ready action to draw forth a "Quake" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Secrets of Earth Magic*
(Magic, Earth, Skill, Apprentice)

You have learned how to replenish your reserves of Earth Magic faster, but only if you style yourself in the appropriate manner.

Requires:

Elemetalist's Trappings: Amber

Add +1 Mark to Digging

Add 1 Mark to your Digging Skill.
If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a Amber Robe
Extra action "Refresh Air Magic Gift"

While wearing a Amber Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Earth" descriptors. These Gifts include *Elemental Apprentice* and *Stone Hurlant.*

Stone Hurlant*
(Battle, Magic, Earth, Journeyman)

With an amber glow, the spell you hold in your hand becomes a giant boulder, levitating at your beck and call. At your command, the stone is hurled towards your foe with such force that it explodes on impact.

Requires:

Elemental Apprentice
Literacy

X (Battle)
Action "Aim to upgrade Create Earth to Stone Hurlant"

To use this ability, you must have a "Create Earth" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Create Earth" weapon becomes a "Stone Hurlant".

Master Earth Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Sand Blast	Off hand	Medium	Body, Digging vs. defense	Damage +3 Critical, Penetrating, Sweep Short	Magic, Earth, Master, Loud
Upheaval	Off hand	Medium	Body, Digging vs. 3	Explosion: Short or Medium Resist with Speed, Dodge vs. 3; Damage +2, Grappled	Magic, Earth, Master, Loud

Bind Gnome*****
(Magic, Earth, Major, Master)

Once you have asserted your dominion over an elemental, the creature is bound to serve you.

Requires:

Any two Gifts which have both the "Earth" and "Journeyman" descriptors
Elemental Apprentice
Elementalist's Trappings: Amber
Literacy
Mystic: Elementalism
Successfully finding a Gnome and winning a contest to bind it

Character Development
Winning a contest of your Body & Leadership vs. the elemental's Body & Gnome Trait

In order to buy this Gift, you must first successfully confront a Gnome, strongly present your Hematite Necklace, and then roll a contest of your Body & Leadership die vs. the elemental's Body & Gnome Trait. If you are successful, the Gnome is bound to you, dormant inside your Talisman.

If you tie the contest, or worse, you may not try again until you buy at least one more Mark in Digging Skill.

X (Special)
Action "Rally to call forth an Earth Elemental"

Declare a Rally action, and then bring your Hematite Necklace forth. The dormant Gnome appears in any appropriate spot Near you.

The elemental is a character under the control of the Game Host. It acts after you take your turn in the sequence. You will have to use the Rally action to give it orders (although that action also counts as a Rally).

If the elemental is Near you, you may order it back into your necklace, with a Rally action. If the elemental is healthy, you may Refresh this Gift at your next cycle. If the elemental is Hurt, Injured, Sick, etc., then you may not Refresh this Gift until the elemental has healed over time, at the normal rate. Dormancy is the best rest possible – it counts as a nice bed and a square meal.

If not rebound, then after eight hours of being released, and each full hour thereafter, roll your Body die. If you roll a 1, the Gnome becomes unbound. You will have to bind it again, by winning the contest, as above. (You may also have to track it down, for it will find someplace else to become dormant.)

Earth Clout*
(Chapter, Magic, Earth, Clout, Master, Skill)

The greatest wizards can increase the power of a spell, even after it has been cast.

Requires:

Mystic: Elementalism

Add +1 Mark to Digging

Add 1 Mark to your Digging Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: Casting a Earth Spell

Exhaust this Gift after casting a spell of the Earth nature to claim a bonus 2d8 with your casting dice.

Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use *one* Clout per roll.

Earth Mnemonic****
(Chapter, Magic, Earth, Master, Skill)

Your meditative training allows you to call upon reserves of power.

Requires:

Any two Gifts which have both the "Earth" and "Journeyman" descriptors

Mystic: Elementalism

Any magical Talisman from any Trappings Gift

Add +1 Mark to Digging

Add 1 Mark to your Digging Skill.

If you re-train this Gift, you also lose the extra Mark.

X (Chapter)
Extra action: "refresh all Earth Battle Gifts and Earth Respite Gifts"

On your turn, as an extra action, you may put your off-hand upon your magical talisman, and in a loud voice, you declare your command over all Earth. By doing so, you immediately refresh all exhausted gifts that have *both* the "Earth" descriptor *and* either the "Battle" or the "Respite" descriptor. Other Gifts are not refreshed.

If you do not have a magical talisman to brandish forth, you cannot use this ability.

Sand Blast *×5
(Respite, Magic, Earth, Master)

Dust and gypsum glitter inside this spell. By your will, a gout of sand flies violently forth, ripping any exposed flesh it touches.

Requires:

Any two Gifts which have both the "Earth" and "Journeyman" descriptors

Elemental Apprentice

Literacy

Mystic: Elementalism

X (Respite)
Action "ready Sand Blast"

Exhaust this Gift, then use the ready action to draw forth a "Sand Blast" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Shape-Craft *×5 (Respite, Magic, Water, Master, Weather)

Your knowledge of material items allows you to sculpt without tools.

Requires:

Any two Gifts which have both the "Earth" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Insider with the Dunwasser Academy
Mystic: Elementalism

Trigger: Using a "Move Earth" spell

Your advanced command over moving earth allows you to move things in strange shapes. The following rules apply to you.

Against inanimate, unattended objects, your "Move Earth" now causes Critical damage. (Normally, inanimate objects are immune to Critical effects.) In addition, you may claim your Craft dice as bonus dice.

When using a "Move Earth" against a target, you may choose instead to shape an object around a target's foot, arm, etc. Roll your Body & Craft (instead of your Body & Digging.) Your damage becomes *Weak*, but you may claim your Craft dice as bonus dice, and you may add the "Grapple" effect. If the target wants to break free, they must use a "Break Free" attack against your Body & Craft.

Upheaval *×5 (Respite, Magic, Earth, Master)

After you toss this amber glow to the center point, there is a pause ... just before the earth rips open and your hapless victims fall inside. Sadly, the pit is only a dozen hands deep.

Requires:

Any two Gifts which have both the "Earth" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Mystic: Elementalism

X (Respite)
Action "ready Upheaval"

Exhaust this Gift, then use the ready action to draw forth a "Upheaval" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Make a note of where the center of the Upheaval landed, and what its Explosion range was. Everything within that range is now bad footing.

Foes grappled by the spell must break free, using a "Break Free" attack against your Body & Digging dice … even if you are incapacitated. (Your dice represent how trapped they became.)

Journeyman Fire Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Fire Ball	Off hand	Medium	Will, Presence vs. 3	Explosion: Reach Resist with Speed, Dodge vs. 3; Damage +3	Magic, Fire, Journeyman, Loud
Pilum of Fire	Off hand	Medium	Will, Presence vs. defense	Damage +3 Critical, On Fire	Magic, Fire, Journeyman, Loud
Sunburst	Off hand	Medium	Will, Presence vs. 3	Explosion: Near Resist with Mind, Stealth vs. 3; Damage +1, Blinded	Magic, Fire, Journeyman, Loud

Fire Ball** (Respite, Magic, Fire, Journeyman)

The spell most people think of, when they think of wizards. Sure, it's a bit cliché, but it's still very effective. Too bad the fire ball burns out too quickly to set any proper fires.

Requires:

Elemental Apprentice
Literacy

X (Respite)
Action "ready Fire Ball"

Exhaust this Gift, then use the ready action to draw forth a "Fire Ball" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Pilum of Fire**
(Battle, Magic, Fire, Journeyman)

By your command, a simple red spark grows into a javelin of pure flame. When you let this fly to your target, it moves too fast to be seen, but the straight line of its path lingers on the eye as a blue-green after-glow.

Requires:

Elemental Apprentice
Literacy

X (Battle)
Action "Aim to upgrade Ignite Fire to Pilum of Fire"

To use this ability, you must have a "Ignite Fire" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Ignite Fire" weapon becomes a "Pilum of Fire".

Secrets of Fire Magic*
(Magic, Fire, Skill, Apprentice)

You have learned how to replenish your reserves of Fire Magic faster, but only if you style yourself in the appropriate manner.

Requires:

Elementalist's Trappings: Red

Add +1 Mark to Presence

Add 1 Mark to your Presence Skill.
If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a Red Robe
Extra action "Refresh Fire Magic Gift"

While wearing a Red Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Fire" descriptors. These gifts include *Elemental Apprentice* and *Pilum of Fire*.

Sunburst**
(Respite, Magic, Fire, Journeyman)

A white-hot glow, this spell is a very brief explosion, impossible to describe, since to see it is to be blinded by it.

Requires:

Elemental Apprentice
Literacy

X (Respite)
Action "ready Sunburst"

Exhaust this Gift, then use the ready action to draw forth a "Sunburst" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Master Fire Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Meteor Swarm	Off hand	Medium	Will, Presence vs. 3	Explosion: Near or Short Resist with Speed, Dodge vs. 3; Damage +3, On Fire	Magic, Fire, Master, Loud, Explosion: Short
Whips of Flame	Off hand	Medium	Will, Presence vs. defense	Damage +2 Penetrating, On Fire, Sweep Short	Magic, Fire, Master, Loud

Bind Salamander *×7
(Magic, Fire, Major, Master)

Once you have asserted your dominion over an elemental, the creature is bound to serve you.

Requires:

Any two Gifts which have both the "Fire" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Mystic: Elementalism
Elementalist's Trappings: Red
Successfully finding a Salamander and winning a contest to bind it

Character Development
Winning a contest of your Will & Leadership vs. the elemental's Will & Salamander Trait

In order to buy this Gift, you must first successfully confront a Salamander, strongly present your Obsidian Charm, and then roll a contest of your Will & Leadership die vs. the elemental's Will & Salamander Trait. If you are successful, the Salamander is bound to you, dormant inside your Talisman.

If you tie the contest, or worse, you may not try again until you buy at least one more Mark in Presence Skill.

X (Special)
Action "Rally to call forth a Fire Elemental"

Declare a Rally action, and then bring your Obsidian Charm forth. The dormant Salamander appears in any appropriate spot Near you.

The elemental is a character under the control of the Game Host. It acts after you take your turn in the sequence. You will have to use the Rally action to give it orders (although that action also counts as a Rally).

If the elemental is Near you, you may order it back into your charm, with a Rally action. If the elemental is healthy, you may Refresh this Gift at your next cycle. If the elemental is Hurt, Injured, Sick, etc., then you may not Refresh this Gift until the elemental has healed over time, at the normal rate. Dormancy is the best rest possible – it counts as a nice bed and a square meal.

If not rebound, then after eight hours of being released, and each full hour thereafter, roll your Will die. If you roll a 1, the Salamander becomes unbound. You will have to bind it again, by winning the contest, as above. (You may also have to track it down, for it will find someplace else to become dormant.)

Fire Clout*
(Chapter, Magic, Fire, Clout, Master, Skill)

The greatest wizards can increase the power of a spell, even after it has been cast.

Requires:

Mystic: Elementalism

Add +1 Mark to Presence

Add 1 Mark to your Presence Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: Casting a Fire Spell

Exhaust this Gift after casting a spell of the Fire nature to claim a bonus 2d8 with your casting dice.

Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use *one* Clout per roll.

Fire Mnemonic****
(Chapter, Magic, Fire, Master)

Your meditative training allows you to call upon reserves of power.

Requires:

Any two Gifts which have both the "Fire" and "Journeyman" descriptors

Mystic: Elementalism

Any magical Talisman from any Trappings Gift

Add +1 Mark to Presence

Add 1 Mark to your Presence Skill.

If you re-train this Gift, you also lose the extra Mark.

X (Chapter)

Extra action: "refresh all Fire Battle Gifts and Fire Respite Gifts"

On your turn, as an extra action, you may put your off-hand upon your magical talisman, and in a loud voice, you declare your command over all fire. By doing so, you immediately refresh all exhausted gifts that have *both* the "Fire" descriptor *and* either the "Battle" or the "Respite" descriptor. Other Gifts are not refreshed.

If you do not have a magical talisman to brandish forth, you cannot use this ability.

Mantle of Fire *×5
(Respite, Magic, Fire, Master)

This spell has been retired from popular use, because of its association with the Heliodromes, a heretic cult bent on destruction of all churches and states. The Dunwasser elementalists no longer teach it.

Requires:

Elemental Apprentice

Frenzy

Literacy

Insider with either the Dunwasser Academy or the Heliodromes

Mystic: Elementalism

X (Respite)

At any time during combat, you may declare that you will wear the Mantle of Fire. Your head and shoulders burst into flame.

While the Mantle of Fire is upon you, you are On Fire, but you are also *immune* to being On Fire. (Other fire spells affect you normally.)

You may attempt to set others on fire as if your hands were torches. Declare an attack, rolling your Body, Strength, and Brawling vs. their defense – Damage +0 Weak, On Fire.

While the Mantle of Fire is lit, you now have an extra off-hand, but only for holding spells with the *Fire* descriptor.

The Mantle lasts for the next five minutes.

Meteor Swarm *×5
(Respite, Magic, Fire, Master)

Resembling a swarm of insects more than anything else, when you toss this spell, red-hot balls of fire fly in all directions, exploding with loud crackles. Use of this spell within city limits is punishable by death.

Requires:

Any two Gifts which have both the "Fire" and "Journeyman" descriptors

Elemental Apprentice

Literacy

Mystic: Elementalism

X (Respite)
Action "ready Meteor Swarm"

Exhaust this Gift, then use the ready action to draw forth a "Meteor Swarm" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

At the discretion of the Game Host, the Meteor Swarm may start fires. Find the attacker's highest-showing die, and drop that many small fires in the area of the explosion. For example, if the attacker rolled 11, 7, 3, then drop eleven small fires in the area of effect.

Whips of Flame*** (Respite, Magic, Fire, Master)

A flexing trail of fire hangs from your fingertips. At your command, the whip extends several paces and smites your enemies.

Requires:

Any two Gifts which have both the "Fire" and "Journeyman" descriptors

Mystic: Elementalism

X (Battle)
Action "ready Whips of Flame"

Exhaust this Gift, then use the ready action to draw forth a "Whips of Flame" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Journeyman Water Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Freeze Arrow	Off hand	Medium	Mind, Swimming vs. defense	Damage +2 Critical, Slowed	Magic, Water, Journeyman, Loud
Ice Storm	Off hand	Medium	Mind, Swimming vs. 3	Explosion: Near Resist with Speed, Dodge vs. 3; Damage +1, Penetrating, Immobilized	Magic, Water, Journeyman, Loud, Explosion: Near
Maelstrom	Off hand	Medium	Mind, Swimming vs. 3	Explosion: Near Resist with Will, Endurance vs. 3; Damage +1, Penetrating, Confusion	Magic, Water, Journeyman, Loud, Explosion: Near

Freeze Arrow** (Battle, Magic, Water, Journeyman)

By your will, you make a handful of elemental water become a barbed arrow of ice. If this cold bolt strikes a target, they shiver uncontrollably ... if they can still move at all.

Requires:

Elemental Apprentice

Literacy

X (Battle)
Action "Aim to upgrade Create Water to Freeze Arrow"

To use this ability, you must have a "Create Water" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Create Water" weapon becomes a "Freeze Arrow".

Ice Storm** (Respite, Magic, Water, Journeyman)

It's like the worst blizzard, chilling the flesh and bones, only it appears where you call it forth, covering the earth in frozen rain.

Requires:

Elemental Apprentice

Literacy

X (Respite)
Action "ready Ice Storm"

Exhaust this Gift, then use the ready action to draw forth a "Ice Storm" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Make a note of where the center of the Ice Storm was. Everything near that point is covered in ice and has now bad footing. In warm weather, the ice will melt in five minutes. In the winter, it's just more ice.

Maelstrom**
(Respite, Magic, Water, Journeyman)

People subjected to this spell describe it as being immersed in a whirlpool, swirling about and unable to think. While the spell lasts but a moment, the bewilderment lingers on.

Requires:

Elemental Apprentice
Literacy

X (Respite)
Action "ready Maelstrom"

Exhaust this Gift, then use the ready action to draw forth a "Maelstrom" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Secrets of Water Magic*
(Magic, Water, Skill, Apprentice)

You have learned how to replenish your reserves of Water Magic faster, but only if you style yourself in the appropriate manner.

Requires:

Elementalist's Trappings: Water

Add +1 Mark to Swimming

Add 1 Mark to your Swimming
If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a Blue Robe
Extra action "Refresh Water Magic Gift"

While wearing a Blue Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Water" descriptors. These Gifts include *Elemental Apprentice* and *Freeze Arrow*.

Master Water Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Aegir	Off hand	Medium	Mind, Swimming vs. defense	Damage +2 Critical Penetrating, Sweep Short	Magic, Water, Master, Loud
Hoarfrost	Off hand	Medium	Mind, Swimming vs. 3	Explosion: Short or Medium Resist with Speed, Dodge vs. 3; Damage +2 Penetrating, Confused, Slowed	Magic, Water, Master, Loud

Aegir *×5
(Respite, Magic, Water, Master)

In the rocky north, the waves smack into the coast with great force, shooting water with violent force. This spell does the same thing, only the water flies from your hand and strikes a foe.

Requires:

Any two Gifts which have both the "Water" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Mystic: Elementalism

X (Respite)
Action "ready Aegir"

Exhaust this Gift, then use the ready action to draw forth a "Aegir" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Bind Undine *×7
(Magic, Air, Major, Master)

Once you have asserted your dominion over an elemental, the creature is bound to serve you.

Requires:

Any two Gifts which have both the "Air" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Mystic: Elementalism
Elementalist's Trappings: Blue
Successfully finding an Undine and winning a contest to bind it

Character Development
Winning a contest of your Mind & Leadership vs. the elemental's Mind & Undine Trait

In order to buy this Gift, you must first successfully confront a Undine, strongly present your Beryl Necklace, and then roll a contest of your Mind & Leadership die vs. the elemental's Mind & Undine Trait. If you are successful, the Undine is bound to you, dormant inside your Talisman.

If you tie the contest, or worse, you may not try again until you buy at least one more Mark in Swimming Skill.

X (Special)
Action "Rally to call forth a Water Elemental"

Declare a Rally action, and then bring your Beryl Necklace forth. The dormant Undine appears in any appropriate spot Near you.

If the elemental is Near you, you may order it back into your headband, with a Rally action. If the elemental is healthy, you may Refresh this Gift at your next cycle. If the elemental is Hurt, Injured, Sick, etc., then you may not Refresh this Gift until the elemental has healed over time, at the normal rate. Dormancy is the best rest possible – it counts as a nice bed and a square meal.

The elemental is a character under the control of the Game Host. It acts after you take your turn in the sequence. You will have to use the Rally action to give it orders (although that action also counts as a Rally).

If not rebound, then after eight hours of being released, and each full hour thereafter, roll your Mind die. If you roll a 1, the Undine becomes unbound. You will have to bind it again, by winning the contest, as above. (You may also have to track it down, for it will find someplace else to become dormant.)

Command the Rain *×6 (Respite, Magic, Water, Master, Weather)

Everyone talks about the weather, but it takes a master wizard to actually do something about it. Note: spells that control the weather are often banned by law.

Requires:

Any two Gifts which have both the "Water" and "Journeyman" descriptors
Elemental Apprentice
Insider with the Dunwasser Academy
Literacy
Mystic: Elementalism

X (Special)

You can command the rain and snow. You can raise or reduce the amount of precipitation by a hand's worth every four hours. (That's about 1 inch or 2.5 cm every hour.) You can continue altering the weather as long as you remain conscious.

With concentration and rolls of Mind, Swimming, and Weather Sense, you can change the weather to hail, thunderstorms, etc., at the discretion of the Game Host.

Hoarfrost *×5 (Respite, Magic, Water, Master)

It usually takes a cold, clear night for the white ice called hoarfrost to crystalize. This spell makes it happen in the blink of an eye. The pour souls in the area of effect are quite disoriented, to say the least.

Requires:

Any two Gifts which have both the "Water" and "Journeyman" descriptors
Elemental Apprentice
Literacy
Mystic: Elementalism

X (Respite)
Action "ready Hoarfrost"

Exhaust this Gift, then use the ready action to draw forth a "Hoarfrost" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Mark the center of the Hoarfrost effect. Everything within the explosion's range of that spot becomes covered with ice, which is bad footing, for the next five minutes. After that, the ice will melt if it's hot enough.

Water Clout* (Chapter, Magic, Water, Clout, Master, Skill)

The greatest wizards can increase the power of a spell, even after it has been cast.

Requires:

Mystic: Elementalism

Add +1 Mark to Swimming

Add 1 Mark to your Swimming Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: Casting a Water Spell

Exhaust this Gift after casting a spell of the Water nature to claim a bonus 2d8 with your casting dice.

Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use *one* Clout per roll.

Water Mnemonic**** (Chapter, Magic, Water, Master)

Your meditative training allows you to call upon reserves of power.

Requires:

Any two Gifts which have both the "Water" and "Journeyman" descriptors
Mystic: Elementalism
Any magical Talisman from any Trappings Gift

Add +1 Mark to Swimming

Add 1 Mark to your Swimming Skill.

If you re-train this Gift, you also lose the extra Mark.

X (Chapter)
Extra action: "refresh all Water Battle Gifts and Water Respite Gifts"

On your turn, as an extra action, you may put your off-hand upon your magical talisman, and in a loud voice, you declare your command over all Water. By doing so, you immediately refresh all exhausted gifts that have *both* the "Water" descriptor *and* either the "Battle" or the "Respite" descriptor. Other Gifts are not refreshed.

If you do not have a magical talisman to brandish forth, you cannot use this ability.

Secret Star Magic of the Dunwasser Academy

Name	Equip	Range	Attack Dice	Effect	Descriptors
Comet Fall	Off hand	Medium	Body, Speed, Mind, Will, Academics vs. 3	Explosion: Reach, Near, Short, or Medium Resist with Speed, Dodge vs. 3; Damage +0 Penetrating, Slaying	Magic, Air, Earth, Fire, Water, Star, Loud
Starlight	Off hand	Medium	Body, Speed, Mind, Will, Academics vs. defense	Damage +0 Penetrating, Slaying	Magic, Air, Earth, Fire, Water, Star, Loud

Comet Fall *×10
(Chapter, Magic, Star, Skill)

Requires:

Elemental Apprentice
Elementalist's Trappings: Star
Insider with the Dunwasser Academy
Literacy
Mystic: Elementalism
One Gift with both "Air" & "Journeyman" descriptors
One Gift with both "Earth" & "Journeyman" descriptors
One Gift with both "Fire" & "Journeyman" descriptors
One Gift with both "Water" & "Journeyman" descriptors
Starlight

X (Chapter)
Action "aim and upgrade Stardust to Comet Fall"

To use this ability, you must have a "Stardust" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Stardust" weapon becomes a "Comet Fall".

Secrets of Star Magic**
(Magic, Star, Skill)

You have learned how to replenish your reserves of Star Magic faster, but only if you style yourself in the appropriate manner.

Requires:

Insider with the Dunwasser Academy
Elementalist's Trappings: Star

Add +1 Mark to Academics

Add 1 Mark to your Academics skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a Starry Robe
Extra action "Refresh Air, Earth, Fire, or Water Magic Gift"

While wearing a Star Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has b*oth* the "Battle" and "Magic" descriptors, *and* has at least *one* of the following descriptors: "Air", "Earth", "Fire", "Water", or "Star". These gifts include *Elemental Apprentice, Freeze Arrow, Pilum of Fire,* and *Stone Hurlant,*

Star Clout***
(Chapter, Magic, Star, Clout, Skill)

The greatest wizards can increase the power of a spell, even after it has been cast.

Requires:

Elementalist Trappings: Star
Insider with the Dunwasser Academy
Mystic: Elementalism

Add +1 Mark to Academics

Add 1 Mark to your Academics Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: Casting a Air, Earth, Fire, or Water Spell

Exhaust this Gift after casting a spell of the Air, Earth, Fire, Water, or Star nature to claim a bonus 2d8 with your casting dice.

Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use *one* Clout per roll.

Starlight *×9 (Magic, Star, Skill)

You call forth a dazzling radiance that clings to you, a soft glow that inspires awe in all who see it. At your behest, a single ray of light beams into a target.

Requires:

Elemental Apprentice
Elementalist's Trappings: Star
Insider: Dunwasser Academy
Literacy
Mystic: Elementalism
One Gift with both "Air" & "Journeyman" descriptors
One Gift with both "Earth" & "Journeyman" descriptors
One Gift with both "Fire" & "Journeyman" descriptors
One Gift with both "Water" & "Journeyman" descriptors

X (Battle)
Action "ready Stardust"

Exhaust this Gift, then use the ready action to draw forth a "Stardust" weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Note: people and things Overkilled by the Starlight are completely disintergrated, their elements destroyed, their possessions lost forever.

Star Mnemonic *×11 (Chapter, Magic, Star)

Your meditative training allows you to call upon reserves of power.

Requires:

Any eight Gifts which have both the "Magic" and "Journeyman" descriptors
Insider with the Dunwasser Academy
Mystic: Elementalism
Elementalist's Trappings: Star

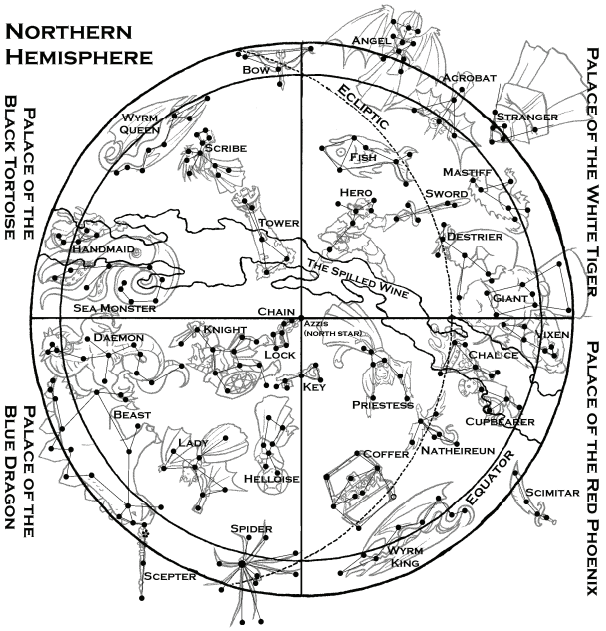
Add +1 Mark to Academics

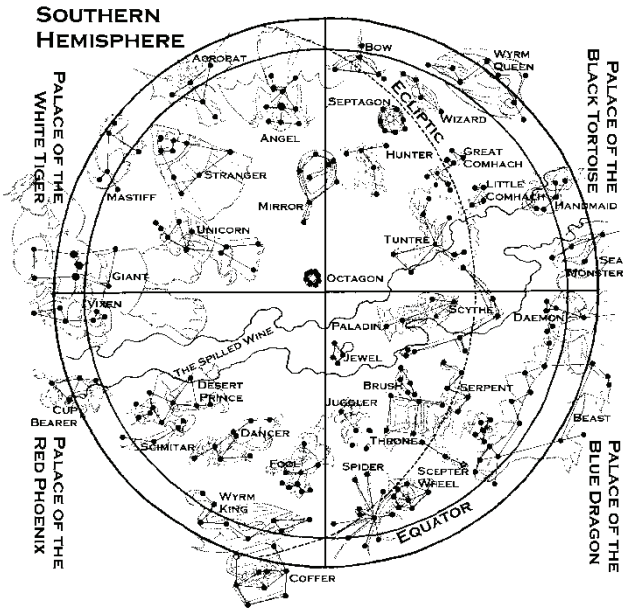
Add 1 Mark to your Academics Skill.
If you re-train this Gift, you also lose the extra Mark.

X (Chapter)
Extra action: "refresh all Magic Battle Gifts and Magic Respite Gifts"

On your turn, as an extra action, you may put your off-hand upon your magical talisman, and in a loud voice, you declare your command over all that is under the Stars. By doing so, you immediately refresh all exhausted gifts that have *both* the "Magic" descriptor *and* either the "Battle" or the "Respite" descriptor. Other Gifts are not refreshed.

Yes, you can use this Gift to refresh any Magic Gift, even ones that aren't part of Elementalism.





Journeyman Cognoscente Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Blindness	Off hand	Medium	Mind, Will vs. 3; resist with Body, Mind vs. 3	Resist with Body, Mind vs. 3 Blinded	Magic, Psyche, Journeyman, Thought, Mystic
Mesmerism	Off hand	Medium	Mind, Will vs. 3; resist with Mind, Will vs. 3	Resist with Mind, Will vs. 3 Mesmerized	Magic, Psyche, Journeyman, Emotion, Mystic
Paralysis	Off hand	Medium	Mind, Will vs. 3; Resist with Body, Will vs. 3	Resist with Body, Will vs. 3 Immobilized	Magic, Psyche, Journeyman, Function, Mystic

Blindness*
(Battle, Magic, Journeyman, Psychic)

Fear of going blind is a common phobia, and triggering it is simpy a matter of nudging someone's mind in the right place.

Requires:

Green & Purple Apprentice

X (Battle)
Action "Aim to upgrade Eyebite to Blindness"

To use this ability, you must have a "Eyebite" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Eyebite" weapon becomes a "Blindness".

Inkling*
(Magic, Journeyman, Psychic, Locating, Synecdoche)

Cognoscenti are infamousfor being able to find hidden cabals, cells, and criminals. In truth, the ways of the Green & Purple Magicks teach how to tap into a weak mind and find them later.

Requires:

Green & Purple Apprentice

X (Special)
Stunt "anchor the subconscious"

Exhaust this Gift, then declare a crowd. Your attack dice are your Mind & Will vs. a group of target's Mind & Will. The lowest-rolling failure now carries your subconscious anchor.

You now have synecdoche with the anchored target. Whenever you have *Focus*, you may know the range that the target is away from you (Near, Close, Horizon, beyond the Horizon, etc.)

If you Refresh this Gift, you lose the anchor.

Mesmerism*
(Respite, Magic, Journeyman, Psychic)

The signature spell of the Cognoscenti, this spell puts the target in a hypnagogic state, where they will respond to simple questions in a monotone, and they are highly prone to suggestion.

Requires:

Green & Purple Apprentice

X (Respite)
Action "Aim to upgrade Perplex to Mesmerism"

To use this ability, you must have a "Perplex" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Perplex" weapon becomes a "Mesmerism".

Panic*
(Magic, Journeyman, Psychic)

A handy spell when you need to make an escape, a Cognoscente can empty a city block with but a thought.

Requires:

Green & Purple Apprentice

X (Special)
Action "magic attack vs. Group"

Declare an attack: your Mind & Will vs. a Group's Mind & Will.

If you Succeed or better, the target becomes Afraid. The lowest-rolling failure becomes Terrified.

You may only refresh this gift after *all* the targets of this spell haven't seen you for at least 24 hours.

Paralysis*
(Battle, Magic, Journeyman, Psychic)

With refinement, a spell that causes shakes and shivers can be bolstered to freeze the muscles entirely.

Requires:

Green & Purple Apprentice

X (Battle)
Action "Aim to upgrade Ataxia to Paralysis"

To use this ability, you must have an "Perplex" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Ataxia" weapon becomes a "Paralysis".

Secrets of the Green School* (Magic, Psychic, Skill, Apprentice)

You have learned how to replenish your reserves of Cognoscente Magic faster, but only if you style yourself in the appropriate manner.

Requires:

Cognoscente's Trappings: Green School

Add +1 Mark to Gossip

Add 1 Mark to your Gossip Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a Green Robe
Extra action "Refresh Psychic Magic Gift"

While wearing a Green Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Psychic" descriptors. These gifts include *Green & Purple Apprentice, Blindness* and *Paralysis.*

Secrets of the Purple School* (Magic, Psychic, Skill, Apprentice)

You have learned how to replenish your reserves of Cognoscente Magic Faster, but only if you style yourself in the appropriate manner.

Requires:

Cognoscente's Trappings: Purple School

Add +1 Mark to Negotiation

Add 1 Mark to your Negotiation Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a Purple Robe
Extra action "Refresh Psychic Magic Gift"

While wearing a Purple Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Psychic" descriptors. These gifts include *Green & Purple Apprentice, Blindness* and *Paralysis.*

Thought-Reading* (Respite, Magic, Journeyman, Psychic, Telepathic, Thought)

Who doesn't dream of being able to read minds? A lot of the Cognoscente's training is learning how to not be shocked when they find out what others really think of them.

Requires:

Green & Purple Apprentice

X (Respite)
Stunt "Read a group of minds"

Your attack dice are your Mind & Inquiry vs. a group's Mind, Deceit, and Presence.

If you *Succeed,* you may read the mind of the lowest-rolling failure in the group. How much you read depends on how many successes you get.

One success will get you surface thought – you know what the target is thinking, if they mean you harm or help, and if they are lying to you. This effect lasts until the end of the Scene (that is, for no more than five minutes).

Two successes will let you read memories. You know the truthfulness of anything the target says for the next five minutes, and you have a deep understanding of who the target is and where they came from. The game host will tell you all Influence Gifts, all Personality Gifts, and all Careers that the target possesses. In a single moment, you gain an hour's worth of truthful interrogation from the target. The Game Host may choose to move the game along for now, but should you have more questions, the Host will let you know what your character learned.

Three successes will let you find deep, buried secrets. In addition to the information above, you will also learn of any Major Gifts the target has. Anything the target knows or experienced is available to you.

If any of your targets *Overwhelmingly Succeed against* your Thought-Reading dice, those targets are aware of your direction and distance, whether they have any Supernatural skill or not.

Master Cognoscente Magic

Bind Shade *×7 (Magic, Major, Master, Psychic)

Cognoscenti who care little about society's morals have been knownt to invade the dreams of those with strong personalities, then to assert their wills over the phantoms of the mind. After binding the personality as a Shade, they return to the waking world, now bolstered with a supernatural creature as an ally.

Requires:

Any two Gifts which have both the "Psychic" and "Journeyman" descriptors

Green & Purple Apprentice

Literacy

Mystic: Cognoscenti Magic

Insider: Cognoscente

Successfully finding a Shade and winning a contest to bind it

Character Development
Winning a contest of your Mind & Will vs. the shade's Mind, Will, & Shade Traits

In order to buy this Gift, you must first successfully confront a Shade, strongly present your Tourmaline

Headband, and then roll a contest of your Mind & Will dice vs. the shade's Mind, Will, and Shade Traits. If you are successful, the Shade is bound to you, dormant inside your Headband.

If you tie the contest, or worse, you may not try again with the same shade until the Shade has not seen you for more than 101 hours.

X (Special)
Action "Rally to call forth a Shade"

Declare a Rally action, while you are wearing your Tourmaline Headband, and then Exhaust this Gift. The dormant Shade appears in any appropriate spot Near you.

The Shade is a character under the control of the Game Host. It acts after you take your turn in the sequence. You will have to use the Rally action to give it orders (although that action also counts as a Rally).

If the Shade is Near you, you may order the Shade back into your headband, with a Rally action. If the Shade is healthy, you may Refresh this Gift at your next cycle. If the shade is Hurt, Injured, Sick, etc., then you may not Refresh this Gift until the Shade has healed over time, at the normal rate. Dormancy is the best rest possible – it counts as a nice bed and a square meal.

If not rebound, then after eight hours of being released, and each full hour thereafter, roll your Mind die. If you roll a 1, the Shade becomes unbound. You will have to bind it again, by winning the contest, as above. (You may also have to track it down, for it will find someplace else to become dormant.)

Clouding of Minds *×7
(Respite, Magic, Master, Psychic, Thought, Unreal)

It is said that the Cognoscenti can become invisible. This isn't quite the same thing.

Requires:

Any two Gifts which have both the "Green & Purple" and "Journeyman" descriptors
Clear-Headed
Green & Purple Apprentice
Literacy
Insider with the Cognoscenti
Mystic: Cognoscente Magic

X (Respite)
Action "guard and Cloud Minds"

Declare a Guard action, then Exhaust this Gift. Roll your Mind & Deceit vs. the crowd's Mind & Observation. Anyone in the crowd who fails to defeat your roll can no longer perceive you. As long as you stay away from them, you have total concealment against their attacks.

If you attack them, or do anything against them that provokes a resistance or defense, you immediately become visible again. A target who can perceive you cannot be clouded again until they haven't seen you for 24 hours.

Your thought-sending ability does *not* negate the clouding of minds. Cognoscenti often use thought-sending to communicate while invisible.

Someone who can perceive you can attempt to Rally someone who can't. If they score one success, then one boon they may claim is "let my friend see the mind-clouding wizard".

Compulsion *×7
(Magic, Master, Psychic, Telepathic, Thought)

Why infiltrate an organization, when you can plant an irrational impulse into someone already there? The Cognoscente know that the right man in the wrong place can make all the difference in the world.

Requires:

Any two Gifts which have both the "Green & Purple" and "Journeyman" descriptors
Diplomacy
Green & Purple Apprentice
Insider with the Cognoscenti
Literacy
Mystic: Cognoscente Magic

X (Special)
Stunt "Magic attack: plant a compulsion"

Roll your Mind & Will vs. a group's Mind & Will. Note the lowest roller.

The lowest-rolling failure now has a compulsion. Choose one of the following statuses: Afraid, Berserk, Blinded, Confused, Enraged, Reeling, Slowed. Then, declare a sentence that would make this compulsion happen. When the target perceives that condition, the status takes effect, for one scene.

You may Refresh this Gift as a simple "Refresh" action, but if you do, the compulsion is negated. Unless you witness the compulsion activating, or hear about it from other sources, you'll never know if it happened or not.

Multiple

You may buy this Gift multiple times. Each Gift gives you another Exhaustion. You may plant multiple compulsions in the same target, or compulsions in different targets. Keep a note of which Gift was exhausted for which compulsion, so you know which ones you can refresh.

Mass Marionette *×5 (Respite, Magic, Master, Psychic)

Like puppets on their strings, you can wave your hands and take control of people's bodies.

Requires:

Green & Purple Apprentice
Insider with the Cognoscenti
Literacy
Mystic: Cognoscente Magic
Paralysis

X (Respite)
Action "Magic attack: Marionette"

Exhaust this Gift, then declare an attack on a group: your Mind & Will vs. the target's Body, Mind, and Will.

Each target that Fails becomes your Marionette.

Mass Blindness**** (Respite, Magic, Master, Psychic)

If being struck blind was fearsome, imagine if a dozen pairs were darkened with a single command.

Requires:

Green & Purple Apprentice
Literacy
Mystic: Cognoscente Magic
Blindness

X (Respite)
Action "attack a group with Blindness"

Exhaust this Gift, then use the Attack action to launch a Magic Attack against a Group of targets.

Roll your Mind & Will dice. All targets roll their Body & Mind dice. Any who Fail to beat your dice are Blinded.

Mass Mesmerism *×6 (Respite, Magic, Master, Psychic)

The secret masters of the Green & Purple know how to subvert mutliple souls to their will with but one effort.

Requires:

Green & Purple Apprentice
Insider with the Cognoscenti
Literacy
Mystic: Cognoscente Magic
Mesmerism
Oratory

X (Chapter)
Action "attack a group with Mesmerism"

Exhaust this Gift, then use the Attack action to launch a Magic Attack against a Group of targets.

Roll your Mind & Will dice. All targets roll their Mind & Will dice. Any who Fail to beat your dice are Mesmerized.

Mass Paralysis **** (Respite, Magic, Master, Psychic)

Once you know how to still a single foe's arms and hold their legs fast with the power of thought, it's just a little jump to do it to a dozen.

Requires:

Green & Purple Apprentice
Literacy
Mystic: Cognoscente Magic
Paralysis

X (Respite)
Action "attack a group with Paralysis"

Exhaust this Gift, then use the Attack action to launch a Magic Attack against a Group of targets.

Roll your Mind & Will dice. All targets roll their Body & Will dice. Any who Fail to beat your dice are Immobilized.

Psychic Clout* (Chapter, Magic, Psychic, Master, Skill)

The greatest wizards can increase the power of a spell, even after it has been cast.

Requires:

Mystic: Cognoscente Magic

Add +1 Mark to Negotiation

Add 1 Mark to your Negotiation Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: Casting a Psychic Spell

Exhaust this Gift after casting a spell of the Psychic nature to claim a bonus 2d8 with your casting dice.

Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use *one* Clout per roll.

Riot**** (Respite, Magic, Master, Psychic)

The worst Cognoscenti are those who sow disorder and discord. This spell plays upon the resentment that festers in the darkest parts of people and brings it bubbling to the surface.

Requires:

Green & Purple Apprentice
Literacy
Mystic: Cognoscente Magic
Panic

X (Special)
Action "magic attack vs. crowd"

Attack: your Mind & Will vs. a crowd's Mind & Will.

If you Succeed or better, the target becomes Enraged. The lowest-rolling failure becomes Berserk.

You refresh this gift after all the targets of this spell haven't seen you for at least 24 hours.

Sweven *×6
(Magic, Psychic, Skill, Apprentice)

The Cognoscenti may be separated by distance, but they can communicate to each other by meeting in their dreams.

Requires:

Cognoscente's Trappings: Any
Green & Purple Apprentice
Inkling
Insider with the Cognoscenti
Literacy
Thought Reading

X (Special)
Stunt: "Invade someone's dream"

You must have a synecdoche link to the target, *and* the target must be asleep. If neither of these things are true, then you exhaust the spell and nothing happens, except that you are sent Reeling.

If the spell does work, then you fall Unconscious. Your consciousness invades the target's dreams.

The dream-scape is a strange place, where you may be attacked by all sorts of shades. In the dream, you appear with all of your Cognoscente's Trappings, and that's all.

The dream lasts for a few hours – even though people sleep all night, they drift in and out of dream-sleep. If you are rendered Dying or Dead in the dream, then you wake up, Afraid, and you cannot refresh this Gift until the next Respite. If you are Overkilled, then you become Terrified (until cured), and you cannot Refresh this Gift until the next Chapter. Otherwise, the Gift refreshes when the dream ends.

Xenomancy****
(Respite, Magic, Master, Psychic, Locating, Synecdoche, Telepathic, Thought)

How can you know how someone else thinks if you can't see what they see? This spell allows a Green & Purple Wizard to inhabit the perceptions of someone else.

Requires:

Green & Purple Apprentice
Literacy
Mystic: Cognoscente Magic
Inkling

X (Respite)
Long action "stunt: labor of remote viewing"

This spell requires that you have synecdoche with the target.

Roll your Mind & Will vs. the target's Mind & Will. This is a synecdoche spell, so distance and line of sight don't matter.

If you Tie or better, you can perceive what the target perceives. The duration is based on how well you rolled: for a Tie, about six seconds (one round); for Success, about five minutes (one scene); for Overwhelming Success, indefinitely (but see below).

The spell also ends if you stop laboring to continue it, or if the target falls asleep.

You sense everything that the target does – sight, sound, smell, taste, temperature, pain, etc.

If you Fail, your spell doesn't work, and you must Exhaust this Gift. You can't recover it until the next Respite.. If you Overwhelmingly Fail or worse, not only must you Exhaust the Gift, but the *target* becomes aware of what *you* perceive for the next minute.

Journeyman White Magic

Name	Equip	Range	Attack Dice	Effect	Descriptors
Fulguration	Rod, Wand, or Calendar Sword	Medium	Will, Leadership vs. defense	Damage +4 Weak, Sweep Short, Counters Unholy	Magic, Holy, Journeyman

Absolution***
(Magic, Journeyman, Holy, Healing)

The Almoners of the priesthood use this spell to remove the suffering of the sick, the mad, and the ensorceled.

Requires

Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Special)
Stunt "Absolution"

Use this spell to remove a status from a living target. This spell is very useful for targets who have botched their resistance rolls and are permanently afflicted.

Roll the target's Will and your Supernatural dice. (Keep the target's and your dice separate.) Compare your roll as a contest against 3d12.

If you Succeed, the affliction is removed.

If you Tie, the affliction is removed, but you also suffer for Failure, as below.

If you Fail, something bad happens to you, the target, or both. If the target's dice rolled lowest, then their condition either gets worse (for example, Afraid might turn into Terrified, or Slowed might turn into Immobilized), or they suffer a new affliction. If your dice rolled the lowest, then you suffer, either what the target has, or something else.

This Gift can only be refreshed by praying for 8 minutes during the Office of Prime (6 am to 9 am).

Communion***
(Magic, Journeyman, Holy, Culture, Locating, Telepathic)

With an inspirational speech, you lead a group in prayer before some grand under-taking. By the miracle of All-Creation, you cast a blessing upon the weakest soul, so that they may call out to you in a time of great need, and be heard.

Requires

Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Special)
Stunt "Communion"

Exhaust this Gift. Then roll your Mind & Will vs. a group's Will.

If none of your targets fail the roll, you become Afraid.

The lowest-rolling failure has *communion* with you. (That target is obviously in the greatest need of your help.) Since it's tricky to figure out just who in the group is going to fail the roll, you are permitted to select a "group of one", to make sure that one person will have Communion.

You will know which of the group has the Communion spell cast upon them … but only those trained in the Supernatural will be aware of the blessing that surrounds the target with an otherworldly aura of good fortune.

As a reaction, that target may cry out a message that is no more than 64 words. When they do, the following events happen:

- You hear the message.
- You are rallied. Remove any Reeling or Afraid conditions on yourself. If you are Asleep, you wake up.
- You know the direction and the distance to the target, and you have synecdoche with them, until the end of the Office of Sext (3 pm).

Communion can be used to convey a simple message, such as "I arrived safely at my destination." Or it can be a desperate call for help.

This gift can only be refreshed by praying for 8 minutes during the Office of Sext (noon to 3 pm). As soon as this gift is refreshed, the communion expires.

Consecration***
(Magic, Journeyman, Holy, Protection)

Sextons use this spell on the graveyard grounds and in the Fane, to keep out evil spirits.

Requires

Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Special)
Stunt "Consecration"

When you cast this spell, the spot where you are standing becomes consecrated. Make a note of your Will Dice.

Any unholy creatures that approach within Medium range of this spot must test their Will & Undead dice vs. your dice. If they Tie or worse, they become Confused and Terrified until they flee to Long Range of the consecrated spot. If they passed the first test, they must test *again* if they get to Short range – if they win the second time, it breaks the consecration and the spell ends; otherwise, they must flee, as above.

This gift can only be refreshed by praying for 8 minutes during the Office of Compline (9 pm to midnight). As soon as this gift is refreshed, the consecration expires.

This spell has no effect during a total eclipse.

Flesh Ward***
(Battle, Magic, Journeyman, Holy, Protection)

A spell common to Paladins, the Flesh Ward protects the body from harm. Instead of physical injury, the flesh sparks with white flashes.

Requires

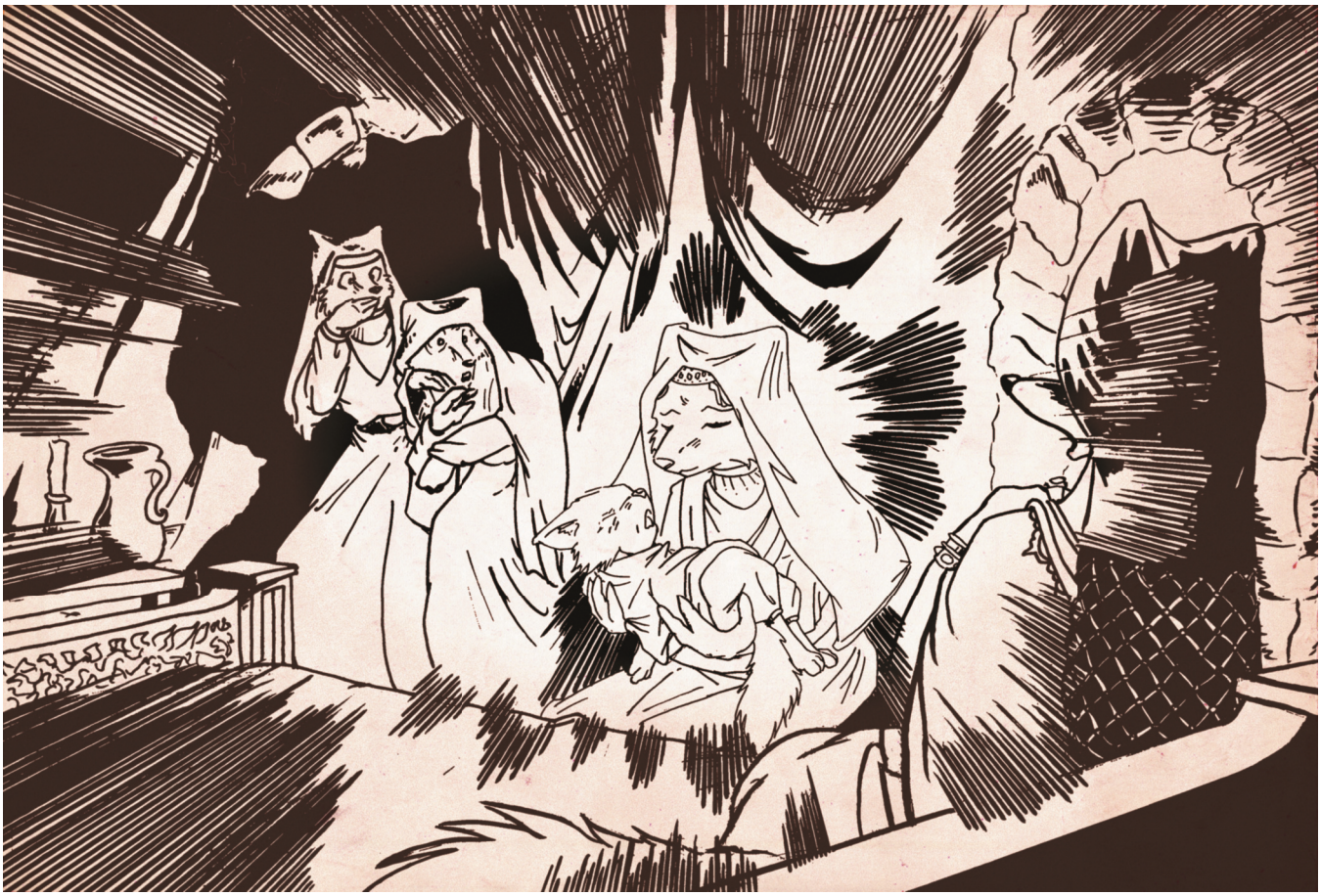
Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Battle)
Trigger: Rally

After attempting to rallying one of your allies, you may invoke the Flesh Ward. You may *not* invoke the Flesh Ward on yourself.

First, Exhaust this Gift. The target immediately gains 1 point of Flesh Ward.

Roll *the target's* Will and *your* Academics dice vs. 3. The target gains a d12 bonus if they have Piety for the s'Allumer religion. For each success scored, the target gains +1 points of Flesh Ward.



Each time the target is hit by an attack that causes Damage, *after* the target rolls Soak & Armor, subtract the Flesh Ward from the remaining Damage. Then reduce the Flesh Ward by the amount of Damage it prevented. Once the Flesh Ward is reduced to zero, it expires and no longer provides protection.

The Flesh Ward ends if any of the conditions are met:

- The ward is reduced to zero or less because of Damage (as above).
- Eight minutes pass since you first cast the Flesh Ward.
- You refresh the Flesh Ward Gift.

Benediction*
(Magic, Journeyman, Holy, Culture, Protection)

After reassuring a desperate parishioner, you lead them in a personal prayer. You tell them that their faith has great power, and that with the proper guidance they can move heaven and earth in the name of the Shining Light.

Requires

Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Special)
Stunt "Benediction"

Choose any Magical Gift that you know, that has a Refresh of either "X (Battle)" or "X (Respite)". Now choose a target within Medium Range, and have them recite a prayer with you. The prayer can be any phrase you want, but most Clerics choose an appropriate one, such as, "Helloise, save me!"

If the target does not accurately repeat the prayer back to you – that is, if they resist this spell — Exhaust this Gift, and your spell fails. Targets that cannot speak coherently, such as Confused targets, may not repeat the prayer.

If the target accepts your Benediction, exhaust this Gift. The target of your Benediction is instantly rallied – remove any Reeling or Afraid effects on the target.

Sometime in the future, the target may call upon the spell that you declared, as a stunt. The target must turn to the heavens and recite the prayer you just told them, word for word, and then allow the Benediction to draw upon their personal faith.

The game effect is as if the target was the caster of the spell you just declared. Use the target's dice for any rolls. Popular gifts for the Benediction include the White Magic Apprentice and Flesh Ward.

Regardless of the Gift you use for your Benediction, the target gets one and only one use of the Magic Gift. Whether they succeed or not, the Benediction ends after they perform the stunt and recite the prayer.

Even though this is a White Magic spell, you may use the Benediction with *any* "X (Battle)" or "X (Respite)" Gift, provided that Gift has the "Magic" descriptor.

This Gift can only be refreshed by praying for 8 minutes during the Office of Lauds (3 am to 6 am). Once this Gift is refreshed, any and all of your Benedictions expire.

Fulguration***
(Battle, Magic, Journeyman, Holy)

Sometimes claled "the Finger of God", the Fulguration is a bolt of holy power, that can have greatpower against the unholy. The use of the Fulguration is controversial among the Penitents of s'Allumer, who question if magic should ever be used for violence, especially holy magic.

Requires:

Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Battle)
Action "ready Fulguration into wand, rod, or Calendar Sword"

Exhaust this Gift, then use the ready action to draw forth a "Fulguration" weapon. The fulguration manifests as a white-hot lightning, glowing hotter than steel from the fire. The Fulguration is the essence of life energy, anathema to the unholy and the undead. The Fulguration is much too dangerous to be held in the hand.

The Fulguration may not *be carried in the hand!* You must ready the Fulguration into a rod, wand, or Calendar Sword.

Healing***
(Magic, Journeyman, Holy, Healing)

Sometimes, the inspirational rally of the cleric's word isn't enough.

Requires

Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Special)
Trigger: successful rally

After successfully rallying one of your allies, you may invoke the spell of Healing.

Your target be conscious and able to understand you. Confused or Enraged targets will not be able to consent. If your target does not consent, the Healing fails and your Gift is Exhausted.

Roll *the target's Will* and *your Academics dice.* (Keep the target's and your dice separate.) Contest your roll against 2d8.

1. If you score one Success, remove the Hurt status from the target.
2. If you score two Successes, remove the Injured status from the target.
3. If you score three Successes, remove the Sick status from the target.

If you Tie, nothing happens.

If you Fail, it matters who rolled what. If the target rolled the lowest, they become Asleep. If you rolled the lowest, you become Afraid. If you both tied for lowest, then you both suffer!

This Gift can only be refreshed by praying for 8 minutes during the Office of Tierce (9 am to noon).

Lorica***
(Magic, Journeyman, Holy, Healing, Protection)

A lorica is a metal plate worn over the breast. It can also be a prayer made by quickly drawing an eight-pointed star over the chest. If you know the proper prayer, the latter can work as the former.

Requires:

Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Special)
Trigger: you or ally makes a Soak Roll

After you, or an ally within Medium range, makes a Soak Roll, you may declare you will exhaust this Gift. *Your* Academics & Supernatural dice may then be claimed as bonus Soak Dice.

This gift can only be refreshed by praying for 8 minutes during the Office of Lucernarim (6 pm to 9 pm).

Penitence***
(Magic, Journeyman, Culture, Holy, Healing, Protection)

Everyone knows that the Priests of Penitence know when you break a promise. Not everyone knows just how limited their information is.

Requires:

Literacy
Cleric's Trappings (any)
White Magic Apprentice

X (Special)
Stunt "Prayer for Penitence"

Declare a crowd of targets, and a task they must perform, or a practice that they must refrain from doing. Inform the crowd using an inspirational speech. Exhaust this Gift.

Roll your Mind & Will vs. the crowd's Will. The lowest-rolling failure in the crowd is the one who actually has the *penitence* cast upon them – you will recognize this person on sight as the penitent.

The rest of the crowd won't know if it's on them or not … and it's not common knowledge that this spell only works on *one* person, so this spell is very good at keeping a whole crowd in line.

If the penitent target breaks the promise you specify, the spell ends and you instantly know. If the promise has a duration (e.g. "Abstain from all alcohol for a year and a day"), the spell also expires when the duration is up.

The promise is broken when the target *believes* they broke the rule.

This gift can only be refreshed by praying for 8 minutes during the Office of Nones (3 pm to 6 pm). As soon as this gift is refreshed, the penitence expires.

Secrets of the Left-Hand Path*
(Magic, Holy, Apprentice)

You have learned how to replenish your reserves of White Magic faster, but only if you style yourself in the appropriate manner.

Requires:

Cleric's Trappings: Left-Hand Path

Add +1 Mark to Leadership

Add 1 Mark to your Leadership Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a White Robe
Extra action "Refresh Holy Magic Gift"

While wearing a White Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Holy" descriptors. These Gifts include *White Magic Apprentice, Flesh Ward,* and *Fulguration.*

Secrets of the Right-Hand Path*
(Magic, Holy, Apprentice)

You have learned how to replenish your reserves of White Magic faster, but only if you style yourself in the appropriate manner.

Requires:

Cleric's Trappings: Right-Hand Path

Add +1 Mark to Melee Combat

Add 1 Mark to your Melee Combat Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a White Robe
Extra action "Refresh Holy Magic Gift"

While wearing a White Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Holy" descriptors. These Gifts include *White Magic Apprentice, Flesh Ward,* and *Fulguration.*

Master White Magic

Holy Clout*
(Chapter, Magic, Holy, Clout, Skill)

If you pray hard enough, you can accomplish great things.

Requires:

Mystic: White Magic

Add +1 Mark to Leadership

Add 1 Mark to your Leadership Skill.

If you re-train this Gift, you also lose the extra Mark.

X (Respite)
Trigger: Casting a Holy Spell

Exhaust this Gift after casting a spell of the Holy nature to claim a bonus 2d8 with your casting dice.

This gift can only be refreshed by praying once at each office of the day – that's eight prayers of 8 minutes each, 3 hours apart, over a total of 24 hours. Refreshing this Gift immediately removes any Lazarus Hearts that are still active.

Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use *one* Clout per roll. In addition, you may only refresh one Holy Clout per 24 hours.

Lazarus Heart *×8
(Magic, Master, Holy, Amanuensis, Healing, Protection)

The most famous spell of the White Magicians is also the least understood – the power to call a soul back from the after-life.

Requires:

Literacy
Cleric's Trappings (any)
White Magic Apprentice
Mystic: White Magic
Any three "White Magic Journeyman" Gifts
Insider: Church of Penitence

X (Special)
Stunt "Apply the Lazarus Heart"

The Lazarus Heart is one of the few spells that works on a deceased target … and it is also one of the most controversial.

The Lazarus Heart remains on the target, invisible except to those trained in the Supernatural, who can perceive it as a glowing mark on the target's breast, right where their heart is.

The Lazarus Heart is triggered when the target becomes Dying, Dead, or Overkilled. If you cast the Lazarus Heart on a target that's already Dying, Dead, or Overkilled, the spell triggers immediately.

When activated, roll *the target's Will* and *your Mind and Academics.* Keep the two sets of dice separate. Your opposed difficulty is d8 if the target is Dying, or d12 if the target is Dead or Overkilled.

If you score one success, replace the Dying status with Fatigued.

If the target is Dead, you must score one success for each hour (or part thereof) that the target has been dead. If you have enough successes, the target comes back to the world of the living – Sick, but alive.

If the target was Overkilled, the target may still survive, as above, but they are also horribly disfigured. This disfigurement may result in the forced re-training of one or more Gifts, at the discretion of the Game Host.

If you Tie against the difficulty, nothing happens for this round. The Lazarus Heart will try again next round, on the target's turn. (If the target is Dying, it may tragically happen that the target will become Dead before the Lazarus Heart tries again.)

If you Fail, consult the dice. If it's your dice that rolled the lowest, then you (wherever you are) immediately become Afraid and Confused. If it's the target's dice that rolled lower, then the target becomes Afraid and Confused (if they're still alive enough) … and there is a slight possibility that the target may rise as one of the Undead. Either way, the Lazarus Heart immediately expires.

This gift can only be refreshed by praying once at each office of the day – that's eight prayers of 8 minutes each, 3 hours apart, over a total of 24 hours. Refreshing this Gift immediately removes any Lazarus Hearts that are still active.

Journeyman Thaumaturgy

Delay***
(Magic, Theurgic, Journeyman, Unreal, Synecdoche)

The thaumaturge knows how to organize their reserves of power.

Requires:

Literacy
Thaumaturge's Trappings
Thaumaturgy Apprentice

X (Special)
Stunt "delay recovery"

Declare any one other Magic Gift you have. That gift *must* have the "Magic" descriptor, and *either* the "Battle" or the "Respite" descriptor. Exhaust this Gift.

During battle, you may, as a free action, declare you will call upon your magical Delay to refresh the Magic Gift you had declared earlier. The Refresh happens instantly.

You may refresh this Gift at the next Respite. If you refresh this Gift, the delay that you had set earlier is gone.

Delay only works on Magical Gifts that exclusively have "X (Battle)" or "X (Respite)" as their refresh options. It does not work on other Magic Gifts.

Eidolon***
(Respite, Magic, Theurgic, Journeyman, Unreal, Synecdoche)

Thaumaturges can make their will known at a distance.

Requires:

Literacy
Thaumaturge's Trappings
Thaumaturgy Apprentice

X (Respite)
Stunt "Manifest as an Eidolon"

This spell allows you to project yourself as an eidolon, or magic representation of yourself, into an inanimate object. You must have a part of that object as a synedoche link. For example, to project an eidolon from a given tree, you could use a leaf from that tree. To project an eidolon at a campsite, you could use a rock from the campfire circle. You may not manifest an eidolon in a person or an animal.

An eidolon cannot move on its own from the spot from where it manifests. Others may move it, instead, provided it is not a tree or some other rooted object.

The eidolon resembles you, molded from the material that you are linked to. Following the examples above, your eidolon would take the form of an animate tree with your face in the wood grain, or the roaring flames of the campfire may take on the appearance of your grim visage. You cannot use your equipment,

weapons, etc. — you are merely an artificial projection. You also may not cast spells.

You see, hear, and sense everything from where the eidolon is. (Eidolons are often used to look in on faraway places.) The eidolon doesn't grant you any senses you don't have, yourself, so if your eidolon manifests in a dark room, you won't be able to see anything.

If you don't want to be noticed, you'll have to roll your Mind, Stealth, and d12 vs. any vigilant onlooker's Mind, Observation, and Supernatural dice. (The bonus d12 is because you're effectively disguised as something else.)

You can speak, and others will hear you. Eidolons are frequently used to communicate with people far away.

Meanwhile, your physical body remains at the original spot, clutching the material you are using for the link. While the spell is active, you are completely unaware of anything nearby. You are helpless against any attack.

From within the eidolon, you automatically resist any spells that test your Body or Speed (that is, "physical spells"); spells resisted by other dice work on you normally.

You may dismiss the eidolon at any time, thus canceling the spell; you immediately are sent Reeling, but at least you're aware. The spell will also end if you are sent Reeling, Unconscious, or otherwise suffer an abnormal status such as Confusion, Fear, Silence, etc. Also, after five minutes, the spell will expire, and you will be sent Reeling.

The eidolon may be dispelled, or even destroyed. (The eidolon is just a physical object, after all.) If the eidolon suffers damage from an attack, you yourself are unharmed, but since any successful attack will send you Reeling, the spell will end.

Locating***
(Respite, Magic, Theurgic, Journeyman, Synecdoche)

Thaumaturges are unparalleled at finding lost things.

Requires:

Literacy
Thaumaturge's Trappings
Thaumaturgy Apprentice

X (Special)
Stunt: "locate a target using synecdoche"

You must have a synecdoche link to the target.
Exhaust this Gift.
Roll your Mind, Academics, and Searching dice vs. 3. You may claim the following bonuses:

- bonus d12 from Geography
- bonus d12 if the subject is in a landscape covered by your Local Knowledge. (Roll this die separately, in case it's in doubt that the target is in the landscape.)

If the target has any Supernatural Dice, the Game Host rolls those vs. 5. Each success removes one of yours.

One success will tell you the direction to that subject, if they are within Long range. If that subject is within Medium range, the spell tells you the distance, as well.

Two successes will tell you the direction, if that subject is within Extreme range.

Three successes will tell you the direction, if that subject is within the bounds of the Horizon.

Four successes will tell you the direction regardless of how far away the target is.

If your spell successfully points you in the right direction, *refresh this Gift immediately*. If you fail to score enough successes to find the target, exhaust this Gift.

You may refresh this Gift at the next Respite.

Mage Seal***
(Magic, Theurgic, Journeyman)

Thaumaturges know how to bind doors fast.

Requires:

Literacy
Thaumaturge's Trappings
Thaumaturgy Apprentice

X (Special)
Action "magically seal"

You stare at a door, window, portal, or other receptacle with Medium range. That portal immediately slams shut and becomes magically sealed. Anyone other than you who attempts to open it, smash it, pick the lock, listen to what's on the other side, or otherwise interact with the portal suffers a penalty of your Supernatural Dice.

You may refresh this gift as a Refresh action. When you do, the Mage Seal expires.

Reflection***
(Respite, Magic, Theurgic, Journeyman, Locating, Synecdoche)

It is highly unwise to project spells directly at a thaumaturge.

Requires:

Literacy
Thaumaturge's Trappings
Thaumaturgy Apprentice

X (Battle)
Trigger: you are targeted by a Magic attack

Instead of using your regular defense against a magic spell, you may declare you will use *Reflection*. You must declare Reflection as soon as the spell is launched and you're a target.

Exhaust this Gift. Roll your Mind & Supernatural as your defense.

If you succeed in defeating the Magic attack, the original spell-caster suffers a brutal Counter-Attack – identical to the spell they just used! Substitute your dice for the attacker's roll.

If the attack was a Group, Crowd, or Explosion, then everyone is saved, as the spell goes right back to the attacker. Regardless of the reflected spell's original scope, only the attacker is hit by the Reflection. Use your successes to determine damage, if any.

If you tie on your Reflection roll, then you (and everyone else) are still targeted as normal … but the spell *also* reflects back to strike the attacker (alone). Again, use your successes to determine damage to your attacker.

If you fail on your Reflection roll, you (and everyone else) are attacked, as normal.

Notes

The Reflection spell may reflect *any* spell that you are aware of. Since the Reflection spell may reflect a Synecdoche spell, it has the "Synecdoche" descriptor; since it automatically finds your attacker, it has the "Locating" descriptor.

Reprisal***
(Respite, Magic, Theurgic, Journeyman, Locating, Synecdoche)

Really, it is highly unwise to project spells at a thaumaturge, in any way, shape, or form.

Requires:

Literacy
Thaumaturge's Trappings
Thaumaturgy Apprentice

X (Respite)
Trigger: casting a spell vs. spell-caster

Declare a target. This target must have cast a spell that either affected you, or that affected an object or ally within Close range of you, in the last five minutes. The caster need not be present; distance does not matter.

Exhaust this Gift, then cast any spell. That spell targets the spell-caster, no matter where they are, or what state they are in. The spell-caster defends normally, only Cover and Range are completely negated. The spell-caster may claim a bonus d12 to their defenses if your Reprisal comes more than one round after they cast their spell (but is still within the last five minutes).

You will know the results of your spell – what results it inflicted on the target – and that's all. You'll have to use other methods of intelligence to find out who the spell-caster was, where they are, and if they survived your reprisal.

Secrets of Thaumaturgy*
(Magic, Theurgic, Journeyman)

You have learned how to replenish your reserves of White Magic Faster, but only if you style yourself in the appropriate manner.

Requires:

Cleric's Trappings: Left-Hand Path

Add +1 Mark to Leadership

Add 1 Mark to your Leadership Skill.

If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a White Robe
Extra action "Refresh Holy Magic Gift"

While wearing a White Robe, you may take an extra action every round: an extra "Refresh" action, but *only* to refresh a gift that has *all* of the "Battle", "Magic", and "Holy" descriptors. These Gifts include *Thaumaturgy Apprentice* and *Reflection*.

Severance***
(Respite, Magic, Theurgic, Journeyman, Unreal, Synecdoche)

A thaumaturge knows the threads that bind the universe together … and how to cut those threads.

Requires:

Literacy
Thaumaturge's Trappings
Thaumaturgy Apprentice

X (Respite)
Stunt "Severance"

Declare a target, then exhaust this Gift. Roll your Mind, Searching, and Supernatural vs. the target's Body, Will, and Presence. The target resists with an extra d12 for each Influence Gift they have.

If you succeed, any and all magical effects on the target instantly end. In addition, any synecdoche links in the rest of the world are also severed.np

Master Thaumaturgy

Eidolon Stride******
(Magic, Theurgic, Master, Unreal, Synecdoche)

Master thaumauturges can travel half a world in a single step.

Requires:
- Literacy
- Thaumaturge's Trappings
- Thaumaturgy Apprentice
- Mystic: Thaumaturgy
- Locating
- Eidolon

X (Chapter)
Trigger: Using the Eidolon magic

You may use this spell at any point while you are manifesting an Eidolon. Your body disappears from the real world, and you are instantly teleported to where your eidolon is manifesting. You then must step 1 pace out of the eidolon, onto solid ground. Your Eidolon spell ends, and you are sent Reeling.

Magic Replay *×6
(Chapter, Combat, Major, Saving)

Thaumaturges don't make simple mistakes.

Requires:
- Literacy
- Thaumaturge's Trappings
- Thaumaturgy Apprentice
- Mystic: Thaumaturgy
- Reflection
- Reprisal

X (Chapter)
Trigger: any die roll involving magic

If, after rolling your dice to use magic, to defend against magic, or to resist magic of *any kind,* you are unhappy with the result, you may Exhaust this Gift. Both you and your opposition must now re-roll all their dice. The second result stands, for better or worse.

Meta Mnemonic ****
(Chapter, Magic, Theurgic)

The greatest thaumaturges can replenish their reserves of power.

Requires:
- Mystic: Cognoscente Magic
- Mystic: Elementalism
- Mystic: Thaumaturgy
- Mystic: White Magic

Add +1 Mark to Supernatural

Add 1 Mark to your Supernatural Skill.
If you re-train this Gift, you also lose the extra Mark.

X (Chapter)
Extra action: "refresh any one Magic Gift: Battle, Respite, or Chapter"

On your turn, you may Refresh any one gift that has the "Magic" descriptor, that is either a Battle Gift, Respite Gift, or Chapter Gift.

Meta Clout ****
(Chapter, Magic, Theurgic)

The greatest thaumaturges can make any spell more powerful.

Requires:
- Mystic: Cognoscente Magic
- Mystic: Elementalism
- Mystic: Thaumaturgy
- Mystic: White Magic

Add +1 Mark to Supernatural

Add 1 Mark to your Academics Skill.
If you re-train this Gift, you also lose the extra Mark.

X (Chapter)
Trigger: Casting any Spell

Exhaust this Gift after casting *any* spell to claim a bonus d12 with your casting dice.

Theurgic Clout*
(Chapter, Magic, Skill, Theurgic)

The greatest wizards can increase the power of a spell, even after it has been cast.

Requires:
- Mystic: Thaumaturgy

Add +1 Mark to Supernatural

Add 1 Mark to your Supernatural Skill.
If you re-train this Gift, you also lose the extra Mark.

X (Chapter)
Trigger: Casting a Theurgic Spell

Exhaust this Gift after casting a spell of the Theurgic nature to claim a bonus 2d8 with your casting dice.

Multiple

You may buy this Gift multiple times. Each new Gift gives you +1 Mark and a new Exhaustion, but you may only use *one* Clout per roll.

Using the Part for the Whole: Synecdoche

When a spell requires *synecdoche* with the target, it means that the caster must have a physical element that has a soulful connection to the target. The preferred synecdoches include the target's hair, or an article of clothing, or their favorite weapon. Money taken from the target is useless – by definition, it has no personal connection. The Game Host is the final arbiter on what is synecdoche and what isn't.

For borderline cases – say, a portrait painted of the target – the Game Host may allow spells to work in limited capacity. Maybe the Damage is weak, maybe the target gains a d12 bonus to their resistance, etc.

Ultimate Power Over Life and Death: Necromancy

The common wizardry of Calabria is often called "the power from within", because it is the wizard's energy, their desire, their soul that makes it happen. Necromancy is "the power from without" – instead of doing something yourself, you talk to the ghosts, spirits, and forces from the next world to make your will manifest. In theory, Necromantic power has no limits, for the next world is full of untapped souls … but in practice, those souls have unfinished business, and with unlimited power comes unlimited irresponsibility. To dabble in Necromancy is to tap a dam to get a drink of water – there's the risk that the spigot will break and you will flood the countryside.

Whenever an effect with the *Unholy* descriptor is in play, count how many 6s are showing on any die rolls related to the Unholy effect. If there's three or more sixes, something bad happens. Be liberal in the interpretation of how you count sixes: include the casting dice, resistance dice, Soak Dice, etc. Unholy magic is dangerous!

Bad things should be random and of no particular advantage to anybody. Some suggestions:

- Someone just killed on the battlefield rises again as an Undead monster.
- Someone unconscious on the battlefield rises again as a Berserk, possessed combatant.
- One or more parties become possessed by the angry dead: all combatants roll Mind & Will, the lowest roller becomes Berserk for one Scene. In case of ties for lowest, the caster becomes Berserk.
- One or more parties are harrowed by the restless dead: all combatants roll Mind & Will, the lowest roller becomes Terrified. In case of ties for lowest, the caster becomes Terrified.

The random nature of Necromancy, coupled with its sinister implications, has led it being banned everywhere in Calabria. The Church of s'Allumer's official stance is that the practice of Black Magic is punishable by torture.

Apprentice Necromancy

Apprentice Necromancy**
(Magic, Unholy, Apprentice)

Requires:

Literacy
Necromancer's Trappings

Stunt "Scare"

Whenever you declare a "Scare" stunt, you may invoke black magic to assist you with unearthly moans, horrible smells, or other unholy effects. You *must* claim a bonus 3d6 with your roll.

If you use this unholy magic to successfully scare a Dying target… the target instantly becomes Dead. The target need not be conscious to suffer your magic.

Stunt "unleash undead"

As a stunt, you may declare a Group of Undead targets, then roll your Will & Deceit, as a Group attack. All Undead targets in the Group become Berserk. Berserk Undead are no longer under anyone's control – yours or anyone else's.

X (Battle) Action "ready Unholy weapon"

Exhaust this Gift, then use the ready action to draw forth an Unholy weapon. The spell remains in your hand, your rod, or your wand until you cast it forth (with the Attack action), until you drop it (as a free action), or until the end of the Scene (five minutes).

Unholy weapons are Magic Attacks. Your Gift allows you to ready the following magical weapons:

- Horror
- Illness
- Torment

Necromancer's Trappings (Plot, Trappings)

Belongings

You begin the game with:

- one Extravagant, Rare, Proscribed book: your own copy of *Ye Book of Black Magick* by Frater Perphredo
- one Black Robe
- one Dogwood Wand
- one Brass Rod
- one Talisman: a Bone Nonagram

X (Special)
Action "replace your missing trappings"

If you are parted from your items, ask the Game Host for a plot twist to return or to replace them.

Once exhausted, you cannot recover this Gift until the next game session.

Journeyman Necromancy

Animation* (Magic, Unholy, Journeyman)**

Requires:

Literacy
Necromancer's Trappings
Apprentice Necromancy

X (Battle) Action "Rally a corpse into a Marionette"

Declare any dead body within 9 paces of you. The body must not have been Overkilled.

Roll your Will, Leadership, & 2d6 vs. 3d6. If you are successful, the corpse becomes a Hurt, Injured Marionette under your control. If the body is still fresh, treat it as a Typical Zombie; if the body is nothing but bones, treat it as a Typical Skeleton. (You may also use your ability to unleash undead to turn the animated corpse into a Berserk monsters – in which case, you no longer control it.)

After five minutes, the body returns to lifelessness.

Curse* (Magic, Unholy, Journeyman)**

Requires:

Literacy
Necromancer's Trappings
Apprentice Necromancy

X (Respite)
Action "Aim to upgrade Illness to Curse"

To use this ability, you must have an "Illness" Magic weapon at the ready, and you must take the "Aim" action at a target. Exhaust this Gift. Your "Illness" weapon becomes a "Curse".

As a Mystical, Magic Attack, you may curse a target. Normal Range penalties apply. Declare which curse you will use, and then roll your Will, Deceit, & 3d6 vs. the target's defense. The defense varies depending on what curse you are using.

Curse	*Game Effect*	*Target Defends with . . .*
Open Sores	Hurt & Sick	Body, Will, Superantural
Milky Eyes	Hurt & Blinded	Body, Mind, Observation
Hallucinations	Hurt & Confused	Speed, Mind, Inquiry
Enfeebled	Hurt & Fatigued	Body, Speed, Endurance
Frozen Limbs	Hurt & Immobilized	Body, Speed, Will, Endurance
Intense Nausea	Hurt & Confused	Body, Speed, Mind, Supernatural
Aches and Pains	Hurt & Slowed	Body, Speed, Endurance

The Game Host is encouraged to make up new kinds of curses to inflict, using these rules as guidelines.

Since the curse is an Attack, then the target may choose to defend themselves with a Counter-Attack, instead of the dice listed above.

Mark of Nine***
(Magic, Unholy, Journeyman)

Requires:

Literacy
Necromancer's Trappings
Apprentice Necromancy

X (Respite)
Action "Attack: Brand one of a Crowd with the Mark of Nine"

Declare a Crowd of people, and roll your Will, Deceit, & 3d6. Everyone in the Crowd rolls their Mind, Will, Deceit, and Supernatural. The lowest roller who fails to resist is branded with the Mark of Nine.

The Mark of Nine is invisible on the target. It can only be found with a thorough search and a successful roll of Supernatural vs. 5.

If you Refresh this Gift, your Mark of Nine disappears from the target.

Focus "Find the Mark of Nine"

Whenever you have Focus, you know the direction you must face to find the target of your Mark of Nine. You also know the Range band the target is in ("Close", "Near", "Short", "Horizon", or "beyond Horizon", etc.)

If you have line of sight, then you may strike out against the target with no penalties for concealment. The Mark of Nine counts as a synecdoche link to the target.

Mass Agony***
(Magic, Unholy, Journeyman)

Requires:

Literacy
Necromancer's Trappings
Apprentice Necromancy

X (Respite) Action "Aim to upgrade Torment to Mass Agony"

To use this ability, you must have a "Torment" Magic weapon at the ready, and you must take the "Aim" action at a target.

Exhaust this Gift. Your "Torment" weapon becomes a "Mass Agony".

Retribution***
(Magic, Unholy, Journeyman)

Requires:

Literacy
Necromancer's Trappings
Apprentice Necromancy

X (Battle)
Action "Attack vs. Group"

Declare any poor status currently affecting your own character (such as Hurt, Injured, Sick, On Fire, etc.) Then declare a Group of targets. Roll your Will, Deceit, & 3d6. Targets resist with their Will, Inquiry, and Supernatural. Each target that fails to resist becomes Reeling and now suffers the same poor status that you have.

Secrets of Unholy Magic*
(Magic, Unholy, Skill, Apprentice)

Requires:

Necromancer's Trappings

Add +1 Mark to Deceit

Add 1 Mark to your Deceit

If you re-train this Gift, you also lose the extra Mark.

Trigger: While wearing a Black Robe
Extra action "Refresh Unholy Magic Gift"

While wearing a Black Robe, you may take an extra action every round: an extra "Refresh" action, but only to refresh a gift that has all of the "Battle", "Magic", and "Unholy" descriptors.

Speak with Dead***
(Magic, Unholy, Journeyman)

Requires:

Literacy
Necromancer's Trappings
Apprentice Necromancy

X (Respite)
Stunt "Reason with the Dead"

You may take the Reason action to talk with a corpse. Roll your Will, Negotiation, & 2d6 vs. 3d6. The soul of the corpse must not have passed on to its final reward, and the body must not have been consecrated. To hear you, the head must have an intact ear; to answer you, the head must have an intact mouth. Everything else isn't really necessary.

If you are successful, the restless spirit inhabits the corpse. The eyes open and the mouth speaks.

Spirits of bodies that met violent deaths might be disoriented or in denial about what has happened to them.

The corpse can speak with anyone present. (It's best to take the body somewhere private.) Being beyond earthly concerns, it may be difficult to motivate the spirit to talk, so some serious negotiations may be in order.

After five minutes, the spell ends. You may speak with the corpse at a later time, if the soul doesn't pass on.

Unmaking*
(Magic, Unholy, Journeyman)

Requires:
Literacy
Necromancer's Trappings
Apprentice Necromancy

X (Respite)
Action "Aim to upgrade Horror to Unmaking"
To use this ability, you must have a "Horror" Magic weapon at the ready, and you must take the "Aim" action at a target.
Exhaust this Gift. Your "Horror" weapon becomes a "Unmaking".

Declare a Ranged Attack against a target within Medium Range. Roll your Will, Supernatural & 3d6. The target resists with Body, Speed, Mind, Will, & Species.
If the target resists or defends, nothing happens.
If you succeed, note which die of the target rolled the lowest:

- If Body rolled the lowest, the target falls Asleep.
- If Speed rolled the lowest, the target become Immobilized.
- If Mind rolled the lowest, the target becomes Confused.
- If Will rolled the lowest, the target becomes Afraid.
- If Species rolled the lowest, the target becomes Berserk.

If two dice tied for lowest, the target suffers both effects.

Master Necromancy

The Dark Bargain**
(Magic, Unholy, Master)

Requires:
Any two Gifts which have both the "Unholy" and "Journeyman" descriptors
Mystic: Necromancy
Necromancer's Trappings

X (Battle) Trigger: using any Magic Battle Gift or Respite Gift
Declare you will invoke the Dark Bargain and Exhaust this Gift. Then declare any other Magical Battle Gift or Magical Respite Gift. Follow the rules for the appropriate Gift.
After using the Magical Gift, roll 6d6 vs. 5. If you are successful, the Gift that you declared is *not* Exhausted.

Mass Animation**
(Magic, Unholy, Apprentice)

Requires:
Mystic: Necromancy
Necromancer's Trappings
Animation
Curse

X (Respite) Action "Rally a Group of corpses into Marionettes"
Declare a Group of dead bodies within Medium range of you. The body must not have been Overkilled.
Roll your Will, Leadership, & 3d6. Each corpse resists with 3d6. If you are successful, the corpse becomes a Hurt, Injured Marionette under your control. If the body is still fresh, treat it as a Typical Zombie; if the body is nothing but bones, treat it as a Typical Skeleton.
The normal rolls for Groups apply – you may only animate a number of bodies equal to your highest showing die.
For the next five minutes, you must take the Rally action to order the animated corpses to do your bidding. Roll your Will & Leadership as normal; the highest showing die is the number of corpses you may control. (You may also use your ability to unleash undead to turn the animated corpses into Berserk monsters – in which case, you no longer control them.)
After five minutes, the bodies return to lifelessness.

Unholy Clout*
(Chapter, Magic, Unholy, Skill)

Requires:
Mystic: Necromancy

Add +1 Mark to Deceit
Add 1 Mark to your Deceit Skill.
If you re-train this Gift, you also lose the extra Mark.

Trigger: Casting an Unholy Spell
Exhaust this Gift after casting a spell of the Unholy nature to claim a bonus d12 & d6 with your casting dice.

Vessel of Unlife*****
(Magic, Unholy, Apprentice)

Requires:

Mystic: Necromancy
Necromancer's Trappings
Animation
Mark of Nine
Speak with Dead

X (Chapter) Stunt "Create Restless Dead"

You must have a dead body, that must not have been Overkilled. Roll 6d6 vs. 5. If you are successful, the corpse becomes an undead monster.

If the corpse is fresh, Body is the same that the character had in lfe. If it's a skeleton, drop the Body one die size (to a minimum of d4) but raise the Speed die (to a maximum of d12).

The body has the same Mind & Will that it had in life.

The Species Trait is gone. Replace it with an Undead Trait, which applies to Brawling, Observation, and Supernatural.

Some Gifts may stay, others may have to be re-trained. For example, being dead may make a corpse lose many social gifts such as Nobility and Insider.

The Undead spends its first action to stand up. Then, immediately roll its Body, its Speed, and 3d6 vs. your Mind & Will. If it wins, it becomes angry – give it the Berserk status. Otherwise, it becomes restless.

Character Development

You cannot retrain this Gift until the Vessel of Unlife you created with it has been destroyed.

Necromantic Weapons

Name	*Use*	*Range*	*Attack Dice*	*Effect*	*Descriptors*
Curse	Off hand	Medium	Will, Deceit, 3d6 vs. special – See page 313	See page 313	Magic, Unholy, Journeyman, Mystic, Proscribed, Counters Magic
Horror	Off hand	Medium	Mind, Deceit, 2d6 vs. target's Mind, Will, Inquiry, Supernatural	Afraid	Magic, Unholy, Apprentice, Mystic, Proscribed, Counters Magic
Illness	Off hand	Medium	Will, Negotiation, 2d6 vs. target's Body, Mind, Will, Endurance, Supernatural	Fatigued	Magic, Unholy, Apprentice, Mystic, Proscribed, Counters Magic
Mass Agony	Off hand	Medium	Will, Leadership, 3d6 vs. 3	Explosion: Near Resist with Mind, Supernatural vs. 3 Damage 1+, Critical, Penetrating, Weak	Magic, Unholy, Journeyman, Mystic, Proscribed, Counters Magic
Torment	Off hand	Medium	Will, Leadership, 2d6 vs. target's Mind, Supernatural	Damage 1+ Critical, Penetrating, Weak	Magic, Unholy, Apprentice, Mystic, Proscribed, Counters Magic
Unmaking	Off hand	Medium	Will, Supernatural, 3d6 vs. special – see page 315	See page 315	Magic, Unholy, Journeyman, Mystic, Proscribed, Counters Magic

The Wilding Way

Every species has, within their heart of hearts, the heart of the untamed wilderness, the breath of the savage beast, the call of the wild. Civilized people generally look down upon those who look too feral, finding them untrustworthy. In the country, cultivating one's natural instinct may not only help survival, it may guarantee it.

Sometimes, a person has an instinctive power that has been bred out of others. These *atavisms* can be amazing displays of physical prowess, senses that are almost supernatural in their reach, or brutal savagery that goes beyond the pale.

Cultivating one's instincts is called "pursuing the *Wilding Way*". Not all Wilding Way gifts are atavisms – consult a Gift's description, see if it has the "Wilding" descriptor. Atavism Gifts are ones that require a Species Trait of d8 or better. Unlike Natural Gifts, anyone can learn an Atavism Gift, if they meet the requirements. Most Atavisms require some sort of life-style commitment. A few have negative social repercussions. But all of them have the promise of raw, unbridled power.

All Fours**
(Atavism, Movement)

Requires:

Species Trait of d8 or better
Fast Mover

Faster Ground Movement

You can run on your hands and feet. Your hands must be completely empty.

While running on all fours, your Stride increases by 1, your Dash increases by 2, and your Run increases by 6. (Since Run is based on Dash, this means your Run increases by 8.)

Yes, these bonuses are cumulative with the ones from Fast Mover.

Animal Magnetism*
(Atavism, Specialty)

Requires:

Species Trait of d8 or better

Bonus d12 Among Your Own Species

Whenever you use Gossip, Inquiry, Leadership, Negotiation, or Presence to interact with someone of your own Species, you may claim a bonus d12.

Battering Charge**
(Battle, Atavism, Combat, Movement, Wilding)

Requires:

Species Trait of d8 or better
Charging Strike

X (Battle)
Action "brawling attack: battering charge"

You have a special move — the *battering charge attack*.

First, declare a line, no more than 12 paces long. This will be the path of your battering charge. This line *should* go through, or within 1 pace of, other combatants that you want to use your battering charge against.

Roll your Body, Speed, and Brawling Dice. These are your *battering charge attack dice.*

Find the highest showing die. You immediately move exactly that many paces, along the path.

Anyone and everyone, friend or foe, within 1 pace of that path, must defend against your battering charge attack dice. Anyone who fails to defend suffers Damage +2 and is Pushed 1 pace away from the line.

If you are prevented from travelling the full distance of your battering charge, for any reason, you stop where you are and immediately become *Reeling* and *Hurt.*

Claws of Iron*** (Atavism, Combat)

Requires:

Species Trait of d8 or better
Brawling Fighter
Natural Weapon: Claws

Action "brawling attack with claws"

You may claim +1 Damage with all attacks made with Claws.

The Cry of a Hundred Souls** (Respite, Atavism)

Requires:

Species Trait of d8 or better
Howling

X (Respite)
Action "attack: cry of a hundred souls"

As an Action, you can howl a loud noise that terrifies lesser beings. Roll your Species & Presence dice, and a bonus d12 (from the Howling Gift).

All within Short Range of you must test their Species & Presence vs. your roll or become *Afraid*.

All within Medium Range of you must test their Species & Presence *with a bonus d12* vs. your roll or become Afraid.

Dew-Walking** (Atavism, Movement)

Requires:

Species Trait of d8 or better
Knack for Stealth

Maximize Dice to Resist Tracking

Whenever anyone tries to track you, your dice to resist them are *Maximized*.

Eternal Breath** (Respite, Atavism)

Requires:

Species Trait of d8 or better
Deep Diving

X (Respite)
Trigger: suffocation

Exhaust this Gift to hold your breath for the rest of this Scene (generally five minutes) without any ill effects. While holding your breath, you may not speak or perform other feats that require the use of breath.

Feral Swiftness** (Respite, Atavism, Movement)

Requires:

Species Trait of d8 or better
Fast Mover

X (Respite)
Trigger: any roll that uses Speed Dice

Before you make a roll that uses Speed Dice, declare a bonus d12. This bonus d12 is just like more Speed Dice, and it may be limited by Encumbrance.

Flight of the Prey** (Atavism, Movement)

Requires:

Species Trait of d8 or better
Coward

More Bonuses for Cowardly Behavior

Your bonuses for being cowardly are greatly improved! Whenever you are *Afraid*, you may claim a bonus 2d12 with all Parries and Dodges, you may add 1 to your Stride, 4 to your Dash, and 16 to your Run. (These better bonuses replace the ones from the "Coward" Gift.)

Flying Fighter*** (Battle, Atavism, Combat, Movement)

Requires:

Flight
Species Trait of d8 or better
Speed must be *greater* than Body

Extra action "refresh the Gift of Flight"

You are a much better flyer. You may take an extra "Refresh" action every turn, but *only* to refresh the Gift of Flight.

The standard rule of "never the same action twice in the same turn" still applies. So if you use this Gift, you get an extra Refresh only for Flight, not for any other Battle Gifts.

May Retreat While Flying

Your control of Flight is superior. When you are attacked while flying, you may Retreat, even though you are moving at Full-Tilt.

Full-Tilt Movement** (Battle, Atavism, Movement, Wilding)

Most riding mounts may use Full-Tilt Movement, to give their riders a bonus to use tilting weapons.

Requires:

Species Trait of d8 or better
Fast Mover

X (Battle)
Action "Dash or Sprint"

Whenever you are about to Dash or Sprint, you may declare that you will move at *Full Tilt.* You must declare the Full-Tilt before you move.

You immediately gain the *Full-Tilt* status. While moving at Full-Tilt, you may not Retreat.

Your Stride temporarily increases by 3 paces. (This bonus to Stride stacks with the bonus from Fast Mover, which gives you a Stride of at least 5.)

As per the standard rules: before or after a Dash, you may move any distance up to your Stride. When you Sprint, you may increase or decrease the Sprint distance by your Stride.

After Dashing or Sprinting, note the direction in which you last moved. (If you are using miniatures, use a Full-Tilt Marker.) At the beginning of your next turn, you must roll your Body Dice and move that far in a straight line.

X (Battle)
Stunt "Run"

Whenever you declare a "Run" stunt, you may declare you will move at Full-Tilt. You must declare the Full-Tilt before you run.

You immediately gain the *Full-Tilt* status. While moving at Full-Tilt, you may not Retreat.

At the end of your Run, you may move up to an extra 12 paces *in a straight line*. Note the direction you moved – place a Full-Tilt counter next to your figure, pointing in that direction. At the beginning of your next turn, you must roll your Body Dice and move that far in a straight line.

High-Altitude Flyer*** (Atavism)

Requires:

Flight
Species Trait of d8 or better
Speed must be *greater* than Body

New stunt "Gain higher Altitude"

If you were already at Long altitude, you may rise to Very Long Altitude … but only after moving 36 paces in a straight line. You may have to take multiple Flying Runs to move this many paces.

Trigger: at Long altitude or higher
New action "recover and refresh Gift of Flight"

Whenever you are at Long altitude or higher, you have a new combination action: Recover from Reeling *and* Refresh your Gift of Flight. You may not claim this combination action when you are Medium altitude or less.

Hunter's Ken** (Atavism)

Requires:

Species Trait of d8 or better
Keen Nose

Trigger: tracking or foraging by rote

When tracking or foraging by rote, don't halve your successes.

Improved Burrowing** (Respite, Atavism, Movement)

Requires:

Species Trait of d8 or better
Natural Weapon of Claws

X (Respite)
Action: "Stunt: Digging"

As a stunt, you can dig at amazing speeds. Declare the terrain feature that you will burrow through.

Roll your Body & Digging dice vs. a difficulty defined by terrain: 3 for loose dirt, 5 for wood, 7 for solid rock, 9 for solid metal.

If you *Succeed,* you dig a tunnel 1 pace wide and 1 pace deep. For each overwhelming success, you may declare the tunnel one pace deeper.

The tunnel might be awfully long, but it may collapse. (You can use a roll of Mind & Craft vs. a standard difficulty to build supports for long-term burrows.)

Improved Spray** (Atavism)

Requires:
Species Trait of d8 or better
Spray

Bonus d12 with Spray Attack

When using your Spray Attack, you may claim a bonus d12.

Inner Might** (Respite, Atavism)

Requires:
Species Trait of d8 or better
Strength

X (Respite)
Trigger: any roll that uses Body Dice

Before you make a roll that uses Body Dice, declare a bonus d12. This bonus d12 is just like more Body Dice.

Invulnerable Hide** (Respite, Atavism, Saving, Wilding)

Requires:
Species Trait of d8 or better
Resolve

X (Battle)
Trigger: you suffer Damage

After damage is scored against you, but before you make a Soak Roll, exhaust this Gift.

Then, Subtract 1 from the Damage.

Finally, make your Soak Roll.

You can only use Invulnerable Hide once per Damage effect.

Knowing the True Nature** (Respite, Atavism)

Requires:
Species Trait of d8 or better
Keen Nose

X (Respite)

When using Inquiry, Leadership, or Observation, exhaust this Gift. Instead of rolling, *Maximize* your dice instead.

Marking of Territory** (Respite, Atavism)

Requires:
Species Trait of d8 or better
Keen Nose

X (Respite)
Action "stunt: mark territory"

As a stunt, you can make a territorial mark, using natural means such as by scratching something with your claws, digging the ground to make a form, or by applying special spoors.

If you make your mark *inside* your Species' Habitat, it lasts for a month and anyone within Medium Range of your mark with a Species Trait less than yours suffers a penalty equal to *your* Species Trait on all rolls.

If you make your mark *outside* of your Species Habitat, it lasts for a week and anyone within Short Range of your mark with a Species Trait less than yours suffers a penalty equal to *your* Species Trait on all rolls.

This penalty lasts until the target is Rallied or until they leave range of your mark. (Note that anyone who would Rally the target might suffer the penalty from your mark!) A single mark can only affect a target once.

When you make the mark, you may also add on an extra simple message with the mark, such as "A great evil happened here", "I will come by this place again", "Next time, send better warriors", etc. The message should be *very* simple, something an animal could communicate — the Game Host should use their discretion. Anyone with the Gift of Keen Nose and the same Species Habitat as you will discern your mark within Medium range, and they will understand your message.

Pack Mind** (Atavism)

Requires:

Species Trait of d8 or better
Team Player

Action "combination recover and rally other"

Whenever you take the recover action, you may also rally another ally. As long as the ally is aware of you – sight, sound, smell, or any other means – you may attempt the rally.

With this ability, you don't actually have to speak out loud – you have a mystical command of body language, curt cries and barks, secret spoors, and other primal methods. The Pack Mind ability is much more subtle than a typical rally.

This action counts as both a recover and rally. You cannot take another rally action in the same round.

The Rage Within** (Atavism, Combat)

Requires:

Species Trait of d8 or better
Frenzy

Trigger: lose an attack vs. defense contest

Whenever you lose an attack vs. defense contest, immediately refresh your "Frenzy" Gift.

Reserves of Vitality** (Respite, Atavism)

Requires:

Species Trait of d8 or better
Resolve

X (Respite)
Action "recover and call upon the reserves of strength"

When you take the Recover action, you may call upon your body's primal energy to overcome failings of the flesh. Exhaust this Gift to negate any and all Reeling, Hurt, Afraid, Half-Buried, Slowed, Terrified, Controlled, Marionette, and Paralyzed conditions on yourself.

Salmon Leap** (Battle, Combat, Movement, Wilding)

Requires:

Species Trait of d8 or better
Fast Jumper

X (Battle)
Action "stunt: salmon leap"

Just as salmon can swim up a waterfall, you can leap great distances.

As a stunt, declare a point that you will leap to. This point cannot be further than Medium range (36 paces) away. Next, exhaust this Gift.

Third, move up to your Dash in a straight line. You *must* move at least 1 pace, in the direction of your landing point. Fourth, roll your Body and Jumping dice, and note the score.

Last, roll your *Sprint Dice,* and add that score to the roll you just made. This total is your *salmon leap.*

The salmon leap is the distance you move along the ground. Just like its namesake, the salmon leap is a jump through the air, so you do not touch the ground beneath you.

You may sacrifice 2 paces of salmon leap to gain 1 pace of altitude. Your salmon leap can take you *very* high up.

You may sacrifice 1 pace of salmon leap to lower your height by one pace. Your salmon leap can take you very far down.

If your salmon leap overshoots your target, you *must* sacrifice forward movement for altitude. If you smack into a ceiling or other barrier, your movement stops at the point where you hit the barrier, and you fall to the ground, Knocked Down.

If your landing spot is below you, and your salmon leap distance can reach it, you do *not* take falling damage. (If your salmon leap isn't long enough to reach the low ground, however, you *will* take falling damage.)

Secrets of the Wilding Way** (Atavism)

Requires:

Species Trait of d8 or better
Species Trait must be *higher* than your Mind Trait

Not Confused, But Berserk

You cannot become Confused. Whenever you would become Confused, you become Berserk for the duration, instead.

X (Special)
Extra Action "Refresh Wilding Gift"

As long as this Gift is unexhausted, you may take an extra action every round: an extra "Refresh" action, but only to refresh a gift that has the "Wilding" descriptor.

If you wear robes, armor, or any clothes more than the minimum to remain decent in polite society, exhaust this Gift. You cannot refresh this Gift for another 24 hours.

Stare-down*** (Respite, Atavism)

Requires:

Species Trait of d8 or better
Counter-Tactics
Resolve

X (Special)
Action: "stunt: stare down"

You may stare someone down. First, Exhaust this gift. Then, declare a foe within Medium Range. You must be able to see the foe's eyes, and they must be able to see yours.

Resolve the stare-down as an attack. You roll your Body, Will, & Species dice. The target defends with Body, Will, & Species, plus *double* any concealment dice.

If you succeed, the target is sent Reeling & Afraid, *and you may immediately refresh this Gift.* If you overwhelm, your target becomes Reeling and Terrified, and you may immediately refresh this Gift.

You may also refresh this Gift at your next Respite.

Treading the Spider's Web*** (Battle, Atavism, Movement, Wilding)

Requires:

Species Trait of d8 or better
Fast Climber
Fast Jumper

X (Battle)
Action "tread the spider's web"

Declare a straight path over any surface that could support a spider's weight, such as a spindly tree branch, a sheet of ice, a covered pit, a pressure plate, or, yes, even a spider's web.

Then, roll your Sprint die. Move that many paces along the path. You do not disturb the path or make any tracks, and you effectively weigh as much as a small bug, so you won't break through or collapse anything.

FOR HOST EYES ONLY

ADVENTURE: THE CLOSING OF THE CITY GATES

SPOILER WARNING! This section is for the eyes of the Game Host only. The text that follows explains in detail an adventure involving mystery, deceit, and even violence. Those players planning to experience the adventure must avert their eyes and must not read this section, lest they spoil their own enjoyment.

What Has Gone On Before

Much to the dismay of the citizenry and the anger of the Constabulary of Triskellian, the highwayman known only as Tassobianco has been plaguing the countryside. He strikes apparently at random, choosing only the wealthiest targets, where he sets upon them and leaves no survivors.

This adventure will serve as a good way to unite the party in the face of a common obstacle. This adventure is designed with two to four beginning Player Characters in mind, who are fairly respectable in combat but also have a variety of other abilities.

Before staging this adventure, read through it completely, familiarizing yourself with schedule of events and the major Non-Player Characters.

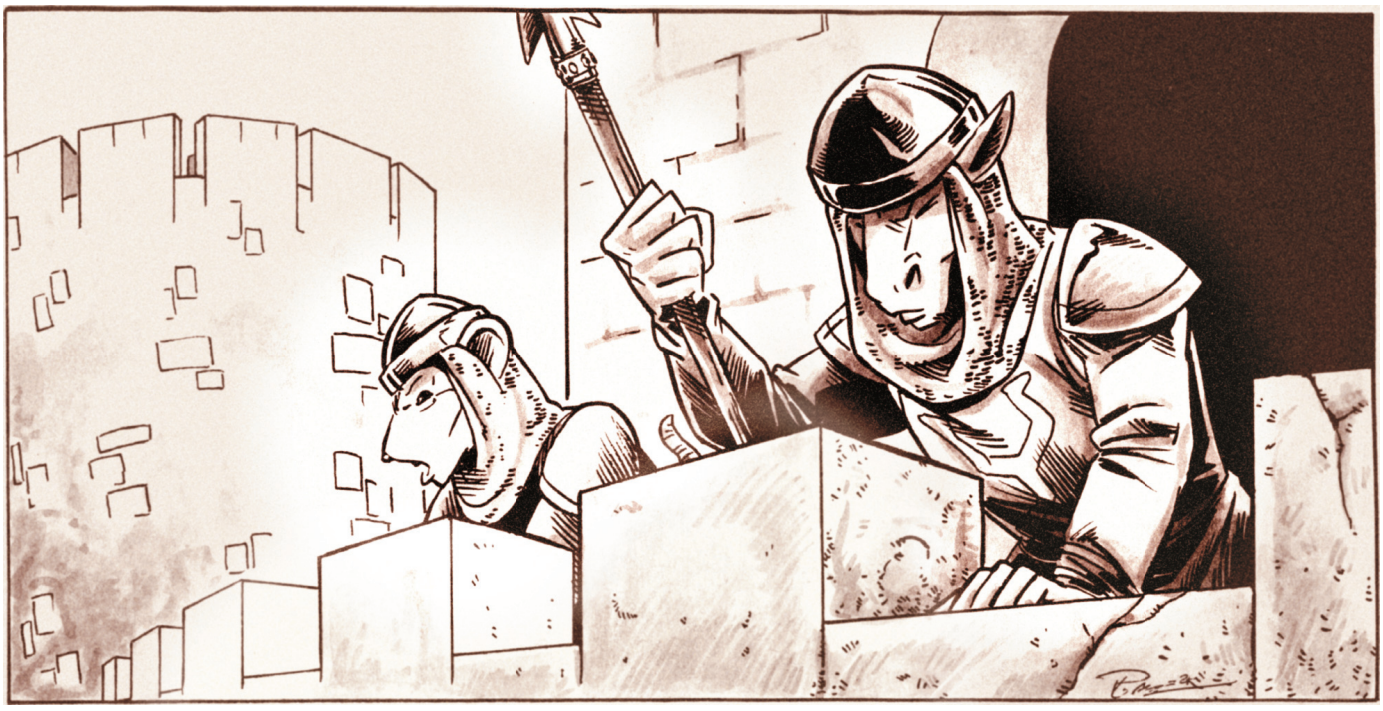
The Tale of How Our Heroes Came to Meet

The opening scene for our adventure is the Northern Gate of Triskellian. Ask your Players to come up with reasons why they would be traveling south on the Northern Road to the city.

Here are some suggestions based on the different spheres of influence characters might have:

- ***Clergy, Worshippers, and the Religious:*** Many take a religious pilgrimage to see the Cathedrale de Temoin, site of the Miracle of Helloise. Others come to give alms to the many indigent and desperate folk who live within the city walls.
- ***Ne'er-do-wells, Rogues, Scoundrels, and Thieves:*** Triskellian is the wealthiest city in all of Calabria, maybe even in the world; for those willing to take liberties with the law, many opportunities await.
- ***Nobles and Blooded Persons:*** There's a saying that "all roads lead to The Three Gates" — Triskellian is neutral ground where all Houses, both Greater and Lesser, maintain at least one house, sometimes large and sometimes humble. If one is wealthy, one can sample some of the finer things the city has to offer.
- ***Craftsmen, Tradesmen, and the Working Class***: The city is always under construction, and if a freeman can't find honest work within Triskellian, there's probably something wrong with them.
- ***Fighters, Warriors, and Those Who Bear Arms:*** Rumors abound that the "Sailor's Guild of Triskellian" is actually a front for an organization that brokers for mercenaries, under the theory that someone who just came off a ship and will leave again soon is someone who can perform a nefarious task and then leave town before any pesky inquiries. Whether the rumor is true or not, Triskellian is a city of people with too much coin and not enough bodyguards.
- ***Mages, Mystics, Spell-Casters and Wizards:*** Triskellian is famous for its higher centers of learning, especially the Dunwasser Academy, which may or may not be a conclave of wizards, depending on who you ask.

Ask your Players what they think would be their motivations. Some Players may come up with reasons why two or more Player Characters would be together beforehand. Take a few minutes to let the Players discuss their motivations — after all, this is the beginning of what may be years of adventuring!



The Tale of the Surly Watchmen

Our heroes will eventually wander past the non-descript farms and hostels that are outside the city walls. When they get closer, they will discover that the two-story-tall wooden gates have been closed! This is a strange occurrence indeed, for Triskellian is known as "The Free City." Up on the parapets, two Watchmen (a rat and a horse) observe the Player-Characters with bored disinterest.

Assuming the party doesn't turns around to go back the way they came, one of the Player-Characters will ask why the gates are closed. Raimondo, the rat Watchman, is the senior guard, so he will do all the speaking. His companion, Pasquale the horse, will keep quiet and mostly observe.

As the Game Host, you will assume the role of Raimondo the Non-Player Character — role-play his interaction with the Player Characters. Here are some typical questions the Player-Characters might ask Raimondo, along with how he might respond. Note that Raimondo only gives information if he's asked — as Game Host, you should encourage your players to have inquisitive minds.

"Hello! Is there anyone up there?"

"Hold! Stand and be recognized, for you are before the Northern Gate of the Free City of Triskellian. Tell me and speak truly: who are you and who do you serve?"

"I serve no one but myself."

"Ah, what a glorious life it must be to know no master. Who would speak for you, then? Here in our glorious city, we have no room for the indigent, the lawless, the unemployed, and the disenfranchised. You would best be on your way then to find someone who could be bothered to do business with you."

(Note: this response is to remind the Players that they are in a fantasy world where Noble House loyalties are taken seriously.)

"I serve the Cause of Penitence and the Worship of S'allumer."

"So you are one of the cloth. You certainly choose strange companions – I suppose you come not to call upon the righteous, but sinners. What business have you here?"

(Move on to "Negotiating with Raimondo," below.

"I am of noble status."

"Then why do you hide your colors so? Present your heraldry strongly so that I may see them."

(If this is a legitimate claim, Raimondo will recognize it and, since he is a commoner, he will be out-ranked and will have to let the Player-Character in. If this is some kind of charade, go on to "Negotiating", below.)

"I have legitimate business within the city."

"Perhaps you do, stranger. Please dispose freely, so that I might know what your errand might be, as the gates are closed to all save those who can prove they have legitimate business within our city walls."

"Why are the gates closed?"

"By order of The Good Magistrate Umberto, the city gates are closed until the fearsome criminal known only as Tassobianco is brought to justice. It is known that he and his gang of miscreants have robbed the people of our roads not only of their possessions, but also of their lives. Let us pause a moment in respect to our good citizens who perished by such a cruel hand. ...

"... Just so. To prevent this malefactor or his comrades from entering or exiting the city, all three gates have been closed and all persons will be screened."

"Who is Tassobianco?"

"Little is known about this scoundrel. Our great Constabulary has discovered only meager clues: that he is a badger of stout build and beady eyes; that he commands the respect of a great many men; that he recruits his bandits from the city and its environs; that he knows no mercy and is a vile creature without remorse. If you seek the bounty for him, you should go to the Constabulary Office on the west side of town, where such rewards are posted."

Negotiating with Raimondo

Raimondo's job is to keep obvious troublemakers out of the city, especially people who might be members of Tassobianco's gang. He doesn't really have anything against the Player Characters, but if they enter and cause trouble, he might be held responsible. And as a City Watchman, he doesn't want to make more work for himself and his compatriots when the city walls can keep troublemakers outside. How can the Player-Characters get in?

Ask your players what Skills and Gifts they have, which would be useful to convince a surly guard to let them in. Let your Players do the thinking first!

Here are some common methods Players will try:

- ***Negotiation.*** A Player-Character who speaks up can try Mind & Negotiation vs. 4. A player will need *two* successes – that is, they must have *two* dice that roll higher than 4. Gifts that help include Etiquette (which impresses Raimundo), Fast-Talk, Local Knowledge: Triskellian, Nobility, and Ordainment. Each of these Gifts grant a bonus d12.

  Other players may attempt to *assist* our hero. Have them roll their own dice vs. 4. For each die they roll that comes up 5 or more, they give the main hero a bonus d8 to roll. (The Gift of Team Player raises the assistance bonus to d12.)
- ***Deceit.*** One or more Player Characters may come up with some convincing lie. A Player-Character with a clever lie rolls Mind & Deceit. A Player-Character with a bold-faced lie rolls Will & Deceit. As an Elite Watchman, Raimondo rolls 2d8 to see through a lie, and he has a bonus d12 from Local Knowledge: Triskellian if the lie pertains to something in the city.
- ***Bribery.*** They will have to bribe *both* Raimondo and Pasquale, using a roll of Mind & Negotiation vs. 2d8. Gifts that help include Bribery, Diplomacy, and Local Knowledge: Triskellian. With one success, the two guards will accept 20 denarii, or two items whose value totals 20. With two successes, they will accept 4 denarii, or two items that total up to 4.
- ***By some other method not mentioned here.*** Encourage your Player-Characters to think for themselves. Letting the Player-Characters in is something Raimundo doesn't mind doing … but if they cause trouble later, Raimundo could get in trouble. The Players must convince Raimundo they aren't coming into the city to stir up trouble.

If the Player-Characers are particularly convincing, Raimondo will tell the Player-Characters his name, and he will advise them that if they say "Raimundo sent me" at certain inns or places, especially the Constabulary Office, they may get special consideration.

Attacking the castle walls is doomed to failure — Raimondo and Pasquale can call for help, and they have bows. Climbing the walls is right out – even the fastest climbers will have to suffer through several volleys, and Raimundo will call for help if he has to. Someone who flies over the walls during daylight will become a wanted criminal; at night, they may be able to use Stealth.

Resolving the Encounter

If the Player-Characters win Raimondo over, he will send Pasquale downstairs. The horse will descend the stairs and will open a smaller door within the larger gate to let the Player-Characters inside. (At this time, Pasquale will collect any appropriate bribes, will inspect any credentials or letters, et cetera.)

It's quite likely that only some of the Player Characters convinced the watchmen to let them in the city, but not all. If that's the case, Pasquale will ask the party, "Which of you will speak for the others? Which one of you is the leader?" If no one speaks up, he will pick someone (as Game Host, use your best judgment for what makes the most sense). To the leader, Pasquale will say:

"Know this: that you have chosen to speak for these others. We of the Constabulary do not take kindly to law-breakers – and if these others who come with you break our laws ... it is you who we will hold you responsible."

This can serve as a reason to have the Player Characters together, at least for this adventure; after all, if a Player-Character is to be held responsible for what the others will do in the city, he or she should stick close to them!

If *none* of the Player Characters gains entry to the city, all will have to stay at one of the hostels (inferior lodging) outside the city. They will have to sleep in a common room with many other unfortunates who also couldn't get in. This probably won't happen — as Game Host, you should give your Player-Characters a break, but if they insist on insulting the guards or other such mischief, they won't be let inside.

The Tale of the Bustling City

Welcome to Triskellian! As the players walk through the north gate, to their left (the east), they will see the sprawling inn of The Three Spears, with its tall blue tower and large stable. To their right (the west), they will see the magnificent Cathedrale de Temoin, one of the largest buildings in the world, its gilded domes glittering in the sun as a testament to the glory of all that is good. Before them (to the south) is the marketplace, with improvised booths and carts set up on a large field paved with cobblestones, with a large crowd of people of all races, classes, and description. Player Characters who have been to Triskellian before will notice that the city is populated with more folks than usual. (They may figure out that this is because the gates are closed, and folks who leave may not get back in, or it might be because of fear of Tassobianco and his gang.)

You should ask your Players what they want their characters to do. By now, they have probably come up with a few ideas. They may want to split up — that is, the Players may want to send their Characters off in different directions. As Game Host, you should let them, but suggest to them a time of day and a place they may want to regroup.

As Game Host, it's up to you to handle all the Player-Characters' requests. It is suggested that you ask Players in turn, from left to right, what they want their Characters to do in the city. Once that's established, then "play out" each Player's actions from left to right. Decide how much real time you want to spend on this in total, (such as an hour) and divide the time up equally.

Things your Players May Want to Do

- ***Buy or sell stuff.*** Guidelines to prices can be found in the *Equipment* chapter.
- Visit the Cathedral and offer devotions to S'allumer. This may be an opportunity for Gossip — see below.
- ***Make money.*** Some Player-Characters may try to find employment. (If they ask about the bounty for Tassobianco, see below.) Those of a more larcenous bent may try to pick pockets … which requires the Gift of Legerdemain.
- ***Find lodging for the evening.*** Those who can afford it can stay try to stay at the Three Spears Inn, where only expensive private rooms are available (6 denarii per night, or 12 if you want a bath). Other Inns include the respectable Gilded Balance (4 denarii for a private room) and the disreputable Heedless Woman (3 denarii, but the locks on the doors aren't very good). Because of the population problem, there are only the common rooms available at the Frost Moon, the Black Sail, and the Fox's Ears.

Who is Tassobianco?

While your players go on errands, the talk of the town is Tassobianco and his gang of thieves. Your Player Characters probably come from all sorts of backgrounds and mix with all sorts of different crowds, so each of them will meet different types of folks to talk with, for Gossip rolls.

Roll Mind & Gossip vs. 2d8. Local Knowledge certainly helps. Having the right Insider Gift for the right crowd definitely helps. Ask your Players what Gifts they have to help them.

With *one success* on a Gossip Test, a Player-Character may hear one or more of the following rumors:

- A cousin of the tanner that this gossiper's friend visits knows that Tassobianco is a badger who wears no colors of any of the Noble Houses.
- Everyone knows that all of Tassobianco's victims have been people of wealth. He leaves no survivors; all bodies are badly burned.
- Tassobianco recruits his gang from the innumerable ruffians that hang out on the docks.
- The attacks only happen out of sight of the Triskellian walls or the fort at Three Corners.
- The majority of attacks have been on the north road, between the city and Three Corners Fort. There's been no attacks on the east road, at all.
- There is a reward for Tassobianco, dead or alive, but it cannot be claimed without a proper warrant.

With *two successes* on a Gossip Test, a Player-Character will learn some additional bits:

- Tassobianco is a wizard. A warrior who knows a friend of this gossiper remembers being held by some kind of invisible force before collapsing behind a ridge … which is probably what saved his life, as he awoke hours later to find his comrades all dead and burned.
- The Constabulary has increased patrols along the western and eastern roads … but they've got barely anyone on the northern roads, especially near Three Corners Fort. Rumor is that the watchmen are scared of Tassobianco, or that they tacitly support his anti-royalist crusade.
- The reward for Tassobianco is five aureals, more money than most folks make in a season.
- Tassobianco controls a gang of about a dozen men, one of whom uses a gun.

With *no successes* on a Gossip Test, a Player-Character will learn some false rumors:

- Tassobianco is in the employ of one of the Great Houses, and that he spares all travelers who fly the appropriate colors.
- Tassobianco is a foul necromancer. He is slowly raising an army of the undead.
- Tassobianco is possessed by a malign spirit. He's gone mad, and no one will follow him anymore.

A *Botch* on a Gossip Test will get the Player-Character into some minor trouble, possibly a fight with two or three unarmed, Typical robbers.

Hunting Tassobianco

Those who go to the Constabulary can arrange to meet Captain Wilgefortis, the skunk watchman. If they make a favorable impression – that is, they appear to be discreet bounty-hunters, not unstable maniacs or dangerous incompetents – he will sell them a warrant for Tassobianco's arrest. (The price for the warrant is to deter the casual.) The cost for the warrant is 5 denarii, but Wilgefortis will let it go for 2 denarii if the Player-Characters mention Raimondo's name.

The reward specifies that Tassobianco is a white-furred badger wanted for robbery and murder, and that the reward is 5 aureals for his corpse, or 9 aureals for his live capture. These rewards cannot be redeemed without a warrant. (If the Player-Characters ask discretely, Wilgefortis will reveal that his men obtained this description of Tassobianco from a captured bandit – he is said to be a badger with pink eyes and a white pelt.)

Plans to Capture Tassobianco

Your Player Characters may come up with a variety of plans to capture Tassobianco. As Game Host, you will have to listen to their plans and decide what's possible and what's not. Some of their plans may involve hiring helpers or acquiring items such as coaches, costumes, etc. — see the *Equipment* for advice on obtaining these items.

Then again, your Players may decide to avoid him all together. That's okay, too — you may have to improvise some more, based on your Player Characters' personalities and what they said they might do while they're in the city. Eventually, they will leave the city, and they may be targets of Tassobianco. Never force your Players to pursue plot lines that they don't enjoy.

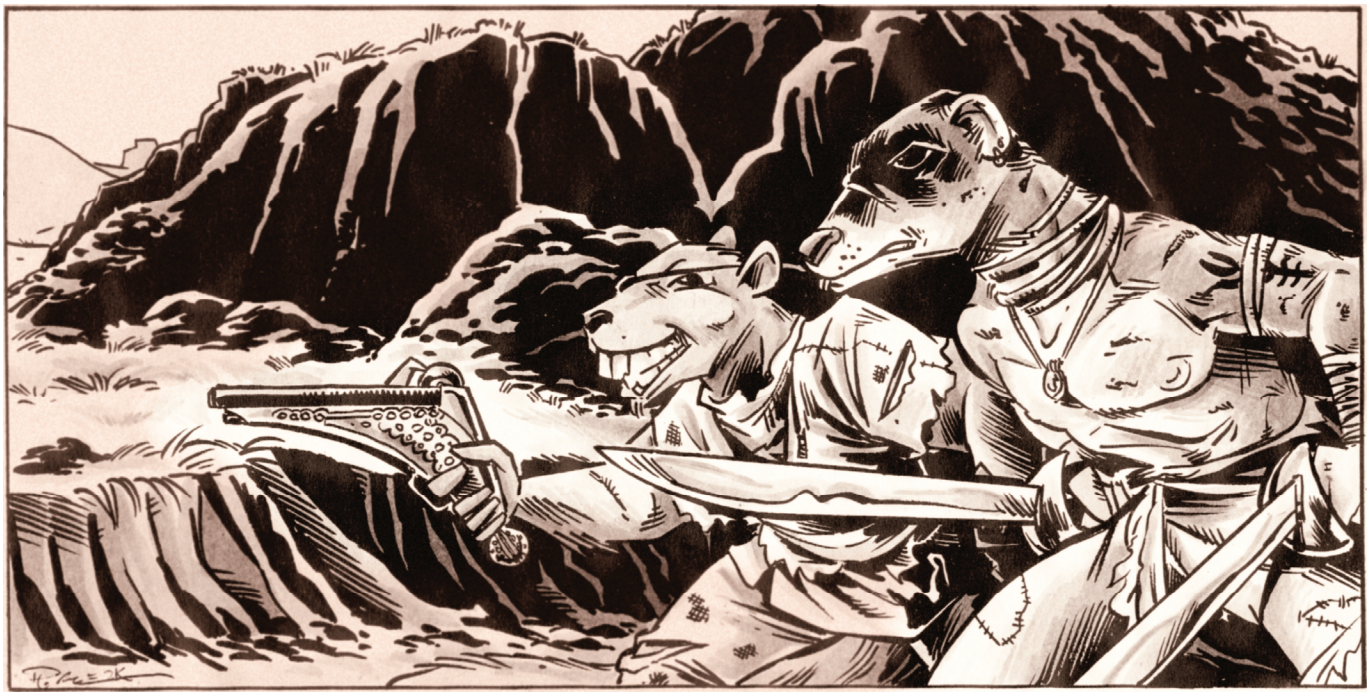
The Tale of the Roadside Ruffians

Eventually, your Player Characters will leave the city. If they are hunting Tassobianco, they may have gathered clues that he will frequent the northern roads and will search for him there. If not, then they may become his targets because, being Player Characters, they are persons of unusual wealth, and Tassobianco's own gossip network will convince him to seek them out. This encounter should seem natural to the flow of the adventure — as Game Host, you must use your best judgment.

This encounter should happen about 5 leagues outside of Triskellian. Ask all walking Player-Characters to make a test of Body & Endurance vs. 2d6. (Hiking helps.) Those that fail the roll are Fatigued. (Fatigued combatants, if sent Reeling, are also Knocked Down.) The bandits have chosen this spot because most people are tired.

Most roads of the Calabrian countryside are made of dirt. Frequent traffic from wagons makes for deep ruts, which become hazardous to axles and wheels. Periodically the roads are dug out and the removed dirt is piled up by the sides … and such roads are a favorite place for bandits to ambush those who travel along them. At the beginning of this scene, the Player-Characters are rounding a bend in the road which brings them between two stacks of dirt — as Game Host, tell the Players of any warrior-type Characters (or those with Danger Sense) that they are treading into a dangerous place.

Your Players will probably want to take some defensive measures: to draw weapons, to cast defensive spells, and such. Listen to them and make reasonable



judgment calls about what they can and cannot do. (Remember that the bandits have already made *their* preparations, *and* they'll be fresh, without the Fatigue of Travel.)

After the Player Characters have rounded the bend, they will be greeted with a chilling sight: the road is blocked by a rat with an eye-patch and a gun, and a ferret with two-swords. The rat will issue his challenge:

"Stand and deliver! We can do this hard or we can do this clever. My associate has a keen nose for valuables, and if you hold out on us, he will surely know and we will exact a punishment commensurate to the value of the hidden items!"

Only these two of them are visible. Your Players may ask if others are around — and there are! They're just hiding behind the ramparts. All PCs who ask can make a test of Mind and Observation (Listen) vs. a Difficulty of d8, 2d6 (the Stealth Dice of the Rat Bandits, with an additional penalty for range). Danger Sense grants a bonus d12; Keen Ears eliminates the d8 penalty just for that listener.. A PC who scores a *Success* knows there are an unspecified number in hiding; one who scores an *Overwhelming Success* will know that there are seven more in hiding.

If the PCs simply give up their valuables without a fight, the rat will thank the PCs for their hospitality and disappear into the wilderness. That sounds unlikely, though.

If the PCs mention that they want to draw arms, then combat is joined! The rat (Difetto) and polecat (Duespade) will shout for help.

The combat can be as simple or as complex as you want it to be. Here we have included a round-by-round plan of how the fight might go.

Ask all Players to roll Initiative: Speed & Mind

Any Player-Characters who are Near a hostile – that is, within 4 paces – must beat a 3. Any Player-Characters who are within Short Range of a hostile must beat a 4. Refer to "Initiative", page 114.

Difetto rolls group initiative for his allies: d12, 2d8, vs. 3. If he scores 1 success, he grants focus to himself, to Duespade, and to Tassobianco. If he scores 2 successes, he grants focus to those three and to three other henchmen. If he scores 3 successes, he grants Focus to everyone. If by some strange quirk he botches his roll, he is sent Reeling. Difetto, Duespade, and his henchmen already have their weapons ready.

Whoever starts the fight goes first

If the Player-Characters incite the violence, they may act first. If they did something to provoke the bad guys, then the bad guys go first.

Playing out the Player-Characters' turns is the Player's Job

Each Player-Character may take one turn. A player may either declare a Focus turn or an Action turn.

If the Player declares a Focus turn, then they move their figure 1 pace (called a *Stride*) and that's all. Their character gains *Focus* – they may interrupt anyone, at any time, before their next turn, and take a single action.

If the Player declares an Action turn, then their character may take two Actions. (Figures who already have Focus when their turn starts may take *three* Actions.) Actions are described in the combat chapter. Players may mix up actions all they want, but one rule always applies: you can never take the *same* action *twice* on your turn.

Playing out the bad guy's turns is Your Job

Here we will describe the suggested fighting style for Tassobianco' s gang. These tactics aren't perfect, but they should work well enough for you to get a feel for how the game works. Remember that the bad guys are characters in their own right – if you think they would do something different, have them do something different!

First, Play Out the Rat Outlaws

The Rat Outlaws will use their flat bows to attack. On the first round, they will Aim, then Attack with their flatbows. They will try to split up their fire between multiple targets. Play out one shot for each of the Rat Outlaws, declaring which Outlaw is shooting at which target. A Rat Outlaw, with an Aimed Shot, rolls d12 & 2d6 to hit. Player-Characters defend with a Dodge roll, which is their Speed & Dodge. They may be able to claim other dice, such as Cover from their Shields.

If they hit, their short bows cause 1 point of damage for each success that they scored Also, any hit sends a target *Reeling,* making them lose one future action to recover and imposing a d8 penalty until then. If a Player-Character threatens a Rat Outlaw with a melee weapon, that Outlaw will Guard, then Sprint away – declare a straight line to run away in, then roll 1d6 and adding or subtracting one from the result; move that many paces along the line.

Next round, the Outlaws will have to prepare for another volley. They will Guard, then Reload their bows.

If a Rat Outlaw becomes Afraid, they will Guard and Dash away, trying to move out of line of sight of any foes.

Next, Play out the Polecat Bandits

The Polecat Bandits will first take the Guard action, which raises their defenses by d12. (If attacked, they will Dodge, rolling d12, 2d6). Then they will either Dash towards the Player-Characters (moving 4 paces in a straight line, then 1 pace in the same or a different line, for a total of 5) … or, if they're next to a target, they will Attack using the signature move of the Polecat, the *Springing Strike:* they will swing their swords, rolling 2d6 to hit .. and if their attack is successful, they immediately roll their Speed die of d6 and move that many paces away from their target, in a straight line. The Polecat Bandits are a craven lot, and they will always take a Guard action whenever possible.

If any of the Polecat Bandits become Afraid, they will Guard, and then Sprint d6 paces *away* from all attackers, trying to move of line of sight of any foes.

Third, Play out Duespade and Difetto

Duespade will stand next to Difetto. He will Guard every round, and either use his other action to Refresh his Bodyguard gift (if spent) or to Rally someone else. (He only rolls a d8, but he'll still try to Rally.) Duespade may exhaust his Gift of Bodyguard to trade places with Duespade and use his own defenses against an attack. Deuspade defends against brawling and melee attacks with his Guard and his Parry Dice of 2d12 & 2d8. He defends against ranged and thrown attacks with his Guard and his Dodge Dice of 2d12 & d8. If Duespade becomes Afraid, he will Guard and Dash away from all attackers, trying to move out of line of sight.

Difetto will first Guard, then use the Rally action every round, on any ally who is Reeling or Afraid. Difetto rolls d12 & d8 to rally any of his allies. Refer to the rules on "Rally", page 116. If attacked, a Guarding Difetto will Dodge, rolling d12 & d8 … if Duespade doesn't take the hit, first. If Difetto becomes Afraid, he will Guard and Dash away from all attackers, trying to move out of line of sight. He will only shoot his pistol if he is desperate – ammo costs money!

Fourth, Play out Tassobianco

Tassobianco will stay hidden until the second round. First, he will take the Guard action.

Then he will Ready an Ataxia spell into his wand. Because Tassobianco is wearing robes, and because he knows the secrets of Purple Magic, he may take an extra Refresh action every round. Then he will choose the opposing character closest to him, and then Attack. He rolls 2d8 vs. the target's Mind & Will. If he hits, his attack causes the target to become Slowed.

If attacked, Tassobianco rolls his Dodge of d8. If Tassobianco becomes Afraid, he will exhaust his Gift of Frenzy to become Enraged. While Enraged, Tassobianco must take an Attack action every round … but his standard tactic is to do that, anyway.

After all the bad guys are done, perform end-of-round maintenance

At the end of the bad guys' turns, check to see if any of them are Afraid *and* out of line of sight of any hostiles. If they are, remove the Afraid status.

Next Round: Same as the first

First, play out one side, then the other. The Rat Outlaws fire their bows every other round.

If Tassobianco is knocked unconscious, killed, or otherwise out of the fight – then all surviving bad guys will Sprint, then Run away, into the woods.

Resolving the Encounter

If the PCs surrender and are defeated, Tassobianco and his gang will strip them of any possessions of value. If any of the Player-Characters were killed (which is unlikely), the bodies will be put to the torch.

If the PCs turn Tassobianco in, they will be rewarded with both money (5 aureals for his corpse, 9 if he is alive) and a letter from Magistrate Umberto personally thanking the PCs. Turning in Tassobianco is a Goal. You may reward the PCs with "Gift: Insider with Triskellian Constabulary". This Gift grants a bonus d12 when dealing with the city police. Many Players will choose to re-train this Gift for a bonus 5 Experience.

If Tassobianco escaped, he can be tracked into the woods. (Note that it is highly unlikely that Tassobianco will escape – with his Gift of Frenzy, he can negate being Afraid, and he won't stop Attacking until he can't attack any more.) Tracking is discussed in the Spot Rules chapter.

If the Players captured Tassobianco, they may interrogate him. Here are some questions the PCs may ask Tassobianco and his sample responses.

"Who are you and what do you do?"

"I am Don Tasso di Bianca Pianocollina – you may know me as Tassobianco. I am the grandson of Don Mercutio and thus the heir to the dynasty of Pianocollina. Three generations ago, our estates were unjustly seized by the decadent Rinaldi Family."

"Why did you murder all those people?"

"Bah! They were not people! They are the parasites of the land! For all their talk of chivalry, of divine right, they think of themselves first! To them we are but toys for their amusement. Who stood up to defend me when land my family owned for twenty generations was seized? Who spoke for me when my father was driven penniless from his land? I'll tell you – no one!"

Tassobianco is a very bitter man. The PCs may turn him in for the reward, or they may interrogate him some more and learn more of his story — that he is a criminal not by choice but by necessity. As Game Host, you should get a feel for your Players and what sort of themes they like to play. Is Tassobianco a tragic figure or an unrepentant murderer? You decide.

Dramatis Personæ

Rat Outlaws (Abramo, Bruno, Corrado, Gian, & Innocenzio)

Mangy fur, snaggle-toothed, greedy eyes glittering with malice.

Body d6, Speed d6, Mind d6, Will d6, Rat (Black) d6, Outlaw d6

Skills: Climbing d6, Digging d6, Dodge d6, Ranged Combat d6, Stealth 2d6

Gifts: Contortionist, Keen Ears, Local Knowledge: North Road, Resolve, Streetwise, Survival, Veteran

Equipment: Shortbow, 12 battle arrows, Leather Armor, Knife, d6 denarii.

Rat Outlaws in Battle	
Initiative	2d6
Movement	Stride 1, Dash 3, Sprint d6, Run 15
Attack	Short Bow @ Long 2d6 – Damage +0 Critical Claws @ Close 2d6 – Damage +1 Critical Veteran = Aim for d12 attack bonus
Dodge	2d6 Veteran = Guard for d12 defense bonus
Soak	2d6 and Leather d6

Polecat Bandits (Dirago, Federico, Marschel, & Villatori)

Lean, hungry, and just a little bit crazed, as they screech with blood-lust, smacking their shields with their swords.

Body d6, Speed d6, Mind d6, Will d6, Polecat d6, Bandit d6

Skills: Digging d6, Dodge 2d6, Melee Combat d6, Stealth 2d6, Tactics d6

Gifts: Contortionist, Local Knowledge: North Road, Resolve, Streetwise, Springing Strike, Tracking, Veteran

Equipment: Longsword, Shield, Leather Armor, Knife, d6 denarii.

Polecat Bandits in Battle	
Initiative	2d6
Movement	Stride 1, Dash 3, Sprint d6, Run 15
Attack	Longsword @ Close 2d6 – Damage +2 Tactics = bonus d6 if target is threatened by ally Veteran = Aim for d12 attack bonus Springing Strike = after longsword attack, move d6 paces away from target
Counter	Longsword 2d6 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword 2d6 – Damage +2 Veteran = Guard for d12 defense bonus
Dodge	2d6 Contortionist = win on Dodge ties Veteran = Guard for d12 dodge bonus
Soak	2d6 and Leather d6

Difetto, Rat Bandit Leader

Nasty scar over his patched eye ... but most people are too busy staring at his pistol.

Body d8, Speed d8, Mind d8, Will d8, Rat (Black) d8, Outlaw d8

Skills: Climbing d8, Digging d8, Dodge d8, Ranged Combat d8, Stealth 2d8

Gifts: Armored Fighter, Contortionist, Keen Ears, Local Knowledge: North Road, Resolve, Streetwise, Survival, Militia Leader, True Leader, Veteran

Equipment: Pistol, Leather Armor, Knife, d8 denarii, gold tooth worth 12 denarii.

Difetto, the Rat Bandit Leader, in Battle	
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Pistol @ Medium 2d8 – Roll d10 vs. 1 to see if pistol successfully Sparks, then Damage is +2 Slaying (each success is +2 Damage, not +1) Veteran = Aim for d12 attack bonus
Dodge	2d8 Contortionist = win on Dodge ties Veteran = Guard for d12 defense bonus
Soak	2d8 and Leather d8
Rally	d8 & bonus d12 while on the North Road Choose a target. For each success, you may negate Reeling, negate Afraid, or add Focus.

Duespade, Polecat Bodyguard

A mask over his eyes and a snarl upon his face, he sneers contemptuously at any who would approach Difetto.

Body d8, Speed d8, Mind d8, Will d8, Polecat d8, Bodyguard d8

Skills: Digging d8, Dodge 2d8, Melee Combat d8, Stealth 2d8, Tactics d8

Gifts: Ambidexterity, Armored Fighter, Bodyguard, Contortionist, Local Knowledge: North Road, Resolve, Springing Strike, Tracking, Veteran

Equipment: Longsword, Dagger, Leather Armor, Knife, d8 denarii, ring worth 8 denarii.

Duespade, Polecat Bodyguard, in Battle	
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Longsword @ Close 2d8 – Damage +2 Veteran = Aim for d12 attack bonus
Counter	Longsword @ Close 2d8 – Damage +2 Veteran = Guard for d12 defense bonus
Parry	Longsword @ Close 2d8 – Damage +2 Veteran = Guard for d12 defense bonus Bodyguard = X to swap places with Difetto, parry for him
Dodge	4d8 Contortionist = win on Dodge ties Veteran = Guard for d12 defense bonus Bodyguard = X to swap places with Difetto, dodge for him
Soak	2d8 and Leather d8
Refresh	Use the Refresh Action to refresh "Bodyguard" gift so you can use it again to defend for Difetto.

Tassobianco, Badger Spellbinder

Pale white fur and rheumy pink eyes, his face always an expression of contemptuous hate.

Body d8, Speed d8, Mind d8, Will d10, Badger d8, Spellbinder d8

Skills: Academics d8, Digging d8, Negotiation d8, Stealth d8, Supernatural d8, Swimming d8

Gifts: Cognoscente's Trappings (Purple), Frenzy, Cognoscente Magic, Increased Trait: Will, Literacy, Strength

Equipment: Wand, Leather Armor, Knife, d8 denarii, Cognoscente's Trappings (in pack)

Tassobianco, Badger Spellbinder, in Battle	
Initiative	2d8
Movement	Stride 1, Dash 4, Sprint d8, Run 20
Attack	Ataxia @ Medium d10, d8 vs. 3 Targets roll Speed, Mind, Inquiry vs. 3 If Tasso scores more success than they do, target becomes *Reeling* and *Confused*.
Dodge	d8
Soak	d8 and Leather d6 Frenzy = X to negate Afraid, become Enraged
Refresh	Use the Refresh Action to refresh your Gift of Cognoscente Magic so you can use it again.
Ready	Use the Ready Action, then X your Gift of Cognoscente Magic so you can load the Ataxia spell into your wand, again.

APPENDIX: STATUSES

Afraid: Cannot Attack

Afraid combatants cannot take the Attack action. They may still *Counter*, though.

At the end of the round, if an Afraid character is out of line-of-sight of all hostiles, remove the Afraid condition.

Afraid can also be removed by being Rallied.

Asleep: helpless but easily roused

A combatant may be Asleep either because they have fainted, or because they are simply resting. Asleep combatants are helpless.

Asleep combatants wake up if they are within 100 paces of a loud noise, such as a gunshot. They also wake up if they are sent Reeling for any reason (such as being hit by an attack) or if they are successfully Rallied.

Berserk: must Attack and Counter-Attack either friend or foe, negate mental status

A Berserk combatant is violently angry. A Berserk combatant must take the Attack action every round. They must attack the nearest combatant, regardless if they are friend or foe. A Berserk combatant without a foe within range may simply smash inanimate objects.

When a Berserk combatant is asked to declare a defense, if a Counter-Attack is an option, the Berserk character *must* Counter-Attack. A Berserk combatant can only Parry or Dodge when they can't Counter.

Being in an angry state of mind, a Berserk character may shrug off many other effects. If a Berserk character becomes Afraid, Asleep, Controlled, Marionette, Paralyzed, or Unconscious, first negate those bad statuses, and then remove the Berserk status. For example, a Berserk character is hit in combat so hard, they would become Afraid and Unconscious; instead, the character shrugs off the fear and unconsciousness, but also loses the rage. (The character's still hurt, injured, etc. – the rage protects against the mental statuses.)

At the discretion of the Game Host, being Berserk can have other game effects, too.

Every time a Berserk character defeats a foe (that is, renders them Unconscious, Dead, or Overkilled), roll the Berserk character's Mind & Will vs. 3. If they score one success, reduce their Berserk condition to Enraged. The Berserk condition will also end if the combatant goes 12 rounds without a target to attack.

Blinded: Cannot Dash, All Attackers Have Total Concealment

When a character is Blinded, other characters may claim *advantage.* They may claim a bonus d8 to hit the character, and the character may Parry but they may not Counter-Attack. All of a Blinded character's attack suffer a total concealment penalty of d12.

A Blinded character's Dash drops to zero. Reduce all other movement that depends on Dash, as well. Sprint movement is unaffected.

Whenever a Blinded combatant takes a Recover action, roll that combatant's Body, Speed, & Mind vs. 2. If they score *three* successes, remove the Blinded condition. Unless otherwise specified in the text, the blindness ends after 5 minutes.

Confused: everyone else has concealment

A Confused combatant doesn't know what to make of their surroundings. Their environment is partially concealed. Because of concealment, the Confused character cannot Counter, and all their attacks and defenses suffer a d8 penalty.

At the end-of-the-round maintenance of the Confused combatant's turn, roll their Speed & Mind vs. 3. If they score *two* successes, remove the Confused condition. Unless otherwise written in the rules, Confusion also ends after 5 minutes or if Rallied.

Controlled: Someone controls your mind

A Controlled character is under the control of someone else – whoever inflicted the Controlled status.

The controller must use the Rally action to exert their control, by Rallying the target. (Only a controller with the Gift of True Leader can control more than one combatant.)

The Controlled character switches sides, acting right after the controlling character does, and at no other time. The controller takes the Rally action to exert control, rolling vs. the standard difficulty. If the Rally is successful, then the Controlled character takes the Recover action, followed by whatever action the controller orders, and then the Controlled target is sent Reeling.

If the controller *doesn't* successfully Rally, the Controlled combatant takes the Recover action and then the Guard action.

A Controlled may Parry or Dodge. A Controlled will only Counter-Attack if the Controlled chooses to do so, and *never* at the controller's command.

Controlled characters can speak freely. A Controlled character consciously believes that anything they do while controlled was their own idea. Only by being Rallied by someone else will they realize that they have been controlled.

A Controlled character cannot be ordered to use any Respite Gifts, Chapter Gifts, or Special Gifts.

Unless otherwise specified, the Controlled condition persists until removed with Mesmerism.

Enraged: must Attack and Counter-Attack, negate mental status

An Enraged combatant is violently angry. An Enraged combatant must take the Attack action every round. An Enraged combatant without a foe within range may simply smash inanimate objects. They don't have to attack friendly combatants.

When an Enraged combatant is asked to declare a defense, if a Counter-Attack is an option, the Enraged character *must* Counter-Attack. An Enraged combatant can only Parry or Dodge when they can't Counter.

Being in an angry state of mind, an Enraged character may shrug off many other effects. If an Enraged character becomes Afraid, Asleep, Controlled, Marionette, Paralyzed, or Unconscious, first negate those bad statuses, and then remove the Enraged status. For example, an Enraged character is hit in combat so hard, they would become Afraid and Unconscious; instead, the character shrugs off the fear and unconsciousness, but also loses the rage. (The character's still hurt, injured, etc. – the rage protects against the mental statuses.)

At the discretion of the Game Host, being Enraged can have other game effects, too.

Unless otherwise specified in the text, the Enraged condition ends after 5 minutes.

Fatigued: Reeling causes Knockdown

A Fatigued combatant is physically exhausted. Whenever a Fatigued or Sick character is sent Reeling, they are also Knocked Down.

Fatigued is removed after a short rest.

Focused: Interrupt or Extra Action

A character who is Focused may interrupt other characters. See the "Interrupt" rules.

A character who starts their turn with Focus may take three actions (instead of two). The standard rule of "never the same action twice in the same turn" still applies.

If a Focused character is sent Reeling, the character immediately interrupts to Recover, to negate the Reeling. Remove both the Focused and the Reeling conditions.

Full-Tilt: When your Turn Starts, Must Move Your Body Dice; Can't Retreat

A character who is moving *Full-Tilt,* at the start of their turn, must roll their Body Dice and note the highest die. They must then move that many paces, in a straight line, in the last direction that they moved. This movement happens before any action, including a Recover from Reeling.

If the Full-Tilt combatant can't move this distance, they will crash.

Also, *a combatant moving at Full-Tilt may not Retreat.*

If you are using miniatures, place a Full-Tilt marker in front of the figure, to indicate their last direction.

Guarding: bonus d8 to defense

A character who is Guarding may claim a bonus d8 with all Counter-Attacks, Parries, and Dodges.

Characters with the Gift of Veteran my claim a bonus d12 (instead of d8).

Half-Buried

A Half-Buried character is partially covered in debris. Their Dash, Run, Stride, and Sprint all drop to zero. Other combatants may claim a d8 advantage to hit them. The target may also claim fair cover from the debris.

To negate the Half-Buried condition, a character must use the "Break Free" Bare-Handed Attack vs. d8, and score 1 success.

Hurt: +1 to future Damage

A Hurt character is battered, bruised, and pained. They suffer +1 from all Damage.

Hurt is removed after a short rest.

Immobilized: Cannot Move, Other Characters May Claim Advantage

An Immobilized character cannot move. Their Dash, Run, Sprint, and Stride all drop to zero. An Immobilized character cannot take the "Dash", "Sprint", "Stride", or "Run" actions.

When a character is Immobilized, other characters may claim *advantage.* They may claim a bonus d8 to hit the character, and the character may Parry or Dodge, but they may not Counter-Attack.

At the end-of-the-round maintenance of the Immobilized combatant's turn, roll their Mind & Will vs. 3. If they score *two* successes, replace the Immobilized condition with the Slowed condition. Unless otherwise written in the rules, Immobilization also ends after 5 minutes or if Rallied.

Injured: +1 to future Damage

The +1 to Damage from being Injured stacks with the +1 from Hurt. The major difference is that Hurt is pretty easy to cure, but Injured is not.

Injured is removed after a healing quota is met.

Knockdown: Disadvantaged vs. future attacks, cannot Retreat

A knocked-down combatant has fallen down. They are disadvantaged until they get up – other combatants may claim a bonus d8 to hit them.

When down, all attacks are considered *awkward* – after playing out the attack, the downed attacker is sent Reeling.

Downed combatants may not Retreat.

Marionette: Someone else tells you what to do

A Marionette character is under the control of someone else – whoever inflicted the Marionette status.

The controller must use the Rally action to rally their Marionettes. One Rally action is sufficient to control all Marionettes.

The Marionette character acts in the round right after the controlling character does. If the controller takes the Rally action to exert control, then the Marionette character takes the Recover action (whether they need to or not), followed by whatever action the controller orders.

If the controller *doesn't* give any orders by using the Rally action, the Marionette character takes the Recover action, and then the Guard action. In addition, the Marionette character rolls their Mind & Will vs. 3. If they score *one* success, they are no longer a Marionette.

A Marionette may Parry or Dodge. A Marionette will only Counter-Attack if the Marionette chooses to do so, and *never* at the controller's command.

Marionettes can speak freely. They often beg for help!

A Marionette character cannot be ordered to use any Respite Gifts, Chapter Gifts, Influence Gifts, or Special Gifts.

Unless otherwise specified, the Marionette condition never lasts more than 5 minutes.

Mesmerized: Cannot Move or Dodge, Other Characters May Claim Advantage

A Mesmerized character is in a hypnagogic daze, listening to what anyone says and replying in a monotone.

When a character is first Mesmerized, the Game Host secretly notes how many successes were scored against them. These successes mark the *degree of Mesmerism*.

When a character is Mesmerized, other characters may claim *concealment*. They may claim a bonus d8 to hit the character, and the character may Parry but they may not Counter-Attack.

A Mesmerized character may only take one action, and only if someone orders them to do so. If a Mesmerized character takes the Recover action for any reason (such as to remove Reeling), remove the Mesmerized status immediately.

A Mesmerized character consciously remembers nothing of what happens during this status … but if the character is Mesmerized again, anyone may ask what happened during their last status, and they will reply truthfully, as they subconsciously remember.

Anyone may use skills on a Mesmerized target to influene them. Each time a skill *fails* to work, reduce the Mesmerism by one degree. Once the mesmerism is reduce to zero, the character becomes *Confused*, instead. However, the character will not remember anything that they're being influenced to do, so there is no penalty for repeated attempts to influence them, other than the reduction of the Mesmerism degree.

A Mesmerized character may also be told to forget everything they heard, or to do something later. Treat Mesmerism as a super-hypnotism – the character can be influenced, but not made suicidal.

Also, every 5 minutes, reduce the Mesmerism by one degree, until it burns down to Confusion, as well.

On Fire: Burning for Damage 2

During each end of the round maintenance, a combatant that is On Fire suffers Damage 2. (Note this damage may increase if the target becomes Hurt or Injured.)

Being on fire is very distracting; other combatants may claim combat advantage (that is, a bonus d8 with Attacks, and the target may not Counter). Also, targets who are On Fire are sources of light, negating concealment from darkness.

The On-Fire condition ends if the character suffers no new damage result. For example, if an On-Fire combatant suffers a new Hurt result, and they are *already* Hurt, then the fire goes out.

Reeling: Disadvantaged vs. future attacks, Retreat causes Knockdown

A Reeling combatant is at a disadvantage — all other attackers may claim a bonus d8 to their attacks.

If a Reeling combatant Retreats, for any reason, they also fall down.

A Reeling combatant's very next action *must* be to Recover. If circumstances somehow prevent a Recover action, then the combatant is also Knocked Down and they lose their turn.

Sick: Reeling Causes Knockdown

A character who is Sick who also becomes Reeling, for whatever reason, is also Knocked Down.

Sick is removed after a healing quota is met.

Silenced: Cannot Use Magic

A character who is Silenced has no voice. They cannot make noise even if they want to. (The Listen sense cannot be used to observe them.) They may not Rally others.

A Silenced character cannot use any ability with the "Magic" descriptor. In particular, they may not Ready magic weapons or use magical attacks.

Every time the Silenced character takes the Recover action, they may also choose to roll their Body, Speed, Mind, and Will vs. 5. If they score three successes, they are no longer silenced.

Silencing also ends after five minutes.

Slowed: Cannot Dash, Other Characters May Claim Advantage

When a character is Slowed, other characters may claim *advantage.* They may claim a bonus d8 to hit the character, and the character may Parry but they may not Counter-Attack.

A Slowed character's Dash and Stride both drop to zero. Reduce all other movement that depends on Dash, as well. Since the character can no longer Stride, they can no longer Retreat. Sprint movement is unaffected.

At the end-of-the-round maintenance of the Slowed combatant's turn, roll their Speed & Will vs. 3. If they score *two* successes, remove the Slowed condition. Unless otherwise written in the rules, Slowed also ends after 5 minutes.

Terrified: Cannot Attack

Terrified combatants cannot take the Attack action. They may still *Counter*, though.

Terrified can be reduced to Afraid by being Reasoned with. Unless otherwise specified in the text, the Terrified condition goes away 5 minutes after whatever caused the terror is no longer in sight.

Unconscious: Helpless

Unconscious combatants are out of the fight. They fall down and are helpless unless someone can wake them up by Rallying them.

Unless otherwise stated in the text, Unconsciousness lasts for one hour.

APPENDIX: VARIANT RULES

Basic Rules cover about 80% of everything you will do. The Spot Rules come up once in a while. These *Variant Rules* change the way the game works. Some Variant Rules make the game more complex, in return for new tactical options or more satisfying results. Other Variant Rules change base assumptions of the game, perhaps increasing the danger for greater drama, or decreasing the danger to encourage players to take greater risk.

We recognize that not everyone wants to play the game the same way, so we wrote up these Variants as suggestions to make things more like the game *you* want to play. We still recommend playing the game at least once with the standard rules. Many Variant Rules will make the game a *lot* more complex, so they're not for inexperienced gamers, nor for gamers who don't like a lot of convoluted mechanics.

Variant Rule for Character Creation: Alternative Power Levels

You may start characters at a higher or lower power level than the standard.

Power Level	*Starting Trait Dice*	*Starting Skill Marks*	*Starting Gifts**	*Effective Experience*
Low	5d6, d4	8 (max 3 per Skill)	1	-60
Standard	2d8, 3d6, d4	13 (max 3 per Skill)	3	Zero
Heroic	d10, 2d8, 2d6, d4	18 (max 5 per Skill)	5	+60
Legendary	2d10, 2d8, 2d6	23 (max 7 per Skill)	8	+120
Mythic	d12, 2d10, 2d8, d6	33 (max 9 per Skill)	12	+250
Paragon	2d12, 2d10, 2d8	43 (max 11 per Skill)	15	+360

** In addition to the 3 Species Gifts, 3 Career Gifts, Local Knowledge, Combat Save, and Personality Gift.*

We strongly encourage you to start every new character at the original power level. For example, if you started with standard-level characters, any new character introduced should also be at standard level. Characters work best when they grow organically, over time, by accomplishing goals during the game. If you want a lower-level character to catch up to everyone else more quickly, consider giving them easier Goals to give them the Gifts they need, to run with the more experienced characters.

Variant Rule for Character Creation: Point-Based Design

In this variant, instead of chunking the character development in different phases, the characters have free points to spend.

With point-based design, the characters start as follows:

- d4s In all Traits: Body, Speed, Mind, Will, Species, and Career.
- Three Species Gifts
- Three Career Gifts
- 172 Experience Points

The characters may buy anything they want, using their Experience Points, subject to approval of the Game Host.

This variant gives the characters a much greater degree of control over their starting character. However, this system is very much prone to *minimaxing,* where characters will buy things like "Melee Combat 4d12" and "Dodge 4d12", while skimping on other things that a well-rounded, more realistic person would have.

Variant Rule for Combat: Initiative Roll Determines Order of Battle

Playing by the standard rules, all the combatants on one side act, and then all the combatants on the other side act, in whatever order works best.

With this variant, the Game Host must keep track of what every character – Player, Major, and Minor – has rolled for their Initiative, on a list or leader-board called the *order of battle.*

The combatants who rolled 12 may act first, followed by the combatants who rolled 11, then 10, etc. down the sequence to those who rolled 1. It doesn't matter which side the combatant is on – combat is resolved in the order rolled. Ties can be resolved by looking at the second Initiative dice, by letting the higher-Speed character act first, or by any other method the Game Host chooses.

End-of-round maintenance issues happens after all combatants have acted. Then the next-round starts, with the 12s acting first, then the 11s, etc.

Using an Initiative roll to determine order of battle has a long tradition in table-top role-playing games. You may find that random battle-order may lead to some strange results, with characters acting in a counter-intuitive fashion, with characters frequently wanting to

act later in the round, which requires some sort of sequence-changing rule.

To keep the battle simpler, the Game Host may make just one Initiative roll for a logical group of foes, and have all the foes act on that order. For example, the Game Host may decide that all the Typical Bandits are acting as Initiative 3.

If new combatants appear in the middle of a fight, they must roll Initiative and take their places in the order of battle.

Random-order battle favors high attributes and chaos over tactics and planning, so consider carefully before using this rule.

Roll Initiative Once, or Every Round?

In the standard variant, Initiative is rolled only once. For even greater randomness, the Game Host may re-roll the Initiative every round.

Re-rolling Initiative every round may lead to strange results. A character that rolled a 1 last round may roll a 12 next round, effectively getting two turns in a row.

Variant Rule for Combat: Only One Retreat per Round

Right now, combatants can Retreat an infinite number of times. If this bothers you, you may all agree to use this variant rule: *only one Retreat can be made per round.*

Only one Retreat per round increases book-keeping, as it will allow multiple characters to over-power a single combatant more easily. Since Minor Characters usually outnumber the Player-Characters, this rule can greatly reduce the survivability of our heroes.

Variant Rule for Combat: Only One Counter per Round

Right now, combatants can Counter-Attack an infinite number of times.

If this bothers you, you may all agree to use the rule that only one Counter-Attack can be made per round. There is no suggested limit on the number of Parries, however.

Only permitting one Counter per round increases book-keeping, and it will allow multiple characters to over-power a single combatant more easily. Also, a one-Counter rule greatly weakens the effectiveness of Melee Combat skill, which will change the way your Players fight their combats. Dodge skill will become much more attractive.

Variant Rule for Combat: Retreating from Ranged Attacks Requires Cover

Even combatants out in empty fields, with no one around, can Retreat from Ranged attacks and be missed. There are those who might find this unrealistic.

With this variant rule, a combatant may only Retreat from a Ranged Attack if, after that Retreat, the combatant also has cover.

Combatants who brought shields with them will have no problems with Cover. Combatants in open space will have to either Retreat behind something – anything! – or be struck.

This variant rule will make open spaces a stronger killing ground for ranged shooters, at the expense of more complexity.

Variant Rule for Combat: More Damage, Less Reeling

In the standard rules, combatants who are struck by an attack must spend an action on their next turn Recovering from Reeling.

With this variant rule, whenever a combatant takes damage, they may declare they will take +1 Damage *instead* of being sent Reeling. The combatant must declare the +1 Damage before they make their Soak Roll, before they apply any Saving Gifts, etc.

Attacks that don't cause any damage (such as magical spells) still cause Reeling, as normal.

This variant rule reduces accounting, but it also makes the game more deadly.

Variant Rule for Combat: Cumulative Damage

Playing by the standard rules, it's possible to hit a target and inflict no new damage result on them. For example, if you hit a combatant that is already Hurt and Afraid for 2 points of damage … the combatant is still just Hurt and Afraid. If this bothers you, consider the following variant rule.

With this variant, if a combatant is hit and they suffer damage, then something has to happen to them. If the attack doesn't cause anything to the target, keep adding +1 damage until something does happen to the target.

For example, let's say you hit a target for 2 points of damage, which causes Hurt and Afraid. The target is already Hurt & Afraid, so you add +1 damage. Now you have Hurt, Afraid, and Injured. The target wasn't already Injured, so you inflict the Injured result and leave it at that.

The cumulative damage rule greatly increases the ability for lots of tiny attacks to take out even the most armored characters. Since Minor Characters usually

outnumber the Player Characters, the cumulative-damage variant is greatly to the Players' disadvantage. Consider carefully before using this rule in your campaign.

Variant Rule for Combat: Retreating Reduces Soak Target to 2

With this rule, the target number for Soaking Damage drops to 2, but *only* if the soaking character Retreats.

The combatant need not declare their Retreat before they're hit. If they roll their Soak, and they see any 3s, they may Retreat from the attacker and thus turn those 3s from useless ties into damage-reducing successes.

This variant rule increases the complexity of damage, but it also makes the battlefield more fluid, as combatants are more likely to Retreat.

Variant Rule for Combat: Stunt to Remove Afraid

With this rule, a combatant can declare a stunt to remove the Afraid condition on themselves. They are sent Reeling, as usual.

When this rule is in play, characters who are taking a beating don't have to leave because they're Afraid. However, characters may fall into a "stun lock", where they spent their two actions first to Recover from Reeling, second to perform a Stunt to remove Afraid – and thus going Reeling again. It's much more prudent to move out of line of sight of hostiles, or to be Rallied by an ally.

Variant Rule for Character Development: +1 Experience Every Chapter

With this Variant Rule, every time the Game Host declares the start of a new Chapter, everyone earns 1 Experience point. This rule encourages players to advance the story more quickly, but some Hosts may not like how quickly the Player Characters gain abilities.

Variant Rule for Character Development: Flaws

With this Variant Rule, a Player-Character may have one, two, or three *Flaws* – the opposite of Gifts. Flaws are disabilities that hinder what the character wants to do. They can be physical Flaws, such as a bad leg or a missing hand. They can be mental Flaws, such as a personality problem. Or they can be social flaws, such as a price on one's head, or an unrequited romance.

+1 from the Learning Experience

When a Flaw comes into play, your character curses their ill fortune and swears they must do something about this problem in the future. They immediately earn +1 Experience, called the "learning Experience."

Flaws can turn success into failure

The Game Host may call upon a Flaw to ruin one of your die rolls or an otherwise "sure thing". For example, if your character has the Flaw of "Failing Health", the Host could use your Flaw to knock your character Unconscious – even if your Soak Roll turned up as no damage at all! You earn +1 learning Experience, but now you're helpless.

The Game Host should only use a Flaw to ruin a success once per Chapter.

Flaws can bring more trouble

The Game Host can also use the Flaw to invoke circumstances against you. For example, if you have the flaw of "Enemy", your foe may bribe or coerce people from working with you … or your foe may even convince others to harm you! You earn +1 learning Experience, but now things are complicated.

Note that any gift with the "Plot" descriptor can also make your life more complicated. The Game Host is free to use those Gifts to introduce complications to the game's story – that's part of the Gift, not a Flaw.

Maximum +1 Experience per Chapter

It doesn't matter how much the Flaw comes up, the maximum Experience earned per Chapter is 1. For example, if your character has the Flaw of "Blindness", your character can never see anything, but they only earn +1 Experience per Chapter, no matter how many times the lack of sight hinders what you want to do.

Change or remove Flaws during Character Development

During the Character Development step, you may ask the Game Host if you may remove a Flaw or two. For example, your character may decide to reveal their terrible secret to everyone, or maybe your character finally reconciled with their enemy. It's also possible that the Host may assign new Flaws to you – perhaps you've picked up a new enemy!

The Flaw that doesn't hinder is not a Flaw

Flaws should add interest to the game, to represent disabilities or other problems a character might have. Flaws should not be used as a simple excuse to earn more Experience. Remember that the character must have a "learning Experience" – they would have succeeded, if not for the Flaw, and therefore they learned something about themselves and the world.

Flaws that don't hinder the character shouldn't be a problem. They don't award any Experience, but they also don't get in the way.

Sample Flaws

- ***Duty:*** The character has a social obligation, such as serving a local lord or fulfilling the tasks granted by Legal Authority. Any time the duty keeps the character from doing what they really need to be doing, that's a learning experience. This Flaw stacks nicely with the Gift of Honor.
- ***Enemy:*** Someone plots against the character. It could be a mortal enemy, or just someone who wants to crush their hopes and dreams. Some enemies have a narrow geographical area of control, entering the game rarely; others will be far-reaching. Either way, whenever the enemy successfully works against the character's interests, that's a learning experience.
- ***Gloating:*** Despite common sense, the character must take the time to capture their enemies – instead of killing them – and then boast about their grand designs and how the heroes can never stop them. If all this gloating results in the heroes escaping or thwarting the plan, that's a learning experience. Naturally, this Flaw is great for larger-than-life villains.
- ***Old:*** The character is past middle age. The character may suffer extra damage, they may get worn out faster, or they may be scorned by younger generations who think the "geezer" just doesn't get it.
- ***Romance:*** The character is in love with another. When the love interest is threatened (possibly to motivate the character to do something they normally wouldn't do), that's a learning experience. Another take is the *unrequited romance,* where the love interest does not love the character back. Perhaps the love interest is oblivious; going out of one's way to get noticed is a learning experience. Or perhaps the love interest spurns the character's advances because of differences in social status; working to change one's status for the sake of the romance is a learning experience.
- ***Secret:*** The character has an embarrassing secret of some kind. A common example is the former bandit who becomes a priest to atone for past crimes, taking on a new name … but constantly vigilant for those who seek revenge for past crimes. Any time the character must do something to cover up their secret, that's a learning experience.
- ***Young:*** The character is a kid or teenager. They may be naïve in the ways of the world, and older folks may accuse them of being shiftless, untrustworthy, and lazy. They may be prohibited from some places or some things because of their age.

Appendix: Time

Times of Day

Most people work a set schedule, usually from the beginning of their cycle to the end. However, church-going folk have a rigid time-table for certain prayers.

As laid out in the *Testaments of Helloise*, each day is divided into eight parts, known as *offices*. Each office is 1/8 of a day, or 3 hours. The church bell is rung to mark the changing of the offices.

Matins (midnight – 3 am)
The Office of Matins is also known as the "night vigil," because it takes place at the dead of night (midnight to 3 a. m.) Most churches do not have full services during this time unless there is some great need, such as prayers for those dying of plague or protection from an ominous comet seen in the sky. If a city has a large population with the night-cycle, the "matins men and women" will be happy to provide absolution for their souls.

Lauds (3 am - 6 am)
The Office of Lauds begins shortly before sunrise (or for those with clocks, 3 a. m. and lasts until 6 a. m.) At this time, devotionals to the glories of those who have Ascended are offered in song and in prayer.

Prime (6 am - 9 am)
Many churches are not yet open to the laity until the Office of Prime, sometimes called the "morning hours" because of the time (6 a. m. to 9 a. m.), also known as the "short office" because the prayers offered during this time are usually the shortest in the day's program.

Tierce (9 am - noon)
Sometimes called the "third office," because of the time of day (9 a. m. to noon), the Office of Tierce is customarily for private prayer. Clergy and Priests retreat to their cells for private meditation and personal devotions, except on holy days.

Sext (noon - 3 pm)
Since the Office of Sext happens at noon, many workers use their break for lunch to offer a brief prayer. Only the most obsessive churches hold prayers during this office

Nones (3 pm - 6 pm)
All churches perform the devotions to see the day out, during the Office of Nones.

Lucernarim (6 pm - 9 pm)
Many theologians believe that it was within the hours of 6 p. m. and 9 p. m. when the Miracle of Helloise took place, during the Office of Lucernarim — hence it is during this office that many congregations sing the praises of the Most Beatific, in a series of prayers called the "Lucernales."

Compline (9 pm - midnight)
It is then followed by the final office of the day — Compline — which is often reserved by Clerics for their meditations after a day of good works.

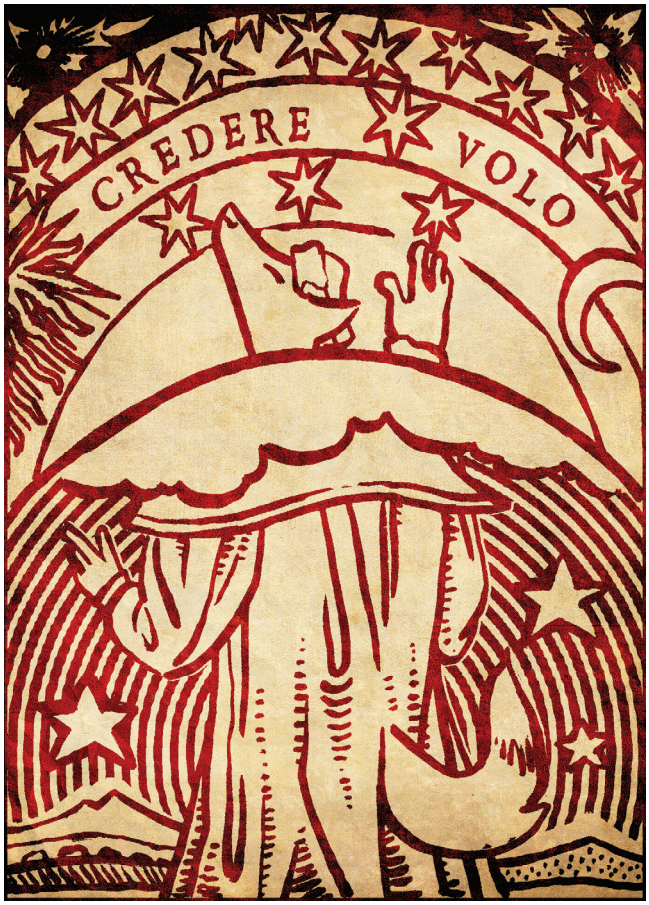
Days, Months, and Years

Most dating systems simply list the name of the king or queen, and the year of the reign, such as "in the fourth year of King Vandringar, a great plague struck the land." Dating historical documents requires extensive knowledge of who ruled and when.

The s'Allumer Calendar

A key exception to the usual dating scheme is the Calendar of the Church of s'Allumer, which is used throughout Triskellian, Avoirdupois, and Bisclavret domains. The Church of s'Allumer begins the numbering of their years "after the Miracle of Helloise," starting at the year 1. Prior to that event, all dates were recorded as the year and the day of the current Don Rinaldi's reign. The current year is 882 *Après le Miracle*.

The s'Allumer calendar divides the year up into 12 months, each one of varying days; the average year is 365 days. The first day of every month, known as the kalens, is the standard marker for the period of interest on a loan or lease. The s'Allumer week is divided into seven days, named *Lundi*, *Mardi*, *Mercredi*, *Jeudi*, *Vendredi*, *Samedi*, and *Dimache*. The last day, *Dimache*, is a day of rest and worship; shops are closed



and it is forbidden by Triskellian law to exchange money within the city limits.

It has come to the attention of navigators and astronomers that the 365-day calendar is not perfect; the true year is closer to 365 218/900 days. To fix this, the s'Allumer calendar has a leap year, a 366 day year, where the month of Snow is 29 days instead of 28. The rules for a leap year are:

- Every year divisible by 4 is usually a leap year, except …
- If the year is divisible by 100, then it is not a leap year, except …
- If, when the year is divided by 900, it leaves a remainder of 200 or 600, then the year is a leap year.

The Eight Liturgical Holy Days of s'Allumer

Although the orthodoxy of the Penitents insists that the object of proper devotion is not Helloise, but s'Allumer, the Light of All Life, the clerical calendar is in fact a year-long pageant that begins and ends with her birth and martyrdom. There are eight major holy days in the calendar of the Penitents, each with their own appropriate customs.

Praelûcidia (First Full Moon after 1st Day of Yule)

The "Promise of Light" falls in mid to late Yule, on the first Full Moon of the New Year, and heralds the anticipation of the coming of Most Venerated Helloise. Honoring the Virtue of Generosity, this festival is marked by the exchange of gifts, and is often treated as a continuation of the great celebrations of Solacia that end the year.

Muliebrea (21st Day of Sap)

The birth of Helloise is celebrated on the 21st of Sap, the Spring Equinox, when there will be more daylight hours than night, and Light begins to dominate Darkness. A tradition started in some of the smaller villages: the names of all the young girls are gathered into an urn, and then each boy draws out a name, so that they may be paired up for the rest of the month. In larger cities, Muliebrea is a popular time for romance, a time to shower gifts upon the recipients of one's affection.

Frûgâlitia (21st Day of Flower to 21st Day of Strawberry)

Beginning on the 21st of Flower is the 32-day festival of the Frûgâlitia. During this time, one is expected to abstain from eating from sunrise to sunset of each day. While most Penitents then dine sparingly in the evening, some of the more extreme Orchomenes will indulge in great feasts that last well into each night. In contrast, the Haimorrs will often subject themselves to even greater deprivations, subsisting for the whole of the month on a few crusts of stale bread.

The day before Frûgâlitia is a great carnival day in many regions. Even normally-temperate individuals will often indulge shamelessly on this occasion—and spend the next month in penance. The Holy See of s'Allumer has considered proscribing such "Antefrûgâlia" festivals, but no formal decision has yet been made. The Hyperduliants associate this day with Saint Cleofrid d'Honnête.

Vadimônia (21st Day of Strawberry)

This Holy Day falls on Midsummer's Day, the 21st of Strawberry. This is the day of Promises Kept and Commitments Honored, commending the virtue of self-control. Many legal contracts and obligations begin or expire on this date. Vadimônia is traditionally the day when sentences of slavery expire, and when oaths of fealty are sworn or renewed. It is not uncommon for an aspirant to a Capitular Order to spend this holiday in a vigil of purifica-tion, preparing to swear the vows of the Order on this day.

Harmon Brock began his life-long journey on Vadimônia; hence, this day also marks the beginning of the annual "Walk of Eight Hundred Lights" in Triskellian.

Demetendia (1st Day of Green)

A curious custom of unknown origins is celebrated on this day: the *Feast of Misrule*. During Misrule, the noble bows to the commoner and the commoner presides over the noble. Two commoners are chosen to be the "King and Queen of Misrule," and they are dressed in garish finery and paraded through the village, where they issue mock proclamations and generally pretend to be arrogant monarchs. In some villages, the roles of King and Queen are ritually assigned to the village idiots. In other places, such as the great city of Triskellian, it is customary to bake two honey cakes, each with a bean inside, and when the slices are passed out, whoever finds the bean inside their cake will be King or Queen for a day.

Demetendia is also a day for pranksters. Many cities, such as Triskellian, have strict laws governing interpersonal relations — known as "blue laws" ... but a fine reading of the letter of the law will find that many of them are not enforceable on Demetendia!

Auctumnitia (21st Day of Harvest)

Also called "The Festival of Zeal," this holiday marks the Autumnal Equinox and the peak of the harvest season. On this day, the faithful strive to out-do each other in all areas of endeavor. Great fairs and tournaments are held, with competitions of all kinds: the nobility compete in mounted and hand-to-hand combat, while the commoners vie to display the largest crops and the healthiest livestock or compete in wrestling matches and feats of Strength and endurance (including the ever-popular eating and drinking contests). In Sauldre, the day of the Grand Course is on the first Samedi after Auctumnitia.

Lachrymosia (1st New Moon after Hunter 21st)

This somber festival falls on the New Moon closest to the end of Hunter's and the begin-ning of Frost. Coincidentally, this corresponds almost exactly with Samhain, the Phelan's New Year. It is the Night of Humility, commemorating the Great Plague that befell Calabria centuries ago. It is the time of year when all are reminded of their mortality and remember those who have passed on. Mourning clothes are traditional. In most towns and villages, a solemn, candlelit procession begins at sundown, and continues until the dawn, ending at the church or cathedral, where the clergy preside over a funerary ritual for all who have died during the preceding year. This is intended to be an impersonal and abstract mourning: deaths that occur in the week immediately preceding and following this night are considered bad omens in the folk tradition, boding ill for the year to come. Haimorrs and others of a gloomy bent will retain their mourning garb until the beginning of Solacia.

Solacia (21st to 26th Days of Night)

This is the Great Holy Season of the Penitents of s'Allumer, the Days of Penance, honoring the Martyrdom of Helloise. It begins on the longest night of the year: Night 21st, the Winter Solstice, when Darkness seems to have triumphed at last over the Light. On this night, in plague-wracked Triskellian, the nurse Helloise experienced her Revelation of Light. Over the next four days, Helloise walked through the city, healing the sick; today, it is traditional for the wealthy to bring gifts of food and clothing to the needy. The 26th is the day of the Miracle, in which Helloise gave herself as a Vessel of the Light, and purged the city of the plague: this is the great day of celebration, the Triumph of Light.

s'Allumer Month	*Duration*	*Holiday*	*Doloreaux Lunation*
Yule 1-31	31 days	Praelûcidia (first full moon after Yule 1)	Birch 6 – Rowan 8
Snow 1-28	28 days		Rowan 9 – Ash 8
Sap 1-31	31 days	Muliebrea (Sap 21)	Ash 9 – Alder 11
Grass 1-30	30 days		Alder 12 – Willow 13
Flower 1-31	31 days	Frûgâlitia Begins (Flower 21)	Willow 14 – Hawthorn 16
Strawberry 1-30	30 days	Frûgâlitia Ends; Vadimônia (Strawberry 21)	Hawthorn 17 – Oak 18
Thunder 1-31	31 days		Oak 19 – Holly 21
Green 1-31	31 days	Demetendia (Green 1)	Holly 22 – Hazel 24
Harvest 1-30	30 days	Auctumnitia (Harvest 21)	Hazel 25 – Vine 26
Hunter's 1-31	31 days	Lachrymosia (first New Moon after Hunter 21)	Vine 27 – Reed 1
Frost 1-30	30 days		Reed 2 – Elder 3
Night 1-31	31 days	Solacia (Night 21-26)	Elder 4 – Birch 5

The Doloreaux Calendar

The Doloreaux continue to use that their own calendar system, much to the consternation of scholars and historians. Their records will list events starting from the year of the current ruler, such as "In the fourth year of the rule of Queen Impérieuse."

The Doloreaux Calendar divides the year into 13 lunations, plus one extra day known as the "Secret of the Unhewn Stone"—also known as "a year and a day".

Each lunation is precisely 28 days. Whether and when a "leap day" is added varies from place to place, which creates another source of confusion.

The Doloreaux calendar has seven days, named *Dé Domhnaigh, Dé Luan, Dé Mairt, Dé Céadaoin, Déardaoin, Dé Haoine,* and *Dé Sathairn.*

Doloreaux Lunation	*Duration*	*s'Allumer Month*
Birch 1-28	28 days	Night 24 – Yule 20
Rowan 1-28	28 days	Yule 21 – Snow 17
Ash 1-28	28 days	Snow 18 – Sap 17
Alder 1-28	28 days	Sap 18 – Grass 14
Willow 1-28	28 days	Grass 15 – Flower 12
Hawthorn 1-28	28 days	Flower 13 – Strawberry 9
Oak 1-28	28 days	Strawberry 10 – Thunder 7
Holly 1-28	28 days	Thunder 8 – Green 4
Hazel 1-28	28 days	Green 5 – Harvest 1
Vine 1-28	28 days	Harvest 2-29
Ivy 1-28	28 days	Harvest 30 – Hunter's 27
Reed 1-28	28 days	Hunter's 28 – Frost 24
Elder 1-28	28 days	Frost 25 – Night 22
Secret of the Unhewn Stone	1 day	Night 23

The Phelan Calendar

The Druids of the Phelan study the heavens and the keeping of time for both worldly and spiritual purposes. The practical matters of horticulture and husbandry depend on a keen understanding of the seasons and their changes — and for the Phelan, it is also vital to be aware of the ebb and flow of the sacred. The expression of the divine is everywhere in these harsh lands, and their influences wax and wane with both the seasons of the sun and the phases of the moon. They must be appeased with rituals and festivals at the appropriate times.

The Phelan are children of the night and the moon, and they count her changing faces to order the year. So the Phelan will measure time in nights, rather than days — something that happened last week happened "seven nights ago."

Each month begins with the new moon. The year begins with winter, the darkest season. However, the faces of the moon turn in their own time, and do not closely follow the course of the sun. Hence, every two and a half years, an extra intercalate month is added to the regular course of twelve, and the calendar repeats itself every five years.

The months are categorized as either *Mat* (good) or *An Mat* (bad), and this expression of fortune or misfortune will influence the auguries and general tone of that month's spiritual aspects. *Mat* months are thirty days long, while *An Mat* months are only 29 days; since the intercalate months are each considered *Mat*, good fortune has a slight edge over bad. The months are divided into fortnights, the first from new moon to full moon, and the second from full moon back to new. *Mat* months have two fifteen-day fortnights; in *An Mat* months, a fifteen-day fortnight is followed by one of only fourteen days.

Phelan Holy Days and Festivals

The Phelan divide their year as they do the rest of time, into a dark time and a bright time. They recognize and celebrate the transitions from dark to light and back to dark again with holy days and festivals. The *Albans* mark the Solstices and Equinoxes, but are of concern to few other than the Druids. They are considered times of mystic import, when light and darkness stand in balance, or dominate one over the other. At these times, certain esoteric magical workings become easier or necessary.

Every class and profession across the Phelan realms, however, celebrates the great Fire Festivals. They mark the beginnings of the seasons in Phelan reckoning, and fall roughly midway between the *Albans*. Foremost among these are Samhain, the beginning of Winter and indeed of the Phelan year, and Beltane, the beginning of Summer.

The Phelan year begins with the month of Samonios, and Samonios begins with the Festival of ***Samhain***, midway between the Autumn Equinox and the Winter Solstice. Traditionally, the festival lasts three days before the beginning of the year, on the first day of the year itself, and for three day thereafter, for a total of seven days. Only the most prosperous regions celebrate the full seven days, however; more commonly, only three days are celebrated.

The last of the harvest has been gathered, and agriculture winds to a halt for the winter. Fairs, markets, races, religious assemblies, and gatherings of all sorts occur at this time. The great chieftains meet to debate the weighty issues of the day. Rituals of mourning are held for the passing of summer. Across the land, the lights in each household are extinguished, to be rekindled from the great ceremonial bonfires in each community. At the end of the festival, select cumalaí are sacrificed, their blood returning to fertilize the sleeping earth.

Samhain is a time between times, not entirely of one year or another—and hence, not entirely of one world

or another. The veil between this world and the others are at their weakest, and spirits are thought to be abroad. In many communities, the young men will light blazing torches, often from the ceremonial bonfires, and run with them around the borders of their farms to ward off spirits, goblins, and ill-fortune. This time of paradox and transition extends to social roles, as well. Many celebrations involve role-switching — in Cathair Finias, for example, there is a growing tradition to declare a "King or Queen of Misrule" — a Fool who wears a crown of rags and wanders around the countryside pretending to be chieftain.

Imbolc falls at the beginning of Anagantios, between the Winter Solstice and the Spring Equinox. It marks the Coming of Spring — not the *beginning* of Spring, but the first signs that spring is returning. The cumalaí and other livestock grow restless, and often begin to lay their eggs, though the first fertile eggs are still weeks away. Many herdsmen have the custom of breaking the first-lain egg onto the soil as a sacrifice, giving thanks to the earth and preparing it for the returning fertility of Spring. The fires of household and forge are blessed, and farming implements are consecrated for the coming season.

Giamonios begins with the festival of ***Beltane***, the second-most important holiday after Samhain. Falling between the Spring Equinox and the Summer Solstice, Beltane marks the beginning of Summer's half of the year. The name means "brilliant fire," and, once again bright bonfires are lit, to celebrate the return of warmth and light to the earth, or (by some tales) to coax the returning Sun to give its warmth again. The bonfires are built in pairs, and the cumal herds are driven between them, purifying them for the coming year in hopes of keeping them free from disease.

It is said that the goblin-folk are particularly active at this time of year, and it is dangerous to sleep out of doors. Small children and the heedless have been known to vanish, never to be seen again.

Lughnasadh falls at the beginning of Elemban, between the Summer Solstice and the Autumn Equinox. Like Samhain and Beltane, it is a harvest festival — it marks the beginning of the harvest season. To dig roots or cut grain before this day is considered to be at best the sign of a poor farmer or householder, and at worst one with a callous disregard for the spirits of earth and green. Races, contests and fairs mark this holiday, along with pageants intended to persuade the greedy earth-spirits to relinquish the fruits of the soil so that the harvest might begin. The figure of the "Corn King" often plays a major role in these: an effigy that is burned, tossed into a lake, or otherwise sacrificed to ensure the prosperity of the clan through the harsh winter months, to later be reborn. It is believed the "Corn King" tradition started with the Keylljeyder, and to them this King is a deity of major importance.

	Year One	Year Two	Year Three	Year Four	Year Five
	Quimon (30 days)				
Summertime	Samonois (30 days)	Samonois (30 days)	Samonois (30 days)	Samonois (30 days)	Samonois (30 days)
	Duman (29 days)	Duman (29 days)	Duman (29 days)	Duman (29 days)	Duman (29 days)
	Riuros (30 days)	Riuros (30 days)	Riuros (30 days)	Riuros (30 days)	Riuros (30 days)
	Anagantios (29 days)	Anagantios (29 days)	Anagantios (29 days)	Anagantios (29 days)	Anagantios (29 days)
	Orgonios (30 days)	Orgonios (30 days)	Orgonios (30 days)	Orgonios (30 days)	Orgonios (30 days)
	Cutios (30 days)	Cutios (30 days)	Cutios (30 days)	Cutios (30 days)	Cutios (30 days)
			Ciallos (30 days)		
Wintertime	Giamonios (29 days)	Giamonios (29 days)	Giamonios (29 days)	Giamonios (29 days)	Giamonios (29 days)
	Simiuisonnos (30 days)	Simiuisonnos (30 days)	Simiuisonnos (30 days)	Simiuisonnos (30 days)	Simiuisonnos (30 days)
	Equos (29 days)	Equos (29 days)	Equos (29 days)	Equos (29 days)	Equos (29 days)
	Elemban (29 days)	Elemban (29 days)	Elemban (29 days)	Elemban (29 days)	Elemban (29 days)
	Edrinios (30 days)	Edrinios (30 days)	Edrinios (30 days)	Edrinios (30 days)	Edrinios (30 days)
	Cantlos (29 days)	Cantlos (29 days)	Cantlos (29 days)	Cantlos (29 days)	Cantlos (29 days)

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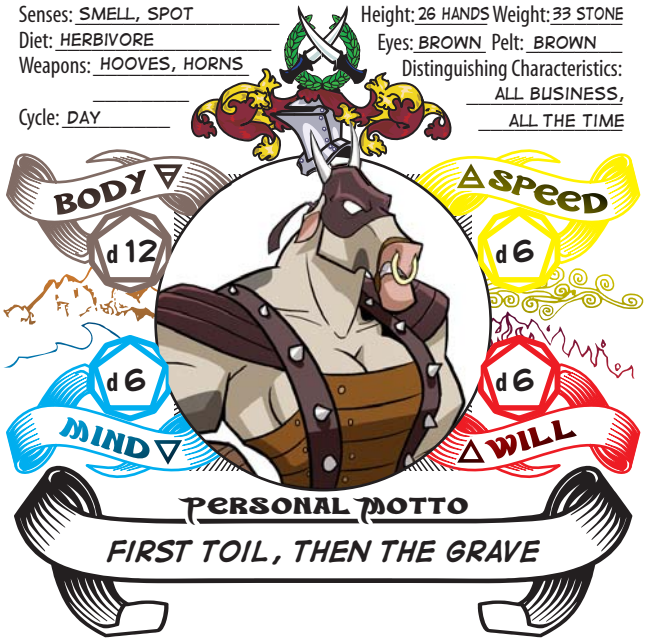
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANONYMOUS

CATTLE — SPECIES — d6 | d4 — DOPPLESÖLDNER — CAREER

Habitat: PLAINS | Age: 22 | Gender: ♀
Senses: SMELL, SPOT | Height: 26 HANDS | Weight: 33 STONE
Diet: HERBIVORE | Eyes: BROWN | Pelt: BROWN
Weapons: HOOVES, HORNS | Distinguishing Characteristics: ALL BUSINESS, ALL THE TIME
Cycle: DAY



PERSONAL MOTTO
FIRST TOIL, THEN THE GRAVE

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		. . Academics .			
WITH CESTUS	///	. . Brawling . .	d8		
		✠ Climbing ✠			
LEATHERWORKING	/	. . . . Craft . . .	d4		
		. . . Deceit . . .			
		. . . Digging . .			
VS. MAGIC	///	. ✠ Dodge ✠ .	d8		d4
		✠ Endurance ✠		d6	d4
LOOKING FOR WORK	/	. . . Gossip . . .	d4		
		. . . Inquiry . .			
		✠ Jumping ✠			
VS. SUPERIOR ODDS	///	. Leadership .	d8		
		Mêlée Combat			d4
		. Negotiation			
		. Observation			
		. . Presence . .			
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✠ Stealth ✠			
ELEMENTALISM	/	. Supernatural	d4		
		✠ Swimming ✠			
WITH HORNS	/	. . . Tactics . .	d4	d6	
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense		d6	

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: INSCRUTABLE	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species CHARGING STRIKE	(MOVE D6 PACES, THEN ATTACK)		X	--
Species INCREASED TRAIT: BODY	(+1 DIE SIZE TO BODY)		X	--
Species STRENGTH	(BONUS D8 TO ATTACK)		X	--
Career RESOLVE	(INCLUDE WILL DIE WITH SOAK DICE)		X	--
Career INCREASED TRAIT: BODY*	(+1 DIE SIZE TO BODY)		X	--
Career VETERAN	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	-
ANONYMOUS	(HAS NO NAME, D12 MAGIC RESISTANCE)		☐	SPECIAL
BRAWLING FIGHTER	(COUNTER, PARRY WITH BRAWLING)		X	--
GIANT	(IMPROVED REACH, CARRYING CAPACITY)		X	--
			☐	
*BOTH SPECIES AND CAREER INCLUDE "STRENGTH", SO ANONYMOUS			☐	
HAS SUBSTITUTED "INCREASED TRAIT: BODY".			☐	

BATTLE

Initiative: 2d6 *(Speed & Mind Dice)*

Movement
Stride: 1 *(1)* **Dash:** 4 *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 22 *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
CESTUS @ CLOSE, REACH	d12, 2d8	DAMAGE +2
HOOVES @ CLOSE, REACH	d12, 2d8, d6	DAMAGE +1 CRITICAL
HORNS @ CLOSE, REACH	d12, 2d8, d6	DAMAGE +1 IMPALING

Defense

	Defense Dice	Effect
Speed & Dodge Dice	d8, d6, d4	Dodge
COUNTER w/HORNS	d12, d8, d6	DAMAGE +1 IMPALING
PARRY w/CESTUS	2d12, d8	BLOCK MELEE

Soak: d12, d6 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
AIM ACTION ADDS BONUS D12 TO ATTACK
GUARD ACTION ADDS BONUS D12 TO DEFEND
CHARGING STRIKE: DECLARE FOE, MOVE D6 PACES AT THEM, ATTACK BONUS D12 MAGIC RESISTANCE

Damage & Other Status
any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

EXPERIENCE
○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

Money: Orichalks ____ (=1/12 Đ) Denarii: ____ (=1 Đ) Quincunx: ____ (=3 Đ) Aureals: ____ (=24 Đ)

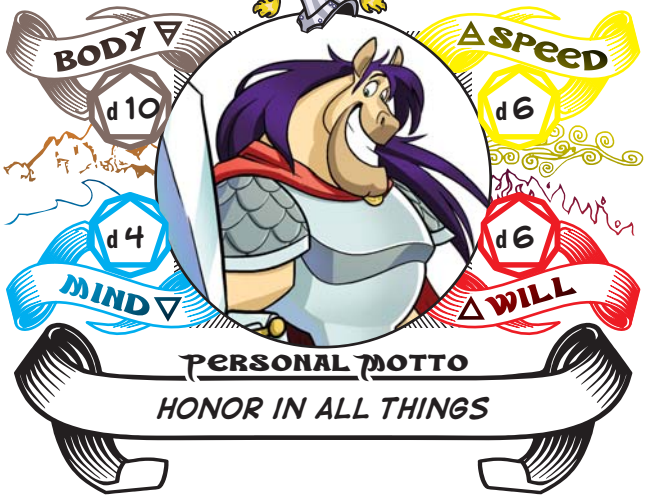
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANTON D'AVOIRDUPOIS

HORSE — Species d6 | KNIGHT-ERRANT — Career d8

Habitat: PLAINS
Senses: SPOT
Diet: HERBIVORE
Weapons: HOOVES
Cycle: DAY

Age: 18 Gender: ♂
Height: 18 HANDS Weight: 21 STONE
Eyes: BROWN Pelt: BROWN
Distinguishing Characteristics: FLOWING MANE, HEROIC CHIN



PERSONAL MOTTO
HONOR IN ALL THINGS

GOALS *(up to three)*
1.
2.
3.

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		. . Academics .			
WITH HOOVES	/	. . Brawling . .	d4		
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .			
VS. RANGED COMBAT	///	. ✠ Dodge ✠ .	d8		d8
		✠ Endurance ✠		d6	
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠		d6	
VS. SUPERIOR ODDS	///	. Leadership .			
WITH MY FALCHION	///	Mêlée Combat	d8		d8
RANSOMS & TRIBUTE	/	. Negotiation	d4		
		. Observation			
ROUSING SPEECHES	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✠ Stealth ✠			
		. Supernatural			
		✠ Swimming ✠			
AFTER A RALLY	/	. . . Tactics . .	d4	d6	d8
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GIFTS

		Page	X	Refresh?
Personality: HONORABLE	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species FAST MOVER	(+1 STRIDE, +2 DASH, +6 RUN)		X	--
Species INCREASED TRAIT: BODY	(+1 DIE SIZE TO BODY)		X	--
Species STRENGTH	(BONUS D8 TO ATTACK)		X	--
Career ETIQUETTE	(BONUS D12 IN HIGH SOCIETY)		X	--
Career NOBILITY	(ENTITLED TO PRIVILEGES OF UPPER CLASS)		☐	INFLUENCE
Career VETERAN	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	-
ARTFUL DODGER	(BONUS D12 DODGE @ MEDIUM RANGE)		X	-
KNIGHT'S TRAPPINGS	(EXTRA INVENTORY)		☐	SPECIAL
SHIELD FIGHTER	(SHIELD COVER DIE BOOSTED TO D12)		X	--

BATTLE

Initiative: d6, d4 *(Speed & Mind Dice)*

Movement
Stride: 2 *(1)* **Dash:** zero *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 16 *(Max Body + Max Speed + Dash)*

Attack	Attack Dice	Effect
FALCHION @ CLOSE	d10, 3d8	DMG +2 CRITICAL
SHORTBOW @ MEDIUM	d6, d8	DAMAGE +1
HOOVES @ CLOSE	2d6	DMG +1 CRITICAL

Defense	Defense Dice	Effect
Speed & Dodge Dice	d12, 2d8, d6	Dodge
COUNTER w/FALCHION	d10, 2d8	DMG +2, CRITICAL
PARRY w/FALCHION	d12, d10, 2d8	BLOCK MELEE

Soak: d10 *(Body dice)* **Armor:** PLATE & LEATHER d10, d6

Combat Modifiers (Cover Dice, Gifts, etc.)
SHIELD GRANTS BONUS D12 COVER TO PARRIES AND DODGES
AIM ACTION ADDS BONUS D12 TO ATTACK
GUARD ACTION ADDS BONUS D12 TO DEFEND
BONUS D12 CONCEALMENT DEFENSE @ MEDIUM RANGE OR MORE

Damage & Other Status
any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

☒ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*

EXPERIENCE
○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: ANNUSHKA

BAT, MICRO — SPECIES — d8
d6 — MESSENGER — CAREER

Habitat: FOREST
Senses: SMELL, SPOT
Diet: CARNIVORE
Weapons: CLAWS, TEETH
Cycle: TWILIGHT

Age: 18 Gender: ♀
Height: 8 HANDS Weight: 6 STONE
Eyes: BLUE Pelt: BROWN
Distinguishing Characteristics: CONSTANT MOTION, CONSTANT SMILE

PERSONAL MOTTO
KNOW NO FEAR, SERVE WITH JOY

SKILLS

Favorite Use	Marks	SKILLS	Dice from: Marks	Species	Career
MEDICINE	/	. . Academics .	d4		
		. . Brawling . .			
		✠ Climbing ✠		d6	
TAILORING	/	. . . . Craft . . .	d4		
		. . . Deceit . . .			
		. . . Digging . .			
WHILE FLYING	///	. ✠ Dodge ✠ .	d8		
LONG-DISTANCE TRAVEL	/	✠ Endurance ✠	d4		d6
FINDING ADDRESSES	/	. . . Gossip . . .	d4		d6
FINDING ADDRESSES	/	. . . Inquiry . .	d4		
		✠ Jumping ✠			
WHILE FLYING	///	. Leadership .	d8		
		Mêlée Combat			
		. Negotiation			
FINDING ADDRESSES	/	. Observation	d4		d6
		. . Presence . .			
WITH SLING	/	Ranged Combat	d4		
		. . . Riding . . .			
		. . Searching .		d6	
		. ✠ Stealth ✠			
		. Supernatural			
		✠ Swimming ✠			
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense		d6	

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GIFTS

		Page	X	Refresh?
Personality: EFFERVESCENT	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species ECHOLOCATION	(NEGATE CONCEALMENT WITH SONAR)		X	--
Species FLIGHT	(X TO FLY... REMEMBER TO REFRESH!)		☐	BATTLE
Species PREHENSILE FEET	(FEET ARE 2 EXTRA OFF HANDS)		X	--
Career DEAD RECKONING	(D12 TO NAVIGATE BY LANDMARKS)		X	--
Career GEOGRAPHY	(D12 TO KNOW WHERE PLACES ARE)		X	--
Career HIKING	(BONUS D12 FOR LONG DISTANCE TRAVEL)		X	--
FLYING FIGHTER	(EXTRA REFRESH ACTION FOR FLIGHT)		X	--
INCREASED TRAIT: SPEED	(+1 DIE SIZE TO SPEED)		X	--
LUCK	(X TO RE-ROLL ONE DIE 2 MORE TIMES, TAKE BEST)		☐	CHAPTER

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

GOALS *(up to three)*

1.
2.
3.

BATTLE

Initiative: d8, d6 *(Speed & Mind Dice)*

Movement

Stride: WALK 1; FLY 4 **Dash:** WALK 5; FLY 5 *(Speed, +1 if Body>Speed)*
Sprint: WALK d10; FLY d10,d8 **Run:** WALK 19; FLY 31 *(Body + Max Speed + Dash)*

Attack	Attack Dice	Effect
SLING @ SHORT	d10, d4	DAMAGE +1, RELOAD/1
SHORTSWORD @ CLOSE	d8, d4	DAMAGE +1 IMPALING
CLAWS @ CLOSE	d8, d4	DAMAGE +1 CRITICAL

Defense	Defense Dice	Effect
Speed & Dodge Dice	d10, d8	Dodge
COUNTER w/SWORD	d8, d4	DAMAGE +1 IMPALING
PARRY w/SWORD	d8, d4	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
TO FLY, X FLIGHT. TO STAY IN THE AIR, USE ACTION "REFRESH FLIGHT". YOU HAVE ONE EXTRA "REFRESH FLIGHT" ACTION PER TURN.
START YOUR TURN FLYING? FLY D4 PACES FORWARD IN YOUR LAST MOVED DIRECTION, OR YOU WILL CRASH.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

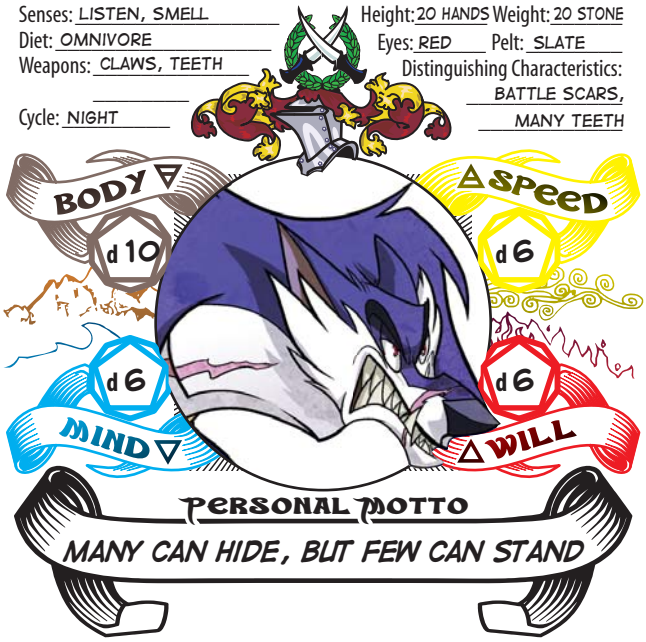
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: BEAGEN FÍOCHMHARA

WOLF SPECIES d8 — d4 SCOUT CAREER

Habitat: FOREST
Senses: LISTEN, SMELL
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 26 Gender: ♂
Height: 20 HANDS Weight: 20 STONE
Eyes: RED Pelt: SLATE
Distinguishing Characteristics: BATTLE SCARS, MANY TEETH



SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		. . Academics .			
WITH CLAWS	///	. . Brawling . .	d8		
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .			
VS. RANGED COMBAT	///	. ✠ Dodge ✠ .	d8		
		✠ Endurance ✠		d6	d4
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠		d6	
WHEN HOWLING	///	. Leadership .	d8		
		Mêlée Combat			
		. Negotiation			
		. Observation			d4
WHEN HOWLING	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
TRACKING	/	. . Searching .			
		. ✠ Stealth ✠			d4
IN THE FOREST	/	. Supernatural	d4		
		✠ Swimming ✠			
WITH TEETH	/	. . . Tactics . .	d4	d6	
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: SAVAGE	*(X for bonus d12 on one appropriate roll)*		☐	*Respite*
Language: Calabrese	*(Speak the most common language of Calabria)*		■	--
Local Knowledge:	*(bonus d12 for local-knowledge rolls)*		■	--
Combat Save	*(X to negate Dying or Dead from failed Defense)*		☐	*Respite*
Species ***HIKING***	(BONUS D12 FOR LONG DISTANCE TRAVEL)		X	--
Species ***HOWLING***	(D12 TO SCARE WHEN MAKING LOUD NOISE)		X	--
Species ***TRACKING***	(BONUS D12 TO FOLLOW TRAILS)		X	--
Career ***DEAD RECKONING***	(D12 TO NAVIGATE BY LANDMARKS)		X	-
Career ***INCREASED TRAIT: BODY****	(+1 DIE SIZE TO BODY)		X	--
Career ***RESOLVE***	(INCLUDE WILL DIE WITH SOAK DICE)		X	--
INVULNERABLE HIDE†	(X TO SUBTRACT 1 DAMAGE)		☐	BATTLE
RELENTLESSNESS†	(X TO NEGATE REELING)		☐	BATTLE
†SECRETS OF WILDING WAY	(EXTRA "REFRESH WILDING")		☐	SPECIAL

*BOTH SPECIES AND CAREER INCLUDE "HIKING", SO BEAGEN HAS SUBSTITUTED "INCREASED TRAIT: BODY".

BATTLE

Initiative: 2d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** 4 *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 20 *(Max Body + Max Speed + Dash)*

Attack

Attack	Attack Dice	Effect
CLAWS @ CLOSE	d10, 2d8	DAMAGE +1 CRITICAL
TEETH @ CLOSE	d10, 2d8	DAMAGE +1, GRAPPLE
DISARM @ CLOSE	d10, d8	DAMAGE +1 WEAK, DISARM

Defense

Defense	Defense Dice	Effect
Speed & Dodge Dice	d8, d6	Dodge

Soak: d10, d6 *(Body dice)* **Armor:** NONE

Combat Modifiers (Cover Dice, Gifts, etc.)

X ***INVULNERABLE HIDE*** TO NEGATE ONE POINT OF DAMAGE.
X ***RELENTLESS*** TO INSTANTLY REMOVE REELING
EACH TURN, ***EXTRA "REFRESH" ACTION***, ONLY TO REFRESH INVULNERABLE HIDE OR RELENTLESSNESS.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

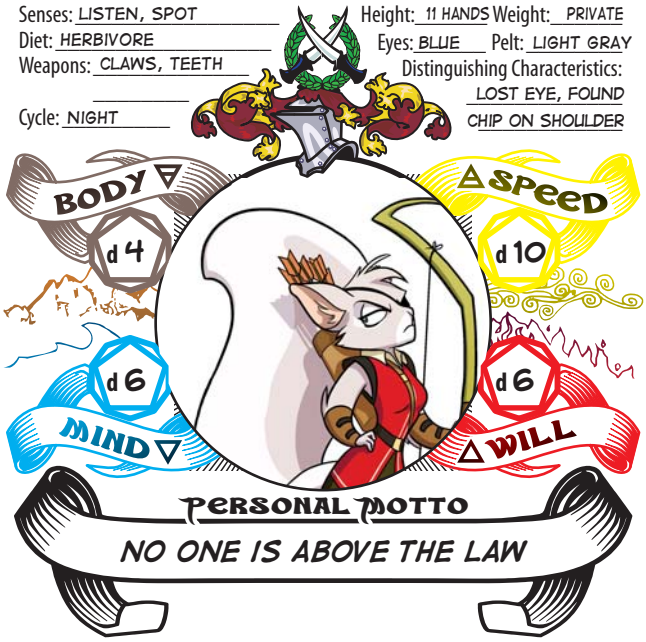
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: SERGEANT DIERDRE

SQUIRREL — Species d6 — d8 RANGER — Career

Habitat: FOREST
Senses: LISTEN, SPOT
Diet: HERBIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 19 Gender: ♀
Height: 11 HANDS Weight: PRIVATE
Eyes: BLUE Pelt: LIGHT GRAY
Distinguishing Characteristics: LOST EYE, FOUND CHIP ON SHOULDER



PERSONAL MOTTO
NO ONE IS ABOVE THE LAW

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	/	. . Academics .	d4		
		. . Brawling . .			
		✠ Climbing ✠		d6	
WOODWORKING	/	. . . . Craft . . .	d4		
		. . . Deceit . . .			
		. . . Digging . .		d6	
VS. MELEE	///	. ✠ Dodge ✠ .	d8		d8
		✠ Endurance ✠			d8
		. . . Gossip . . .			
		. . . Inquiry . .			
		✠ Jumping ✠		d6	
IN THE FOREST	///	. Leadership .	d8		
WITH SHORTSWORD	/	Mêlée Combat	d4		
		. Negotiation			
		. Observation			
		. . Presence . .			
WITH LONGBOW	////	Ranged Combat	d10		d8
		. . . Riding . . .			
TRACKING	/	. . Searching .	d4		
		. ✠ Stealth ✠			
		. Supernatural			
		✠ Swimming ✠			
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: WRATHFUL	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species COWARD	(X --> AFRAID. FEAR INCREASES MOVE, DODGE)		☐	RESPITE
Species FAST CLIMBER	(CLIMB IS A STUNT, NOT AN ACTION)		X	--
Species INCREASED TRAIT: SPEED	(SPEED UP ONE DIE SIZE)		X	--
Career HIKING	(BONUS D12 FOR LONG DISTANCE TRAVEL)		X	--
Career SHARPSHOOTER	(REDUCED RANGE PENALTIES)		X	--
Career VETERAN	(AIM OR GUARD ADDS BONUS D12, NOT D8)		X	--
AIMING ON THE DRAW	(RELOAD A BOW & AIM = 1 ACTION)		X	--
FAVOR BONUS	(FAVOR? ROLL A 1? ROLL A BONUS D12, TOO!)		X	--
KNACK: RANGED COMBAT	(X TO RE-ROLL ALL DICE)		☐	RESPITE

EXPERIENCE

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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

BATTLE

Initiative: d12, d8, d6 *(Speed & Mind Dice)*

Movement

Stride: 1† *(1)* **Dash:** 5† *(½ Max Speed, +1 if Body>Speed)*
Sprint: d10 *(Speed die)* **Run:** 19† *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
LONG BOW @ LONG	2d10, d8*	DMG +1 CRIT., RELOAD/1
SHORTSWORD @ CLOSE	2d4	DAMAGE +1 IMPALING
CLAWS @ CLOSE	d6, d4	DAMAGE +1 CRITICAL

Defense

	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8†	Dodge
COUNTER w/SWORD	2d4	DAMAGE +1 IMPALING
PARRY w/SWORD	2d4	BLOCK MELEE

Soak: d4 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)

* IF ANY ATTACK DICE COME UP 1, YOU MAY ROLL A BONUS D12. "RELOAD" OR "READY BOW" AND "AIM" AS ONE ACTION.
† WHEN AFRAID, BONUS D12 TO DODGE. ALSO, STRIDE BECOMES 2, DASH BECOMES 8, RUN BECOMES 31.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○† **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

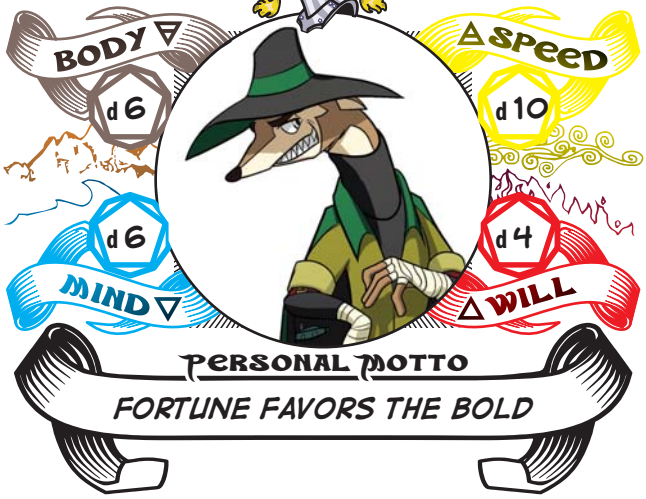
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: HENDRICK

SPECIES: WEASEL (d8) **CAREER:** BURGLAR (d6)

Habitat: FOREST
Senses: SMELL
Diet: CARNIVORE
Weapons: CLAWS, TEETH
Cycle: TWILIGHT

Age: 21 Gender: ♂
Height: 14 HANDS Weight: 8 STONE
Eyes: BROWN Pelt: BROWN
Distinguishing Characteristics: WASN'T THERE AND YOU HAVE NO PROOF



PERSONAL MOTTO
FORTUNE FAVORS THE BOLD

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
		Academics			
		Brawling			
		Climbing			d6
		Craft			
PLEADING INNOCENCE	/	Deceit	d4		
		Digging		d8	
FLEEING THE SCENE	///	Dodge	d8	d8	
		Endurance			
		Gossip			
		Inquiry			
		Jumping			
		Leadership			
W/ RAPIER	///	Mêlée Combat	d8		
		Negotiation			
		Observation			
		Presence			
W/ PISTOL	/	Ranged Combat	d4		
		Riding			
FOR VALUABLES	/	Searching	d4		d6
		Stealth		d8	d6
EVIDENCE OF MAGIC	/	Supernatural	d4		
		Swimming			
		Tactics			
AFTER AIMING	///	Throwing	d8		
		Vehicles			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: GREEDY	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species CONTORTIONIST	(WIN ON DODGE TIES, BONUS TO ESCAPE)		X	--
Species INCREASED TRAIT: SPEED	(+1 DIE SIZE TO SPEED)		X	--
Species SPRINGING STRIKE	(MELEE ATTACK THEN MOVE D10 BACK)		X	--
Career FAST CLIMBER	(CLIMB IS ACTION, NOT STUNT)		X	--
Career SHADOWING	(BONUS D12 TO FOLLOW OR EVADE)		X	--
Career STREETWISE	(ENTITLED TO PRIVILEGES OF LOWER CLASS)		☐	INFLUENCE
DILETTANTE'S TRAPPINGS	(EXTRA INVENTORY)		☐	SPECIAL
FENCING	(INCLUDE DODGE DICE WITH FENCING PARRY)		X	--
QUICK DRAW	(EXTRA "DRAW WEAPON" ACTION)		X	--

BATTLE

Initiative: d10, d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** 5 *(½ Max Speed, +1 if Body>Speed)*
Sprint: d10 *(Speed die)* **Run:** 21 *(Max Body + Max Speed + Dash)*

Attack	Attack Dice	Effect
RAPIER @ CLOSE	d8, d6	DAMAGE +2 CRITICAL
THROWN DAGGER@SHORT	d10, d8, d6	DAMAGE +1
PISTOL @ SHORT	d10, d4	SPARK D10, +2 SLAYING

Defense	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8	Dodge
COUNTER w/RAPIER	d8, d6	DAMAGE +2, CRITICAL
PARRY w/RAPIER	3d8, 2d6	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)
FENCING ADDS DODGE DICE TO PARRY + CONTORTIONIST WINS ON DODGE TIES = ALSO WIN ON TIES WITH FENCING PARRY
QUICK DRAW = EXTRA "DRAW WEAPON" ACTION EACH TURN
SPRINGING ATTACK = AFTER MELEE ATTACK, SPRING AWAY D10 PACES

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*

○ **Burdened** *(Dash is zero, limit of d8 to Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

EXPERIENCE

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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

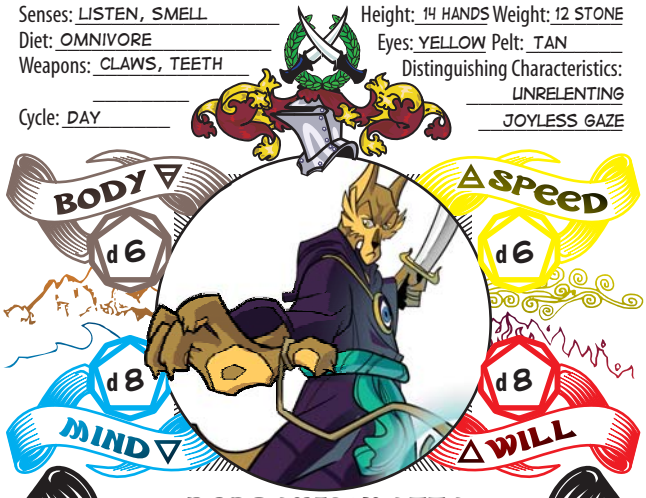
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: MANSUR al-'ALIYY

DHOLE SPECIES d4 — d6 SPELLBINDER CAREER

Habitat: FOREST
Senses: LISTEN, SMELL
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: DAY

Age: 27 Gender:
Height: 14 HANDS Weight: 12 STONE
Eyes: YELLOW Pelt: TAN
Distinguishing Characteristics:
UNRELENTING
JOYLESS GAZE



PERSONAL MOTTO
NO ONE PUNISHES ME WITH IMPUNITY

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	/	. . Academics .	d4		d6
		. . Brawling . .			
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .		d4	
VS. MAGIC	///	. ✠ Dodge ✠ .	d8		
		✠ Endurance ✠	d4		
		. . . Gossip . . .			
SUPERNATURAL MATTERS	/	. . . Inquiry . .	d4		
		✠ Jumping ✠			
ON ENRAGED TARGETS	///	. Leadership .	d8		
WITH BASTARD SWORD	/	Mêlée Combat	d4		
WITH "ATAXIA"	///	. Negotiation	d8		d6
		. Observation			
		. . Presence . .			
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .		d4	
		. ✠ Stealth ✠			
COGNOSCENTE MAGIC	/	. Supernatural	d4		d6
		✠ Swimming ✠			
		. . . Tactics . .		d4	
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: HUMORLESS	*(X for bonus d12 on one appropriate roll)*		☐	*Respite*
Language: Calabrese	*(Speak the most common language of Calabria)*		■	--
Local Knowledge:	*(bonus d12 for local-knowledge rolls)*		■	--
Combat Save	*(X to negate Dying or Dead from failed Defense)*		☐	*Respite*
Species ***HOWLING***	(D12 TO SCARE WHEN MAKING LOUD NOISE)		X	--
Species ***KEEN EARS***	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species ***KEEN NOSE***	(SMELL TRACE ODORS, TRACK BY SCENT)		X	--
Career ***COGNOSCENTE'S TRAPPINGS: PURPLE***	(STUFF!)		☐	SPECIAL
Career ***COGNOSCENTE MAGIC***	(USE GEIP SPELLS & WEAPONS)		☐	BATTLE
Career ***LITERACY***	(CAN READ AND WRITE)		X	-
MESMERISM	(AIM UPGRADES "PERPLEX")		☐	RESPITE
PANIC	(YOUR MIND & WILL VS. GROUP'S, TO CAUSE FEAR)		☐	SPECIAL
THOUGHT-READING	(READ A GROUP OF MINDS)		☐	RESPITE

BATTLE

Initiative: d8, d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** 3 *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 15 *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
BASTARD SWORD @CLOSE	d6, d4	DAMAGE +3, AWKWARD
ATAXIA @ MED	2d8,d6 vs. 3	RESIST: SPEED, MIND, INQUIRY VS. 3 OR CONFUSED
PERPLEX @ MED	2d8 vs. 3	RESIST: MIND, WILL VS. 3 OR SLOWED

Defense

	Defense Dice	Effect
Speed & Dodge Dice	2d8	Dodge
COUNTER w/SWORD	d6, d4	DAMAGE +3, AWKWARD
PARRY w/SWORD	d6, d4	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER d6

Combat Modifiers (Cover Dice, Gifts, etc.)

X & USE "READY" ACTION TO CALL FORTH "ATAXIA" OR "PERPLEX." TO UPGRADE "PERPLEX" TO "MESMERISM", X & USE AN AIM ACTION. USE THE "REFRESH" ACTION TO REFRESH ***ONE*** MAGICAL GIFT BEFORE YOU CAN USE IT AGAIN.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*

○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

EXPERIENCE

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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

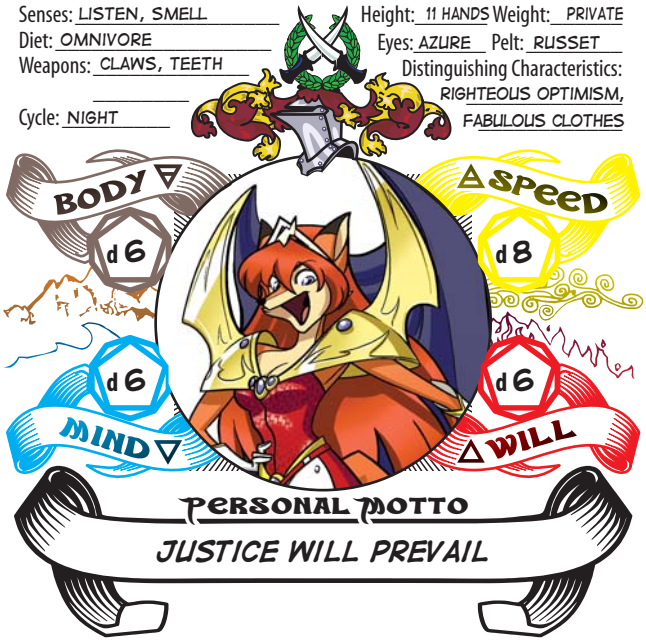
Money: Orichalks ____ (=1/12 Đ) Denarii: ____ (=1 Đ) Quincunx: ____ (=3 Đ) Aureals: ____ (=24 Đ)

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: MAVRA THE INELUCTABLE

RED FOX SPECIES d4 | d8 WARLOCK CAREER

Habitat: FOREST | Age: 19 | Gender: ♀
Senses: LISTEN, SMELL | Height: 11 HANDS | Weight: PRIVATE
Diet: OMNIVORE | Eyes: AZURE | Pelt: RUSSET
Weapons: CLAWS, TEETH | Distinguishing Characteristics: RIGHTEOUS OPTIMISM, FABULOUS CLOTHES
Cycle: NIGHT



PERSONAL MOTTO
JUSTICE WILL PREVAIL

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
HISTORY	/	. . Academics .	d4		
		. . Brawling . .			
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .		d4	
VS. RANGED	///	. ✠ Dodge ✠ .	d8		
		✠ Endurance ✠			
FINDING EVILDOERS	/	. . . Gossip . . .	d4		
VS. EVILDOERS	/	. . . Inquiry . .	d4		
		✠ Jumping ✠		d4	
		. Leadership .			
WITH ALUMEN ROD	///	Mêlée Combat	d8		
		. Negotiation			
		. Observation			
		. . Presence . .			
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✠ Stealth ✠		d4	
ELEMENTALISM	/	. Supernatural	d4		
		✠ Swimming ✠			
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
WITH "CREATE AIR"	////	Weather Sense	d10		

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: ZEALOUS	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species DANGER SENSE	(D12 TO INITIATIVE, OBSERVE DANGER)		X	--
Species KEEN EARS	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species NIGHT VISION	(PARTIAL DARKNESS --> NO DARKNESS)		X	-
Career ELEMENTALIST'S TRAPPINGS: YELLOW	(STUFF!)		☐	SPECIAL
Career ELEMENTAL MAGIC	(USE ELEMENTAL SPELLS & WEAPONS)		☐	BATTLE
Career LITERACY	(CAN READ AND WRITE)		X	-
LUCK	(X TO RE-ROLL ONE DIE 2 MORE TIMES, TAKE BEST)		☐	CHAPTER
SECRETS OF AIR MAGIC	(EXTRA MAGIC REFRESH)		X	--
LIGHTNING BOLT	(AIM UPGRADES "CREATE AIR")		X	--

EXPERIENCE

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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

BATTLE

Initiative: d12, d8, d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* | **Dash:** zero *(½ Max Speed, +1 if Body>Speed)*
Sprint: d8 *(Speed die)* | **Run:** 12 *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
ROD @ CLOSE	d8, d6	DAMAGE +2
CREATE AIR @ MEDIUM	d10, d8	DAMAGE +2 CRITICAL
LIGHTNING BOLT @ MED	d10, d8	DMG +3 CRIT., CONFUSE

Defense

	Defense Dice	Effect
Speed & Dodge Dice	d10, 2d8	Dodge
COUNTER w/ROD	d8, d6	DAMAGE +2
PARRY w/ROD	d12, d8, d6	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER & Y.ROBE d6

Combat Modifiers (Cover Dice, Etc.)

X & USE *READY* ACTION TO CALL FORTH A "CREATE AIR" SPELL.
X & USE *AIM* ACTION TO BOTH AIM AND UPGRADE "CREATE AIR" TO LIGHTNING BOLT. USE "ATTACK" ACTION TO LAUNCH SPELL.
SECRETS OF AIR = EXTRA *REFRESH* TO USE ON ONE AIR MAGIC GIFT.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*

☒ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: TYCHO

RAT — SPECIES — d4
THAUMATURGE — CAREER — d8

Habitat: SHORE
Senses: LISTEN
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 60? Gender: ♂
Height: 8 HANDS Weight: 6 STONE
Eyes: VIOLET Pelt: GRAYING
Distinguishing Characteristics: DELIBERATE MANNER, RHEUMATISM

PERSONAL MOTTO
KNOWLEDGE IS BELIEF, BELIEF IS POWER

SKILLS

Favorite Use	Marks		Dice from: Marks	Species	Career
MEDICINE	/	. . Academics .	d4		d8
		. . Brawling . .			
		✠ Climbing ✠			
		. . . . Craft . . .			
		. . . Deceit . . .			
WITH "CREATE EARTH"	/	. . . Digging . .	d4	d4	
VS. MAGIC	/	. ✠ Dodge ✠ .	d4		
		✠ Endurance ✠			
ABOUT SUPERNATURAL	/	. . . Gossip . . .	d4		
ABOUT SUPERNATURAL	/	. . . Inquiry . .	d4		
		✠ Jumping ✠			
WHEN GUARDING	///	. Leadership .	d8		
		Mêlée Combat			
		. Negotiation			
		. Observation			d8
WITH "IGNITE FIRE"	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✠ Stealth ✠		d4	
WITH "SILENCE"	////	. Supernatural	d10		d8
		✠ Swimming ✠		d4	
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
WITH "CREATE AIR"	/	Weather Sense	d4		

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: PATRICIAN	*(X for bonus d12 on one appropriate roll)*		☐	*Respite*
Language: Calabrese	*(Speak the most common language of Calabria)*		■	--
Local Knowledge:	*(bonus d12 for local-knowledge rolls)*		■	--
Combat Save	*(X to negate Dying or Dead from failed Defense)*		☐	*Respite*
Species ***CONTORTIONIST***	(WIN ON DODGE TIES, BONUS TO ESCAPE)		X	--
Species ***KEEN EARS***	(HEAR ULTRASONIC AND QUIET NOISES)		X	--
Species ***SURVIVAL***	(D12 TO LIVE OFF THE LAND)		X	-
Career ***LITERACY***	(CAN READ AND WRITE)		X	-
Career ***THAUMATURGES'S TRAPPINGS***	(STUFF!)		☐	SPECIAL
Career ***THAUMATURGY MAGIC***	(USE THEURGIC SPELLS & WEAPONS)		☐	BATTLE
ELEMENTALIST'S TRAPPINGS: STAR	(STUFF!)		☐	SPECIAL
ELEMENTAL MAGIC	(USE ELEMENTAL SPELLS & WEAPONS)		☐	BATTLE
SECRETS OF THAUMATURGY	(EXTRA MAGIC REFRESH)		X	--

EXPERIENCE

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Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

BATTLE

Initiative: d8, d6 *(Speed & Mind Dice)*

Movement
Stride: 1 *(1)* **Dash:** zero *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 12 *(Max Body + Max Speed + Dash)*

Attack

	Attack Dice	Effect
MISFORTUNE @MED	2d8,d6 vs.3	RESIST: BODY, OBSERVATION VS. 3 OR DISARM
SILENCE @MED	d10,2d8,d6 vs.3	RESIST: BODY, SPEED, WILL, SUPERNATURAL VS. 3 OR SILENCED
IGNITE FIRE @ MEDIUM	d6, d4	DAMAGE +1 CRITICAL, ON FIRE

Defense

	Defense Dice	Effect
Speed & Dodge Dice	d6, d4	Dodge
COUNTER MAGIC w/***MISFORTUNE***	d10, 2d8	DISARM
PARRY w/***ROD***	d12, d6	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER & GRAY ROBE d6

Combat Modifiers (Cover Dice, Gifts, etc.)
X & USE "READY" ACTION TO CALL FORTH A SPELL.
IF YOU HAVE A READY ***MISFORTUNE*** SPELL, YOU MAY COUNTER-ATTACK ANY MAGIC ATTACK AGAINST YOU WITHIN MEDIUM RANGE.
ACTION ***GUARD*** GIVES ALLIES D8 COVER @ NEAR, D4 COVER @ SHORT.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*

☒ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*

○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

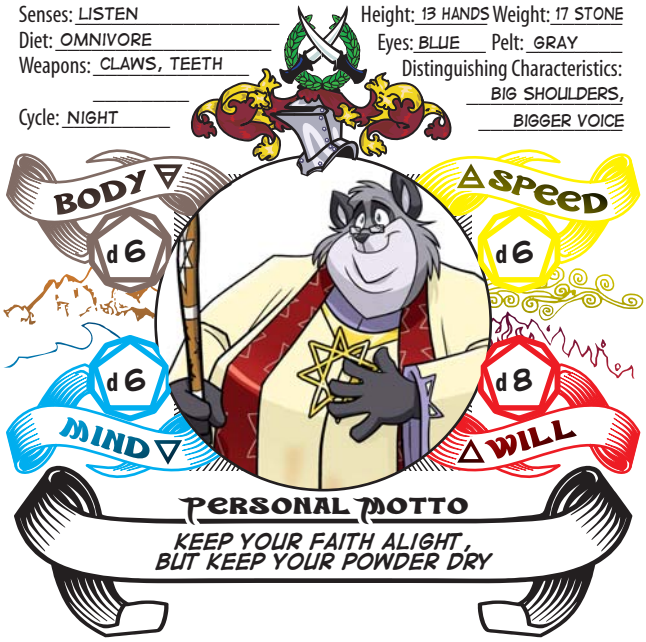
IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: PRESBYTER VESPER

RACCOON SPECIES d4 | d8 ALMONER CAREER

Habitat: FOREST
Senses: LISTEN
Diet: OMNIVORE
Weapons: CLAWS, TEETH
Cycle: NIGHT

Age: 29 Gender: ♂
Height: 13 HANDS Weight: 17 STONE
Eyes: BLUE Pelt: GRAY
Distinguishing Characteristics: BIG SHOULDERS, BIGGER VOICE



PERSONAL MOTTO
KEEP YOUR FAITH ALIGHT, BUT KEEP YOUR POWDER DRY

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks	Species	Career
MEDICINE	///	. . Academics .	d8		d8
		. . Brawling . .			
		✠ Climbing ✠		d4	
		. . . . Craft . . .			
		. . . Deceit . . .			
		. . . Digging . .			
VS. THE UNHOLY	///	. ✠ Dodge ✠ .	d8		
		✠ Endurance ✠			
AT THE DINING TABLE	/	. . . Gossip . . .	d4		
		. . . Inquiry . .			
		✠ Jumping ✠			
W/ S'ALLUMER FAITHFUL	///	. Leadership .	d8		d8
WITH ELECTRUM ROD	/	Mêlée Combat	d4		
		. Negotiation			
		. Observation			
SERMONIZING	/	. . Presence . .	d4		
		Ranged Combat			
		. . . Riding . . .			
		. . Searching .			
		. ✠ Stealth ✠		d4	
UNHOLY MAGIC	/	. Supernatural	d4		d8
		✠ Swimming ✠		d4	
		. . . Tactics . .			
		. . Throwing .			
		. . Vehicles . .			
		Weather Sense			

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GOALS *(up to three)*

1.
2.
3.

GIFTS

		Page	X	Refresh?
Personality: GLUTTONOUS	(X for bonus d12 on one appropriate roll)		☐	Respite
Language: Calabrese	(Speak the most common language of Calabria)		■	--
Local Knowledge:	(bonus d12 for local-knowledge rolls)		■	--
Combat Save	(X to negate Dying or Dead from failed Defense)		☐	Respite
Species AMBIDEXTERITY	(NO PENALTIES TO USE OFF HAND)		X	--
Species FAST CLIMBER	(CLIMB AS A STUNT, NOT AN ACTION)		X	--
Species NIGHT VISION	(PARTIAL DARKNESS --> NO DARKNESS)		X	
Career CLERIC'S TRAPPINGS: LEFT-HAND PATH	(STUFF!)		☐	SPECIAL
Career LITERACY	(CAN READ AND WRITE)		X	-
Career WHITE MAGIC	(USE HOLY SPELLS & WEAPONS)		☐	BATTLE
HEALING	(X TO RALLY & CURE INJURED AND SICK)		☐	SPECIAL
PACIFIST	(D12 TO ALL DEFENSES... UNLESS YOU ATTACK!)		☐	SPECIAL
TRUE LEADER	(RALLY TO GRANT OTHERS FOCUS)		X	--

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

BATTLE

Initiative: 2d6 *(Speed & Mind Dice)*

Movement

Stride: 1 *(1)* **Dash:** zero *(½ Max Speed, +1 if Body>Speed)*
Sprint: d6 *(Speed die)* **Run:** 12 *(Max Body + Max Speed + Dash)*

Attack	Attack Dice	Effect
ROD @ CLOSE	d6, d4	DAMAGE +2
CLAWS @ CLOSE	d6, d4	DAMAGE +1 CRITICAL

Defense	Defense Dice	Effect
Speed & Dodge Dice	d12, d8, d6*	Dodge
COUNTER w/ROD	d8, d6	DAMAGE +2
PARRY w/ROD	2d12, d8, d6*	BLOCK MELEE

Soak: d6 *(Body dice)* **Armor:** LEATHER & CLOTH d6,d4

Combat Modifiers (Cover Dice, Gifts, etc.)

*PACIFIST = BONUS D12 TO PARRY, DODGE ... BUT IF YOU ATTACK OR COUNTER, X THE GIFT AND LOSE THE BONUS.
RALLY ACTION: DECLARE ALLY, ROLL 3D8 AND COUNT 4s OR BETTER. SPEND ONE TO NEGATE REELING, AFRAID, OR HURT ... OR ADD FOCUS.

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
3 hits = ○ **Injured** *(+1 damage)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○
4 hits = ○ **Dying** *(get first aid!)*
5 hits = ○ **Dead** *(beyond mortal help)*
6 hits = ○ **Overkilled** *(allies become Afraid)*
○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

☒ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
○ **Over-Burdened** *(Burdened, can't run, disadvantaged)*
○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

IRONCLAW
ANTHROPOMORPHIC FANTASY ROLE-PLAY

NAME: _____

SPECIES d | d **CAREER**

Habitat: _____ Age: _____ Gender: _____
Senses: _____ Height: _____ Weight: _____
Diet: _____ Eyes: _____ Pelt: _____
Weapons: _____ Distinguishing Characteristics:
_____ _____
Cycle: _____ _____

BODY d | **SPEED** d | **MIND** d | **WILL** d

PERSONAL MOTTO

SKILLS

Favorite Use	Marks	Skill	Dice from: Marks ... Species ... Career
		. . Academics .	
		. . Brawling . .	
		✠ Climbing ✠	
		. . . . Craft . . .	
		. . . Deceit . . .	
		. . . Digging . .	
		. ✠ Dodge ✠ .	
		✠ Endurance ✠	
		. . . Gossip . . .	
		. . . Inquiry . .	
		✠ Jumping ✠	
		. Leadership .	
		Mêlée Combat	
		. Negotiation	
		. Observation	
		. . Presence . .	
		Ranged Combat	
		. . . Riding . . .	
		. . Searching .	
		. ✠ Stealth ✠	
		. Supernatural	
		✠ Swimming ✠	
		. . . Tactics . .	
		. . Throwing .	
		. . Vehicles . .	
		Weather Sense	

(Marks: One=d4, Two=d6, Three=d8, Four=d10, Five=d12, Six=d12,d4, etc.)

GIFTS

		Page	X	Refresh?
Personality:	*(X for bonus d12 on one appropriate roll)*		☐	*Respite*
Language: Calabrese	*(Speak the most common language of Calabria)*		■	--
Local Knowledge:	*(bonus d12 for local-knowledge rolls)*		■	--
Combat Save	*(X to negate Dying or Dead from failed Defense)*		☐	*Respite*
Species			☐	
Species			☐	
Species			☐	
Career			☐	
Career			☐	
Career			☐	

EXPERIENCE

○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Spend 4 to buy +1 Skill Mark.
Spend 10 to buy a new Gift.

GOALS *(up to three)*

1. _____
2. _____
3. _____

BATTLE

Initiative: _____ *(Speed & Mind Dice)*

Movement

Stride: _____ *(1)* **Dash:** _____ *(½ Max Speed, +1 if Body>Speed)*
Sprint: _____ *(Speed die)* **Run:** _____ *(Max Body + Max Speed + Dash)*

Attack

Attack	Attack Dice	Effect

Defense

Defense	Defense Dice	Effect
Speed & Dodge Dice		Dodge

Soak: _____ *(Body dice)* **Armor:** _____

Combat Modifiers (Cover Dice, Gifts, etc.)

Damage & Other Status

any hit = ○ **Reeling** *(penalty d8; no Counters)*
1 hit = ○ **Hurt** *(+1 damage)*
2 hits = ○ **Afraid** *(cannot attack or rally)*
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4 hits = ○ **Dying** *(get first aid!)*
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○ **Burdened** *(Dash is zero, limit of d8 to ✠ Skills)*
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○ **Knockdown** *(disadvantaged, can't retreat)*
○ **Unconscious** *(helpless)*

○ **Sick** *(Reeling causes Knockdown)*
Healing Quota ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Money: Orichalks _____ (=1/12 Đ) Denarii: _____ (=1 Đ) Quincunx: _____ (=3 Đ) Aureals: _____ (=24 Đ)

Anton

His sincerity would be insufferable, if he wasn't so good at being the knight in shining armor who saves the day.

Tycho

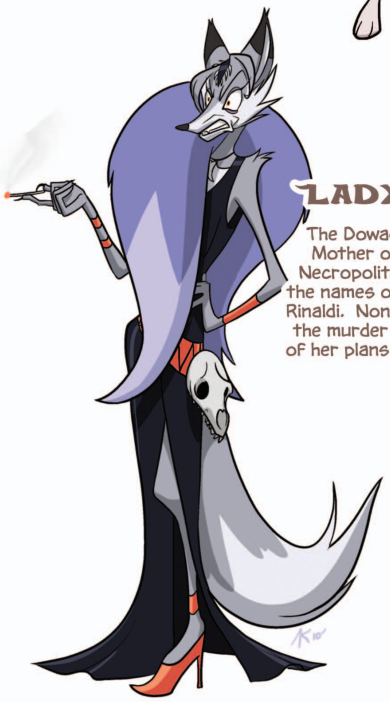
It can take a lifetime to master the art of wizardry, but to know the art of thaumaturgy is to be a worker of miracles.

Mavra

With her reputation as the notorious "bandit killer", this fox has formidable skills in both the arts of battle and of magic.

Dierdre

Don't let the old injury fool you. There are very few who can let an arrow fly with the accuracy of this former soldier.



Lady Amalsand

The Dowager Primadonna, the Queen Mother of the Mausoleum, the Fox Necropolitan – these are but a few of the names of the widow of High King Don Rinaldi. None dare accuse her directly of the murder of her husband, as all know of her plans to make her son the ruler of all she surveys.

Vaslov

The favorite son of Lady Amalsand, everything comes easily to him: academics, diplomacy, seduction ... and murder. All the nobles of the Great Houses fear the end of the salad days, when Vaslov claims the crown of all the land.

Get Ready for the Bold New Adventure in Anthropomorphic Fantasy Role-Play!

Experience the rich and detailed world of Calabria, where dozens of species live together in sprawling cities and war-torn countryside. Kings broker for power with clergy, wizards, and merchants, each one struggling to conquer all they survey. Meanwhile, beneath the notice of the squabbling powers, lurk greedy robbers, cruel slavers, and dark necromancers who prey on the weak, the helpless, and the forgotten. It is a time for mighty warriors, for quick rogues, for clever wizards – a time for heroes!

IRONCLAW's unique system of dynamic combat allows players to work together to defeat enemies. Enjoy action sequences as fast-paced and exciting as any book or movie, where how the battle is fought is just as important as why it was fought in the first place. From the star chambers of political conspirators, who plot steal the kingdom… to dark and haunted places, where supernatural peril threatens the mortal world … or even to the humble streets, where an urchin picks the wrong pocket – adventure is everywhere, limited only by the players' imaginations.

IRONCLAW is a complete game in one volume. Players may choose from dozens of species, careers, and special abilities. If you've never played a role-playing game before, you can make a few simple choices and play in minutes. Veteran gamers can delve deep into strange and powerful combinations, customizing every detail. You and your fellow players will create a party of adventurers, each with unique strengths to cover your friends' weaknesses, as you sally forth into a glorious new world of bold adventure.

To play this game, you will need pencils, paper, and polyhedral dice (four-, six-, eight-, ten-, and twelve-sided.)

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