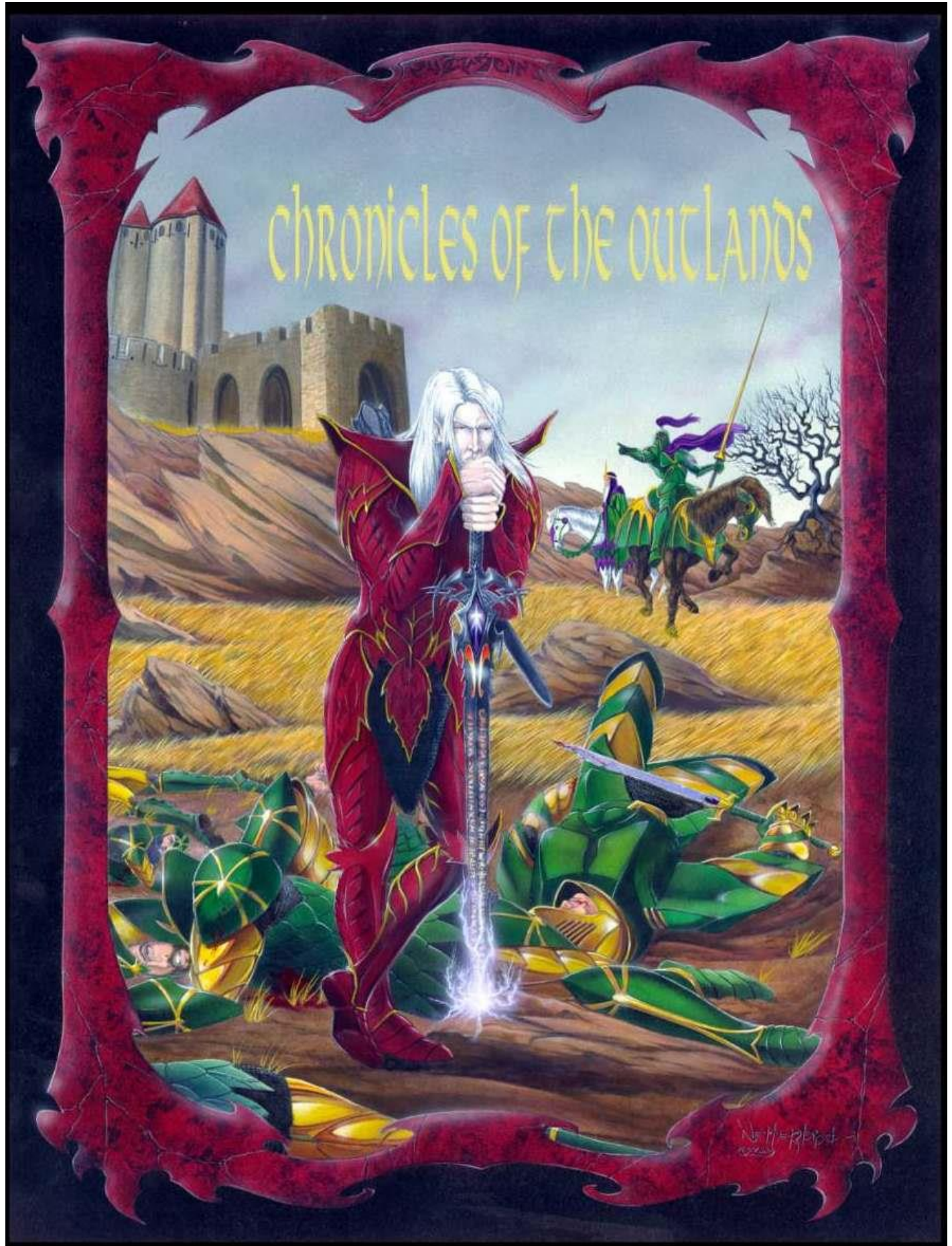


CHRONICLES OF THE OUTLANDS



Northrop

Chronicles of the Outlands

Book One – Fundamentals

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For the faint of heart: behold the overkill, this text. Much has been added, more than anyone would want (to start). Slowly consume the feast to crave more. Trust me, six months of weekly games, you're a free-style pro? Half a year! Relax, most of you only want ideas for your other favorite role-play game. Better Games is glad to help.

Psst, a secret – you can learn most of how to play from the first paragraph of each section. Even the section titles themselves may be enough. This disclaimer is mostly for handling your timid players. Most players will shrink back from Outlands, too voluminous a work. Who wants a PhD in any game, past age sixteen. Enjoy by scanning. Find the stuffing after the meat is sliced, a metaphor.

I. PHILOSOPHY

The players are fantasy characters without class distinction, proto Vikings, exploring and adventuring in a broad continental land bordered by seas. **Magic works.** All the characters will slowly improve a magical sword and train a magical mount. Magic is an integral part to play. Yet there are no spells per se, as each player character grows in power through the actions of the game.



Travel on adventures will take place cross country on mounts and via the group's longboat. Yes, you may be rowing. Action is in and out of the water, along the riverbanks, through the fields and forests, crossing swamps and into the underworlds of the Unending Gray. There are baronial city-states, hostile tribes of nonhumans and of course monsters. **No elves and dwarves in the Tolkien tradition,** all the player characters are humans. The campaign's dwarves are impish, as it is in the Norse tradition described in the *Heroes of Asgard*.

The players are in search of Ignobles—nine tests to achieve level advancement—that and gold. The mechanics are based on the game, *Crimson Cutlass*, where players select broad actions and events drive the rest. The mechanics are fun and easy. In most cases the Referee can play along with his own character. You don't follow a *We-Hit-They-Hit* model. Instead, the action is story driven highlights, as the players make both rolls to dispatch opponents or defend against the same. The Referee has few dice to roll. You don't stand in a long line and put the spellcasters in the rear. You don't need figures, though miniatures are fun to use.

Also, before I engender any misunderstanding: **Referee is always capitalized** as a term of endearment in this game. Excuse any errors in the text; we're all friends here, trying to have fun. The Ref will know when to fudge and add his own interpretation.



Like *Cutlass*, a Tarot deck will generate most of the game play. The Ref may number the enemy and draw some nice mazes, but the major action of the game is almost exclusively event driven. Like *Cutlass* (or another Better Game, *Barony*), the campaign will evolve through adventure generation, encounter phases and climax resolution with the goal of adding friends

and enemies as the players become slowly eased into major roles in the campaign. The deck is used as an unbiased and unique randomizer – go ahead Ref, all the world's your stage, play on (and along).

Find an example map in the supplemental material in the appendix. Every Referee is encouraged to make his own campaign, adding historic references to his imaginary world or create one wholly of his own. In all campaigns, magic flourishes.

Comparison to Barony

The game borrows much from *Rogue Swords*, aka *Conrad's Fantasy*, but the mechanics are simplified. There are no Advantage and Responsive phases. Magic starts unbounded to anyone, and each player character discovers his own magical talents from experimenting in combat. Inside of combat, the magic is described in terms of consequences, similar to Cutlass Q&Ds, not opened ended like Barony.

There are restrictions. **Not all wizardry will slay inside of combat.** No one selects D&D® style spells, and neither do you dabble in pure imaginary wishcraft. Magic is all powerful and unlimited, except it isn't. You can do anything with magic, except you can't. Magic is result oriented, killing enemies or driving them to flee, adding dice roll modifies or negating penalties – but described like that it sounds dull?

Think of magic as anything, but there needs to be a structure, so it works in the game. A fireball spell typically does hps damage. Same is true here; you will cast fireballs, but instead of hps damage, you'll kill a dozen people.



Harsh, call them enemy soldiers or orcs. If anything, the game turns bodies into hps. But that's not true either. Imagine a campaign where anyone has the power to make all things end—yet they don't—but not because they resist the urge to lord over all. Magic is a scale of weighty balance. Still confused?

How about this example. The player's reach a river and need to cross. They do not have or can't wait for their boat. Impatient fools, perhaps. What do they do? The obvious answer is swim, make the roll for each to avoid drowning. That Ref is dice happy in a bad way. Yet why not form a bridge of earth and stone (Geomancy). Open a portal connecting two sides (Cosmic). Fly (Shape Shift), get a tree to help (Animate Objects), flame or lightning a tree to fall across (pyrotechnics or voltaic), leap the

river mightily (demigod), float across clinging to the backs of the risen bodies of dead fish (necromancy), command another to carry you (thought control), freeze the river (celestial), and the list continues for another ten techniques. The player character's spirit guide might alert the group to a shallow ford. Precognition could have warned the players to be prepared or take a different route. About the only one that gets *me head scratching* is Illusions? Make someone believe he can walk on water? Good for a laugh.

All those magical fields are in this game and more. I defy you to find in any other game system a means to get across as a party, one or no roll, on the first adventure, using new characters, not a natural twenty either, no one drowning or catching on fire. Okay, you might catch on fire in Outlands, but not because you're new to spellcasting. It's the veterans that are slowly moving toward magical mishap and oblivion. Curious to read on?

II. CHARACTERS

To start the adventure or campaign, the players must generate Vikings, stereotypical post Roman barbarians, Morg or Conan® archetype characters. (You could grow to be Arthurian and knightly through play.) Don't typically play the brutish, fighter? No worry, no character classes, remember.



Each person wishing to play the game must have a character to represent himself. No gawking looky-loos, get in there and save a life. The procedure is simple. Each player writes his character's name on a piece of paper, and then lists two or more traits to distinguish himself from the common man. This character sheet will add further numbers

and records of deeds as the game continues.

Start with Name and Traits. Names are always tough, so default to Erik or Lars.

CHRONICLES OF THE OUTLANDS

Name:

Languages:

Level:

Make Rolls:

Wounded?:

Warped Talley:

TRAITS AND SKILLS

BOLD <input type="checkbox"/> (NOBILITY)	CLEVER <input type="checkbox"/> (ARTISAN)	ENERGETIC <input type="checkbox"/> (LEGION)	GIFTED <input type="checkbox"/> (TRAVELLER)	METHODICAL <input type="checkbox"/> (MONASTIC)	RUGGED <input type="checkbox"/> (FARMER)
Briber <input type="checkbox"/>	Armor-Smithy <input type="checkbox"/>	Artillerist <input type="checkbox"/>	Acrobat <input type="checkbox"/>	Apothecary <input type="checkbox"/>	Barber/Chirurgeon <input type="checkbox"/>
Courtly Graces <input type="checkbox"/>	Forger <input type="checkbox"/>	Berserker <input type="checkbox"/>	Delver <input type="checkbox"/>	Engineer-Sapper <input type="checkbox"/>	Brawler <input type="checkbox"/>
Duelist <input type="checkbox"/>	Gambler <input type="checkbox"/>	Bowman <input type="checkbox"/>	Hunter <input type="checkbox"/>	Linguist <input type="checkbox"/>	Farrier/Breeder <input type="checkbox"/>
Equestrian <input type="checkbox"/>	Goldsmith <input type="checkbox"/>	Cartographer <input type="checkbox"/>	Mountaineer <input type="checkbox"/>	Mariner <input type="checkbox"/>	Grit-Fortitude <input type="checkbox"/>
Pugilist <input type="checkbox"/>	Minstrel <input type="checkbox"/>	Man-at-Arms <input type="checkbox"/>	Pickpocket <input type="checkbox"/>	Occult Scholar <input type="checkbox"/>	Horticulturalist <input type="checkbox"/>
Rabble-Rouser <input type="checkbox"/>	Prestidigitation <input type="checkbox"/>	Tormentor <input type="checkbox"/>	Slave Driver <input type="checkbox"/>	Spy <input type="checkbox"/>	Houndsman/Beasts <input type="checkbox"/>
	Tinker <input type="checkbox"/>			Steward <input type="checkbox"/>	

SWAGGERING TECHNIQUES

Longboat Swaggering Techniques are shared/common between the entire party. See "Longboat Record Sheet."

	PERSONAL	BLADE	MOUNT	WIZARDRY
A	Battle Cry <input type="checkbox"/>	Ingenious <input type="checkbox"/>	Beautiful <input type="checkbox"/>	Demigod <input type="checkbox"/>
B	Better Valor <input type="checkbox"/>	Mucilage <input type="checkbox"/>	Winged <input type="checkbox"/>	Psionics <input type="checkbox"/>
<	Charismatic Style <input type="checkbox"/>	Bounding <input type="checkbox"/>	Agile <input type="checkbox"/>	Geomancy <input type="checkbox"/>
D	Chiasmic Actions <input type="checkbox"/>	Fantastic <input type="checkbox"/>	Mystical <input type="checkbox"/>	Telekinesis <input type="checkbox"/>
←	Concentration <input type="checkbox"/>	Eminent <input type="checkbox"/>	Serene <input type="checkbox"/>	Precognition <input type="checkbox"/>
†	Disarming Blow <input type="checkbox"/>	Defender <input type="checkbox"/>	Radiant <input type="checkbox"/>	Demonic <input type="checkbox"/>
↳	Crushing Blow <input type="checkbox"/>	Knightly <input type="checkbox"/>	Empyrean <input type="checkbox"/>	Celestial <input type="checkbox"/>
H	Effective Spurning <input type="checkbox"/>	Lithe <input type="checkbox"/>	Hefty <input type="checkbox"/>	Necromancy <input type="checkbox"/>
I	Feigns <input type="checkbox"/>	Heirloom <input type="checkbox"/>	Essential <input type="checkbox"/>	Illusions <input type="checkbox"/>
J	Ferocity <input type="checkbox"/>	Herculean <input type="checkbox"/>	Replenishing <input type="checkbox"/>	Shape Shifting <input type="checkbox"/>
K	Heroic Swordplay <input type="checkbox"/>	Scintillating <input type="checkbox"/>	Resolute <input type="checkbox"/>	Pyrotechnics <input type="checkbox"/>
L	Hilt Punch <input type="checkbox"/>	Biting <input type="checkbox"/>	Pure <input type="checkbox"/>	Conjuration <input type="checkbox"/>
M	Irregular Tricks <input type="checkbox"/>	Hellish <input type="checkbox"/>	Vibrant <input type="checkbox"/>	Hexes <input type="checkbox"/>
N	Killer Instinct <input type="checkbox"/>	Impetus <input type="checkbox"/>	Lucid <input type="checkbox"/>	Voltaic <input type="checkbox"/>
◇	Mastery Shield <input type="checkbox"/>	Amalgam <input type="checkbox"/>	Carapace <input type="checkbox"/>	Animate Objects <input type="checkbox"/>
†	Repartee <input type="checkbox"/>	Paladin <input type="checkbox"/>	Talking <input type="checkbox"/>	Thought Control <input type="checkbox"/>
◆	Seize Swordarm <input type="checkbox"/>	Meshed <input type="checkbox"/>	Sturdy <input type="checkbox"/>	Paralysis <input type="checkbox"/>
R	Speed & Guile <input type="checkbox"/>	Gladiatorial <input type="checkbox"/>	Fleet <input type="checkbox"/>	Spirit Guide <input type="checkbox"/>
↖	Uncontested Dagger Thrust <input type="checkbox"/>	Scheming <input type="checkbox"/>	Ominous <input type="checkbox"/>	Power Words <input type="checkbox"/>
T	Wrestling Holds <input type="checkbox"/>	Golden <input type="checkbox"/>	Inexorable <input type="checkbox"/>	Cosmic <input type="checkbox"/>

COMBAT MODIFIERS

Shaken (-2)	<input type="checkbox"/>
Fury Pip (+2)	<input type="checkbox"/>
Tactics Pip (+1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Catbird (+3)	<input type="checkbox"/>
Quest Pip (+1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Quest Pip (-1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

FRIENDS, FOES, FAVORS, PLAINS, MAGIC LIMITS

IGNOBLES

	◇	1	2	3	4	5	6	7	◇
Adventure/Travel/Intrigue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bard's Tale/Fame/Triumph	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Battle/Military/Strategy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crafty Deeds/Cunning/Skills	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Magic/Monstrosity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Desires Fulfilled/Profit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prudence/Forethought	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Growth/Leadership	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Heroics/Audacity/Wounds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TASK RESOLUTION CHART

Degree of Difficulty	Level of Character			
	0-3	4-5	6-7	8+
Out of Ordinary	7	5	4	3
Difficult	12	10	7	5
Tasking	14	12	9	7
Near Impossible	16	15	14	12
MULTIPLE ATTEMPT BONUS				
Level of Character	0-4	5-7	8+	
Number of attempts	1	2	3	

Traits

There are **six principal traits** of characters: **Bold, Clever, Energetic, Gifted, Methodical** and **Rugged**. There is no degree that measures a trait; they are either present or not. The absence of a trait denotes the character is not any better than the norm in that area. Some characters, but typically not those operated by a player, may not have any distinguishing traits. Nonetheless they are still a character by virtue of their name and increased abilities in combat.

Upon initially generating a character the player will **select one trait** and then roll randomly to see if he has any others. Initial selection will also influence the background and the type of skills that the character will have at the beginning of his entrance into the campaign.

Starting Character Traits

So, what's it going to be? What type of person do you like to game? **Select one and roll** for others: *Bold, Clever, Energetic, Gifted, Methodical, Rugged*

Bold means the character is seemingly invincible, unyielding and without fear. Some might consider this a handicap, but outland barbarians find this highly respectable. The bold resist morale checks that would force weaker men to flee. Only a character of Bold Trait will acquire the skills of the Nobility.

Clever is a trait showing resourcefulness, inventiveness and shrewdness. Those lacking the Trait may still scheme but *seize the moment* brilliance is probably only obtained by those endowed with Cleverness as a Trait. Only a character of Clever Trait will acquire the skills of Artisans.

Energetic represents speed to task, balance in movement and superior agility. He is, in a word, dexterous. The

Bold (D8)	
1	Plus any other Trait
2 - 4	Plus Energetic & any other Trait
5	Plus Clever, Energetic, Rugged
6	Plus Energetic, Methodical, Rugged
7	Plus Energetic, Rugged, & any other Trait
8	Plus, any three Traits

Clever (D8)	
1	Plus Bold & Energetic
2	Plus Bold & Gifted
3	Plus Bold & Methodical
4	Plus Bold & Rugged
5	Plus Energetic & Gifted
6	Plus Energetic & Methodical
7	Plus Energetic & Rugged
8	Plus Bold, Energetic, & any other Trait

Energetic (D8)	
1 - 4	Plus any Trait
5 - 6	Plus any two Traits
7	Plus any three Traits
8	Plus any four Traits

character is dashing and spirited, often fun to be around. Only a character of Energetic Trait will acquire the skills of Legionnaires.

Gifted denotes the character has innate magical ability. All characters will use magic in the game, some to a greater and some to a lesser extent.

Gifted (D8)		
1 - 4	Plus Clever & Methodical	
5 - 8	Plus Bold, Energetic & Rugged	

Play as a total magic null? Refusing all magic is impossible, pretending is simply self delusion, at least at the start of play. Claim all you want that your magic is but mere skill, except you do use magic. All players are magical; those with Gifted Trait a bit more so than the rest. Only a character of Gifted Trait will acquire the skills of typically exotic Travelers.

Methodical are leaders who add charisma and patience to their management style. But can they fight? Actually, they do quite well, even able to predict opponents' actions and negate their defensive postures. They have a huge advantage to both winning in combat and staying alive. Only a character of Methodical Trait will acquire Monastic skills.

Methodical (D8)		
1 - 2	Plus Clever	
3 - 6	Plus any Trait	
7 - 8	Plus any two Traits	

Rugged is the stout tough guy, the one who can take a punch or a blow to the head. It represents strength, endurance and pain threshold. Only a character of Rugged Trait will acquire the Farming skills. Farmer? Don't be surprised how many of your pre-industrial age characters have started life tilling the soil. Instead, let them eat manna (for where)?

Rugged (D8)		
1	Plus Energetic	
2 - 7	Plus Energetic & any Trait	
8	Plus Energetic & any three Traits	

Trait Strategic Benefits

Each trait has a special modifier to the game mechanics. See those other sections to fully understand terms like *Pips*, *Method*, *Glorious* and *Swaggering*.

Bold: At each level advancement, the player may select one personal swaggering technique; he may also select a technique he understands and lock that technique as *Glorious*. A character with the Trait ignores the first occasion of forced Escape Method or his own outright surrender from failed events. Additionally, the

player character may sacrifice, once per adventure, any swaggering technique that he knows, including ones associated with the group's longboat; in doing so, the player gains Fury Pip to his rolls for one situation or battle. The swaggering lost may not be locked as *Glorious*. Also, this bonus must be declared at the start of the new action, before any of his attempts at rolls. Finally, the character is only Shaken in combat for one round, not for the duration of combat.

Clever: At each level the character gains an extra skill. To gain the skill selected, the player character still must have the corresponding Trait. Additionally, ignores the first occasion of lost swaggering or forced Irregular Method each adventure. This benefit is transferable; the group shall collectively each adventure count the Clever and cancel that many mishaps that would test any character under Irregular or remove any character's or the longboat's swaggering. There's more; the Clever may use this negation to cancel a Quest Pip penalty received. This might make the earlier phases of most adventures easier than the latter. Unlike with other traits, there is no option to pass and accept the foul result. The clever simply like to show off any way and at every opportunity they can. A single bad result that effects multiple player characters counts as a single event to cancel.

Energetic: Grants a Fury Pip bonus to dice for any one situation or battle each adventure. This bonus need not only be taken at the start of the fight but may be used to aid when events turn dire or negative penalties grow. The bonus does not require a swaggering sacrifice, like for Bold. At level five, the Trait will additionally create a Command Pip bonus anytime in a single combat.

Gifted: At each level advancement, the player gains one Wizardry, Blade or Mount swaggering technique; he may instead select a technique he already understands and lock that technique as *Glorious*. Additionally, the player character may sacrifice, once per adventure, any swaggering technique that he knows, including ones associated with the group's longboat; in doing so, the player cancels a forced Warped Outcome and his tally remains unchanged. The swaggering lost may not be locked as *Glorious*. However, the result may be gifted to another player to keep any character's tally from increasing toward oblivion.

Methodical: Trait gives a benefit each adventure through enhancing the group's longboat. At the start of any adventure, add one longboat swaggering technique for every party member that is Methodical. These techniques do not lock as *Glorious*; most will be short-lived from mishap. These fresh additions should fill the gaps in the party longboat starting from the lowest lettered techniques. Player character may also ignore the defensive modifier of the enemy once each adventure.

This ability is usually critical, since there are no skill-based equivalents, like Fencer and Pistoleer, for those familiar with Cutlass. At level five, he may use the trait to gain Catbird Seat benefits at the start of one battle during an adventure.

Rugged: Ignores the first vicious wound received each adventure. All characters have one wound, then the next one kills. So, cancelling the first injury is a huge bonus to combat and skill mishap survivability. At level five, this trait may instead be used to cancel anyone's wound. Do you save a friend, a hireling, a pet? Or conserve for an event of your own possible destruction?

Servitors

Servitors can be warriors, oarsmen, tavern keeps, etc. In general, the distinction between character NPCs, and these servitor hirelings is a name. If the role or situation a person controls in the adventure or campaign is important enough for the person to become *X, the Master of Soldiers*, for example, rather than a mere soldier, this raises the figure from servitor to true character status. Servitors do what characters tell them. Characters are named in the tales and hopefully with something other than *X*.



The player characters are never truly alone. If a player finds himself going solo, he's probably in a Digression. The game runs best when this is a group effort. But not just four or seventeen—that's a good Ref with that many players—the party is always a mix of heroic player characters and these servitors. The players are directing the actions of all his

sidekicks, henchmen, mercenaries, privates, servants, torchbearers, camp followers, whatever – all the *Red Shirts*.

The scales of large combat, even personal combat, reflect these unwashed masses who are fighting and dying and sharing in the loot (small shares). They are pissing and complaining and running off or even proving themselves to you, the boss, constantly. Especially so when an event says you have a mutiny to resolve.

At times the numbers will be known and whittled down. How many oarsmen left? Mostly they come and go, and the mechanics of counting are ignored. There's much to do besides that clerical effort. We need another cooper, really?

When the players need a new ship or company of men, the patron of their adventure will most likely provide these. Else, the players will be recruiting constantly new souls for adventure. The only items that need listing on a character's sheet are those worth having – usually the item it takes to complete an adventure involving finding, recovering, obtaining, and returning that object of a patron's desire. e.g. Who holds on to the map to a treasure?

Accoutrements

Now is a good time to also mention all the stuff being carried by the player characters. Characters at times might need special gear and will demand weapons. Before the game turns into a catalog of equipment, consider how often a novel will include a chapter on a hero selecting his boot color? Make a list if you desire, but all those servants and fellow heroes lend a fair amount of backs and belts to cart around your rope. Plus, the group's ship, it has a ton (much more than a ton) of displacement. If the player needs something, he has it. Except when the event deck says he doesn't.



This is at heart of play. You take your meals for granted, until the events say the ship and crew are starving. You have plenty of gauze to patch cuts, until the game says you're infected. You have all those incidental things that would fill the back of any character sheet. But in free-style play, we have an adage: **role-play your character not your equipment list.**

Event style mechanics make that easier. That is to say, most players are interested in playing, not record keeping. If the player wants something, in most cases he has it. The Referee can decide otherwise, but most aesthetics of primping and seasoning add nothing to play. A well documented list of personal items can be fun to generate and stimulating for mood, but most players don't keep up with such

and such. Worse, the characters look like pack-rats everywhere they go – not changing lists with changing play.

The only true **exceptions are a Blade and a Mount**. Don't give me any sass that magic users can't hold iron or use swords? Gandalf? Elric? I'll stop before the lawsuits. Each player character not only has a weapon and ride, he is slowly turning these particular items more and more powerful, enchanting them through game action. He's not even doing this on purpose, not running any rituals. His Blade and Mount are a part of his persona. Maybe give each a name? They are *His Blade*, *His Mount*. Your name is something other than *His*, right? *Rojo's Blade*, a fine Roman Gladius of Damascus Steel. Plus, *Sparky*, my Arabian. See I added some details for my pleasure, not for any game mechanic element. But maybe, just maybe, check Growth or Fame Ignobles? (See chapter on character advancement.)

Armour

What about different types of armor? I get letters about this one. Note, I spelled the title of the section *Englishy* to make an even finer point. There is a game skill,



Armorer-Smithy, and it will appear from time to time in the text as an Advantage. But whether you wear armor or not is only color for your character. The events of play will mention times when you have on a helm; other times it's off. That's life. You might have the greatest set of plate ever forged, and that don't make you Rugged Trait. The muscle below is paramount.

Armor is not something that builds, nor adds bonus to your defense. Of course, you have some on, or you enjoy the cool air and bare-chested brawls. That and **you got a shield**, except when you don't. The narratives will describe when and how such protective items effect play.

Armor is also dangerous to wear on a ship, where the character might fall overboard and drown. Armor makes a nice security blanket for a sultan seldom on the field of battle. The finer the armor, the weaker the warrior. Steel plating over pads over skin is truly only as strong as the muscle at the bottom. Assuming a person

isn't inside a mechanical bronze statue or stands behind stone walls, the force of the blow will eventually reach his flesh. If that flesh is not strong like a soldier's conditioned body, compared to a student's pampered flesh, what good is armor? Steel over solid muscle doesn't give. The flesh becomes a seemingly concrete base. However, armor over flab will puncture. Such a rupture causes worse damage.

Weapons to Maim

All players are armed with bows and knives and swords and hammers and axes to their heart's content. Unless specifically disarmed by opponents or encounters, they can kill. Weapons, like the variety of armor that appear in fantasy games, is a non-starter. The poleax or backsword, spear, epee, halberd, chokuto, whatever you carry – as *Forged in Fire* might report: *your knife will cut*. Be it mace or flail or finely sharpened antler horn is immaterial. All will kill, when the combat events say the character dispatches an enemy. And do not be surprised if you suddenly in the text are wielding weapons you can't remember buying. That purse of coins you carry is a plot point, not a means of keeping things polished in between hunting for bargain upgrades. Sim-Hero this is not.

Purse of Coins

Each player character of noble birth—first Trait selected Bold—begins play with a purse of coins. Other characters get theirs pretty soon as they accept an adventure. The amount is truly irrelevant. How many? Enough. When is it all gone? The game's play will suggest. Else empty your change, when you take an unusual action,



which predicates a sacrifice of this purse of coins. Bribing, restoration after longboat damage, overcoming an adventure obstacle like paying a toll, tipping to insure prompt service...the purse is emptied through the events of play.

The character loses **the luxury and the options a full purse brings**, when he's captured. He may regain the same, when he escapes. That's up to the Ref. Many prisoners of monsters will be left with their purse intact and unmolested. Why? Mobs don't need money; most don't understand the concept. Dwarves, however, will

probably take all the purses by pickpocket right as they are encountered. Don't demand them back either.



Everything depends on who takes you prisoner? The lords of city-states are not common thieves, but the jailor may feel entitled. Forest savages and saurian lizard men ignore trivialities, like gold. Nomadic raiders are the opposite and hunt for wealth.

A player character might be sneaky at hiding his valuables. The skill Acrobat implies sleight of hand. Prestidigitation might produce a similar net effect by turning his purse inside out and making it appear empty. His cup and ball trick or half-filled glass.... Again, this is all resolved with role-play, or as needed with Task Resolution rolls. Otherwise the event deck for encounters and combat will ordain when a purse is lost, forgotten or beyond easy retrieval. At sea do you feel you can dive for it?

At the very latest, after surviving an initial adventure, each character should begin his next adventure with a purse of coins. Again, how many coins? Enough, already. When in doubt, the player character has pocket change. How much? Enough with that! Well, unless of course, a player grows his character by stating his persona would always be broke. The money is so much sand through my fingers. Self imposed restrictions like that are truly great substance of play.

Many currencies of coin exist. The players may have to deal with money changers, but only as that becomes a major event. The routine need not be resolved. As for being rich? A typical **gold coin of any size should represent a month's pay** to most commoners, so a handful goes a long way. Most everyone would kill for ten. Many servitors and serfs have never seen a gold coin. Not the players, they come home with thousands and thousands, and most characters by the next adventure have enjoyed some good times and are once again nearly broke. Or have diligently (Methodically) added much good in swaggering techniques to their crew and long boat. (See longboat swagger rules.)

Multi-Character Play

NEVER during play may someone operate more than one character at a time. All NPCs should be controlled by the Ref. But isn't he also running a player character? The Ref might step out of his role (among the servitors) and run the campaign characters to drive the plot. If he has interaction between himself and an NPC, stop. Either share the role of Ref or let someone else drive the decisions. The Ref may play along (I certainly do), but not to solve every riddle and have full understanding of every twist. When the Ref plays, he's taking his part as **the Tarot deck events dominate**. If that is a problem, maybe he may have to set his own character aside and dedicate himself to Ref.



So why can't a player run several characters in a campaign? e.g. notorious assassin, successful trader, captain of the horse guards, etc. He should obtain many roles with many characters, but he also must only operate one at a time. He may even play several as needed during a single adventure, but never two at once. Trust me, this is for the best.

Interaction between two characters played by a single person leads to schizophrenic discourse and conflict of the game balance. The Referee dictates the actions of all NPCs—even retired or inactive player characters—pro and con to the player's motives. This brings up two important points.

First, the Referee **sets the goals and situations**, but he is not an opponent, even though he must play the adversaries from occasion to occasion.

Secondly, as a Ref, please **do not love your NPCs and monsters**. They are there to be used and abused by the players. Offer a challenge, but never stack the game deck.

Changing Characters in Play

Foolish acts aside, weeks of play is seldom lost by death of character results. Each player character takes a first vicious wound. Then, most are swapped out for another. The injured falls back into the ranks of servitors or heals back aboard the group's ship. Player characters may be forced to play wounded and risk death, but not usually. That event rarely occurs in battle. The player character may have fallen unconscious or wounded. His turn is being skipped. Later the deck may say he's back in the action. Then he might take that second mortal wound. Finish combat expeditiously, else suffer the consequences for dickering round.

Instead, as each interlude between combat occurs, each player should be staying with **his favorite character or switching to an alt**. A fine assortment of roles works best in these stories. Play for the long gain. Else, if you press forward, wounded, your luck will statistically fail. Yet the Ref may set a limit. Having one main role and one alternate is usually enough. Additionally, if the character is below level two, he's not established well enough. Swapping between two level zeros (to start a campaign) may be fine. But if you have a slew of them, no. Both your main and alt are wounded and still low level. Pick one and risk all is the better way to play. You just may get that bravery checked and advance in level.

Role-Playing a Woman

Can a woman play Chronicles of the Outlands? Certainly! Are you saying I can play a female character? Yes, indeed. Do so. If the Ref wants to add prejudice to his campaign, right the wrong-headed blackheart through Calculated or Recitation Method. (See Combat.) A ship with Amazonians or Viking Sword Maids? Let nobles, and monsters alike, quake with fear. So why all the male pronouns? I'm old and have a hard enough time making the rules clear.



III. BACKGROUND AND SKILLS

The character is considered to have a background based upon his initially selected trait.

Bold tend to be nobles, but any family lands are outside the campaign. Primogeniture was the lawful practice of all inheritance going to the firstborn son. The Bold of the campaign are those second born and thereafter, trying to make a fortune of their own. Many have something to prove. The leader of the party, who has united the disparate group of players is typically Bold.

Clever tend to be aristocrats, but not fat from the good life, nor part of the urban wealthy. They have skills, which still may be laborious. Yet, they were smart enough to escape field work. Now they risk the dangers for the higher reward.

Energetic tend to be mercenaries or former ancillary soldiers of the civilized legions. The older empire is crumbling, broken into dioceses controlled by barons and usurping warlords. Few true legions remain. Some characters may be deserters, unpaid and unfed for too long to stay loyal to disbanded units. Others escaped whole scale slaughter of their entire force; the company in which they once served was massacred or poisoned. This defeat could be at war with outsiders, even barbarians like the other players they join. Often the legion was destroyed to make way for a new order. The intrigue removed an organize troop of constables that threatened the power ploys of the ambitious. The old commander is dead, until the event deck might hint he isn't. Other survivors of these massacres may be met and even blame the player character for the company's destruction.



Gifted tend to be of low birth, sometimes migrants escaping war. They may have runaway as children, left cities, and headed out on the road to escape poverty,

disease and all the other urban plagues. Now they have joined the group to truly adventure or bring their expertise to the others.

Methodical spent an early life in a temple or in service of the *One True Faith*. Many were orphans, and some claim no real homeland. Something drew them away from a staid life of simple comfort. Magic perhaps? They may have been cast out of a walled complex for breaking rules.

Rugged are farmers and work the soil. But a simple life was not enjoyable. They could have been displaced by war or had their family eaten by monsters. *Prima Nocturne* is a law where the noble land owner is allowed to deflower all virgins when they marry. Your bride may not have survived that ordeal, and now you seek the wealth and skills for a means to a vengeful end.

Bold = Nobility
Clever = Artisan
Energetic = Legionnaire
Gifted = Traveler
Methodical = Monastic
Rugged = Freehold Farmer



Players are encouraged to more fully detail their own history. The Referee should review and approve character backgrounds and add his own suggestions. The character must fit into the campaign. A well written initial history can greatly aid the player later. However, spot changes or additions to game the system should not be allowed. e.g. *Oh, I forgot to say I was the cousin of a bishop?* Initial wealth can be concluded from the above backgrounds, although an exact listing of coins and lands is not required. Start with nothing truly and build.

All characters assemble together to perform adventures – tasks required by NPCs in the campaign. At times, the player character could ask what he did to get mixed-up with a lot like this? The basic answer is found in one philosophy, a desire for adventure. Even if they are meeting for the first time, begin here with immediate rapport. Trust in each other begins play. Let the deck, which it seldom does, break those bonds down. Magic has a habit of changing people, and later magic may turn friends into enemies. But that occurs after several levels of advancement usually, not right at character creation.

After determining a background, the next step is initial skills. Roll a single D8.

Initial Skills

1: three skills in background; character starts with yet one more Trait. Having all six, you may find, is a mixed blessing.

2: one skill in background and two skills outside of character's background; character must still have the designated Trait.

3: two skills in background and one skill outside of character's background; character must still have the designated Trait. Additionally, speak an extra language.

4: one skill in background, two skills outside of character's background; character must still have the designated Trait. Additionally, speak two extra languages.

5: two skills in background, two skills outside of character's background; character must still have the designated Trait. Additionally, speak an extra language.

6: three skills in background, two skills outside of character's background; character must still have the designated Trait. Additionally, speak two extra languages.

7: two skills in background, three skills outside of character's background; character must still have the designated Trait. Additionally, speak two extra languages.

8: three skills in background, three skills outside of character's background; character must still have the designated Trait. Additionally, speak two extra languages.

Note: Your background is only the first Trait you selected, like Gifted, not all the Traits you have. Also, when it says two in and one out, you take two in and one out, not three in, not one in and two out. You don't get any three skills; you get two in and one out (of background).

Nobility (Bold)	Artisan (Clever)	Legions (Energetic)	
Briber	Armored-Smithy	Artillerist	
Courtly Graces	Forger	Berserker	
Duelist	Gambler	Bowman	
Equestrian	Goldsmith	Cartographer	
Pugilist	Minstrel	Man-at-Arms	
Rabble-rouser	Prestidigitation	Tormentor	
	Tinker		
Traveler (Gifted)	Monastic (Methodical)	Farmer (Rugged)	
Acrobat	Apothecary	Barber (Chiurgeon)	
Delver	Engineer-Sapper	Brawler	
Hunter	Linguist	Farrier-Breeder	
Mountaineer	Mariner	Horticulturist	
Pickpocket	Occult Scholar	Houndsman (Beasts)	
Slave Driver	Spy	Grit-Fortitude	
	Steward		



Languages

The languages of the campaign will come out of the regions drawn by the Ref on his master map. Here's a list for the example provided in the appendix. The languages should mirror whatever the Ref creates for himself. This should get you started for flip deck pick up play and a general test of the rules.

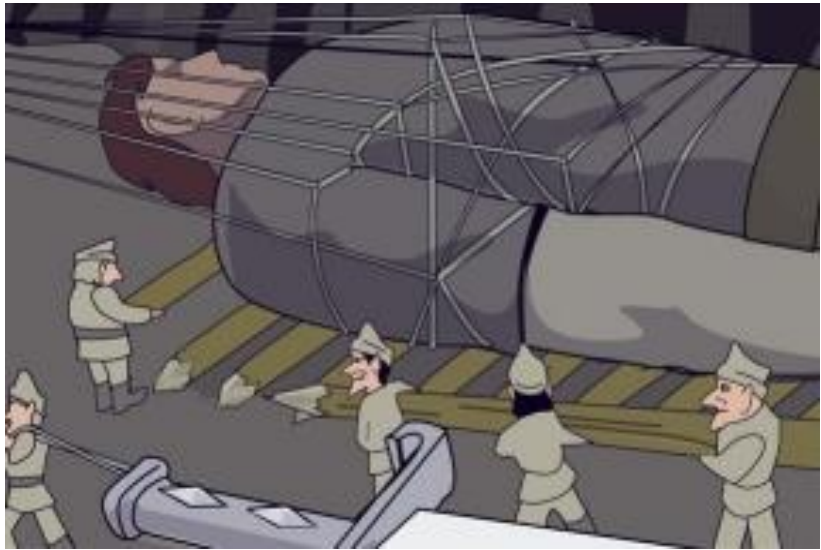
If it isn't quite apparent on the subject of languages, **each player character speaks at least one language of a single region**, probably his original barbaric homeland as defined in the Referee's campaign. Each city-state and territory has a language dominant in it. Other dialects, slang, and derivatives need not be detailed. Anyone important to the quest will speak several languages. The campaign total should not grow longer than ten or twelve. By eighth level, with four additional ones gained by advancement, the player character should hardly ever be stumped by the inability to be understood. Regardless of a language barrier, a full purse of coins is an easy thing to use to speak the language of buying and selling what's required for play.

Example Campaign Languages

These are based historically on the region of Russia: *Avar* (northern tundra), *Bulgar* (around Crimea and anywhere rivers run), *Dwarvish* (underworlds), *Greek* (eastern tame lands), *Hunnish* (nomadic warlords), *Hypatia* (dead, written only), *Khazar* (second largest native speaking language of frontier), *Lezgin* (Caspian, also language of many delver companies), *Ossetia* (Saurian chieftains), *Rus* (largest frontier dialect), *Varangia* (all players, rarely others, besides sea rovers).

The Avar hate the Khazar; most can't see why. Each reviles anyone who speaks both languages. The Khazar view the Avar as bumpkins, moronic. They sound very much alike and share many words. The more guttural tongue of the Avar language permeates all speech, a stubborn accent, even if only understood later in life.

Dwarves will not converse in Dwarvish to 'umans. The wee folk are much more likely to see you as having stolen a state secret, should you utter a single dwarven word in their presence. The tiny race of tricksters (think imp if accustomed to high fantasy), Norse-style dwarves converse in the language of their nearest city-state, the one immediately above them. But, you'll understand back and forth conversations between dwarven negotiators, before they formally address you with their lies (or truths, sometimes truths for blood-wine).



Greek is still the preferred language of law and politics. The nobility—even when most of them need linguists to actually converse—try to speak and write in Greek. Outside of civilized lands the language is especially butchered, but never comment on such to any frontier aristocrat. Accept he could openly state his plans plainly in Rus, but instead mangles every word and intent. Make do.

No one settled in the Outlands is Hunnic. The Asiatic warlords have been slowly driven east of the region. If this is you're only native tongue, your mother was an outcast; she would most likely hate the sounds of her native speech. The Huns are gone, but still feared as raiders and takers, even though the truth is the latest migrants from the east are mostly traders (as do you Vikings, well not you guys).

Hypatia is no longer spoken by anyone; it's very rare to find anyone who even can voice phonetically the sounds (for spells and enchantments). Along with the academic Greek, it's pictographic alphabet is used by the arcane to hide past and current experimentation with magic. A majority of Outland classical sagas, hand

written, are in this language, yet the reader automatically translates each glyph into his own familiar language.

Ossetia (Saurian) is a local dialect in the region between the Black Sea and Caspian Sea. It's the one adopted by the reptiles – yes, lizard men. The Saurian, a race of slavers and swamp builders, are impatient with anyone who doesn't understand what they want. Their pronunciation is sibilant, but clear, provided you speak Ossetia. Ref may allow a slight bonus in Digressions. The reptile men are often

used to move prisoners and punish criminal captives, when the guilty should receive a fate worse than death.



Skill Listing

All the characters are literate. Literacy is not a skill, nor are there inherent skills in Outlands, like original *Cutlass*' Merchant or Sailor. Also, all characters are able to swim.

If you don't have an archetype in mind, consider this. Some skills, with a battle oriented slant, appear more often than the others in combat and within many Q&Ds.

Practical Skills for Combat: Acrobat, Armorer-Smithy, Berserker, Bowman, Brawler, Delver, Duelist, Equestrian, Grit-Fortitude, Man-at-Arms and Pugilist



Acrobat: a very dexterous person, who can squeeze and contort into very odd shapes, besides the obvious images, juggling balls, rotating pins, gymnastic feats, pole-vaulting low walls, etc. He has skilled hands at deception, gaining a charlatan's sleight of hand to hide, say a purse of coins. His control of his form is close to magical. The Referee has a free whim in deciding what possible actions are open to the character so skilled. The player should not always know the chance of success before attempting an acrobatic feat, but likewise any possible injury from a failure, might be avoided with a new acrobatic maneuver. The Referee's judgment holds, but remember agility, swagger, and romp add to the fun of play. Final note, hand injuries devastate this skill.



Apothecary: alchemist able to distill various drugs and elixirs from recognized plants and minerals. He is a would-be enchanter, seeking magical charms. The apothecary can make most compounds from incendiaries to soap, given ingredients. The accepting of this skill for a character, however, condemns the person to obsessively seek the potion to turn lead into gold or pursue legends, like a fountain of youth. Select a hidden agenda and keep it secret from all but the Ref. The skill means the character is both a brewer and vintner, probably a connoisseur, whether he can afford the good-stuff or not. An apothecary can make criminal poisons; however, a

poisoned dagger does not intrinsically make it any deadlier in the game's combat resolution tables. Yet he can make knock-out drops or other gimmicks useful for certain events between the inevitable slashing swords. Includes working with an alembic to strengthen ales and meads in distilled spirits. Demi-human monsters like them some alcohol.

Armorer-Smithy: fashions metal into protective garment or weapons. This is a blacksmith and metal worker. He custom makes his own gear, meaning it is imbued with some of his innate magical genius. Armor is a bit more useful in a fantasy realm, but for combat events may seem about the same in defense as fleetness of foot. Sidestepping a giant's blow is probably a better bet than absorbing the punishment, even with a finely made shield. You make a fine shield and are very good at throwing up barricades and defenses. Better perhaps than the engineer who will be meticulous and worry more for lasting constructs. An armorer may know a palisade is meant to be strong now, fall later, but strong now.

Artillerist: basic understanding of trajectory, knows how to aim, fire, and reload catapults, ballista and other larger weapons. There is usually one or more of these large war machines on the group's Viking longboat. Put aside any historic rates of fire or viability, large artillery will enter play, especially at sea and when facing monsters. Skilled artillerists are also needed to operate magical cannon in a fantastic siege or during a huge field battle. Large scale weaponry fired without an artillerist's aid might hit a close target if properly loaded, as the Ref decides. However, accidents increase with the untrained. Someone in the party should take this skill, just saying.

Barber (Chiurgeon): a person who cuts things off a body, hair, fingers, spleen, etc., whatever needs to be removed to keep the whole alive. A primitive doctor, the barber is a battlefield surgeon who may keep someone alive. They do not negate vicious injury, but they might keep it from festering. The skill represents the best training in non-magical medicine, with a limited knowledge of disease and sanitation. Physicians are surgeons and doctors who dress wounds, amputate legs and hands, use apothecary medicines, etc. A physician, if severely wounded, may not treat himself or others. Some NPCs will be quite good at first aid, but others will be little better than leeches. Nice to have a player character around to cover this skill.

Berserker: person able to fight blind, fight furious, bite, scratch and strangle, fight insanely (as desired). Selecting this skill almost always means the character favors an ax. Decide now, but only at character creation. A starting character may treat his magic sword, as this ax. The weapon in all other ways will gain swaggering techniques and slowly enchant. A fine weapon, an ax, but with very limited ability on defense. The Ref may impose an extra penalty. Any berserker who selects ax as his primary weapon will increase the Difficulty by one of all Banes received in combat on every table. It's fun to be the madman, but you may not last long. Yet the skilled Berserker has a special affinity with combat's Fury Pip. Normally the Fury Pip happens, and the player enjoys the die roll bonus, but the same is lost when the character becomes Shaken. The skilled Berserker ignores Shaken if he has the Fury Pip. He doesn't automatically start with this benefit; it must still be gained by Brash or Calculated action. However, he will remain furious despite subsequent foul events or failed rolls. The choice is yours at character creation whether this trade off is

worth the risk. A Berserker with a sword retains his Advantage bonus but does not suffer penalty for Banes and the right to stay furious in battle with his Ax.

Bowman: soldier able to load, aim, and shoot a crossbow or longbow; a person without this skill automatically misses all but the most blatant of targets. Having superior aim, as implied by this skill, may be applied outside of combat. You might even subtitle the skill hawkeyed. He probably sees better in the dark too.

Brawler: understands how to fight, with or without a true weapon, especially in the ubiquitous paper-world tavern. Anyone can fight with fist, foot, and head, but a brawler does it more effectively.



Briber: knows how to make people overlook something (deviate from normal duty) or do something (normally not done) with money offers. Only people so skilled may bribe. You begin play with a full purse of coins; but upon loss or use, you do not automatically replace this handy article.

Cartographer: navigator on land. Able to orient himself to landmarks. Able to draw maps and understand the cryptic keys of older documents.

Courtly Grace: comfortable with nobility, able to act as a diplomat. Able to

argue law and precedence. Able to defend others without bloodshed.

Delver: underworld explorer, senses danger and avoids traps, able to find his way out of architecture that isn't man made, like dwarven mined or monster clawed passages. His skill is part of a trio with Mountaineer and Engineer-Sapper, that make one understand all forms of buildings and all forms of travications in the *Unending Gray*. The delver knows life is fragile, and death is meaningless. Communes with dark forces and senses dangers. Spent most of his childhood underground. Since the age of six, he was taught to be silent, obedient, indifferent to horrors, all the while soaking in the strange humors of stygian soils. You may have reached the Womb of Gems, then retired to a quiet life of farming. So why have you left that simple life? This skill includes the extra language Lezgin. However, the actual Delver skill may only be selected at character creation. If added later, you're a phony. You may have all the intrinsic talents, gain any bonus or Advantage allowed of Delver in the rules, but any true Delver will not appreciate your masquerade. Like a weekend biker, the actual gangs—assorted companies—of Delvers will feel the need to rough the poser up from time to time. How would they know? Magic, silly. That and only child Delvers typically speak Lezgin. Note, if he Ref has his own campaign regions, select a rare language to simulate his equivalent to Lezgin.



Duelist: swordsman beyond the norm. In determining attack order, the duelist as a fencer should get the benefit of the doubt. Between a duelist and a character not a duelist, the one without the skill should gain initiative. Those without this skill will still fight with a sword.

Engineer-Sapper: simply, one who can dig a rather fine hole. With the right combination skill set may even be a great sculptor. As a prospector, he can tell certain natural ores: gold, silver, iron, copper, tin, and others at the Referee's option (no uranium). A sapper can construct tunnels and ramparts or solve how to penetrate the same. The engineer understands mechanics and stresses. The skill is of great help in traversing the buried cities of the underworlds. He also has above ground applications and is highly respected for them. He can design ships, supervise construction of castles or tombs, understands force as gravity. The engineer can point out secret passages or gradual sloping floors, spot traps, etc. All much easier than the unskilled.

Equestrian: skilled horse rider, jumper, racer, etc. Character easily offers swordplay from horseback or eludes capture from all except an adversary equally skilled with both equestrian and hunter. The Ref decides on whether a feat is possible. Everyone in the game has the ability to ride and most will have magical mounts. Yet the skilled trick rider, as here, is supreme.

Farrier-Breeder: deft manager of livestock and skilled in animal husbandry. Double the revenue is received from herds attended by this skilled cowboy. Skill allows character to judge untilled soil for grazing. But let's get to the good stuff, shall we? The farrier is a veterinarian, able to tend to sick and wounded animals. Every player character

has a horse in this game. There will be many events to mitigate regarding each player's magnificent Mount. The farrier does the day to day grooming and can shoe a horse, He does not fashion metal; that's the smithy. But he is able to work well with his hands. Every player character with the skill is a falconer. These raptors in a fantasy realm are thought to be the basis for magical spells of transformation. To have the bird as an extra set of eyes is a nice bonus. In general, a Farrier-Breeder is a highly valued skill by the nobility, if not particularly heroic in role-play. A skilled Farrier will seldom be put to death in Digressions. Instead, he will be sold and resold as a slave (unless he repeatedly tries and fails to flee the life of bondage). In most cases, the character has been a slave. So, animus should exist between him and any skilled Slave Drivers (as role-play decorum dictates).

Forger: makes fake deeds, titles, writs, imperial or state decrees, all almost unidentifiable from original. Only a forger may attempt to make false documents. Success is determined by the Referee based on the character's prior handling or reviewing of a similar manuscript; never is a fake deed safe, each time it is inspected a test must be made. Thus, the reader affects the roll for detection, but some baronial warlords even forget their own edicts. Although most documents are simply written orders on paper, in some cases, the Referee may insist the forger acquire special parchment, ink or wax (for the seals) to make a proper fake.

Gambler: a mathematician for statistics, probability and number theory. A highly calculating mind and natural gift for arithmetic sequencing. Yet, these skilled characters tend to be very superstitious, despite being solidly number oriented. The most practical of the skill's abilities is that it imparts another aspect of sleight of hand,

always useful in situations outside of clash of arms. You may cheat, mark cards, shave dice, hide the occasional ace. (Just not effecting the game's deck of events.) Outside of combat, the Ref may decide that someone with this skill also has inexplicable luck; at least he thinks so.

Goldsmith: knowledge of the value of jewelry. Not an iron worker, but skilled with precious metals. The goldsmith is also able to combine Tin, Lead and Copper to make very hard bronze, the type employed in enchantment. A character without this skill only gets a rough idea (cheap, ordinary, or expensive) of a jewel's value. A goldsmith can place the value to the farthing. At times a decision to divide a piece of jewelry becomes advantageous; a goldsmith can divide a piece into parts of equal value. Any unskilled person attempting the same will destroy ninety percent of the value – reduce the crown jewels to gold-weight value. Hint, what comes apart can again go back together. Duplicating the valuable with a cheaper fake is an option open only to a goldsmith-gem cutter. Additionally, the outlands' campaign is very close to the mystic lands of the ginns. The so skilled has a much easier time dealing with and negotiating with magical entities that are locked within objects; that interaction may occur more than you'd think.

Grit-Fortitude: advantage of living a hardscrabble life, the character is able to resist intoxicants, survive minor ailments and poisons, resist temptations, greed and animus, able to stomach the worst hardships. The selection of this skill also imparts a knowledge of brewing, but not alembic distillation. But beer, good, with this skilled character able to drink and drink well.



Horticulturist: a botanist and deft land manager. Double the crop yield produced from lands attended by someone so skilled. Besides being the classic farmer, he can forage. Not the same as hunting, but he will find wild plants. His best talent is in finding and using medicinal herbs. Able to find north and traverse any thicket. Able to grow and nurture plants, produce perfumes and salves. Able to understand edible versus inedible. Makes a pretty fine cook, to boot. The fantasy realm has many exotic plants.

Houndsman (Beasts): in many respects, just a hunter that uses dogs to pursue game and fugitives. The houndsman probably has one or more wardogs always with him. The animals' training should be assumed good, unless the event of the deck says otherwise. Breaking the hunter skill in two may seem overkill, but this is a fantasy game, and the houndsman is less the survival agent and more the beast master for exotic pets. The skill is not required to ride a magical beast, as will be seen under Heroic Swaggering; everyone is literally riding a magical horse. Since most beasts of burden are too large to enter the underworlds, the houndsman is able to use pack dogs and dog carts to help him move away debris or haul out more loot from the Unending Gray. The Ref may allow one special talent with this skill. At times the character's dogs—I have trouble saying the words—sacrifice themselves and take the wound of the owner. This is not every wound,

not just the first wound, not at any special moment. But at the Ref's discretion, the hound saves master. Lean toward the first mishap death outside of combat, if the conditions seem conducive. Or surprise the player (or cause them to weep) by substituting the dead pet for his own vicious wound. A player character does heal, between adventures, the war dog won't. On to the next, since we will outlive many canine friends in our lives. Such an event must prompt the check of an Ignoble, so make it character changing with Growth.

Hunter: tracker and trapper. Hunter skill greatly enhances a character's survival in the wilds. Characters so skilled never get separated from companions by accident, nor would they ever admit to being lost (disorientated maybe, but never totally lost). Hunters, when faced by exotic beasts, will be able to judge danger.

Linguist: knows additional languages of the Referee's campaign (usually two). Further, this interpreter is a diplomatic emissary. Besides being capable of expressing complex or abstract terms in these other clan and cult languages, he knows the cultures, laws, and mannerisms of places outside of his. He can pretend to be a native of the two additional places he selects. All languages known by the linguist gain this differentiation as opposed to those simply learned by the school of hard knocks.



Man-at-Arms: soldier, trained in the use of shield and understanding massed war tactics. Men-at-arms are not the only ones who can kill, though they probably have more discipline in doing so.

Mariner: sets course for ships by the stars, estimates distance and time of voyages, and accurately follows charts and maps or makes same. One trained person is needed per adventuring party or else they may not move by river voyaging. Since the players' vessel gains Heroic Swaggering, attracting protections as the game and campaign evolves, someone or two should always have this skill. The skill also implies the abilities of captain-pilot, but not the mapping and charting abilities of the cartographer.

Minstrel: ability to entertain and persuade with seduction or personal charm. Includes ability to perform with a variety of musical instruments. So skilled are poets and actors. Select one extra language in which you sing; those folk songs make native sons weep and feel affinity, a trust where none should actually be.

Mountaineer: able to climb ridges, cross chasms, repel and use ropes. Ties a fine knot and fords falls and rivers. Skill allows character to judge soil or rock for minerals, so includes some rudimentary geology. This skill should also translate to caves and the underworlds, but only where there are natural rock formations. Otherwise, delver and engineer-sapper take over in expertise.

Occult Scholar: knowledge of classical Greek philosophy and sophistry. Articulate and able to debate. Studied in magical legends and seeking power through magic. This skill is shunned by the common folk and could result in arrest among the ruling lords. Reads magical writings and

prophetic runes. In order to select this skill, the character must speak Greek or a campaign language set by the Ref.

Pickpocket: undetectably able to filch small items from victims. The probability of success is determined by the Referee after applying suitable modifiers to account for the state of mind and body of the victim. e.g. drunk, prone, fighting, etc. Success gains the pickpocket any pouch or desired item under five pounds weight, about the size of a purse of coins. You might not start an adventure with a full purse of coins, but you'll soon accumulate one. That feat need not even require a roll for success.

Prestidigitation: a person who knows tricks to entertain. He is also a showman and an actor, able to impersonate others. How well depends on his other skills. The so skilled will be a diviner of fortunes; though this should not imply the absolute ability to read minds or predict a person's fate. No one in the game read's minds; a necessary balance for stories. Plus, true magical techniques are acquired only during the stress of actual combat. However, this skill implies a great step forward toward acquiring, if not understanding, the magical powers practiced in the Outlands.

Pugilist: knowledge and practiced use of bare knuckle boxing. Trained as a bailiff or constable able to subdue a victim without killing, a specialized form of brawling. Probably the only safe way to knock-out an opponent you wish to surprise and capture. But in a story telling game, a club will usually do the same, when in reality it would crush the person's skull. The skill implies the ability to run, a superior stamina. Jogging about a fighting ring has conditioned the character to always move at a trot, never run, and be able to outdistance most pursuit unless the enemy rides horses.

Rabblrouser: able to incite riot or mutiny with a fury. By instinctive empathy for mood, people, and human nature, the rabblrouser is a born fanatic able to draw forth the passion out of a crowd. A rabblrouser can even incite a group into an action opposite to their initial motives or loyalty.

Slave Driver: knows how to store, haul and sell, as well as the finer points of collecting, slaves for transport. Those without this skill can still capture prisoners and employ laborers, but a slaver is a trained taskmaster. Basically, those without this skill may not capture or transport slaves. (Again, to take prisoners— someone who has value beyond labor —does not require this skill.) Skill allows the character to intimidate others and keep them in bondage roles. Slavers are masters of psychological warfare and humiliation. A slaver knows when a prisoner has broken and will not cause further threat. A slaver can sense when someone is dangerous, untamed.

Spy: person able to stealth about and travel unnoticed or to stow away secretly on ships and hide in alley recesses. In this position the spy is virtually invisible. He is unnoticed but is not an actor and not skilled in pretending to be someone he is not.

Steward: manager of records that gains bonus money in his transactions due to his accurate record keeping. An accountant-bookkeeper who can tell a person is illiterate by simple conversation, without even quizzing the person. Almost all monetary transactions require a steward to square the

deal. Selecting this skill, as opposed to several others which seem similar, means the character is connected and has contacts among the guilds of the city-states. This skill allows the player character to fully replenish his purse of coins once each adventure.

Tinker: knows how to fashion cloth and metal, includes assorted talents that involve tailoring or hammering metals and leather. Usually very specialized (e.g. embroiderer), but a basic skill can be applied to most trades; it will simply lack intricacies. Any tinker will recognize high quality craftsmanship after inspecting an item. Any tinker, given some quiet time, can open a mechanical lock.



Tormentor: trained torture expert, able to gain information out of anyone if given time. An unskilled character will most likely kill, or drive unconscious from pain, a victim upon which he applies amateur torments. The victim of trained torture has a chance of resisting confession. This threshold value is at the Referee's discretion. A skilled inquisitionist, the tormentor will never accidentally kill a victim with torture, unless he forces the confession.

Skills and Public Reaction

By having specialized skills, the character will be accepted and treated more favorably by locals of similar ability. The campaign is very class oriented. Groups of

skilled men tend to congregate. Farriers will drink and talk with Farriers, Soldiers with Soldiers. Not always, but for the most part. If a player character has certain skills, he will not generate bad response from casual contact with locals of similar ability. If his mission and goals prove later to be a detriment, of course, the locals will turn unkind. But for general encounters and the chance to listen in on what



might in other ways be privileged conversation, having select skills will improve one's chances. Courty Graces may give insight on local nobles. Pickpocket might allow gossip among thieves. And so forth. More of these guidelines may be found in the Encounters booklet. Skills, therefore, are also marking a person as certain professions. *"The grit on that one, the stable perfume on his partner, farriers?"*

New Skills in Play

Background will only influence the initial selection at character creation. As the player characters gain more skills from leveling, the character can select skills from **any area in which he has the Trait**. The character will extend his background beyond its perhaps humble beginnings into other social classes.

Personal Swaggering

The player characters will also acquire a special set of combat skills, called *techniques*, by engaging in battle. Let's start by describing the ones that occur as personal swaggering, as opposed to Longboat, Wizardry, Mount or Blade. Those come later. The new level zero character probably has practiced and even fought, but only through often repeated exercise of the game mechanics will he obtain great swagger.

Battle Cry (A): Combined use of sarcastic taunts with goading movements that attempt to cause opponents to make irrational attacks, while also distracting opponents on allies. The person literally dares a challenge and rouses the ire of opponents by using this

technique. He also aids his companions by distraction or commanding subordinate actions.

Better Valor (B): Refers to adage, discretion is the better part of valor. This

quite simply is a practiced ability at avoiding, escaping and evading combat.

Charismatic Style (C): Ability to quickly move and change opponents in combat. All player characters have already acquired a certain charismatic style for combat, but this technique represents a mastering of almost all styles of swordplay. Not especially a fencing talent, as much as an ability to do battle against one or more opponents and use to advantage the full battlefield. The technique is a defensive one, since character is not as interested in throwing blows as avoiding them.

Chiasmic Actions (D): Ability to use objects in the battle area to enhance the number of attacks the character makes. Basically, throwing weapons and non-weapons in an effective manner, while continuing standard attacks. These sporadic uses of surroundings are usually inherent in the character's attack ability; the technique amplifies the effect of these attacks. It also contains a practiced use of spontaneous jumps, dodges and ducks that gain protection from the surroundings.

Concentration (E): Unnerving ability to aim and lunge at vulnerability or fire a bow into armor seams, despite the actions of others. In combat, strikes are rarely aimed to slay, instead most are thrown to wear out an adversary. This ability allows one to take aim and strike (or launch a projectile with greater accuracy).

Disarming Blows (F): Ability to make attacks against an opponent's weapon in an attempt to knock it from his hand, break the weapon, or at least cause him to miss an attack. The attack may also be used to stun a monster and dissuade it from violence.

Crushing Blows (G): Unique to the fantasy genre, this is the overhead smash, the jump in the air and chop downward; with only one attack left in him, give it all you've got. Or not, since it might be used repeatedly by Calculated Method or as the events repeat.

Effective Spurning (H): Ability to make well-placed kicking attacks combined with other attacks. Kicking is usually haphazardly applied in combat; this technique allows spurning to become its own attack. Implies a knowledge of anatomy and monstrous soft-spots.

Feigns (I): Deceptive form of swordplay that leads the opponent to drop his guard and make an anticipated blow against the user. The user falsely drops his own guard to provoke an attack that he intends to counter and follow with his own stroke.

Ferocity (J): Ability to make attacks or dodges in unusual positions or while doing awkward tasks. The ability to throw sword blows on a moment's notice or contort to avoid the same. Ferocity goes hand-in-hand with charismatic style, in that all characters make flamboyant, nonstandard attacks and dodges, yet this technique represents a certain mastering of swordplay to kill.

Heroic Swordplay (K): Modified style of attack and defense that utilizes quick successive blows at alternating sides of the opponent's body. A charging-brawny style that attempts to buffet the adversary with multiple blows and overpowering thrusts.

Hilt Punch (L): Practiced knowledge of striking in a straight punch with the hilt and hand guard of a sword; possibly also uses a dagger designed to come out of the pommel.

Irregular Tricks (M): Unusual slashes and thrusts that inflict blows from angles and on areas of an opponent that regular sword strikes would normally not hit. These unbalance the user and open him up for counter maneuvers, but otherwise increase the deadliness of a sword attack.

N. Killer Instinct (N): Ability to take opportune chances to strike with sword or launch an arrow, while still maintaining a maximum amount of defensive movement. Normally, archery requires a steady hand and concentration; with this technique, the hand need not be as steady, and the mind can be free to consider all actions.

Mastery Shield (O): Ability to shield oneself or even use one's apparel as an aid in combat. A person using this technique will block with a proper shield, but also employ the environment turning his wardrobe of cape, hat, gloves, or further any object at hand like a rug, tapestry, table, chair, log, stone, etc. into a defensive weapon with striking ability. Normally, these nuisance actions do little to nothing in combat. But with this technique, such blows gain a finesse and become more than trivial.

Repartee (P): Ability to battle with words. The user tries to either quell combat, even after it begins, or he can literally lower his opponent's confidence. He may put the battle into humorous perspective and thus call a truce, or repartee can be used to instill fear in an adversary. The power of voice and steadiness of actions that this technique allows, can even transcend language barriers. However, without knowledge of an opponent's language little negotiation or lasting agreement can be made.

Seize Swordarm (Q): Ability to grapple an opponent while he is in the unbalanced condition of lunging or slashing. i.e. as he attacks.

Speed & Guile (R): Ability to quickly ready a weapon following mishap or breakage and lets the character arm under duress with less mishaps and for more opportunities to strike. Able to quickly cross intervening space to strike.



Uncontested Dagger Thrust (S): An attack which has no defense, but also is not possible in all situations. The injury occurs without warning; the attack relies on stealth and precision, allowing the person to kill instantly. Many a betrayed noble has been felled by such a technique.

Wrestling Holds (T): Basic knowledge and practiced use of head locks, arm locks, leg wraps, hand grips, etc. Person also has a knowledge of strangulation, creating legs that wind around a torso and prevent inhalation, bear hugs that do the same, etc. These techniques prove useful in grappling style brawls. They also help to fend off the many limbs and spiny tails of monsters.

Using Personal Swaggering

Swaggering Techniques are in substance very much like other game skills. They will be used even outside of combat to give the player character an advantage or open up options he might not otherwise have. Wrestling Holds may imply the character has a strong grip. Seize Swordarm may be a fine dancer. Uncontested Dagger Thrust is always ready to fill a noble's goblet. The Referee should both **suggest options and demand characters have certain techniques**, based on what the players attempt to do. Skills imply knowledge. Personal Swaggering techniques imply how well the character moves or takes actions. The Mariner might know where he's going, but without Wrestling Holds (T) he may not be capable of keeping the tiller on course through the currents.

Gaining Swaggering

All Swaggering Techniques are **gained from the experience of battle** and might be lost in combat by attempting Calculation or Recitation Methods or through swaggering against swaggering duels. (Both described later.) Each time a character successfully makes a combat event roll that has a swaggering technique listed for its Advantage, lettered (A) to (T), he proves he can perform the technique, often gaining it for future combat. Gaining techniques allows the player to next time roll three D8, instead of two, by having the Advantage of an event.

Mark swaggering down, like your Traits and Skills, on your character sheet. But, do it in pencil. Because while Traits and Skills have more permanence, the swaggering may come and go as the player character loses confidence in any his abilities.

In most cases, NPCs also have swaggering, perhaps half a D8 per level of assorted types, not just exclusively the personal ones listed here. But **NPCs do not truly fight** by selecting attack Methods or swaggering. The only time NPC swaggering comes into play is during swagger on swagger duels. Having the main rival's techniques selected at the beginning of an adventure will allow the players to search for clues on how to capture or slay that important NPC. Otherwise, gen them up as needed.

First Warning: I did say, there's a lot to absorb. You'll go crazy if you think you can memorize the content and have perfect execution. For the love of all mercy do not attempt to just straight read this manual. Treat most of it like a *Choose Your Own Adventure* book. It will enter play as it is discovered. Whimsy is a delightful reward. Nothing in here is a *rule*, though I will slip from time to time and call certain mechanics *rules*. Your adventure is far more important than any of the

mechanics. Let the mechanics work into the adventure, the story, not make these *rules* your be-all end-all of play. Yet if you've gotten here, you obviously are intrigued. Tallyho and get gaming.

IV. LEVELS AND ADVANCEMENT

As the player adventures, he will perform deeds and accomplish goals. A level is a title for the proficiency of the character. **To increase levels is the ultimate goal of play.** On occasion a player might start an adventure with a previously made and advanced character; however, all players begin the campaign with new-starting characters at level zero. Each player should keep track individually of which title level his character has obtained.

To gain a level the character must perform at least one act to satisfy each of the following nine Ignoble Deeds.

- ~ Adventure, Exotic Travel, Dangerous Encounters, Intrigue ~
 - ~ Bards tale, Fame, Triumph, Notoriety ~
 - ~ Battle, Military Engagements, Strategy ~
- ~ Crafty Deeds, Cunning Execution of skills, Ingenuity ~
- ~ Magic, Exposure, Use, Acquisition, Vanquish of Monstrosity ~
 - ~ Desires Fulfilled, Profit, Revenge, Power ~
 - ~ Exercising Prudence, Forethought, Precaution ~
- ~ Growth, Leadership, Comradeship, Political Gain, Rank ~
 - ~ Heroics, Courage, Audacity, Vicious Wounds ~

Asking what Ignobles you have checked, and which you still need, helps steer play on and off the water. Ignoble is a strange term, not actually correct grammatically. Yet acting less than noble, but not truly villainous, are both the best for entertaining play and for level advancement. The characters, even the saintlier ones, have opted for a life on the roads and seas, in the weather, in the gutters, into places where humans are not welcome.

As the character performs an exploit in one of the areas, the player should check-off the category on the character's record sheet. **Keep a history.** A diary of all events or accumulated events that yielded the check for the area should be kept on the back of the character sheet for reference. Or in the electronic age, somewhere in a

file attached to the character's traits, skills and swaggering. Past deeds will both help and haunt the player character.

If a feat is repeated or a similar deed is accomplished, there is no need to double mark the category. **Once all the categories are checked, then the character is elevated to the next level.** Please finish the present situation at hand before basking in your achievement and taking improvements.



The procedure is repeated for each level, until the player character achieves crowing glory at level eight. By then he will be an important fixture in the campaign. Since **each category does not double-check**, there is no way to horde actions for future levels. You need to get out and conquer fresh.

If a player-born in a manor, lives in a manor, dies in the same bed—never adventures to experience the exotic, level zero is all he be. Many of the pampered rulers of the game will be insipid from lack of character building events. But, a usurping player character may be truly worthy of his title of overlord.

Ignobles purposely overlap and should remain structurally vague. No single deed can ever check more than one Ignoble, but a repeated deed might check a different Ignoble. The concept of a deed, act, feat, achievement, etc. is also vague. In a single castle storming it may appear that all nine Ignobles were satisfied, but the Referee decides exactly which ones are eligible for checking. Such determinations should be based on enthusiasm, the character's needs, and campaign advancement. A similar deed performed by different characters may check different Ignobles – tailor the possibilities to fit the person and which Ignoble he lacks.

The Referee obviously has the power to withhold all levels, but the game is designed to create player *Stallari*, not eternal *Deng*. At lower level Ignobles are easier, so a player should advance after the first adventure or somewhere in the second. Later, the Ref might award a few checks each adventure. More if the character ventured into new Q&D of combat or traps, fashioned for a complicated climax challenge. The last level from seven to eight should be laborious, perhaps a single Ignoble each adventure. A whole adventure might be tied to such achievement.

Equally true, the Referee should never be bullied into giving away freebies, especially at the higher levels. In a single mission, voyage, or adventure, the players will log countless Ignobles, possibly even more than one level. But never will one encounter, or a single battle, produce several Ignobles for one player. Use a fair bit of temperance and at times ask the gaming group for advice on whether they deserve the Ignoble – they are, after all, your friends.

Two final notes, once checked the ignoble may not switch categories, even if at the time, the deed may have satisfied the conditions of several Ignobles. Thus, the player forces the character to strive and perform in other areas. Secondly, every player seems to have a weakness, we are after all, not the characters we portray. If a certain ignoble tends to elude a player—crafty deeds comes to mind—ask if your purpose of play is enjoyment? Some players, new gamers and those initially ignorant of this genre, will not be as flamboyant, conspiring, or devious in their plots as others. When anyone shuns dominance in a group, this must not penalize an active character. Reward attempt as well as accomplishment. Equally true, make it tougher to gain Ignobles for those who do conspire adroitly. For example, a wargamer, who masters the combat system might need to defeat a superior foe, a true monster, to satisfy *Adventure*, an Ignoble often handed out for just being a party member when danger strikes. A player so blessed should consider this an honor, not vindictiveness.

I have heard this system of advancement declared, “*leveling by whining.*” To a degree I agree. The Ref and players will need to moderate each other; these rules could never describe every situation nor attempt to mandate fairness and consistency. Please find your own balance. Or, feel free to change Refs often, so each player has a chance to experience both perspectives of play. As will hopefully be seen with an understanding of the system, the Ref’s role is not as all-encompassing as it might first appear.

Ignoble Guidelines

Use the following to understand and decide when to award the nine types of Ignobles.

Adventure, Exotic Travel, Dangerous Encounters, Intrigue

At early levels this is merely service as a crewman on the longboat. For the higher levels, the need for dangerous encounters (like storms or sea monsters) or travel into



the underworld might be required. Both length of travel and specific events during the adventure should be considered by the Referee. e.g. A two day exploration through a magical flux might check the Ignoble, but the end of a year's uneventful travels may not.

This Ignoble is typically only checked at the end of an adventure. The character must

be available in combat and at risk, not just riding along or was swapped for an alternate character by the player. Organizing an adventure, recruiting the host of characters, overcoming certain obstacles, generating campaign events of consequence, etc., also fall under this area. There must be difficulties, fights, intrigue, and repercussions. If the world is nothing but monsters and monster hunters, that cycle of violence proves nothing.

At level one, *Oegn* and above, the adventure must be accepted by the character as the primary partner, the one that deals with the main Patron. For a big group, exceptions may be made, so that advancement doesn't stall to one person checking the box per mission. Also, all levels should have a long term goal of becoming a part of the Ref's campaign. Building up an estate, city, garrison, court of law, and making the Outlands more civilized is certainly needed for higher level player characters, at and above level six, *Hirromenn*. You must have something to lose for intrigue to mean anything.

Bards Tale, Fame, Triumph, Notoriety

This ignoble is recognition or acclaim, either pro or con. It is being the first to discover lost cities and relics, open new trade between the civilized world and the

Outlands, slaying notorious spellcasters or loosed demons. The Ignoble is conquering foreign territory or being appointed to a baronial post. Gaining the respect of a superior will also check this ignoble.

The character's name need not be associated with the act, if it is infamous or notorious. Still, a certain amount of pride should be shown in the play of a character who aspires to become the most feared or dreaded. Any trend of extravagance or



decadence that develops into a reputation can also constitute a check, but this must be the accumulation of events into a lifestyle.

An act counted for fame will of course not count in any other area, and the Referee should decide whether it was the act or the aftermath that allows the check of this

Ignoble. At low levels the deeds need not, by any means, have campaign implications. Satisfying a patron with a successful adventure is notoriety enough; it could also lead to your next patron outfitted quest.

The players may wish to just hike out on their own, but the scale of the lands and seas means they would die without ever truly finding anything to boast about. Only by the prompt of a mission and adventure are the foes created by that chess match. Besides, who will pay for that ship, crew and all the vittles? This is not a game of mere banditry. Every inn the players burn does not magically reappear. To obtain level eight, *Stallari*, the *Merkismathr* must be part of an event of historical importance. Do something worthy of a song. Create a legacy. Or do something that later play with other characters must undo.

Battle, Military Engagements, Strategy

Combat between individuals, creatures, companies or ships satisfies this ignoble. In all cases the party must win. Brawling and fighting other player characters may not check the Ignoble. There needs to be some risk. Being wounded and obtaining an objective is okay for the middle levels. But for the very powerful (levels seven and eight) and the newly started (levels one and two), each must fight and win without suffering a vicious wound.

After *Hafna*, level three, the enemy should be wielding some sort of magic (at you). At every level, the character must generate at least one event with at least one dice roll. Plus, during the course of the action at least one roll will need to be successful. **A make-roll does not suffice**; the automatic advantage can get you through obstacles and past dangers but does not generate Ignoble worthy consequences. Does a single make-roll, used after many good outcomes, still befoul the check? Typically yes, with rare exceptions okayed by the Ref. Does someone else's make-roll also taint the engagement? Typically yes, unless the Ref disagrees.

To check battle, the character must defeat a worthy adversary. Large to start, then Nasty, Horrible, Enchanted, Foul, Invincible, Heinous and finally by level seven, a Great antihero or monster. If you kill a villainous lord or monster more ferocious than what you need, good for you. But you'll still need to kill at least a creature of required ferocity next time you check. You can't thrive only on past acclaim. Note, monsters are generally denoted by ferocity in ever increasing danger, but so are humans. A Large+ creature is different from a Large+ man, but for the combat tables both usually cause the same flair to the mechanics. That Great Warlord of Constantinople is as deadly as any Great Dragon.

Generalship and strategy might check this ignoble. A well planned, organized and supplied siege or raid, should be required to reach the highest level (*Stallari*, level eight).

Crafty Deeds, Cunning Execution of skills, Ingenuity

When a player exhibits a novel use of one of his character's traits, skills or swaggering, he may check this ignoble. Do something besides the obvious and vary your actions. This Ignoble is never just a Man-at-Arms in a fight. In fact, this Ignoble should **never be checked during combat or Q&D** events.

Magic in the game is amazing. Use it to overcome obstacles and entertain the group with your imagination; this will possibly check the Ignoble. The less combat oriented skills—like Minstrel, used to gain access to a wedding where evil is planned—check this Ignoble. Invention, adaptation and spontaneous use of skills checks the Ignoble. A pickpocket critical to the plot, a goldsmith's observation that a crown is fake, or a mariner safely crossing a storm...these are sufficient to check the ignoble (at low level). Sometimes creative ideas that require no particular skill also check this ignoble.

The game is full of events where no one should get hurt. Leave some stubborn NPCs alive – cajole and beguile, not always threaten. The game won't generate every task and dice rolls; some need player description. Tell the group a short tale of what your character does. The player must role-play his way to gaining this Ignoble.



Having the right skill at the right time or making a skill inventively or humorously fit the need, is the essence of this Ignoble. The Ignoble is designed to keep the player from turning a character into a simple murderer or crewman:

i.e. servitors. Skills are designed to be infused into play to enhance the options of a player. Any character who avoids using a lightning bolt, when a jug of wine could open a door (given to the guards before they take duty) is truly showing ingenuity.

A higher level character, usually *Butsecarles*, level four, anyone with twelve or more skills and swaggering should be required to combine several elements uniquely for a synergistic result.

Magic, Exposure, Use, Acquisition, Vanquish of Monstrosity

Here's the easiest by far to check, provided the ref is doing his job. Not everyone wants to play a wizard, and some characters will refrain from most magic. Yet everyone is exposed to the supernatural. The campaign is full of spellcasters and strange events. Don't just watch; take part. Either you're stopping a great feat of magic or helping to create a great change.

Most checks will occur when the campaign has some new evil, or the players by exploring awake such a foe. The event need not involve combat, but often it does. An entire mission's events might have to be completed like the Adventure Ignoble, yet not always. The players will have to reach at least some aftermath, where the magic involved goes dormant, or moves to a location out of sight and out of mind. Traveling far from your home base often helps. Wreck the world on the other side of the map.

Just like Battle Ignoble, the campaign must be saved, something must be accomplished. Survival is not enough. If you run away from every place that turns corrupt and twisted, the world will have no civilized farmland to feed all. The players are the ones who keep that from happening. Why us? Stop it; accept your grand roles.

Or, the players must gain significantly from their willful involvement and retreat. Hey, go out and punish those peasants for constantly complaining. I resist listing a litany of story elements.

Yet one hard rule should apply. The player character must additionally acquire or lock as *Glorious*, **one new swaggering for his Blade and another for his Mount**. Until then, he may not check this deed. He need not gain personal swaggering, even though that's nice to have. He need not understand new Magical Fields, but those are nice too. He shall gain those horse and weapon bonuses, if he's truly playing his role. Off to Methods Brash and Magical as will be seen.

Battling evil spellcasters is another great way to generate these Ignobles. You both restore the laws of nature and get chances to gain for Blade and Mount. When the player character achieves the swaggering aspect and virtue, he still might need to do more. That's up to the Ref and how powerful and pervasive are the campaign's magical and fantasy elements.

Desires Fulfilled, Profit, Revenge, Power

Both the size of the gain and the effort spent to obtain the reward should be considered. The Referee should refrain from hard fast lists of exceed *X number of coins* at such and such level. Nor should every check be warranted from an exotic source of wealth. Selling your loot after a successful raid for a good profit is fine for all but high levels (more is required above *Fyrd Gestir*, level five).

Riches reclaimed from the evil, demonic or exhumed out of the underworld should be prized higher than a shuffle of bejeweled coffers among the campaign nobility. If an event which gains the character wealth is used to satisfy another Ignoble, then the wealth should not be considered into any accumulation of evidence the Ignoble was satisfied. As Referee remember, gold is not the only package wealth comes in, but it is the most convenient.

Wealth should not be simply taken from the helpless; simple cutpurse tactics will never satisfy this Ignoble. Even robbing bank vaults is trite. Who are you

stealing from and what are the ramifications? The accumulation of several treasures from different sources might also collectively equal a check. But again, how is the campaign changed? Does the action cause shortages, famine, inflation, labor shortages? The event need not destroy all commerce, but why not? What's nice is the players don't even have to fix what they've wrought. It all self-heals in time. The Ref needs to decide any penalties in the meantime. Like there is not suitable sailcloth, so *Ship Undamaged* is not coming back as a longboat technique for several missions.

Many a longboat swaggering could be impacted. Most player characters want to become rich landowners, live in decadence, but it seldom happens or stays that way. The sudden influx of treasure in any area creates a gold rush effect. Forget about adding Elite Goals, Religious Inspiration, or even counting the scant paybox of yesterday worthy of being called Treasure Laden. Look at the list of longboat techniques, and you'll see what else is affected. So, by checking this Ignoble, the player is limiting the viability of his longboat? That's the gist.

At low level the longboat is a nice crutch to make the poor middle class. But to the experienced, they must rely on their own techniques. It just works out that way. A crew flush with cash are not Vigilant, they're drunk. Fights and treachery abound as one person spends all and covets another's stash. In comes disease from the bordellos and goodbye to Comradery, Order and the forced vigor of poverty creating a Battle Hard crew. I could continue, but the point's been made.

Exercising Prudence, Forethought, Precaution

In order to advance in abilities and obtain greater rank of title, the player character must show some respect for the campaign and to magic itself. By taking precautions that later prove valuable for survival or completion of the quest, the player gains his check.

The Ignoble at low level often results from not doing something stupid. But after *Heerth*, level two, the player must be more proactive. **Magic is unbounded** for the most part. First time players will be drunk with the possibilities, as will new conscripts. Undoing the damage of a younger spellcaster may also check this Ignoble.

Some players are always thinking ahead; other are more headstrong and rush ahead. Rescuing someone is prudent, as is letting a broken enemy survive. Giving someone your escape roll is possible and may be prudent. A rescued berserker may get killed



yet again, or a released captive could return as a threat in the same adventure. Yet sometimes offering the honors of war and granting freedom to an enemy will result in that same gift bestowed on you. Monsters are another matter, unless you're Androcles. Slay beasts; the campaign will make more.

Making a friend is also prudent. At the last two levels

before *Stallari*, the player character may need to prevent a war, negotiate a treaty or simply be the new force to prevent anarchy. Is that in you? If not, tally-ho; stay the shield bearer never the lord.

Growth, Leadership, Comradeship, Political Gain, Rank

This includes making valuable friends and mortal enemies, advancing politically or economically, attending the right social engagements e.g. marrying into a noble house, displaying or earning the camaraderie and loyalty of servitors, and having strong religious convictions.

The purpose of this ignoble is to emphasize that the most important high-level characters of the campaign are living with genuine ties to family, friends, land and ships. Something must be happening between quests; your liver will need a rest. Player characters tend to be aloof in regard to the mundane – the daily buying of bread. Without anything meaningful in their lives, they become reckless.

After *Hafna*, level three, the character must not simply become powerful; he must have the clout and connections to use his power at a distance. Don't expect to teleport everywhere, a mishap or guardian Zaire will put an end to that.

As the player character gains levels, he should develop personality quirks, making him become unique, memorable. By opting to limit your character actions, you may gain this ignoble. e.g. I refuse to ever read. The Ref must help the player

remember his flaws, and seldom if ever offer redemption. Else, the player might game the system and alternate vices with virtues as he acquires levels.

Also insist on the player committing to select one or more skills at his next level, as related to his Growth. If he says he wants to be a better husband, a farming skill would be nice, or something to use when playing with the kids. Today, I taught them how to talk to demons, just doesn't cut-it.

If he says he wants to be the demon hunter extraordinaire, because he lost a servant to a demon caller, then maybe insist he take Delver or Occult Scholar at advancement. The choices are open to negotiation. At level zero, Growth for a *Dreng* can be as simple as declaring *I want to go Berserk*. But later let's have more finesse and relate the check to the campaign. e.g. Ryazan needs a captain of the watch; make it your home between adventures and care when a mission's consequences impacts that city-state.

Heroics, Courage, Audacity, Vicious Wounds

Sometimes a character must be played wounded. Do so and check this Ignoble. You might also get the check before that selfless act or stupid act of pressing on after injury.

To check this Ignoble, the player could make his character attempt a daring feat or outlandish act. Higher chance of death from the danger or more overall



character gall will be required to check the Ignoble at each level. Insult an underworld dwarf is pretty bad. Mock a baron, not nice and dangerous. Defy a demon or ginn is downright outrageous. All good checks of this Ignoble.

As Referee, never make the player be foolish or perform gruesome acts, though both are possibly audacious. When the term heroics is applied, it can also be base and uncivilized. A certain infamy from action is certainly audacious, because it will attract enemies. Having a bounty on

your head may not seem heroic, but it will check the Ignoble. Takes courage to live that way, never certain your crew might not turn you in for the reward.

Here's the real twist – the **last act will frame the next**. If the player character does a truly awe inspired action early in his career, he might be damning himself. Sometimes anonymity and humility are best. The player should think twice, before asking to check this Ignoble. Saying for instance, *I just killed a Horrible Troll, gimme, gimme*, condemns him to face even greater danger. Any wound by a lesser beast will of course no longer get him his easy check. Finishing an adventure wounded checks the Ignoble for most every level character, provided the wound came from a threat or risk commensurate to the last one injuring him.

Typically, a player may swap out characters. One character might take a vicious wound, and then be set aside to heal. The player continues with an alt character or rolls a fresh *Dreng*. That's okay. Play is designed to be a mixed group of characters and servitors, so those other guys are probably there and about, on the ship, at the base camp, scouting ahead, running back and forth with supplies..., what have you.

Here's the deadly limitation. The player should be required to stay and risk death from the continued events, if he has yet to check his Heroics Ignoble. He can still drop anytime prior to his first vicious wound. But after that, he could be forced to stay and game on. That's of course if he hasn't checked the wound Ignoble. So, decide fast, tick-tock, do you check an Ignoble on the first dangerous and suitable foe? Else, hold off and hope you get something a tad less incredible and risky to game your level advancement.

If the player ever **drops out when wounded, and has yet to check this Ignoble, his advancement days are over**. He's no longer truly courageous. Harsh, yes, so the Ref may give the unlucky or the fallen a chance for divine intervention, a survival chance by rolling the Death of Character Digression.

Otherwise, stay healthy, slowly escalate your enemies, check the Ignoble at ever increasing accomplishment. You might never be injured and never have to face death. You can also play a series of conscripts. That's still fun. It is, really, since they may build lots of swaggering. Every player will eventually have someone in their stable of characters, who is pulled out and played stunted, unable to advance. Magic? No, this is a game mechanic not an act of play. But that's up to your Ref whether he likes redemption tales, for the cautious and outright cowardly.

Leveling, More to Consider

Not every character is guaranteed to make level eight. Some will die, some will stall for being less than heroic. The servitors and other player characters will know. Keep several characters in your folder to pull out and play, always one at a time.

All player characters **begin the campaign at level zero**. By checking each Ignoble, a single level is raised. e.g. Going from say level two *Heerth* to level three *Hafna*. Though it seems silly, a character may raise a level and at the same moment be killed, not to be played further. The dead should all go to the Ref; he can use them as stock characters, NPCs in other adventures. They may even be the person they once were, just not played by the original player. The event deck might resurrect and bring anyone back into play. But a **dead player character will never come back to life** in the same way he left, so the player may not seek to live again. Exception – see the Death of Character (Digression).

NPCs need not check Ignobles, but by having them do so, they will also raise levels. On the occasion of generating a new NPC, the Referee or encounter will dictate what level that character has obtained. Don't forget a name, so the players gain friends and more importantly long-term enemies. A low level NPC is just as useful and stimulating as the highest Stallari. Most NPCs will be low level, simply servitors with names.



Servitors do not have levels. If a situation turns a servitor into a character, his level will instantly become zero. The Referee can decide that the servitor is a higher level suitable for his past history. e.g. A servitor navigator of long play might instantly become a standard bearer. But such conversions are rare indeed. The Referee is encouraged to avoid these situations by **keeping a stock of generic NPCs** available to fill most secondary, yet important, positions in a crew or on an adventure.

Skills and Leveling

When the **character gains a level he improves**, but this improvement is taken at the end of the situation at hand. Most of these improvements are detailed in the combat procedures; additionally, consult the chart below for the level's title and bonus skills:

Level	Title	Translation	Bonus Skills *	Make-Rolls (per adventure)
start 0	Dreng	Conscript, debt payer	(Initial)	0
1	ðegn	Free Oarsman	1	1
2	Heerth	Admired Crewman	1	2
3	Hafna	Huscarl, hand picked guard, paid to obey	2	3
4	Butsecarles	Veteran, bracelet wearer, sworn to protect	2	4
5	Fyrd Gestir	Companion Freeman	2	5
6	Hirðmenn	Hearth Protector, honor guard	3	6
7	Merkismathr	Standard Bearer, valiant	3	7
max 8	Stallari	Elder Marshal, law maker	4	8
Note * – Plus, understands a new language on even numbered advancement.				

Stallari is the best there is. Be very tough for any character to check an ignoble at or above level eight. Those character actions in practice and magnitude would change the whole campaign. Play the character, feel free to enjoy all the benefits and continue to perfect your swaggering. But the game has its own brutal limits as will be seen.

Should your *Stallari* be slain, hand him over to the Ref, so he plays forever as a spirit guide or boat sentinel. The *Stallari*, even *Merkismathr* in the campaign, are mistrusted and feared by the ruling nobility, ginsns and demons, dwarven kings, even in the ancestry home across the sea. All would know his name, fear his ambition and seek one chance to corrupt or dispose of the potential usurper. Perhaps play at level eight to choose your final fate, or have it arrive as an Uncontested Dagger Thrust. Old age seems anticlimactic.

Make-Rolls

At times the player character will do actions that are beyond probabilities. With each experience level the player character achieves, the player gets a bonus ability to use during the adventure just for accepting a mission. Instead of attempting a roll on the

dice in game play, he automatically may declare the roll successful. More so, at the Ref's option, the player may augment any roll to an exact value. e.g. This 2D8 is a ten roll on Calculated Method Battle Cry for the extra die modifier going forward.

Make-Rolls may be used a number of times equal to the character's level number. After the player uses all of them on an adventure, he will not get more until he finishes what he started and begins a new adventure. Also, unused rolls may not be accumulated from adventure to adventure; all are forfeit upon completing or quitting the adventure.

There are limitations. Especially if you game with large groups, a half-dozen players between them have enough make-rolls to unbalance the variety and excitement of play. **In any given battle, duel, siege, ship action or test of skills, each player may use a make-roll once.** After that player character uses his roll, he must trust his luck to dice. Note, this is a change from *Cutlass* where only one make-roll per action is allowed.

Make-rolls are only used to get the player character to the crux of an adventure, the final showdown or climax. Make-rolls may not be freely used in between adventures, or after a mission's climax events. **Make-Rolls go away in the epilog.** During travel home, win or lose, all unused make-rolls are lost.



The make-rolls can not modify the Referee's dice; also, the Ref may insist on a possible explanation from the player to describe how the escape, happenstance or deed occurred (was made). For blows, blind-luck will suffice. But for escapes and seemingly unlikely feats, the player must be a tad more colorful. The Referee may refuse the make-roll or modify the outcome on multi-tasked attempts. e.g. The make-roll to jump from a roof to courtyard is one thing, to fully escape from a prison another.

Again, the key is story and plot development. No one wants to see a favorite character captured, maimed or slain, but these outcomes are part of game play. Impossible acts, that violate the mechanics of play are still not achievable with make-

rolls. Magic and make-rolls may be related, so the impossible might occur, but not to change Brash Method to Calculated or an Invincible beast to mere Large.

Make-Rolls versus Trying to Dice Rolls

During play the **Referee will assess dice roll Difficulties** to perform actions and deeds. This is not simply an option or augmentation to play. These task rolls are important. e.g. The Ref might state to a player, “*you must make a roll of at least six on two D8 to climb the barbed tower.*” Players have the option of attempting the roll or using a make-roll. A roll missed may not be exchanged into a make-roll.

Clearly it is not the purpose of make-rolls to have the Referee devise incredible traps where survival is equated in terms of make-rolls. Rather, make-rolls eliminate a portion of the randomness of dice. A well executed plan should not be spoiled by the player’s consistent ill luck. Make-rolls have been tested in play and found to increase the intensity of play. Make-rolls let a player in a crux situation succeed at a low percentage deed—the time when such a deed is believable—allowing the player to control some of his character's fate.



Task Resolution

When the characters attempt unusual tasks, a success roll might be required. Ref may decide to call the effort an instant success. Else, select a Degree of Difficulty.

Generic Chance of Success (2D8)				
Degree of Difficulty	Level of Character			
of Deed, Feat or Task	0 - 3	4 - 5	6 - 7	8
Routine	Automatic			
Out of Ordinary	7	5	4	3
Difficult	12	10	7	5
Tasking	14	12	9	7
Nearly Impossible	16	15	14	12
Impossible	Never, not even by make-roll			

Traits, Skills and Swaggering Techniques influence the degree the Ref selects. One person's Tasking may be another's Out of Ordinary or a third's Routine, with no roll required. If a task arises and more than one character has the collaborative skill needed, like Steward or Linguist, the first to roll should be the lower level. Should he miss, the roll's Degree might increase, or not, should the higher level player take his crack at the roll. This prevents the higher level player character from dominating all the rolls of the game. It also allows other characters to grab Ignobles and make the higher level hero hunt for more ambitious tasks.

All rolls are generated by rolling two D8. If the Referee thinks the player characters are working as a single team for a task, he may have one player attempt the roll using three D8 instead of just two. But the number of attempts, no matter the level of the characters involved is set at one. The target number falls as an advantage for level; a level does not gain bonus rolls as is the case in other parts of the game mechanics like Q&D.

A character's condition—wounds, fatigue, berserk with rage, mentally facing a must make task, etc.—also influence the degree. Normally combat is handled with Q&D that establish their own Degrees of Difficulty, each event different. The Task

Resolution table, rarely, offers special attacks or actions, which gain a die roll bonus before combat starts. All plans tend not to survive the first sword blow.

Penalty for Failure

Whether a failed roll kills someone, depends on what was attempted. Yet most injuries should occur in combat. Some failures cause a vicious wound, others embarrassment and bad reaction.

He tries to leap the chasm, may be failed because he lost the nerve, not because he fell to his doom.



If one task fails an alternate task may work. However, certain craft oriented tasks of doing, knowing or observing would seldom have players *shotgun the action* with all attempting the same action one after another, trying until someone manages

success. If the players, say, want to search for sneaky doors. The best level, not the worst, will try. If he fails, consider the others as having also contributed and agreed. There should not be any *I see it; he didn't* second guess in the action.

Several players might taste a poison and need individual saving rolls, but several players will not try to figuratively shoe the same horse. Hopefully that's clear. Regardless, the probability of success is at the discretion of the Referee. The Ref should maybe let the player with the highest level character roll three dice if everyone in the group is involved. *We all row for our lives!*

Establishing Precedence

After some time playing the mechanics, some actions will be found to regularly occur. The degree of similar tasks should remain constant. The players might even get better and the rolls ignored. The first adventure, the players might need to roll to set course, avoid running into the sandbar. Later, those events might only be generated by encounter deck events.

Magical Mishaps – Snake Eyes

When taking a roll for Task Resolution, a roll of exactly two (*snake eyes*) should result in a half D8 advancement in tally on the Warped Outcome tables. Only rolls

here do this. A roll of two in a Q&D will result in other consequences. Warped Outcome starts as minor, even beneficial, but soon reflect the dangerous consequences of living in a world with open magic. Tasks don't even need magical overtones to generate Warped Outcomes. Generate these progressively sour outcomes from both magical use and when attempting actions based on skills and Traits. The mishap *snake eyes* should also cause Warped Outcome if the player utilizes any of his swaggering, even his longboat, outside of combat. Press the crew – one or all may resort to the shortcut of magic. More details to follow. (See Swaggering and Warped Outcomes.)

V. VIKING LONGBOATS

Get aboard and start play. The party has a longboat. Much can be found online for tonnage, usage and physical descriptions. Use that resource. Also, the logistics of sailing and outfitting are not regularly part of play. The event deck may say otherwise. Suffice to say, the **players move in wide sweeps across the campaign map**, along seas and up navigable rivers. The longboat makes that possible.



When the players move ashore, the boat will protect herself. Some guards are left behind. The pilot may even be instructed to meet the players elsewhere. Oft times than not, the players are even going ashore with some of the warriors. The players are seldom without a retinue of some sort. Recall, this is a game of characters and companion servitors.

Much of **play can happen right on the ship or near the ship**. All the campaign city-states will be on a river for trade and survival. The boat is extremely portable and may even be dragged across an isthmus and shoals. Magic helps. It won't go everywhere; let logic prevail. Nor is the boat and crew a trinket, that might be shrunk and put in a pocket. That clever bit of magic would be blocked by the victims and by the wiser who would command – stop that. It may happen once for a plot point, but that's not routinely how the longboat comes into the mechanics of play.

OUTLANDS Longboat Record

Ship Name: _____ Party "Clever" Bonus: ○○○○○○○○○○○

Longboat Officers Primus	Grumblers
High Commander:	
Second in Command:	
Sjef Boatswain:	
First Optio (Master Warriors):	
Second Cohors (Master Sailors):	
Third Remiges (Master Rowers):	
Hierophant (Augurer):	
Provisioner (Quartermaster):	

Trait Bonuses	Longboat Swaggering	Ashore?
<p>Bold: Each level advancement selects one personal swaggering; or locks one as <i>Glorious</i>. Ignore the first forced Escape Method or Surrender from failed events. Once per adventure, sacrifice any Swaggering (including Longboat, but not <i>Glorious</i>) to gain Fury Pip for one situation or battle. This must be declared before rolling. Finally, character is Shaken for one round, not for the duration of combat.</p> <p>Clever: Each level advancement gains an extra skill (must have the corresponding Trait). Party shall collectively count the Clever. Ignore lost swaggering, forced Irregular or Quest Pip penalty once per Clever character. Unlike other traits, there is no option to pass and accept the foul result. A single bad result that effects multiple player characters counts as a single event to cancel.</p> <p>Energetic: Gain Fury Pip for any one situation or battle per adventure. This need not be taken at the start of the fight. Bonus does not require a swaggering sacrifice. At level five, the Trait will also create a Command Pip bonus anytime in a single combat.</p> <p>Gifted: Each level advancement gains one Wizardry, Blade or Mount Swaggering, or locks one as <i>Glorious</i>. Character may sacrifice, once per adventure, any swaggering (including Longboat, but not <i>Glorious</i>) to cancel a forced Warped Outcome. Cancelling a magical mishap may be gifted to another player.</p> <p>Methodical: At the start of any adventure, add one longboat swaggering for every Methodical character. Add first from the bottom of the list (T), or lowest available slot, then continue up. Character may also ignore defensive modifier of the enemy once each adventure. At level five, character may gain Catbird Seat at start of one battle during an adventure.</p> <p>Rugged: Ignore the first Vicious each adventure. At level five, this trait may instead be used to cancel anyone's wound.</p> <p>Longboat Swaggering techniques can substitute for Personal or Blade Techniques. Longboat techniques never lock to <i>Glorious</i>.</p>	Elite Goals (A) ○	○
	Charted Path (B) ○	○
	Religiously Inspired (C) ○	○
	Treasure Laden (D) ○	○
	Vigilant (E) ○	○
	Arcane Sentinel (F) ○	○
	Treachery Expunged (G) ○	○
	Battle Ready (H) ○	○
	No Disease (I) ○	○
	Pure No-Curse (J) ○	○
	Noble Allegiance (K) ○	○
	Seasoned Crew (L) ○	○
	Abundant Stores (M) ○	○
	Vermin Free (N) ○	○
Undamaged (O) ○	○	
Comradery (P) ○	○	
Orderly Kept (Q) ○	○	
Inhuman Watchdog (R) ○	○	
Democracy (S) ○	○	
Battle Hard (T) ○	○	

Longboat Techniques Barter-Mishap

A city-state may have up to ten **Boon** traits and ten **Bane** Traits. When docking in a city-state with a Bane Trait, party's Longboat immediately loses the associated Swaggering. When landing at a city-state with a Boon Trait, party may at Ref's option, be able to purchase the associated Swaggering.

Bottom five, (P) to (T), for perhaps a purse of coins. Next eight, (H) to (O), for all the purses. (A) to (G) require swap of Treasure Laden (D) for any one; might be even more? Loot and adventure to become filled with riches for increased purchasing options.

No more than a quarter of the current total longboat techniques may be gained or lost in a single location. At Referee's option, players might attempt at Tasking a display of Trait, Skill, or Swagger to avoid loss.

- Populous (*Plagued*) – Purchase (or lose): Religiously Inspired (C) or Disease Free (I)
- Magazine (*Depleted*) – Purchase (or lose): Vigilant (E) or Battle Ready (H)
- Strong (*Ransacked*) – Purchase (or lose): Treasure Laden (D) or Noble Allegiance (K)
- Peaceful (*Disorder*) – Purchase (or lose): Pure w/o Curse (J) or Battle Hard (T)
- Patriotic (*Rebellious*) – Purchase (or lose): Elite Goals (A) or Charted Path (B)
- Fruitful (*Famine*) – Purchase (or lose): Abundant Stores (M) or Democracy (S)
- Civil (*Pestilence*) – Purchase (or lose): Vermin Free (N) or Undamaged (O)
- Prosperous (*Pillaged*) – Purchase (or lose): Arcane Sentinel (F) or Seasoned Crew (L)
- Justice (*Corrupt*) – Purchase (or lose): Treachery Exp. (G) or Inhuman Watchdogs (R)
- Entertained (*Unruly*) – Purchase (or lose): Comradery (P) or Orderly Kept (Q)

Starting Condition

The Ref shall begin his campaign with a fresh stock of level zero player characters on their first adventures and **give the group a half D8 swaggering Longboat techniques**. The Ref should pick the techniques, not the players. The first mission will be about haggling for a chance to take out a dilapidated longboat, one some other captain abandoned or sells. That captain is probably the first mission patron. Do well, she's yours. Or he might retain a share in any treasure found. Again, we need to haggle. After that first adventure, new characters might join the game, new techniques will be added, servitors will come and go, all is well. Oh, some missions will start with penalties where you don't get your boat. Again, the event deck is tough.

Vessel Characteristics (Swaggering)

As the players adventure, they can improve their primary vessel as a group, and have a roving sanctuary of sorts. When they go overland or underground, to the skies of the cloud giants, to the frozen tundra, into dwarven caverns or saurian swamps, they will leave the servitor crew and vessel behind. She may suffer ill events and lose swaggering techniques, while the players are away. She will only gain swaggering (her hit points per se) by direct player action. Part of the bargaining at the start of any adventure has the players outfitting the trip, while having the patron fund some refurbishment of the group's vessel.

Up to twenty **positive characteristics, known as Longboat Swaggering**, will be present. Note, the list of swaggering actually has some priority ranking. A ship will find it easier to gain the last ones on the list, rather than the ones at the top. The Ref may even decide that a longboat swaggering too near the top, without supporting swaggering below, is lost or becomes endangered of being sacrificed. Don't let your boat become a house of cards. Build it strong bottom up.

These bonuses should be valued, and an effort made to keep them present. As any are lost, effort will need to be expended to return the ship to full health. Yet, most of the restoration will not happen during the adventure. Only between the adventures, in downtime, or as a bonus for accepting the next mission, will any major repairs occur. The ship will be slow to regain her best case conditions. And, fast to lose an item, like *Elite Goals (A)*, by accident, mishap or character incompetence. How many characters even thought to select mariner?

These are not listed alphabetically; instead, the list matches the corresponding personal combat swaggering. Notice the lettering. The swaggering might be applied

for Advantage dice adjustment in combat. Longboat Swaggering does substitute for personal swaggering, but only if the fight is on the water.

Elite Goals (A): A measure of commitment. Though the players may think their task is critical—the mission must be completed, as the patron of the adventure certainly thinks—the crew will be flexible in commitment. Only when the crew completely backs the mission will the goal become Elite. Gold may make mercenaries agree to stay during hardship, but gold alone will not turn the boat Elite. As the crew becomes confident in the leader, and the choices made, the crew may become Elite status and accept goals confidently. Still buy-in is important. Does the crew have a *dog in this fight*, as the adage asks? What's their interest? Trust must be earned. Level helps as well. A boat with a *Merkismathr* or *Stallari* may expend a starting make-roll to ensure the crew understands and accepts the journey. An easy way perhaps to add elite and that benefit. Yet, how many of the other nineteen does the ship have? A boat might start Elite, but often comes home exhausted and less so.

Charted Path (B): The players must know where they are going. That's not all, but it's the start. If the mission is a hunt or has multiple places potentially where it will end, goodbye to this technique. A grand set of cartographer's maps is also required. Those cryptic documents are not bought in a market or stolen from an old geezer. Not and find them accurate at least. The characters often must draw their own. That means they must not just sail the seas and rivers, they must spend some time measuring depths and seeing how the currents move at various seasons. They need to listen to tales and disprove legends of water hazards. Superstition prevents many boat crews from taking the straight line course. But, these trivial tasks should not obsessively be included in play. More often ask, have the players gone to the

end location before? If his answer is no, then strike this swaggering at commencement. How do you get it back? As with everything – patience, luck and the event deck. A search of the combat Q&D reveals, like most longboat swaggering, only one instance—Bane Queen Escape—does the technique appear as an Advantage and might be claimed by action. Otherwise, if the entire boat is ship shape, that half D8 techniques at adventure start could add the Charted Path (B), yet again as the mission entails travel to a known location. So, the players must explore constantly. Ask yourself, is it more important to improve a single character or the entire ship? The answer is complicated, subtle without true answer, since selfishness and self preservation is certainly rewarded.

Religiously Inspired (C): A bit more than pulling out the prayer hymnal at launch. The crew will have assorted patron spirits and gods they obey. You can't just order them all to accept Odin. There may be a fair amount of cherry picking of recruits or selective discharge of grumblers to make this technique stick. There may also be a divine event that appears in play. If the goal is to defeat a greater evil, often that's a good start toward gaining the technique. But suggesting that also puts the crew very fearful. Why them? Is this beyond us? A religiously inspired crew is cohesive and fights harder, longer, even divinely.

Treasure Laden (D): Nothing is more motivating than knowing you have wealth. All you need to do is get it home. Yet at the start of an adventure, is the pay box empty or full? This one is the easiest to obtain by bargaining with the patron for money up front. But, will it last? A full box of coins or trade cargo abundantly stowed will entice

deserters, stowaways and mutiny. Pirates even look at a vessel's waterline and know if she is full of cargo or not. Treasure can be lost from monster eating a hole in the ship. Money is the root of all evil to the crew. So, what is the general honesty and shared values of the men? How many open spots are there in the swaggering below on the boat list? Who's watching the watchmen? When the players step off will that treasure remain. So many a mission will start with Treasure, use it up, then end with new treasure (hopefully). Assorted Epilog events do increase in severity if a ship is Treasure Laden, so the technique comes at a cost.

Vigilant (E): Try to keep your watches short and men alert. A shortage of soldiers aboard will hurt this technique. There is much to be afraid of, but also days and days of boring task aboard any ship. Many of the men are simply oarsmen. They work, eat and must rest. The men will amuse themselves and those games and songs do distract. Obtain order first, then maybe vigilance will follow.

Arcane Sentinel (F): The boat sometimes has a magical soul, a spirit protector of sorts. The arcane aspect of the ship will help protect the crew. The sentinel's presence will be experienced as a comfort, seldom as a disembodied ghost. The sentinel is usually benevolent, except when the event deck states otherwise. That's true for every longboat technique.

Treachery Expunged (G): Can you every get rid of every ill thought? Maybe not, but this technique implies the crew is very loyal and even grateful to have leaders like the players. Gratitude? Well, good food, regular pay and shore leave has aided the cause. Yet this may also be a boon that appears after an enemy has revealed himself. Else, one rotten apple means that many of the

rival's troops have infiltrated the crew. The ship will be constantly losing and gaining servitors. There are too many needed to know each and every one. Even the Methodical can't memorize that ever changing list of the crew. Yet knowing names is not enough. What is in these guys' hearts? The pilot especially may suffer mishap or retire, change to a more prestigious vessel or commander, disappear in his own magical mishap. Is the new recruit a trustworthy fellow? This technique is a good start to saying yes.

Battle Ready (H): Not every crewman can handle himself in a fight. The crew needs also to fight as a team. The ship will need a good set of arms and armor. You said armor was worthless? No, don't start there. The crew needs constant training to handle emergencies. Man overboard drills, fire drills, weather drills, sea monster drills...the person conducting this training should have experienced these events. The players do not have the time or inclination for such day to day minutia. A Battle Ready crew is nice to have. There will come a time when an enemy ship will appear. Without this technique, the crew might outright surrender. Rabblouser to bring them back from panic.

No Disease (I): A good thing, a hygiene thing. Who wants to have a successful adventure and return home with toe rot? Plagues historically killed more than combat. Magical healers might limit the loss, but a ship of No Disease will also attract replacements much easier. In the towns the dock masters will assess a boat and see if it even can enter. Disease is misunderstood or in a magical land inflicted by the heinous. Try to stay No Disease. The alternative is not so nice, but seldom will the lack of this technique inflict outright vicious wounds to characters. Yet, on a previously injured person, who knows? A clean bunk is helpful

for recovery, right? However, losing this technique will result in lots of servitor deaths.

Pure No-Curse (J): If the ship has a magical funk, that strips this technique away. The vessel needs to have no imps and devils hiding among the planks. The crewmen must not be possessed or be changelings. Magic mishap must not be a lingering wound to all. It's not easy to curse a ship. But some spellcasters do have that power. A powerful Zaire may be required to exorcize all the demons. So, while you have one around, ask perhaps.

Noble Allegiance (K): Like religion, this must be a nearly unanimous decision among the crew. The player character may have sworn loyalty to a campaign lord, but the crew will be of mixed ethnic backgrounds and mixed political interests. They are bonded by their need for a job and love of treasure. The barons of the campaign also expect much and return little. So, a ship may be allied and discover the lordly owner-protector has forgotten his side of his duties. Meaning, the technique may come and go, while the noble lord still expects his danegeld. So, kill him? Doing so may never return the crew to any united state of patriotism. There must be a way to be released from a feudal bondage. Do him a good turn, a special deed. Generate more role-play and adventure.

Seasoned Crew (L): Many times, the crew will have men aboard who get seasick. The crew may be a bunch of farmers and travelers; this could be the first voyage as a group. As the crew gains experience, or the pilot and masters teach everyone the skills needed, then the crew will at least know what they should do. Whether they perform the skills is another matter. Tough to be seasoned and not orderly. Tough to be Battle Ready

and not Seasoned. See how the techniques interrelate, usually to force loss.

Abundant Stores (M): At least start the voyage with supplies. The Ref may make the players select this technique whenever they gain one of choice. They may make that choice on their own. Everyone likes clean water and maggot free biscuits. You can survive without such, but not long before you add disease, vermin, and weakness that generally strips all other positive aspects away. A missing technique may not always imply starvation, but there would be rationing. The bullies will take, and some will in fact starve. Never a player, they always eat well, but this is about the crew and the crew's ability to grant the player character the odd swaggering in combat. Missing this, more than any other thing, will empower pretenders and mutineers. You might also think of this as Mutiny Free. In some cases, a day of exhibited skills like hunting may resupply the boat, but not typically. The vessel might have plenty of meat, but no salt to preserve, not even a clean barrel to hold the game. Stores are much more than meat and potatoes. Sailcloth, rope, arrows, straw to absorb horse droppings..., there's lots to not have and too much to list. But you might also be out of wine!

Vermin Free (N): Not a single rat is aboard? Sure, we have to eat them. Not a single rat is aboard to contaminate the good vittles. Not a single foul (too strong a word) critter is making nest in the ballast. Hard to believe, but there is magic. That and most ships keep at least one rat terrier to hunt and tear the suckers apart. If the boat loses this technique, it's often because magic was used. Someone may have had a minor mishap, or someone flung a hex in the last battle that festered. Many of the bravest might have a phobia about rodents. Their presence is appalling. Their absence is a blessing.



Undamaged (O): As opposed to what? Is the ship seaworthy, of course. You have to lose more than one technique to sink her. Is someone needed on the pumps, bailing water? If the ship lacks this technique, probably so. The ship may also have lost the mast, so the crew must constantly row. They hate that. The ship may also have lost the scorpion and ballista, so it can't engage in ranged attack on enemy ships or threaten to bombard a castle from the river. Resort to magic perhaps? Undamaged is a hard technique to retain. It may also be the one that the players are allowed to attempt to restore middle of adventure. They may be forced to do so. As they cut timber and whittle away, the ship will be helpless and upside down on the beach. The next few encounters may take place with no ability to escape. Hardly any way to keep the craft from taking even further damage. Excessive damage may lead to morale loss, stores expended, wasted effort, the decline of all the other ship aspects. You may be trading the return of one technique for the loss of a half D8 others.

Comradery (P): Not everyone will get along, but are those rivalries beneficial for healthy competition or being settled by strangulation? The crew also needs to respect the masters in charge of the ship functions. When told to row, they row and often sing songs. Complaints about the food may occur, but the cook is never thrown overboard.

Building a group of seamen who work well as a team is a constant effort. Too much work, in practice, for most player characters with personal agendas.

Orderly Kept (Q): This represents the crew showing respect when due and generally do what they are expected to do. They obey the commands and keep the vessel on course. There is no sit down strike, and disobedience is not typically present. An orderly crew is very nice and will cover for much harm. They may not like each other or feel they are being well treated, but they are obedient. More importantly they understand what is expected. This technique may be lost if the crew is a bunch of landlubbers. The last crew might have been killed in combat or eaten by monsters, taken by sickness or ascended magically to the realms of the storm giants; the downside of fantasy is things go terrifying fast. You can slave drive townsmen to row but try getting them to trim a sail or push left to go right with a tiller. Orderly is following orders, rather critical in any combat.

Inhuman Watchdogs (R): Often in a word, this is *magic*, a tactful magic using crew. Yet not everyone in the crew need be human. Usually the game is very human. Humans do like to be around humans. Yet a few inhuman types could be nice to have. They might look human; that's good for the servitors. They will have enhanced senses and stamina. The crew needs a positive non-human element. It could be small, a few dogs and a falcon to help scry waters ahead. Iron skinned lizard men would be great, but don't play well with squishies. Maybe one such humanoid could be accepted by the crew, a half breed? A wizard of sorts, NPC or very skilled player character, might be this inhuman protector. It could also be a bottle gin or some other magic device that summons (cosmic) or conjures. Much is possible in a

fantasy world. The players collective mounts might equal this technique. Rarely, since the mounts are strapped below in harnesses to keep their legs from breaking in the rough surf. Dogs and birds will usually suffice. The first things eaten, lost or offering a warning by sudden death. The canary died, again.

Democracy (S): Let's vote on it. The crew will feel empowered as equals. The ship will have written articles of what gets paid for what has been loped off. Generally, there's lots of talk and brainstorming and *why don't we*. The concept is annoying to many characters. Even if the players are not authoritarian, this technique tends to be seen as weakness. But it is a positive if it exists. It also denotes less graft and stealing among the ship masters. They don't feel their pay comes from scrimping. It is lost when the sides form factions and settle differences less than peacefully. Duels may be necessary among hard men. Leaders need to be even harder. Does the ship allow the strong to take from

the weak, especially the magically weak? A democratic ship would not allow this. Enjoy the technique while it lasts. It will come and go like the breeze. The Ref may even add and remove it on a whim.

Battle Hard (T): Hopefully this is the last technique ever lost. Hire some men who can fight next time. Punch a few and see how they take it. A crew which isn't battle hard is going to be defeated. A crew that isn't battle hard will jump ship upon sighting even a whale. Is it a crew or passengers sightseeing? When Battle Hard is lost, morale is shattered. One by one, event by event, the other techniques will go away. If the crew lost Battle Hard from magical attack, find and kill the source quickly. Or reverse the harm post haste. If something else is to blame, solve the mystery. Magic is almost always the cause, so long as the crew draws breath. Vikings earned and deserve their legacy as explorers and raiders. What stuck your men so low?

Longboat HPs

The techniques are very much like hit points. When a boat is left with nothing good, the crew is almost always gone or dead. A damaged vessel might sink in any nautical event, but it will weather along if it has a Vigilant or Seasoned Crew.

Just to be clear, most of these **ship aspects turn on and turn off**. Off is bad, the counterpart implied takes effect. When the technique *Vermin Free* is lost, it should be apparent that the vessel now has rodents (or magical maggots and such). Abundant Stores reverses to a starving crew. A lack of Inhuman Watchdogs suggests the hunting dogs have drown; there's not even a pet to distract and calm the nerves. Democracy, who needs it? The alternative is what, that the ship has a despotic pilot and the crew is mistreated. Punishments may be too severe.

The loss of one technique will put pressure on others. One by one they could all slip away, and nothing will remain. That's when the ship may outright sink. Or be beached and burned by the remaining crew (to dispel the demons).

The **longboat imparts swaggering techniques on every player character.** But unlike say the character's Blade or Mount, there is usually no magical bond, no retention despite all harm. A worthless craft means the players must start from scratch, a half D8 techniques and owing a debt to the previous owner.

Could they steal a fresh one? Okay, now you're thinking. But that enemy pilot-captain, and the noble that probably lost his property, will be constantly looking for revenge. Taking over the crew of another Viking ship might also be a problem. Those hard to get techniques of Religiously Inspired or Elite Goal may make the other guys disobey or go back to their first captain at the first occasion of the players as a group going ashore. You might instead just build a hulk of your own. A canoe or raft perhaps? Keep your boat healthy, lads!

Ship Techniques & Combat

The game includes larger scale battles, Q&D for ship on ship. Those are fun and a good way to check Ignobles. Also, the ship imparts benefits equivalent to other swaggering techniques. That Abundant Stores (M) is going to give each player the net effect of having Irregular Tricks (M) or Blade Hellish (M). It's good to have extra spoils to tactically use in support (throw at) an enemy. Any player may even select Calculated actions using the ship and crew for that direct result and avoid Brash Method actions. See personal duels.

Support Material on Ships

Anyone familiar with *Cutlass* or can appreciate a pirate genre will know that ships are integral to play. There is usually a whole chapter stuffed with small game mechanics to cover the assorted classes of ships, ranks of crew masters, even how to anchor. Much of those guidelines are superfluous here. The players do **move by boat, but the adventures almost always conclude on land.** Sure, each vessel would be unique, and innovations would develop in the campaign. But Outlands is not a nautical inspired game.

There are exclusively sea adventures, and the longboat is a valuable tool. But sea life is not at the heart of play. The Ref may make it so, but much of the material, like an equipment list or the names of all the small parts of a good set of mail has been omitted. Some exceptions of merit follow.

Travel Speeds

If you need to know how fast you can row, wiki the answer. It's ten knots, hundreds of miles per day. You'll sail even faster. Vessels usually have a tonnage, required allotment of sailors and predominate steady speed. Even two similar vessels will glide differently over the water. The wind is the wind, with even more whimsy in a fantasy genre. If the players need to catch



another ship, they will almost always need to resort to magic. Off the ship, **overland the players might make forty miles a day**, more if they forego sleep.

Hiring a Shipwright

The cost to build a new vessel is more than a few purses of coins. In game terms you'll need to pay a city-state a fabulous reward, one underworld expedition's gold or the windfall from sacking a castle. Thus, the cost to make a fresh ship is tied to a game adventure, not a set price tag. Do something really important, and the city artisans will build you that nice ship. They even might replace the one you have. By moving over the crew, you'll retain your techniques and even gain some extra ones.

The economics in the campaign function through the use of debts. Most of these being verbal favors made between the players and one of only a few extended noble families that control most of the wealth, most of the food. The purchase of victuals or cargo at the start of a journey is usually offset by the selling of the cargo in another place. At the next port, more victuals and cargo are acquired. Luckily the players are spared from keeping the records of all these actions; suffice to say, the system works, leaving the players to **worry more interesting topics** – their mission and those opposed to the same.

Crew Size

You do not have to keep a tally of your crew size. Maybe the Ref might to assess penalties or know when techniques are stressed, but the size will number between fifty and five hundred. The number of servitors will fluctuate. Many of these sailors and oarsmen also form a company of raiders. As men are lost, assume the pilot and

masters are with much ballyhoo, getting fresh faced townsmen or migrant Vikings to come aboard. Only a major mishap event will leave the players hunting for their next fresh faced crew. Conjure one or animate brooms in the mean time? With the right magic, the ship will sail itself for short periods of an adventure. Abuse that and suffer the wrath of the out of work, and the Zaires who protect the world from magic abuse.

Most of the crew is paid, but you're not going to role-play that aspect. They may be cheated, handed a nice token for service or charged for their meals; the net up and down was nil. Don't worry, be happy. Many of the fifty to five hundred will be dead and replaced soon enough.

Don't sweat the details. You don't need a steady drum-beat counting the age of everyone on-board. We're telling stories here, not trying to document every waking moment of everyone's life. How long does it take to cross the sea? Immaterial in most cases. The events may say otherwise, but those can occur as they do and there's no amount of player character prep that will prevent events turning into banes.

Raiding Parties

The Referee may allow the players the option to **bring a group of warriors with them from the ship**. Often this should be the players' choice. This group of raiders does not take actions in combat, nor does the lot select Methods. Exceptions for army based Q&D of course. The extra bodyguard does have one specific benefit in terms of game mechanics. Up to one-third of the longboat techniques may be ported onto land or a quarter of the techniques may join the players underground in the Unending Gray.

The disadvantage of this is that those swaggering techniques will be lost as a proportion of the servitors are lost. Vice versa any lost technique will result in the death of some or all of the loyalists. A group of fifty men, coming along so the players may retain and use *Longboat Abundant Stores* (M), would all die if that techniques is lost in a Calculated attempt or from another encounter or combat event taking that swaggering from the group.

Say the players bring a hundred warriors with them. They also might decide to select six techniques of the eighteen from their ship. If an encounter happens that kills half this party of henchmen, the longboat loses three techniques. The players will elect what is lost. Even if the players conspire to restore the lost men, the techniques are gone. Of course, like all the longboat techniques these can be acquired and returned to good use by undertaking adventures, as payments made by satisfied

patrons, or by converting loot and treasure into vessel improvements at any good sized port. Constantinople, the capital of the eastern empire being one; the Ref will set others in his campaign.

So, you **grab a third of your techniques** and then go further and enter the underworld; what happened to the techniques you leave behind? They remain as part of a suitable number of retainers (servitors) who guard an entrance, will rendezvous later or simply know better than to follow the players willy nilly into an underworld. When the party resurfaces, the men (and techniques they represent) are there where they were left. Everything can be combined and made whole. Unless, the event deck



said otherwise. Any techniques lost on these excursions are of course lost from the actual boat. Anything lost from the boat will be restored by role-play and future adventures.

Potential Impact at Port

I almost left this topic for the campaign booklet. But the players have such a vested interest in their longboat that I

decided some of the buying of techniques and loss of the same during travel needs to be explained. Those purses of coins come in handy. Yet the campaign cities are a mess. Some places will not have what's needed (the missing techniques) or will automatically penalize the group upon entrance. How? Why? You simply can't fight and magic your way out of every event. In order to live in the world, some semblance of social norms and lawful order must be followed. Urban areas, of course, mean more dung and more germs. Not that any character in the game would understand such and such. *"Place was simply evil."*

Each city-state will have up to **ten Boon Traits and as many as Ten Bane Traits**. Both tend not to exist at the same time, Boons with Banes. Often a city-state will be neither. As the player stop over, usually between each Phase of the Encounters, any city-state might have global boons or banes. The Traits are more fully explained in the guidelines for campaigns, but the following list will get everyone, Ref and players, started.

Longboat Techniques Barter-Mishap

Populous (Plagued) – Purchase (or lose): Religiously Inspired (C) or Disease Free (I)
Magazine (Depleted) – Purchase (or lose): Vigilant (E) or Battle Ready (H)
Strong (Ransacked) – Purchase (or lose): Treasure Laden (D) or Noble Allegiance (K)
Peaceful (Disorder) – Purchase (or lose): Pure w/o Curse (J) or Battle Hard (T)
Patriotic (Rebellious) – Purchase (or lose): Elite Goals (A) or Charted Path (B)
Fruitful (Famine) – Purchase (or lose): Abundant Stores (M) or Democracy (S)
Civil (Pestilence) – Purchase (or lose): Vermin Free (N) or Undamaged (O)
Prosperous (Pillaged) – Purchase (or lose): Arcane Sentinel (F) or Seasoned Crew (L)
Justice (Corrupt) – Purchase (or lose): Treachery Exp. (G) or Inhuman Watchdogs (R)
Entertained (Unruly) – Purchase (or lose): Comradery (P) or Orderly Kept (Q)

So, by entering a place that is considered City-State Trait of Pestilence and Corruption, the party immediately crosses off, as lost, two techniques. If that same place was Populous and Fruitful, they might hand over a few purses of coins and add back two other Traits. **At most the players will gain or lose a quarter of their total** toward twenty at any give location. Math, more math, the Ref may roll a half D8?

At each occurrence the Ref might allow some display of character Trait, skill or swagger to avoid any loss. But only terrifying wizardry would add Boons to a city-state. The locals will not like that sort of forced, unnatural, ungodly, magical incantation, changing their fertility, crop growth, sense of fealty, etc. Recall, the Pied Piper is a tale of curse and retribution.

At the start of most adventures, the Methodical characters are upgrading the boat. These fill-in from the lowest letters to the highest. i.e. (T) before (I). This will help mitigate bad luck along the way. The players will hopefully stay abreast of dangerous places and be constantly asking locals for rumors of misfortune or tips of bounty. Though agreed on a river, **most city-states will be extremely hard to bypass**. Not impossible, though, with magic and brute force dragging a boat on sledges. Up one creek and down another to avoid an especially known to be baneful site.

The crew will always desire liberty; the consequences be damned. Each adventure may even impact or benefit areas, toggling a city's traits on-off. The campaign slowly evolves for good or bad. The players should not leave a wake of terror in their every passing. They only hurt themselves by doing so.

Unlike every other swaggering, the **longboat techniques are available (in abstract) to purchase**. A purse of coins will get the party techniques (P) to (T). A half D8 purses might hire the right specialists to add (H) to (O). Technique (D) will

result only after a good amount of pillage or adventure reward, that or maybe the horde of a monster's lair. Ref decides, with high level character groups needing more money for more refinement. After that it will take more substantial loot or patronage to gain swagger (A) to (G). First, those will only occur when the longboat already has a good deal of riches, as well as, the right place to invest them. You don't simply throw money at things and make your crew elite. Yet, by having a fortune at ready for an upgrade, when the opportunity finally presents itself, you will be ready.

VI. FREE-STYLE MAGIC

The universe is an ordered place with many natural laws. Magic can be used to change these laws, either permanently or momentarily for a desired or disastrous effect. Magic could generate a breakdown in order. Wardens are alert to prevent that from happening. For tremendous power is available, but at ever greater risk, when magic is used or abused. Most people shun magic and fear those who use it.

Magic is the fantastic alteration of reality by a person simply changing nature. Magic can be used as a short cut or powerful tool, but **it is never as reliable as force of arms**. Magic will not solely replace a commander's ability to assemble troops and seize power. But some players will learn this lesson at the expense of many a character.



Even though the frontier of the Outlands campaign is still fertile ground for magic, not as many people attempt to use it. Magic is pagan. The underworld exploring Delvers still employ magic easily and frequently, so do some ambitious player characters. Otherwise, **encountering spellcasters is not a regular occurrence**. Most city-states on the campaign's rivers have no spellcasters at all. Magic is not used to change life.

Outside of the capital in Constantinople, magic is considered blasphemy. The opposite from accepting God's will. Those who openly use magic and distort the

laws of nature are shunned. Anyone who tries to change his fate is demonic. People are taught to accept the rule of law and a hard life in the fields. Magic is not regularly used to break the laws of nature. Many towns that could be restored to former glory are left in ruins. **Those who would use magic sometimes are persecuted and hunted.** Rulers often behead magic users to prevent them from scaring the commoners or threatening any order of succession in baronial rule.

What is Magic Not?

Magic is magical, a circular riddle. Magic is simply fantastic. It is not science. Magic is an art, not an understood process. **Magic is not a recipe for spells** that can be read like a cookbook for the exact same result every time. (Free-Style magic is not like other games.) Magic use can involve ritual and materials, but thinking such things are required is mere confusion, a misapplication of cause and effect. The first time someone violates a natural law, he might be mistaken into believing that his exact actions must be duplicated. If someone for instance asks for an object to come to him from across the room, the person might be sitting and from then on falsely believes all magic must be attempted while sitting.

Invocation Rites

Like thieves drinking to instill courage, elaborate ritual usually has a worldly purpose, preparing the caster for the horrors he intends to create. The actual line of chalk or chicken head is not required, though each may be needed by the player character in the game. Likewise, magical amulets, weapons and armor have as much power by virtue of a person's belief in them, as they do from the fact they bind a ginn or demon to service, imprisoned into the physical shape of an object.

Free-Style gaming attempts to allow the referee to shape his own perceptions of magic and present these to the players. The players too will need to decide how they use magic and what superstitions they associate with the results. Players new to free-style inadvertently, joyously, revel at the possibilities, going wild. The Ref will need to reset the campaign from time to time, until the freedom becomes storytelling and not escalation to nuclear war. Every act is attempted; success or fail, more is demanded. Soon the player character is twisted, broken and dry. Toss him and start anew with shared wisdom.

Using Magic

Magic is performed like any other skill. The player describes an action based on a wizardry technique, and the Referee decides the degree of difficulty that must be rolled to succeed. It's that simple (or not). In combat however, the mechanics of each

Q&D apply. The **various magical techniques will be seen as Advantages**, making the dice roll easier. Once the player discovers any Wizardry techniques, he can shift to Recitation Method and use his magic for specific results. Yet, not everything is possible. Magic probably goes wonky, when someone is trying to kill you and countering what you're doing. Yet that's really baloney. Easier to say, magic changes to set game mechanics for balance and consistency. Give it a test.

Outcome Unintended

In all cases, magic perverts; it warps the normal. Those who **frequently use magic, over time, become themselves misshapen** and unnatural. No one rolls good dice forever. Most NPCs, all peasants and townsmen, much of Outland is afraid of magic. Too many disasters happened. Open use of magic will bring resentment, accusation and subterfuge. The weak and simpleminded dare not challenge the magic user; even the truly mighty know poison is easier. Many an archer has slain a spellcaster, an arrow to the back of a rider, leaving a place he even helped. The use of magic is seen by many as blasphemous or a shortcut, a cheat. Save a child's life with magic, and you might one day return to find that same child crucified. Whimsy is not always part of play.

On flawed magical results the players will see mishap come not just to the user, but sometimes to the entire party. The longboat crew will both fear incantation, dread having to be associated with users of magic spells, but also some will covet the power. **Barbarian crews are opportunists.** Many a mariner will wonder why he pulls the oar all day, when his leader could summon a wind or make the dead stroke the oars. Do you oblige and risk damnation, assassination or punishment from a magical warden?

Spellcasting, Not so Fast

The term *incantation* is frequently used to describe magic, as well as the term *spell*, but neither is entirely correct. To create magical effects, a person simply believes and states, which natural laws he violates for what intended outcome. Start with what is intended, then finish with what it looks like. i.e. I want to patch a hole in the bridge; I fill the area with a disc of ice fashioned from the river.

In *Barony*, an earlier version of the free-style mechanics, magic use was as easy as that – wishing aloud. In Outlands it still is, but there is one extra restriction. The player character must first learn a field of magic; he must acquire the Wizardry swaggering associated with the magic he describes and uses.

In the case of that ice, many of the magical fields may work:

Psionics (B), cooling his hand to freezing.
Geomancy (C), work the forces of nature.
Demonic (F), bargain with malevolent tricksters.
Celestial (G), produce the chill of the empty night sky.
Shape Shifting (J), assume the form of an ice toad.
Pyrotechnics (K), suck the heat out of an object.
Conjuration (L), bring forth a serpent of frost.
Power Words (S), employ the mechanism of creation.
Cosmic (T), return the river water to winter.

None of this need imply a basic understanding of modern science. The game need not be that heady and rely on ideas that could soon be disproved themselves. If you find your group taking about quantum states, black holes and endothermic reaction, stop. Magic is magical.

All twenty magical fields might even work to make ice. Who says it's not a part of being a Demigod (A) or Necromancer (H). There's no Hex (M) or Paralysis (Q) that implies cold?

Early in the campaign, the players will be as ignorant of magic as they will be confident in the results. You might even let failed task rolls help to limit the ultimate power of certain fields. For just one player or all, the Ref must decide. When a player attempts something odd (so says the group), his failure proves he used the wrong Wizardry technique. No, that wasn't just a roll of a four; it was a fate of sorts that helps shape all campaign play going forward. Too much to remember? Of course, it is. That's why the Ref and company of players will be debating at times both ability and outcome. It's sort of fun pondering what-if?

Perhaps another tale: A wizard once went to aid a fighter with a dice roll bonus. I think he was clearing a landslide. When asked for his wondrous manifestation, the mage said he summons a swarm of worms to cover the fighter's gauntlets and eat away the boulders. The spellcaster had become worm and death specialized; don't recall why. The other character rose up in horror. Get that foul stank away from me. I don't want your worms, even for a Command Pip on my dice.

The **Ref may decide a roll is not necessary**; the player's justification may be enough. Not everything demands a roll. Voltaic (N) use lightning. Of course, he does; he should be able to blast away at rocks. Again, outside of combat, magic will be used to overcome obstacles. Demand the roll or not. Likewise, if an explanation seems strained—i.e. I use Thought Control to create a fireball—the roll might be Nearly Impossible (or in that example, Impossible). The group of players, and the Ref, must be comfortable with any description.

How the player describes his magical result will influence the dice roll required as much as the magical action's game mechanic effect. **Tell a good tale and the roll should be easier.** Don't

overly embellish the details and delay play. Be succinct, one or two sentences. The player speaks, and the Referee interprets. Set a Degree of Difficulty to roll or judge it Routine. The group should act as judges helping to decide whether a spell works or not. Consider all current interpretations and prior examples used in play.



Magic is everchanging, fun, and self moderating. When things go too far, with no restraint, where the wild becomes the norm, **call in a Zaire**. e.g. Kill every character, if that's what it takes to restore a healthy respect for the supernatural. Yet keep the carnage ha-ha fun. (Return to a previous event, erasing time, but not the ghastly memories.)

Outlands Fields of Magic

As the player adventures, he will unlock magical aspects in himself – his ability to broadly employ magic in and out of battle. The explanations are kept short. Decide for yourself the range; most will have power and game use, which overlap with several other magical fields. But each will seem different for the explanation, the story of what happens. e.g. A touch of the temple or a storm several leagues wide blanketing the area; all we wanted was the candle extinguished?

These are not listed alphabetically; instead, the list matches the corresponding personal combat swaggering. Notice the lettering. The swaggering might be applied for Advantage dice adjustment in combat. Wizardry may replace any other swaggering for the same letter: Personal, Blade, Mount or Longboat, but nothing substitutes for wizardry listed as the Advantage. See Combat and other Q&D tables.

Demigod (A): Enhanced body, mind, strength, vitality, etc. Regeneration? Will not remove the player character's vicious wounds.

Psionics (B): Erasing memory, mind blast, telepathy, controlling heartbeat, breathing, temperature, sight. One limitation, no mind reading.

Geomancy (C): Control nature, earthen mounds, trees, waves, maybe weather. Might even accidentally heal in combat. Won't know how he did it.

Telekinesis (D): Moving things big and small with one's mind. Lifting big objects out of swamps, while magical peon looks on in awe. Great at darts.



Precognition (E): Seeing the future. Never absolute. Helps through hunches and points at choices. Tends to be foggy on important twists of the adventure. Somewhat worthless, except when it isn't. Great die bonus is combat.

Demonic (F): Calling malevolent forces for aid. The demons are quite powerful, but they will not end suffering. They don't enjoy making the world a better place. Action may require, long term, the price of the player character's soul or his boots, whichever he covets more.

Celestial (G): The stars, planets, heavens, angelic. Calm and light and well made muffins. Does not heal player character vicious. Does involve cold and hot of the black between stars and the eternal sun. Hippy stuff.

Necromancy (H): Creating zombies, animating dead flesh. Will NOT return a dead character back to play. Power of decay, disease, vermin, yet will NOT stop the longboat from being overrun by rats if that Vermin Free (O) swaggering is lost.

Illusions (I): Making people see things that are not there. Being invisible. Yet does not allow instant escape from combat or ability to hide and listen better than say a skilled Spy. Or does it? Those with secrets do realize that invisibility has been used before. Those with secrets are often wary or use magic themselves; the true secret.

Shape Shifting (J): Turning into something else, usually an animal. May or may not get that creature's natural gifts and powers. If a Large+ monster, nope.

Pyrotechnics (K): Fireballs, firewalls, fireworks, fire-X (substitute for X).

Conjuration (L): Summing spells. One might be able to summon anything, but usually the summoned must be able to move on its own. You might summon a fresh pot of tea, but then it does what? Crash to the ground? You can summon large things, but usually Large+ monsters will attack the conjurer first.

Hexes (M): Curses and changes to what is or might be. Hex is pretty all encompassing. That's okay, hex away. The group will set the limits. Hex for clumsiness, better than hex for immediate finely cooked steak. Hex a cow to die and grill your own steak.

Voltaic (N): Lightning bolts. Stormy weather, too, most likely. Electricity? Instantly kill someone wearing armor or magnetize them to the wall? Perhaps. Lightning is usually enough, right?

Animate Objects (O): Makes an object move. Better when they have arms and legs. A terror in a statue garden, even the topiary gets mean. Make your possessions cling. Hard to steal from this guy, perhaps.

Thought Control (P): Spreading dreams or imparting ideas. Easier to amplify a prejudice, than change a real bigot. Many times, these will make the victim ashamed for his thoughts. Sought by nobility for love

potions and other enchantments. Many laws against coercive use in contracts, under penalty of death. Easy to prove? Does the victim later recall or is there a taint left by mind mana?

Paralysis (Q): Freeze the living and the not alive? Stiffen someone, making him strain to move. End a wind, or a tornado? Sure, depending upon the net result. Save everyone, nicely done. Sink the enemy ship? I don't know. Would be a harder roll.

Spirit Guide (R): A constant nagging voice. Is it omniscient, yes and no? Can it comfort, plot, warn, complain..., certainly. Does it drive you insane?!?

Power Words (S): Secrets used to create the gods. Usually not as powerful as the caster thinks. Makes the user always wonder if his diction was perfect. Single word spells or ones involving numbers. Should be great, best there are. Usually just a vague or meh result. Never any certainty using these. Magic user might even whisper to keep his secrets and queer the whole action. A catch-all for things the other nineteen don't cover, just to be all inclusive. Could need a wand or stick to focus completely on the target of the spell. That or point with your sword?

Cosmic (T): Portals to other dimensions. Messing with time and connections in space. Messing with speed and continuity. You know, the cosmic stuff.

Much of that was tongue in cheek. No offense. The more the game tries to define these twenty, or even declare a set of twenty, the more the game misses as a fantastic model. Be imaginative, but constrained. The mechanics will function; the rest the group must supply. Even when a Method Recitation is attempted, the player should describe what the event looks like. i.e. What just happened to dispatch four men?

Two Big Doc No-Nos

Outlands simply cannot function as a quest based and intrigue oriented game if two things are allowed to occur with magic: **No Mind Reading** and **Removal of Vicious**.

There is no Mind Reading. If such a thing existed, the whole campaign would need to change. You can call it a natural ability of humans to mask magically. You can say that a man's true soul is inscrutable. However, you want to rationalize the limitation is fine. The result is no one reads minds. The true intentions of everyone are masked. That way you can have evil appear as good, and the innocent secretly hide their demonic nature. Mind Reading would change everything from loyalty oaths, to usurpation, to the very way children are raised. Too mindboggling. So, no Mind Reading. Control someone with Thought Control, okay. Easy to simulate. Mess with someone's mind with Psionics, no problem, deliver panic or wounds. But Mind Reading is impossible. Any attempt generates a vague result.



Healing a player character's vicious wound is also verboten.

There is one exception. See Recitation Method, Geomancy (C) actions. Even there the result is an accident, not the intended purpose. This only applies to player characters. Heal all you want NPCs and serfs, strange monsters and the feverish crew. The ignorant may curse you for helping.

Regaining the lost swaggering Longboat technique of No Disease (I) is never as easy as picking up two dice or saying I make-roll. Forget all about player character healing, too godly, too many things go wrong, too many supernatural beings watching, betting on the heroes. Makes for terrible play. If game's wounds can be easily wiped away, the players lose all fear of the unknown. That fear helps drive great role-play. Again, only for player characters. Cure a child's illness is allowed – I'm not a fiend? Well, maybe to whining wounded players.

Baneful Law of Repetition

To keep magic from being too rote, the game implores each magical event to be special, uniquely described, different from every other one ever used. Tough, but

very possible if you apply some imagination. If the player ever bores, repeatedly blasts fireballs say and nothing else, has nothing to teach or demonstrate, well, increase the Degree of Difficulty toward impossible. Take a break and let the warriors work, until the creative voice returns. Usually the circumstances requiring magic's use will change enough that things keep from being stale. Yet to be blunt, the dull should not attempt magic. Plus, the egomaniacal will truly fail.

Twenty Zaires

When things go really bad or the escalation of magic threatens to destroy more than the immediate area or threaten too many innocent lives, a Zaire will take notice. If it happens too many times, one of these powerful wizards will appear and issue a stern warning (Cup). Or he may appear and turn the offender into a donkey (Coin). Being ridden behind the group might sober the egocentric spellcaster. The Zaire might just kill the whole group (Rod? Sword? Both?).

Maybe flip that Tarot card, and the players better hope it's not doom. The Ref will usually be able to handle his group. The Zaires are just a godlike agency to set arrogant players on notice. Can the Zaire be challenged and fought? Some of the players may obtain all twenty fields of magic with all of them locked as *Glorious*. Good job by the way. But the Zaire then would take the player away as an apprentice. Bye-bye from game play. The Zaires will be prompted by missions, events and Warped Outcomes. Avoid them as much as you can.



Religion

The player characters are polytheists, pagans. Most will worship ancestors more than true gods. Yet some will adopt patron deities through play. The pantheon can be traditional Norse. Or the Ref may generate his own set of gods. The adventuresome player characters will tend to respect gods of war, fire and the sea. The people native to the frontiers of the Outlands will also practice polytheism, though patron deities of the nobility or cities will be the only ones with any temples. The exception is a rising faith, whose churches and disciples are spreading throughout the campaign.

Followers of the *True Faith*

In the Outlands, the people are generally polytheists. Most have experienced the supernatural and even witnessed demonic evil. A henotheistic faith, one which accepts other gods, but proclaims theirs is superior to all, is taking hold. The religion is not especially violent and certainly isn't outwardly magical. To the contrary, the religion preaches abstaining from wizardry. Even as the faithful attribute many miracles to the unnamed god—His name is too powerful to pronounce—the priests and predominantly poor disciples shun spellcasters. This hatred is even more vehement than the prejudices of regular common folk. Few nobles have yet to accept this True Faith, but some start to see a benefit in being god's chosen, the one He made rich. Add elements of this religion to play, as you like or not. Religion in role-play can be fractious.



If a player becomes a follower nothing changes. He still may use magic, though might deny it was him. He still collects any and all swaggering within the rules. How he uses his abilities is entirely up to him. Yet when combat described an action, one he would vow he would not do, well, he did it anyway. The heart was faithful, but the flesh was weak.

The Legend of Rex

Outlands was one ruled by a Zaire, an emperor spellcaster, similar in ultimate authority as was the emperor in the historic Roman East. That man was reputed to

heal the sick, raise the dead, walk on water, defeat every demon. Then he ascended and left the world to fend for itself. The legend tells of his return. Many an overlord will claim to be the Rex, the one true king. There's that word again, *true*. Should make the player characters skeptics whenever they hear it in a story. Narcissists will claim to be the Rex and raise followers to conquer. Such magically derived armies are spectacular in their ability to wreck and devour.



Magical Items

What is fantasy without magical rings? Or crowns and books and all the rest? Magical items are important to play, but integrating them is *orange*, a purposely vague term.

Magic items are integral to most adventures. Behold the *Chalice of MacIver*, the only one able to transport the magical waters of the *River Styx*, the pathway to the land of the dead. *Olympia's Platinum Rose*, made by the trickster herself; it becomes empowered by the sap from *Sacred Pines of the Urals*, causing crops to flourish in the region of Ryazan. Sainly and blessed are more tolerated than any old magician waving his arms and declaring things done. Why is that? Most spellcasters are seen as not divine; they fart.

When are you telling a story, and when is this a game? Tough call. In other words, when are magical items simply a McGuffin, a plot device. Or when do they enhance a player character? When are they both?

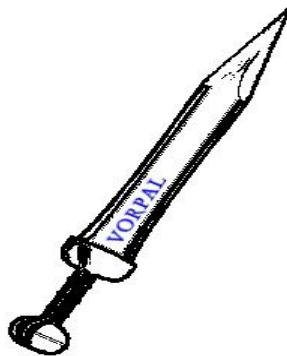
A cobbler, by happenstance or godly mischief, acquires a pair of shoes that through the ages perfectly fit every wearer – extremely good yarn, very magical, very tangible, understood as something desired. Nice folktale element and the hint of much more. Yet, the pair is also complete drivel to the game. Perhaps check an Ignoble for trying them on or be forever searching to reclaim your father's prize.

Magical items have a life. They were crafted with purpose. They enter the lives of the innocent and usually ruin the user. **Why is magic always so baneful?** Let's get back to the mechanics of play, shall we. Magic is baneful because the players don't need a short-cut; more pointedly, the real magical items would be used and worn by someone more important than those guys. Outlands is filled with moral lessons.

In many games the players acquire so much magic stuff, they need other magic stuff just to hold all the magic stuff, which they have accumulated. Outlands has so far ignored equipment, gear, armor, types of weapon, much about sailing, lots of back story...likewise, there's no list of potions and magic items. When a new character gains more for killing his buddy and taking his stuff, than he can gain in profit traveling the current adventure, well, he would (sometimes) kill. The frenzy that results when a character dies is very off-putting. The tank fighter has passed; let's divide his gear. Does all this magic stuff truly work for everyone? If magic is like going to the mall, a mass market approach of magical items, the Ref is missing the true meaning of Christmas, I mean magic. There's that word again, *true*?

Adding +1 Winkees

Each Ref must adapt the mechanics as he desires. Should he refrain from making a plethora of say, belts that grant automatic success on any Difficulty for event Kings? His call. A single plus one device will skew everything. The mechanics will go akimbo, and enjoyment usually diminishes. Deaths become rare, maybe that's okay. Soon the Difficulties of everything in the campaign escalate. One player's +2 or +4 magical item adjustment to the dice will dominate the action. The Ref may even wish to limit any die roll addition to a maximum of plus four. But that is not a game rule; it would be a fiat, perfectly reasonable in some adventures. Avoid all this by **adding magical items very selectively**. Hey, each character has an evolving magical Blade and Mount. Not enough?



Players Want Rewards

Handing out bonuses has a tangible feel. Players like these gifts. Give the player's character a servant who is fated to step in front of his next wound or creates a Catbird



Seat bonus at the start of an upcoming battle. Those could even be items of magical nature.

Another **good reward is Swaggering**. Instead of having the player collecting junk and asking for trophies, the magic imparted may enhance his character's abilities. Traits (very seldom), skills (sometimes), personal swaggering (maybe), Blade and Mount enhancements

(for sure), may be granted from touching magical statues, drinking from magical pools, agreeing to serve a powerful figure in the campaign, etc. Those sky and tundra giants are truly good patrons, until they swallow you. Likewise, a trap could drain any and all of the same.

What happens if the game is flooded with magical lamps and flying carpets, demon scrolls and potions of wound removal? The game events might not make any sense and have to be *changed on the fly* or be totally rewritten. Having to consider map position and elevation, which may occur from Mount Winged (B) seems crazy enough.

Add your magical relics and protective amulets slowly. Put time limits on their use. The player character might open a chest filled with the goodies he has from adventures long ago and finds the chest empty. They weren't stolen; they just returned to the Cosmos to find new places to be. Magic is a tough thing to bind.

Magical items should be all uniquely special, never purchased or sold knowingly. Each item needs a detailed history. Warped Outcomes amplify when any self-contained and empowered magic talisman is carried. Most were created in antiquity; some even before man made his first tools, perhaps tens of thousands of years ago. Relics are made by powerful wizards and used in their various wars. Ginn and demons have rewarded special human servants with these dangerous treasures. Whole underworlds are created to protect just one relic, keep it from returning to the

campaign. The original owner of many of these magical devices still seek to recover the precious item. The rest, again, is up to the Referee. The hint of power is often better for story play than an actual item of power.

Underworlds

These are the places dwarves live, but the Unending Gray is so much more. Cities have been sunk or crippled by magical siege or magical mishap. A person, his home, his town, all the buildings, may have been doomed. Whole cities were built upon the old, only to vanish themselves.

Is the ground slowly sinking? Maybe, but the underworlds are natural creations of water as well, e.g. caverns. Most of this is familiar to fantasy players and Refs. I will not belabor the obvious that adventures are to be had. If this is the first time you've heard of a dungeon, read on (read more).



What may be new is the scale. These are not three room and hall mazes, small basements and bunkers. Much of the underworld interconnects by magic portals or highways of mysterious automation. The worse creatures are trapped inside. The portals connect outside the campaign, to the stars, to other dimensions. Player characters probably won't survive any arcane crossing.

Great evil builds below. The lost never truly die. There is so much strange about the places that it feeds into the paranoia of the common folk. Serfs hate magic, because it represents most underworlds and death. A village cursed by a spade sunk too deep, so says many a rumor, tale and legend. Life is routine, until something surfaces. Even as that is quite rare, since wandering monsters do not abound in the civilized homesteads. Laws have been passed on panic not need. The powerful and the charlatan have sealed the entrances below. Underworlds contain instant death and vast, beyond vast treasure (rumored to at least).

Aspects of the Player's Mount

Each player character travels with an extraordinary mount. After acquiring many of these techniques the horse will be easily seen as not equine, but something grand. Are they dragons? Maybe. Ref decides that; he might not have any dragons in his campaign.

The **horse will evolve side by side with the player character** and acquire swaggering. The mount usually dies with the player character, very rarely before. The player character may think the animal is mortally wounded and done for, injured beyond saving, but the horse should recover to return to play. Should the horse be sold, stolen or otherwise long parted from the character, it will someday return. If a player character truly loses his horse, he would have to start over with another. That result occurs but is not typical of play.

The bad guys are not in the habit of routinely slicing animal throats to teach the riders a lesson. The enemy would have to know the animal is thwarting a plan, as much as, the character. Again, rare. The players are the only ones who have these steeds, not really NPCs. Or NPCs with magical mounts tend not to brag and accept their own gifts with secrecy. These mounts are not common. So, to most outside observers, they're just horses. *But he has wings and speaks?* No, that's insane. Or

only the player characters see such outward signs of magic?



Mount Swaggering

The techniques are not listed alphabetically; instead, the list matches the corresponding personal combat swaggering. Notice the lettering. The swaggering might be applied for Advantage dice adjustment in combat. The Mount may replace

other swaggering for the same letter: Personal and Blade. The Mount will not cover for Wizardry or the group Longboat. Also, the Mount is not used and may not aid during combat aboard the longboat or in any battle that takes place inside or in the underworlds.

No attempt will be made to specify all detail on the aspects of the mounts. A dictionary search of the word is probably as all inclusive. Unlike the longboat

techniques not having the aspect does not cause a penalty condition. The opposite of a Mount Beautiful (A) is not a tired old nag. The opposite is merely, Not-A.

Beautiful (A): The horse is so lovely that it inspires awe. The player is never ignored, while on his steed.

Winged (B): The mount will fly. So why ever walk? Endurance may be a factor. But a flying horse is pretty handy for getting across and around things. Can the rider take a passenger? Sure, but not his horse too. The player character's horse is also securely harnessed, like all others, whenever the group travels by longboat. It's not a free winging Pegasus at the call.

Agile (C): A nimble creature.

Mystical (D): Eerie and strange.

Serene (E): Calm under extremes.

Radiant (F): Emits light. Would be very handy if the creature could go underground. But it won't fit and would probably break a leg on all the uneven surfaces.

Empyrean (G): A horse bred from the ones used to carry emperors.

Hefty (H): A strong, stout horse.

Essential (I): A very well trained horse.

Replenishing (J): It regenerates.

Resolute (K): It never whinnies in fear, balks or refuses a jump.

Pure (L): Rider resists corruption. Free of evil spirits and wickedness.

Vibrant (M): Tireless, gallops without need to slow to trot.

Lucid (N): Aware of the surroundings. Always alert, never sleeps or needs to.

Carapace (O): Shelled in an impenetrable skin. Starting to look less like a horse and more like something else.

Talking (P): Converses aloud with the player character and others. May need to exhibit other techniques, before it's truly self aware and intelligent.

Sturdy (Q): Never stumbles. Be tempted to say this guy could travel underground. But still wouldn't easily charge and maneuver. Best to leave it up above.

Fleet (R): Fast.

Ominous (S): Grimaces and fear inducing qualities. Comforts only the rider.

Inexorable (T): Solid charger, knocks things over with kick and swinging neck. Wouldn't want to even be struck by a swishing tail. So not really a horse anymore, truly not.

Clarification of Mount Swaggering

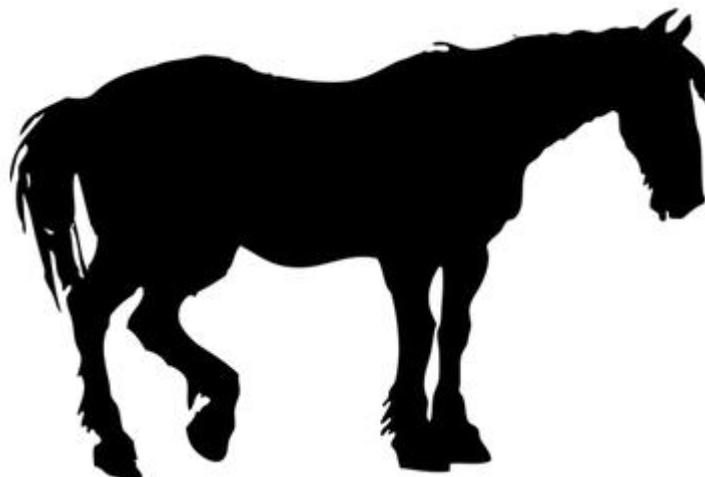
The justification when comparing the Mount techniques to other sets of techniques may be confusing. At the risk of seeming defensive, here's a halfhearted explanation. That's the way the freakin' system works, fellow. Satisfied?

Why are these techniques the way they are or more correctly why were the labels selected? Even if someone can sort of see how Beautiful (A) is Battle Cry (A), the other matches like Ingenious (A) or Demigod (A) or Elite Goal (A) seem quite different? True enough. *Rahmordial* logic certainly applies – the author as a primal force.

Though actually that Beautiful (A) mount might not need to be Demigod (A) or foster the Elite Goals (A), because it won't cover for field magic and a boat on the water. The player is only using the mount cross country, not on his longboat, and recall neither goes indoors or underground. As for Wizardry, magic techniques cover all, but are not replaced by the mount. And still, the point can be made that a one-to-one match of techniques is a logical strain.

The adjectives are used as mere labels, little more. They prompt events and conflict, but the majority of match application is to cover Advantage dice rolls. (See combat.) So, yes, these twenty swaggering associated with the Mount are as much elements of game mechanics as they are the story elements of my horse is perhaps comelier than yours. All the techniques could be called Demigod (A), but that would be even more confusing and less Tamagotchi fun. (I personally like comparing my horse to another player's; riding *Sparky* is better.)

All the techniques could be called Battle Cry (A), but there the personal swaggering implies more than the simple, concise Beautiful (A). Anyone picking at the terms is probably arguing for conversation, being a critic. The Ref can always try to find a better fit, but why waste that time. Enhance the campaign with new Q&D instead. (One with negative penalties for frivolous troublemakers.)



Blade Virtues

All that was described and argued under Mounts applies to weapons. The enchantments will wax and wane but are **always connected to the character wielder**. To another, the blade may not even seem balanced. Similar to that famous tale of users and wands: in Outlands, the blade selects the warrior.

Blade Swaggering

Again, another set of twenty which match other techniques in the combat mechanics.

Ingenious (A): Imparts owner with gift of strategy and battlefield insight.

Mucilage (B): Morphing, dripping, extrudes a variety of liquids, many are not the kind you'd want to taste. Will at times seer, melt flesh, boil blood. Will at times leave puddles or secrete barriers, spray caustics, so the fearful won't cross. A strange label, especially when paired with Bettor Valor (B), Psionics (B) and Winged (B). A struggle even for the author to truly explain; closest analogy is that the blade is extra dimensional. Was actually looking for something that produces coffee and beer for the trip. The true impact matches those other techniques (B), as the enemy tends to let the user depart combat at his leisure, rather than leap a pool of acid.

Bounding (C): Operates even if not held. Able to strike at a distance. Might be thrown and returns.

Fantastic (D): Crazy weird to wield, truly splendid to watch in action.

Eminent (E): Weapon makes enemy flinch and lose balance or focus. Makes enemy think of the damage he will take, rather than any wound he might inflict.

Defender (F): Superb at parry and blocking. Looks after user.

Knightly (G): Hits with a thunderclap, sparks everywhere. Makes all take notice. Inspires confidence in minions.

Lithe (H): Bends for offense and defense, easy to swing from assorted directions, a quite dangerous whip, yet solid when held to chop. Constricts and coils around the enemy's weapon, arm, frame. Handcuffs?

Heirloom (I): Tied to an ancestor or part of history. May also contain some of the power of those it has killed. Spooky to behold as a foe.

Herculean (J): A big thing, often only the owner can lift; yet light of weight to the carrier. Knocks down doors, gates, walls?

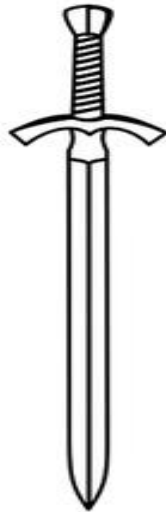
Scintillating (K): Like holding a sparkler, reflects all colors of light. Puts enemy into a trance, weak, sleepy.

Biting (L): Not only sharp but seeming self aggressive. At times the weapon will fold over on itself to saw as a serrated row of teeth.

Hellish (M): Touch of evil and emanates dread. Causes enemy loathing and recrimination, spews discord.

Impetus (N): Hard to protect against, difficult to block and parry. Penetrates to kill. Eviscerates multiple targets.

Amalgam (O): Made of many exotic materials and enchantments. Harder than other weapons, often shatters what it strikes like glass.



Paladin (P): Instills bravery, confidence, expresses itself through the holder. Makes wielder seem sympathetic, trustworthy, masks ill intent of user.

Meshed (Q): Hidden features, captures other weapons, multi-tool of death. Issues webs, maybe? Not an extruding nozzle or comic book hero. But sticky, yes. Grapnel, magnetic?

Gladiatorial (R): Balanced, fits the hand, swift to strike. Always at hand, even when sheathed. Hides in plain sight.

Scheming (S): Aware of the tactics of the enemy. Often exchanges desires and plans with the holder. No one else can hear these apparently mad conversations.

Golden (T): Gilded in precious metals. Distracts enemy, makes men forget reason and loyalty. Makes dwarves compromise. Makes monsters afraid.

Equating Blade to Personal Swaggering

When comparing these techniques to personal combat swaggering, the only type they swap in for, do not try to make the weapon a copy of the dueling tactic. For instance, Biting (L) is not supposed to be Hilt Punch (L). But a sword that bites is as unexpected as the strike from the handle instead of the blade. Both are *Technique (L)* and are covered by *Mount (L)*, *Longboat (L)* or *Wizardry (L)* for the same Advantage, depending on where you are and the Q&D event.

Sharing Not Allowed

In case the obvious is not, each player is enhancing his own blade and mount. These are not interchangeable between players anymore than one character's magical swaggering can be willed (wished) to another. Yet lordly NPCs might still covet a player character's weapon and when it exhibits supernatural abilities also the character's horse. Role-play or fight out these attempts to take from the players.

Sharing Allowed (optional)

If the Ref has an extremely brutal campaign with numerous player character deaths, he may allow one exception to the no sharing rule. This option may also happen as

the players and Referee are coming up to speed on the rules. A father may will a sword to a son. Or, a higher level knight may grant his Mount and Blade to his no-level squire. How does that work, specifically? Well, as a character dies, and the player rolls a new character, the Ref may allow the fresh level zero character to start with the techniques of the dead guy.

Only Blade and Mount may transfer, perhaps not both, perhaps not all. The son or squire need not be an NPC with a name before this inheritance. The replacement character receiving the gift may be assumed to be one of the servitors—a protégé working behind the scenes—until he comes of age or proves himself. Again, this head start is left entirely to the Ref. Does he end the life of at least one player character a game session or did he slay a Fyrd Gestir (or higher) in a party of great stature? Then maybe, allow this Monty Hall proposition. If that term is unknown to you, well, don't I feel old. In a Monty Hall adventure, great wealth was behind every door. Way too easy, in other words. Yet I too am a pushover for someone who loses a beloved character. This endowment may ease that loss to all involved.



Second Warning: Did you really just spend all that time learning about levels, longboats and magic? Now you've either made your own free-style game, or you are a genius. You're both? I am not alone? Brother, I bow. Actually, I need to remind you that this is only page eighty-ish. The heart of gaming is combat. Dice represent the bashing and delivering HPs to ACs of some sort. Here too, except your HP is one and your AC is color, not substance. Everyone needs to grasp the simple truth that not all we do is under our control. With that in mind, skim through combat. Not too fast, not too slow. Not too slow. Mostly your players will be taking events and watching themselves get in and out of trouble. Read an unfamiliar term? *Kyeelie!* Had a buddy that shouted that whenever he rolled dice. Well, start rolling dice; every once in a while, a player may tell you he read something that changes play. Really, then *Kyeelie*, we'll include that flair soon enough.

VII. COMBAT

Combat is a series of personal duels, which represent the action of brawls and battles between small numbers of opponents. Duels progress in rounds, but not everyone in the fight gets an opportunity to attack. The results are focused only on the player characters and what might threaten them. This is not a *I-Hit, He-Hits* game mechanic.

The **player leaders are very much deciding everything**. Typically, sides are evenly matched in number, at least to start. If there are six player characters, not counting any loyal henchmen, the group will need to dispatch or drive off that many enemies. The rest then fall into line, fleeing or surrendering. The players may also start at a slight disadvantage in numbers, if they have obtained some collective levels.

The lesser folks on both sides of the battle are practically inconsequential. Even against monsters there will be the boss and the peanut galley cheering the supreme ugly-one on. But that doesn't mean, each player faces his own opponent. Combat is quite fluid and should be thought of as a series of cinematic close-ups, not a tit-for-tat throwing of blows. The Referee may set conditions and modifiers as he sets the scene.

How do I kill?

First you wait your turn. Much can happen before any player gets a chance to attack. On your turn, you choose one of the six combat Methods. No, you may not by choice select to skip your turn.



There are several ways of tactically approaching a battle. The Ref needs to update his description of the situation, so each player can properly respond with actions; this is where miniature figures or map layouts assist. From the Method you generate a result as a success or failure. When one player finishes, the next will get his chance to be the hero. The combat situation often changes, slightly or greatly, from the previous player's action.

Combat Attack Methods

Brash – Aggressive, overpowering attacks, aided by brute force. This method is used to develop other specialized combat abilities (swaggering) related to you blade, mount or yourself. The player does not describe what he does. Instead he will flip a card and randomly generate an action. Its fun, less taxing on your imagination, but potentially deadly. The player may not have much choice, except to attack as Brash. He may not have any swaggering or not have any appropriate swaggering. Brash is a means to gain techniques needed to take Calculated actions.

Calculated – These actions are based solely on a single swaggering and relate to that specific technique. The result is usually good but may force the player to other Methods. The player may also lose confidence in his technique, since not all actions work in all battles. When a technique is lost, it will need to be discovered again using the other Q&D Methods. The player should give a one or two sentence narrative of what he does in the battle. If his described action is rambling or does not work with the swaggering he attempts, switch instead to Brash. e.g. Saying, *Hilt Punch~Calculated* is not enough. Saying *you close to strike and use Hilt Punch as the enemy locks swords* is better, often acceptable. But the Ref may expect more use of the terrain and painting a scene with the enemy for his experienced players. He should help and give suggestions. Continuing the example, the Ref may ask how the player *closes to attack*, when clearly the enemy is up high on a wall and throwing down rocks. *How about closing and using Chiasmic Action (D) to force the enemy to take cover?*

Magical – Employing a host of supernatural offensive and defensive abilities to fit the setting. This method is the starting point for the character developing magical swaggering techniques. The player may even return here in an attempt to gain even more exotic powers. The player does not describe what he does. Instead he will flip a card and randomly generate an event, and the results for die roll success or failure. The rolls are more difficult, than Brash, but the reward may be Wizardry techniques as the enemy is defeated. If you want to be a spellcaster, choose this Method as often as you may, even knowing it could kill you (or your friends).

Recitation – Use to call forth magical incantations, similar to Calculated Method, but based on the twenty magical swaggering techniques. The player needs to describe his manifestation. Remember, no one wants to play side by side with *fireball, fireball, fireball*. Nor is the enemy going to be defeated by a series of predictable actions; he probably throws *fireballs* too.

Escape – Use for times when the player character just needs to flee, even at the expense of all those he would call companions. Method is also forced upon players when a character suffers ill luck and broken morale. There is no need for any description, but the player might add some details to the events generated to fully

explain how he got in the predicament and how he will get out. The Ref as well should flair the events to account for all the campaign elements at work and the setting effects. The Method is near impossible aboard ships out at sea, so surrender is always the alternative to any wild attempt at the impractical and bizarre. Magic is never flipping a switch. When a player character runs in terror, he will not be able to calmly make that magic portal or direct his flying steed to take him to safety. The events reflect those cases, but will the player's card flip be that or something else? **Irregular** – Delaying, typically unarmed action, designed mostly to evade and stay alive, while you recover a weapon or your wits. Though Irregular actions sound cool, far from it. But, they do have some truly nifty combat effects if done well. Maybe get ready to expend a make-roll. The player is often trapped in Method Irregular, until he gains a return to normal, defeats all enemies or falls wounded. A method selected by choice with peril.

Note: Some Methods include Banes, which are generated when the card flip is inverted. The enemy does not specifically take an action in combat. Instead, the players suffer Banes, which reflect the other side's actions to cause havoc and injury. Even Calculated and Recitation Methods have a chance of what appears to be a self inflicted wound but is truly the enemy doing what he does with spirit.

Why can't I shoot my Bow?

The easy answer is you do. But I sympathize; this is not your Mom & Pop rpg. Shooting at a target for practice is nice, but it's a bit different in actual fight with

people who are cutting at your draw string. This is not even army formations, where you repeatedly loft arrows into masses of men. Some of the events will imply and even require as Advantage being a skilled Bowman. The rest of the time, the game mechanics will be asking for something else. Bowman is not a swaggering. The bow will be



used in swaggering. Even Uncontested Dagger Thrust might rely upon an unseen arrow's flight. As the player character gains swaggering and uses Calculated Method, he sets the raw narrative, how he gains that dispatch or die modifier for harrying the enemy. Those descriptions should encompass his character's traits, skills and

experience. But you also need to anchor the act in a game mechanic called swaggering. Always be thinking of the story you want to tell. Some players do this more proficiently than others; use them for help.

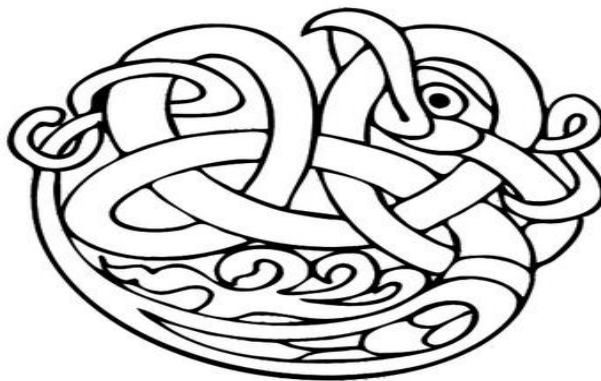
Less Than Perfect Rolls

Some combat results force a player's method to become Escape or Irregular. The player may even be told to take a breather from Calculated and Recitation and do something else. Additionally, **unarmed characters become Irregular**. That should not happen very often, since the magic Blade each carries has an affinity to the owner. But if the player surrenders and later tries to escape, he would start with Irregular as he regains his magical arms. Unarmed servitors do not get a turn to attack and usually surrender, when threatened. The group's longboat crew may also be ambivalent about who's captain. They often side with the winner and continue doing what they are told. Rowing for one man may be the same as rowing for any other. Treat them better, perhaps so they have some loyalty.

Combat's Major Arcana

In any combat event that is generated by the deck, the major arcana of the Tarot might be flipped. These bonus cards serve two prime functions: adding uncertainty to play and prompting the combat deck to be reshuffled. A player character, upon selecting a Major Tarot, applies the result described and then still picks another card for his event. He may select numerous Major cards, all of which will combine for effect. His turn ends once he selects a Minor Tarot card and determines the consequence.

For Calculated and Recitation methods, since the player is crafting his own description, he will not generate Major Tarot flips, because he doesn't flip the event deck. Is he even on a Q&D? That's immaterial, play on!



Major Tarot in Combat

Magician: A nexus of strange power forms. All players must select Magical Method next round.

Inverted, the reverse happens as a portal, perhaps created by the enemy or a watchful Zaire, prevents further use of magic in this battle. No Method Magical or Recitation, but events on the other Q&D which implied the supernatural still apply. No ward is ever perfect. Yet Ref may decide to swap out events for others or a new flip selection.

High Priestess: Gain a random Wizardry swaggering. If you already have the talent, then take it at *Glorious*. If it is already *Glorious* and locked, you gain nothing. The Ref may decide other consequences instead if that unlikely situation randomly occurs. For instance, maybe the character increases his tally for Warped Outcome.

Inverted, all players increase by half a D8 their tally on Warped Outcome. None of those events are actually generated; the tally just merely raises steadily toward doom.

Empress: Ignore the effects of any Major Tarot selected going forward, until the deck reshuffles or the battle ends. Those majors presently influencing play still apply.

Inverted, also ignore any result which forces an increase to the tally of a player's Warped Outcome. For the moment magic is quite stable.

Emperor: Gain a random Blade swaggering. If you already have the virtue, then take it at *Glorious*. If it is already *Glorious* and locked, there's a twist. Selecting player discovers that his blade actually contains the spirit of a heroic ancestor or legendary warlock. Name the weapon. If the name has an even number of letters, good for you. It's benign. If it has an odd number, beware. The weapon seeks to swap your soul into the metal and release the other guy. In many ways this is inconsequential. You may

feel bad or odd, but one Viking warrior is about the same as any other. The guy inside will look like you did and have your same abilities, when and if he takes over. You may have even already made the swap? There is much to be decided between you and the Referee. Events to follow will undoubtedly slowly reveal the whys? and hows?

Oh, about that ancestor's name. Each adventure's end drops one letter. The weapon will shift from content to anxious. Yet even that will prove to be more of a role-play than a mechanics issue in the game. When you run out of letters, well, even was good and odd was strange. But again, you look and even act very much the same as the guy (from the past) stuck inside. Here's an example: My blade was *Queen's Arms*. After a few adventures this might become the *Queen's Arm*, *Ueen's Arm*, *Ueen's Ar* (we changed language obviously), *Eensar* (one word), *Ensar*, etc., until down to "S." So after ten adventures, I still have a nifty blade, and I kept my soul. If I had started with *Queen-Arms*, I would still have a nifty blade, but may not be once what I was nine adventures back.

Or not? Since this result may occur for every player (eventually), enjoy the fun of this messed up magical universe, where no one is truly dead. Hey, wouldn't it be a bitch if people you slay end up trapped inside waiting for a turn? Good luck to your wife.

Inverted, lose a random Blade Swaggering. If the technique is missing, no effect. If the technique is locked as *Glorious*, then use the heroic implications as suggested in the regular card flip's explanation. Name the weapon and continue. One last what-if a Blade is already named, then the ginn inside is suddenly gone. The weapon loses nothing, except the spirit within, and any future danger or implications that might have brought.

Hierophant: All players gain an extra make-roll in this battle; it may only be used to

defeat this enemy right here. If not used before the combat finishes, the bonus is lost. The restriction of only one make-roll for each player in the action also does not apply. The player may use any and all of his make-rolls to be successful in this engagement. Any make-roll may also be used to declare any Calculated or Recitation Method action to be the best result; note, that's usually not the case as the Ref typically controls whether to allow that option.

Inverted, all players lose one make-roll from their total; this loss has no benefit, except to sustain the status quo. Any player without a make-roll is unaffected.

Lovers: Your mount has coupled or attuned with another character's horse. Whinny. You gain one of his techniques, and he gains one of yours. The techniques are normal, even if the counterparts are *Glorious*. The players may select which techniques from those they have that they exchange, but the other rider is determined at random.

Inverted, your ship crew enjoys a windfall from being out of the action. The pilot and masters outfit or add servitors from another ship that has fallen on hard times. Gain a random Longboat technique, but only if this combat takes place overland, inside or underground. If the battle takes place on the group's vessel, at sea or along the rivers, gain (or lose) nothing.

Chariot: Dishearten and disorder the enemy. Until the deck reshuffles, the enemy defensive modifier is set to zero. The enemy is no longer Enraged if that applies.

Inverted, your crew of servitors has kept to assigned tasks. Gain one random Longboat technique; note, *Glorious* techniques are not possible with the group's Longboat. This boon may occur even if combat is far away from the group's seahorse (a kenning).

Justice: The selecting player may not utilize any of his character's combat Trait bonuses for the remainder of this battle. He

may not ignore a vicious, add to dice rolls, refuse to Escape, etc.

Inverted, none of the players may use the combat Trait bonuses for any of their characters. This condition lasts until the deck shuffle or the battle ends.

Hermit: Any character who has a *Glorious* technique has potentially taught that ability to all the others. The roll is Ordinary with each player dicing for his own character at that chance of success; use the target number as listed under Task Resolution for each specific level. The technique is rewarded at regular, not at locked *Glorious* ability. Since this is during combat, the instruction is less rote and more observational or magically bestowed. The Ref may decide the actual swaggering is not conferred right now, but automatically given at the end of the adventure in downtime (to the adventure's survivors).

If there are more than one person with *Glorious* techniques, the last one used in play is the one that applies. If in doubt, dice it out randomly.

Inverted, a player loses confidence in one of his techniques from watching another player do the same ability with more expertise. If any player has a technique at *Glorious*, even if he hasn't used the skill in a while, any other players with that technique lose theirs. Locked remain locked and are never lost. Since there may be several characters on which this could apply, the Ref must select which *Glorious* trait is used; favor one on the selecting character, but also one which causes some result. If no one has matching techniques to penalize, continue the battle at a Quest Pip penalty to all player rolls.

Wheel of Fortune: Shuffle the deck and continue.

Force: Focus wanes, as combat drags across a wider area and everyone tires. Until the deck reshuffles or the battle ends, all players lose the option of Calculated and

Recitation. The Methods of Brash and Magical become the primary ones of use, except for those continuing to try to Escape.

Anyone trying with Method Escape upon flipping a King event, automatically returns to battle, regardless of any die penalty or vicious wound.

Ref may decide both sides call a truce and try to talk their way out of further bloodshed. Why not, if all are humans without a vendetta or agenda related to the quest?

Inverted, gain experience from winning. Each time the player rolls successfully at an event Difficulty in this battle, he gains a shared Command Pip. This potential bonus will continue to be gained, until his first failed action. For the moment, he might seem unstoppable. Only applies to Q&D events, not Methods Calculated or Recitation.

Hanged Man: Duel is now an affair of personal honor; until the deck reshuffles, selecting player may not attempt escapes. He will not draw events on Q&D Escape even if instructed by other events. If the player is already using Method Escape, he suffers a vicious wound. He may continue to flee with this injury or surrender and have his fate decided by Digressions.

Inverted, merge with the mysterious; until the deck shuffles, the player generates Warped Outcome events anytime his modified dice exceed sixteen. Ref may continue this penalty after combat for the rest of the adventure or just until the Wheel is flipped.

Death: Gain a random personal swaggering. If you already have the technique, then take it at *Glorious*. If it is already *Glorious* and locked, there's a twist. Deluded with bloodlust; until the deck reshuffles, all players lower the Difficulty of regular card actions by four. Unfortunately, the Difficulty of all Banes (inverted cards)

increase by four. Specific tasks related to Calculated and Recitation will not change.

Inverted, lose a random personal swaggering. If the player character has none of those twenty, all the other players with personal swaggering lose one each. If no one has personal swaggering, all players continue the action with a Quest Pip penalty to all rolls.



Temperance: Imbued with minor powers to decide your fate. Similar to Empress, the result can be saved and used anytime in the battle before the deck shuffles. If the Wheel appears, the opportunity is lost.

Before the deck shuffles, the player may cancel a failed roll or some other strange or baneful result. He may prevent a knock out or avoid a vicious. Prevent a forced Irregular or Escape immediately, or maybe wait to see if the card is needed. No one has died yet, right? The player may cancel a Major Tarot, for instance he might decide in fact any weapon is not an ancient warrior or a horse is not a trapped enchanted creature. Thus, cancel the Emperor or Tower if gone to the extreme. If Death has twisted and the Banes are nearly impossible to roll, cancel just that problem. The positive bonus to other rolls for Death remain.

The player may decide to bring this battle's negative penalty back to starting zero. He does not cancel any monster's defensive modifier, but he may cancel Enraged. The

choice is up to him and whatever the Ref will allow.

Inverted, gain experience from failing. Each time the character fails at an event Difficulty in this battle, he gains shared Command Pip. This potential bonus stops upon his first successful action. A mixed blessing, he will not be able to use the bonus when knocked out or falls injured. He might be allowed by the Ref to attempt escape, if he ever outrightly surrenders.

Devil: Gain a random Mount swaggering. If you already have the aspect, then take it at *Glorious*. If it is already *Glorious* and locked, there's a twist.

Selecting player discovers that his horse is actually a cursed dragon or demon locked in equine form. Events to follow will undoubtedly slowly reveal the whys? and hows? But more important is the when does this end? All must be mitigated through further play (over many adventures hopefully).

The creature inside the mount is for the moment *Bemused*. (Shall we say it will turn from that best case to *Indifferent*, *Impatient for Release* and *finally Defiant*.) When the creature is finally restored to original form, the outcome will be based on the mental state. No, the creature may not be sent out to pasture or off to fend for itself. You tried and failed, so good luck.

Inverted, lose a random Mount Swaggering. If the technique was missing, no effect. If the technique is locked as *Glorious*, then use the demonic implications as suggested in the regular card flip's explanation. Your mount is not a mere horse.

One last what-if a Mount is already a dragon or demon, then it's monster inside is suddenly gone. The horse loses nothing, except returning to normal. The future danger or implications is no more.

Tower of Destruction: The other shoe drops. More opponents have arrived at the battle. Perhaps, those injured rise up or

those that ran-off have returned. The surrendered are still vanquished (for now). The Referee decides who and how many come to the fray. Rather than add more peons, the defensive modifier of the enemy may double. This could make many event results too high to roll.

Inverted, all the regular result applies, plus the enemy is now Enraged.

Star: After the battle the players discover a clue to their adventure. This may occur even if they were forced or decided to run away in Escape. At the very least, the Ref shall give all players a Quest Pip for the remainder of the adventure. This bonus would start once this action ends.

Inverted, gain the clue, but the portent is bad; suffer a Quest Pip penalty in all situations and engagements going forward in the adventure.

Moon: The enemy is more ferocious than first stated. Raise the monster type by one and of course, the beasts are now Enraged. If already *Great* and already *Enraged*, all players must roll on Digressions, even perhaps on *Death of Character*. Great beasts should really use specially constructed Q&D, just saying as a Ref.

Inverted, increase the power of any enemy spellcasters. If they were cultists, the negative Banes are selected as Misanthrope, or that becomes High Priests. If there was no magic using element in the enemy, add one now. An enemy spellcaster has made his presence known. Treat the next card selected as Q&D Fighting Cultists & Curse-Writers; continue from there with extra event results each round of player turns.

Sun: Fluke blow or opportunity arises; no matter what the Difficulty, the next card's event results is a success.

Inverted, reset all the Trait benefits characters have as if the adventure just started. Gain all of them; even ignore yet another wound.

Judgment: All players should continue this battle trying to Escape. If that decision would cause the adventure to fail, the players may stay in battle; however, each character is Shaken for rolls. In many instances, low level player characters will check the Prudence Ignoble following this event by running.

Inverted, empowered, each player may decide to refuse to change Method, even when forced by his less than successful actions. He may resist Escape, Irregular, even Brash or Magical, and remain firmly planted in his preferred Method. However, each time he was told to change and doesn't, he continues Shaken (penalty).

World: If possible the combat has moved inside or below deck. The main change is that Mount techniques no longer apply for any Advantage or to allow Calculated Methods produced solely by Mount techniques.

Inverted, the players suddenly realize they are for all intents and purposes in the

underworld. Perhaps check an Ignoble, especially if you're still aboard your ship? The flair changes and restrictions of the *Unending Gray* now apply. Immediately after the battle concludes, in whatever way, the setting changes back to what it was. If the party is already in the underworlds, this unique pocket should be truly terrifying and wondrous; Ref may apply the extra effect of any other Major Tarot, like Emperor (for all). Or he may switch in some Q&D Bane Monsters before the next set of player actions.

Fool: Delight in the sport, all players must take at least one round of Irregular actions.

Inverted, the selecting player must finish the battle with Irregular actions, unless he suffers injury or is forced to use Method Escape.

Preemptive Attacks

Once personal duels begin, the situation quickly becomes a fray without orderly sides; however, at the beginning of a duel—tense stares before someone makes a move—player characters may use their skills, techniques and a bit of role-play to gain an initial attack (or action) right before the combat procedures begin. The Referee must decide which player characters gain this special opportunity. Man-at-Arms or Bowman are often required, since that training focuses the character on warfare.



In any case, the player must state his exact action. After which, the Ref must assess the success chance based upon the Task Resolution table for skills and actions. The Referee should consider victim's Defensive Modifier for consequences, but that number is not subtracted from a Task Resolution roll. So, if the player enjoys starting fights by bathing the area in flame with Pyrotechnics, his success or failure based on his level will create enemy injury, dice bonuses or delays the inevitable as both sides scatter from falling brimstone.

Free attacks such as this are seldom required. When in doubt, let the first card flip start the battle.

PvP

Hopefully rare – **player against player duels** are handled with swaggering on swaggering mechanics. The higher level character with usually more swaggering will typically win. The whole affair is a waste of talents and a waste of time. The Ref should explain that cards are not selected.

When a player announces, *"I turn him into a newt him for sayin' that (or doin' that or what have you)!"* allow him time to reconsider. Rhetorical threats and jokes are one thing, taking character action is another. Assuming one player still decides to directly kill his previous partner, go to swaggering versus swaggering combat. After they vent their spleens, the dead man may roll a new character; let's get back to cooperative play.



Initiative (Optional)

As a Referee it is perfectly fine to go around your gaming table and let each player take a turn. **The order of attacks need not have purpose nor be random.** If this tends to put the same person to the Ref's right as never getting to roll dice, the Ref may wish to add more enemies. Or switch between clockwise and counterclockwise resolution in each duel. I often just ask who's next and continue around the table with

the next player after the one who last had a combat roll (in the previous battle). If true Initiative is desired, the character with the highest level goes first, followed by next highest and so forth. The Referee breaks all ties.

Who Dies?

If the enemy suffers a loss, the victim is not selected. **The enemy victim is determined**, red shirts first, obviously. There will be a certain number of enemies to defeat. The Ref sets that number. But the main boss is usually the last to go, before his insignificant and the remaining inconsequential enemies all evaporate from play – run away or surrender.

Start with opponents of the same number as the players. The players collectively will need to dispatch that total number. Increase by half again as the players show proficiency in the rules. Realize in one battle the players may combine to slay ten times their number, but the next time they might struggle to dispatch even a single enemy character. The die roll modifier is very important.

As the players flip cards for their actions, they will have events which both allow them to defeat opponents and also avoid damage from the same. If the outcome is negative, an inverted **Bane**, a failed result will hurt the selecting player's character.

Someone might ask, "*I'm confused – I don't pick my target?*" Personal duels are a swirl of catch as catch can. Even when the players pursue a certain victim, they must contend with that guy's guards. **The selection of action cards is not the only event which occurred.** Even the Calculated and Recitation Methods will kill the weaker before the boss. These duels are not a linear progression of time. Each round is not ten seconds or a minute, or it may be. There is no set time clock on the outcomes; nor is one needed. Combat is an exercise of opportunity.

Fate will put the least important in front of you, before you get that certain someone (higher level) that you hunt. Even with ranged attack, the ability to sit in a corner and wait for a shot is not available. Most of these battles occur in the cluttered environs of a tavern or woods or ship deck. That and the magic is unpredictable, prone to misfire. The player will need to dodge and parry in order to survive. The game does not show all these actions, only the next critical one.

Vicious Wounds

Characters suffering a dispatch result receive a **vicious wound**. These cause the character to fall unconscious for the remainder of the battle or until prompted by

other events to wake and continue fighting. The character must recover from the wound with rest. The character usually needs **a month of minimal activity to heal**.

Else the injured player continues to adventure with the knowledge that another vicious wound to his character will result in death. At the Referee's option **some vicious wounds will maim**; these will never recover, and further might force the character to accept a permanent penalty to his options. The Ref decides the penalty, like loss of a trait, skill or swaggering. Even a permanent status of having the character's next injury in combat result in death. His maim might prevent him from taking that first wound and step aside to recover.



Unconsciousness

First, the character suffering knock out is not helpless, so long as he fights with companions. His turn however is skipped, and someone else must resolve the fight. If the battle ends with **all the player characters downed**, then they will be captured and resolve further play with Digressions.

Digressions are not welcome. They may not always result in player character death, but they are miserable. The majority of Digressions are listed in another campaign booklet. However, the Death of Character Digression is included in this game to be used as a catch-all. (Until the players pitch in and buy their Ref a campaign book.)

Events & Difficulty

A rating for Difficulty is listed with most deck generated narratives. **This number is the amount on two D8** that must be rolled for success. i.e. in order to deliver the combat result on the enemy victim. Characters with the trait, skill or swaggering technique listed as the **Advantage will roll three D8**, instead of two, when determining success.

Dice Bonuses & Penalties

At any time, the players may acquire tactical advantages or situational benefits, which impart a bonus to their dice rolls. Equally true, a situation might devolve, and the player character might find himself at a disadvantage (to dice). These Pips will be found scattered throughout the combat event tables and have the following results:

Command Pip (+2): A bonus that may be added to the roll of any player. However, once the benefit is used by anyone, the pip expires. Once acquired, the benefit may be held for the group. Further, the extra effect need not be used until needed. If a player sees he has failed a roll by one or two, and the party has the Command Pip, he may boost up his result to success. The decision to do so is optional and might be wisely saved for someone in a self-preservation situation. This Command Pip may be the closest the party gets to protecting that spellcaster in the fray. The result must of course be earned by Method actions. (See combat.)

Fury Pip (+2): Only applies to the player whose event generated the result. Player gains two to his dice or cancels his Shaken. The Fury Pip could last the rest of the battle, unless cancelled by result of Shaken. The Fury Pip will never be larger than plus two, even with subsequent success.

Shaken (-2): A result that causes a negative die modifier. This negative modifier could be interpreted as his character wavering, but let's just leave that unsaid, shall we? This Shaken result could last the rest of the battle, unless cancelled by the Fury Pip. If any player character dispatches an enemy, he may also choose one Shaken character to recover. Until then, the penalty will never be more than minus two, even with subsequent failures. However, if a character is Shaken and receives a second result of the same, he will often surrender. The Ref may allow a saving roll of Ordinary to avoid that tragic result. But better not to be Shaken and Shaken again.

Tactics Pip (max +3): Applies to the whole party as a benefit. This is the only conditional result which grows. The first time the Tactics Pip applies, the advantage is plus one. With each addition, the result increases by yet another and another, up to a maximum benefit of plus three. This result lasts, until the battle ends or the deck shuffles.

Cat-Bird Seat (+3): A huge short-term advantage, which applies to dice in the next round of the player character's actions. But the result will only count in that next round, the next event of the same character. Plus, sadly, if in the intervening

(unlikely) event that another player takes the Cat-Bird spot, well, then the dice advantage is lost. Buck up, your buddy still has the bonus, right?

Quest Pip (varies): This is a bonus or penalty to dice occurs through events or with mysteries or specialized knowledge of the Rival; the net result is applied to every player roll like a Defensive Modifier, but even to task Resolutions outside of battle. The *Quest Pip* is a benefit from knowledge, knowing enemy actions in advance or generally defeating the mission's Rival incrementally. The Ref must decide how much it might grow or how far it might fall. On some adventures, the *Quest Pip* will fluctuate wildly. All part of the fun?

These results are accumulative together, though most will only exist in the battle or not. The players will NOT have Three Command Pips, two Fury, a dozen Tactics and a Cat-Bird. They may have a Tactics Bonus and Cat-Bird, which gives the player's dice a huge lift to result.

Character Level Bonus

A player also gains bonus to his dice for playing at higher levels. A character may get more than one chance to roll, when determining a success.

Level and Multiple Difficulty Attempts

0, 1, 2, 3 or Four: One chance, a single roll.

5, 6 or Seven: Roll twice and take better result.

Eight: Roll three times for best result.

Only one roll must be successful. If the attacker has the Advantage, he will roll three D8 on each of his chances. A *Stallari's* multiple rolls and his increased skills make him more the likely to succeed.



Enemy Defensive Modifiers

When the player characters face a more formidable boss or monsters, the enemy is harder to defeat. Use the modifiers on this table. Remember, Methodical Trait might be used to cancel this penalty.

Player characters are not attacked by a Ref's dicing for the enemy. Instead a player's own failed result might cause a character's injury. Those bad results have a higher chance of occurring when facing a bigger or better enemy. Subtract the Enemy's Defensive Modifier from any player roll on any Method, even Escape.

Defensive Modifer		
Monster Type	Ordinary	Enraged
Basic Man & Creature	0	0
Large	0	1
Nasty	1	2
Horrible	2	3
Enchanted	2	4
Foul	3	4
Invincible	3	6
Heinous	4	6
Great	6	8

Prime Danger: *Enraged* opponents treat knock-out results on the player characters as delivering instead vicious wounds. Enemies might start a battle *Enraged*, turn *Enraged* during combat or even be quelled back to ordinary ferocity. Of course, in this milieu, spellcasting has a greater chance of turning the enemy *Enraged*, than mere clash of steel.

Magnificent Humans

Any adjectives might apply to any enemies. Humans may also be Nasty, Foul and Great. The environment may turn regular enemies into more ferocious opponents. e.g. A rampart might make the guards Large, or a warden employing a cauldron of oil becomes Foul to truly defeat. Yet for the most part, the table is used with monsters. There are nine rows on the table and may correspond to the nine levels (0 to 8) that characters are also rated. e.g. Most enemy *Stallari* are Great as a Defensive Modifier.

Defending the Boss

The modifier applies mostly to actions with the principal rival, not his agents. The players do not have any penalty while defeating the man's minions. **Only when they reach the main boss will the rolls be impacted.** This may also mean that any success that effects multiple foes, with say a half D8 dispatches, will only kill the enemy's henchmen up to their number. Then once the small fries are all slain, driven off or surrender, a new Method that applies the Defensive Modifier will be attempted to end the whole affair.

The Referee will set the tone of the scenario, so he is the final arbiter for Difficulty. He may apply some or all of the leader's Defensive Modifier to make rolls against the minions that much harder. Some enemies are just plain tough to beat. The Ref may also add other conditions that act like Enraged and penalize the rolls. e.g. Animal in a burrow causes all players to start Shaken (at a penalty to rolls). But he should give the players additional opportunity to nullify these special conditions and penalties.

Locking Swaggering

Rather than being frustrated by having your techniques come and go, the player may lock any swaggering technique as *Glorious*. Instead of attempting a swaggering event at three dice Advantage, the same roll (often at the event that originally garnered the bonus) is again attempted to regain the technique. Double success turns the swaggering *Glorious*, and now it may not be lost (ever). Ever may be a mixed blessing?

The most obvious benefit of locking technique happens for Calculated and Recitation Methods. Yet beware, sometimes you need to lose swaggering to survive a Q&D or Warped Outcome. Keep some of your abilities fluid.

Normal results on any event table apply: success, fail or regardless. There is usually something dangerous as you gamingly try to raise your subset of talents. Additionally, a player who foregoes Advantage has the double penalty upon failure of losing his swaggering. With some dedication, techniques will become locked, and the player will see his character refine into an archetype of some sort. Classes, of course, being the hallmark of fantasy play – at least you're not locked from the beginning, right?

Finally, **longboat techniques may never be locked.** But, when a player is able to substitute, say a Mount or Blade, for a personal technique, he can do so trying

to lock those other bonuses instead. e.g. Rather than rolling to obtain Hilt Punch (L), the player may try to turn his already enhanced weapon into *Glorious Blade Biting* (L). That initial technique of course must have already been gained.

Disadvantage of Locked Swagger

Combat may take away swaggering. It happens. The player character has lost confidence in something by seeing it bested. Yet if a character loses a technique, but he doesn't have any to lose, that result is very bad, even death. If a player locks all his techniques as *Glorious*, he may not have anything to lose. He has techniques, but in all of them he has built such overconfidence, that he would never abandon a tactic as ineffective or irresponsible. He would therefore ride his arrogance to his own demise. Gaining and losing swaggering is part of play. Have some favorites, of course, but never try to lock all. To do so is a quick countdown to willful death.

Technique Overkill

When the player has several techniques, by sheer weight of performance, he gains benefits to Calculated and Recitation actions.

Number of Techniques

One or Two: No bonus.

Three to Six: +1 (Calculated and Recitation only)

Seven to Nine: +2 (Calculated and Recitation only)

Ten to Thirteen: +3 (Calculated and Recitation only)

Fourteen or more: +4 (Calculated and Recitation only)

The techniques must be all of the same type—personal, magical, blade, mount or longboat—not mixed and matched. This bonus does not prevent a technique being lost from a less than successful roll. It's only a reflection of how wondrous you, your blade, mount, wizardry or longboat have become.

Swaggering Mulligan (Optional)

Losing is rough, and there has to be some incentive to return to Brash and Magical Methods, besides being directed there not by choice. The only tried and true way to gain swaggering is to experiment in a broad fray. If the player gets, say *Glorious Crushing Blow*, and all he does is walk around lopping off heads, the action defies the cinematic approach of play. It's okay to slice and dice, but maybe here's one more incentive to power game and collect every technique.

The table is used, when the player generates a result that causes him to lose any technique. Usually Calculated and Recitation, but the table especially should be consulted when other monstrous Q&D are used by the Ref to add some variety and excitement.

Number of Techniques

One or Two: Nearly Impossible roll to retain.

Three to Five: Tasking to retain.

Six to Twelve: Difficult to retain.

Fourteen to Nineteen: Ordinary to retain.

All Twenty: Routine, so automatically keep that swaggering. You've earned it.

This never applies to longboats, which are supposed to change with adventure, cargo and crew, plus mishaps along the journey. Yet the player character level, since this is Task Resolution, sets the actual target roll. e.g. Blade with ten techniques is wicked cool; a Level Four character needs a ten roll, where level eight needs a mere five roll, to keep that from becoming nine. The mighty should fall epically not by a thousand tiny insults.

Combat Miscellany

Dealing with five types of swaggering can be a logic puzzle. Here's some further explanation of this and that. This material probably was said elsewhere but is repeated here. If there is ever a question on oddball mechanics and restrictions, check these paragraphs first.

Any Advantage listed as a **personal swaggering technique** is also covered by **Blade and Mount** (or Longboat if the players are traveling on the water). The Blade techniques are covered by Mount or Longboat. The Mount or Longboat require those specific swaggering techniques, one does not replace the other. **Wizardry works to be any swaggering technique** listed as the specific Advantage. That does not mean Psionics (B) covers Mount Essential (I). It means Psionics (B), covers all the other (B) techniques.



Further, if the players are traveling overland, regardless of their group's ship's techniques, none will apply. In similar fashion, a group on the water has stowed the horses and loses all those potentially beneficial Mount techniques. However, the **players are able to gain any swaggering, regardless of their location land or sea.** The players thus will build up the group's longboat, through the wisdom learned in successful Brash actions or another Q&D. The three dice advantage may be impossible, because the situation (being overland) applies, but the Mount or Longboat will still be evolving. Don't ask me how? Or is it just magic?

If the boat is attacked on a river, the **players may shift all the action to shore.** The boat will retreat as the player characters, and those extra foolish followers, fight on. The players abandon the longboat, but the vessel should suffer at least one technique loss (usually Undamaged or Comradery) from the tactical retreat. Exceptions might apply. The players may fight on riverbank and on board, but the ship will still be potentially harmed by some or all of the players deserting that platform. It's simply bad optics to abandon your servitor crew and leave the vessel leaderless when a fight is engaged.

In case you're wondering what makes the **Underworlds so terrible**, consider that **no swaggering related to Mounts nor Longboat may ever apply.** To add to that misery, neither of these two—Mounts or Longboat—will gain swaggering from such adventures, but either may certainly lose techniques by assorted mishap and the events that happen simultaneously far away.

The highly coveted Magical swaggering may cover any other swaggering in every situation and environment. However, any failed roll that used a Wizardry Techniques, as a substitute to gain Advantage, should add a half D8 points on the character's tally of Warped Outcomes. The event generated there takes place immediately.

In each case, **when a substitute is used, the player character only gains the three dice Advantage, not the chance to gain anything new.** Hopefully the three dice he gets to achieve success makes that obvious. The player may optionally not use his techniques in an attempt to collect a completely new technique. We sometimes in my game call that *Being Dennis*. The party may suffer from the delay (a potentially missed roll), but the player character might gain something for another battle. Hold no grudges, what doth happen in Outlands stays in Outlands. In a fantasy campaign, maybe all are blameless, under various spells?

The Difficulties on the Magical Method are not for the faint of heart. The players may wish to gain a dice bonus via other Methods, then select the Magical Method.

Creatures Horrible and beyond do not surrender. Creatures Invincible and beyond do not run away. You may need a special weapon or relic, before you can even select an event card other than Irregular against Great creatures. A generic magic item won't do. There is no *Always Kills Great Things* magic ring in Outlands. At least not one that has been found yet.

Any action confined to the group's longboat will prevent Escape should the ship be out at sea; along the riverbank of the wilds, escape might be had by swimming to shore. Everyone can swim, but under hostile threat the Ref might require a task roll to start and not flounder (fished-out, captured, exhausted).

All Q&D mention the player adding a half D8 steps toward oblivion on his tally of Warped Outcomes. As a definition of your magical ability and power, the result will be good at times. But the outcome rapidly accumulates into something very bad. Think of it as slowly poisoning your soul with magic overload. And, otherwise enjoy.

Q&D Brash Method

Brash Quicklook Table				
	Cups	Rods	Coins	Swords
King	RunOff4/DieSad (7)	RunOff4/DieSad (7)	RunOff4/DieSad (9)	RunOff4/DieSad (10)
Queen	Cap/Flee++ (6)	Cap (8)	Cap/Flee++ (8)	Cap/Esc (10)
Knight	Dis4++ (7)	Dis4++ (9)	Dis4++ (10)	Dis4++ (9)
Knave	Esc/Irreg (8)	Esc/Irreg (6)	Esc/Irreg (9)	Esc/Treg (10)
10	Dis4++ (9)	RunOff++ (11)	Cap++ (12)	DieUp (11)
9	Dis (11)	RunOffAll (13)	CapAll (13)	DieUp-- (11)
8	Dis++ (9)	RunOff (10)	CardUp++ (11)	DieUp/DieSad(12)
7	Dis (11)	RunOff (11)	xDefMod (13)	DieUp (15)
6	Dis (13)	Dis-- (10)	xDefMod (12)	CardUp (14)
5	Dis (12)	Dis++ (10)	GoodDie (12)	DieUp (14)
4	RunOff (12)	Dis-- (11)	GoodDie (13)	DieUp (12)
3	RunOff (11)	CapAll/KO (11)	Esc (12)	DieUp (11)
2	RunOff++ (10)	Cap (10)	Esc (12)	DieUp/Irreg (10)
Ace	Dis++ (6)	Dis/DieSad (7)	Dis (9)	Dis (8)

	Bane Cups	Bane Rods	Bane Coins	Bane Swords
King	Surr-- (5)	Surr-- (7)	Surr-- (8)	Surr (8)
Queen	Flee (7)	Flee (9)	Flee (11)	Flee (12)
Knight	Rage++ (8)	Rage++ (9)	Rage++ (8)	Rage++ (12)
Knave	Irreg++ (8)	Irreg-- (8)	Irreg (11)	Irreg (10)
10	Brash-- (6)	Brash (8)	Brash (12)	Brash (10)
9	Vic-- (6)	Vic (6)	Ko (6)	Vic (9)
8	DieSad (7)	DieSad (7)	DieSad (8)	Esc/DieSad (10)
7	Warp-- (11)	Warp (12)	Warp (13)	Warp (14)
6	Vic (8)	Vic (9)	Vic (8)	Vic (9)
5	KO (6)	KO (9)	KO (6)	Vic (10)
4	KO (8)	KO (9)	KO (11)	KO (12)
3	Bane (9)	Bane (8)	Bane (9)	Bane (11)
2	DieSad-- (12)	DieSad (11)	DieSad (11)	DieSad (14)
Ace	Trait (9)	noSwag (6)	Gone-- (5)	noSwag (9)

Key:		
	Dis	Kill Enemy
	RunOff	Enemy Runs
	Cap	Capture Enemy
	Vic	Avoid Vicious
	KO	Avoid Knock-Out
	Irreg	Avoid Irregular
	Flee	Avoid Escape
	Surr	Avoid Surrendering
	Esc	Chance Escape
	GoodDie	Chance Dice Bonus
	DieSad	Avoid Dice penalty
	Warp	Avoid Magic Mishap
	Gone	Leave Mission
	noSwag	Avoid loss swagger
	Brash	Force Method Brash
	Rage	Avoid foe Enarged
	xDefMod	End Foe Defense
	CardUp	Chance no Banes
	Trait	Chance for Trait
	--	Extra bad things
	..++	Extra nice things

Brash Cups

Brash King Cups: Confuse the enemy with discordant sounds and words both exotic and bizarre, the languages of the ancient masters. Optional, success and half a D8 opponents runs away. But, fail roll and suffer Shaken (penalty). **Difficulty:** 7 **Advantage:** Skill Linguist

Brash Queen Cups: Spill some blood, mostly the foe's, but perhaps your own. Success and one opponent surrenders. But, fail roll and player must select Escape going forward. Regardless, all players gain the Fury Pip. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 6 **Advantage:** Trait Rugged

Brash Knight Cups: Deliver a right-left combo of punches to various victims' stomachs and chins. Success and dispatch a half D8 opponents or one Large+ adversary. If this action takes place on the water, a failed roll results in loss of Longboat Religiously Inspired (C). Regardless, player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. **Difficulty:** 7 **Advantage:** Skill Pugilist

Brash Knave Cups: The enemy has prioritized attack against the strongest first; why is anyone's guess. Success and escape from the battle; any player may stay in the action and gain the Fury Pip to his rolls. But, fail roll and must select Irregular as method in next round's attack. If this action takes place on the water, a failed roll also results in loss of Longboat Pure No-Curse (J). **Difficulty:** 8 **Advantage:** Skill Minstrel

Brash 10 Cups: Despite the din of clashing arms, you calmly slash at vulnerabilities. Success and dispatch a half D8 opponents or one Large+ adversary. Regardless, all players gain the Fury Pip. If this action takes place on the water, a failed roll results in loss of Longboat Undamaged (O); later someone might remark your aim was less than perfect (mind controlled

zombie). **Difficulty:** 9 **Advantage:** Blade Eminent (E)

Brash 9 Cups: Cast off the ruffian, who has you grabbed about the legs, yet in doing so left his entire backside exposed. Success and dispatch one opponent. If skilled Brawler, Difficulty reduces by two.

Difficulty: 11 **Advantage:** Trait Energetic

Brash 8 Cups: Scratch and bite your way out of a leg lock, hoping to stride not limp away. Do you remember you're armed with a blade, before your leg is torn off? Success and dispatch one opponent. Regardless, this player gains the Fury Pip. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 9 **Advantage:** Skill Barber (Chiurgeon)

Brash 7 Cups: Beat a blunt rock relentlessly into the spine of the foe who has hold of you. Success and dispatch one opponent. If skilled Berserker, Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Longboat Battle Hard (T)

Brash 6 Cups: Opponent stumbles while striking and falls before you. Success and dispatch one opponent. Consider a failed roll your utter bemusement at the buffoonery; yet, who will have the last laugh? Flair – If the character has not checked Growth Ignoble, he does so and becomes an obnoxious sarcastic arrogant oaf, a person everyone wishes would sober up and get down to business. (At least you're enjoying yourself.) If skilled Delver, Difficulty reduces by two. **Difficulty:** 13 **Advantage:** Trait Methodical

Brash 5 Cups: Struggle to parry and block all the enemy strikes, until you finally sense a pattern. Success and dispatch one opponent. If skilled Duelist, Difficulty reduces by two. **Difficulty:** 12 **Advantage:** Mount Inexorable (T)

Brash 4 Cups: Catch victim's next blow in your hand guard and break his forearm. Optional, success and one opponent runs away. If skilled Man-at-Arms, Difficulty

reduces by two. **Difficulty:** 12 **Advantage:** Swagger Disarming Blow (F)

Brash 3 Cups: Simple stop-thrust with your sword, as you cut loose the hounds of war (perhaps literally). Optional, success and one opponent runs away to bleed out. If skilled Duelist, Difficulty reduces by two.

Difficulty: 11 **Advantage:** Skill Houndsman (Beasts)

Brash 2 Cups: Break a secondary weapon, a club or dirk say, on an enemy's shield, armor or hide; still hurts. Any idea on a distraction as you recover from the faze? Optional, success and one opponent runs away. Regardless, this player gains the Fury Pip. **Difficulty:** 10 **Advantage:** Mount Radiant (F)

Brash Ace Cups: Calmly restore the fractured and frozen hinges on your mail to working order. Plate, scale, ring, chain, padded, studded, banded, splint? Don't D&D® me, please – you're having trouble bending an arm. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. Regardless, gain one Swaggering Technique of your choice. This may be taken in any form, including on your vessel. (Unless you're still fixated on what type of armor you wear, then fuhgeddaboutit.) **Difficulty:** 6 **Advantage:** Skill Armorer-Smithy



Brash Rods

Brash King Rods: Grease up your weapon with a heat balm bought from twisted gypsy witches (like your mother). Optional, success and half a D8 opponents or one Large+ adversary runs away. But, fail roll and suffer Shaken (penalty). If this action takes place on the water, a failed roll results in loss of Longboat Comradery (P). **Difficulty:** 7

Advantage: Swagger Irregular Tricks (M)

Brash Queen Rods: Just when one foe seemed to be smiling at your helplessness, he feels the sting of a sharp object pinching his ribcage. Success and one opponent surrenders. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and player must select Escape going forward. If this action takes place on the water, a failed roll also results in loss of Longboat Noble Allegiance (K); you're proving less honorable to keep lasting vows. If the character has yet to check the Growth Ignoble this level, he does so here with the understanding that he will never subordinate himself for mere honor or duty or clannish affinity. **Difficulty:** 8 **Advantage:** Blade Scheming (S)

Brash Knight Rods: Take the lead, issue the orders, get things done. Success and dispatch a half D8 opponents or one Large+ adversary. If success is gained by more than five points above the Difficulty (which may not always stay nine), all players additionally gain the Command Pip. But understand, some of the party may not be comfortable with your command aspirations. The lowest level player character who has yet to check the Ignoble of Growth, does so with the understanding that he is now jealous and resentful of this player character's charm, skills and ambitions; not an enemy, but never a selfless act to help the guy either. Regardless, player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. **Difficulty:** 9 **Advantage:** Swagger Battle Cry (A)

Brash Knave Rods: Maneuver, take the high ground, beach the ship, get ashore, rove, etc. Move where you're mount comes into play. Success and escape from the battle; the player may stay in the action and gain a Tactics Pip party bonus to all rolls. But, fail roll and must select Irregular as method in next round's attack. Regardless, this event will allow both swaggering for Mounts and Ships to apply in this combat, even below ground. If this action takes place on the water, a failed roll also results in loss of Longboat Charted Path (B). **Difficulty:** 6 **Advantage:** Skill Equestrian

Brash 10 Rods: Lower your guard, goading a victim to lunge, after which you thrust home from the side. Optional, success and one opponent runs away. Regardless, all players gain the Fury Pip. Against Large+ adversaries, the Difficulty increases by three. If skilled Grit-Fortitude, Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Swagger Feigns (I)

Brash 9 Rods: Lock a minion's arm behind his back, trying perhaps to get a bit more info on who you're truly facing. Can you see through the peon's wailing lies? Optional, success all the opponents run away. If this action takes place on the water, a failed roll results in loss of Longboat Treachery Expunged (G); a stowaway undoubtedly helps the rival. If skilled Slave Driver, Difficulty reduces by two. **Difficulty:** 13 **Advantage:** Skill Tormentor



Brash 8 Rods: Understand this as a simple exercise of tactical arms, both assail and more importantly defense. Optional, success and one opponent runs away. Against Large+ adversaries, the Difficulty increases by three. If this action takes place on the water, a failed roll results in loss of Longboat No Disease (I); you must be feverish, seeing this bone breaking melee as a study in legionary maneuvers. **Difficulty:** 10 **Advantage:** Skill Man-at-Arms

Brash 7 Rods: Adversary attempts a blow but oversteps and hangs awkwardly over your shoulder. Optional, success and one opponent runs away. Against Large+ adversaries, the Difficulty increases by three. If skilled Delver, Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Swagger Wrestling Holds (T)

Brash 6 Rods: The trophies and adornments of your accoutrements, distract and give the enemy pause; you may be wielding relics with supernatural properties. (Often, you are.) Optional, success and dispatch one opponent, but next player automatically follows with a Bane Result; his next card is treated as inverted. If this action takes place on the water, a failed roll results in loss of Longboat Elite Goals (A); you are generating envy among the crew. If this happens again in any adventure (to anyone), make this lust and covet become part of the party; the rival is magically dividing the group. **Difficulty:** 10 **Advantage:** Skill Goldsmith

Brash 5 Rods: Inspire all to rather foolish acts of gallantry. Optional, success and dispatch one opponent, but next player automatically follows with a Bane Result; his next card is treated as inverted. Regardless, this player gains the Fury Pip. **Difficulty:** 10 **Advantage:** Longboat Comradery (P)

Brash 4 Rods: Give warning that your enemy has weapons of better quality, longer range, or the creature is building to disgorge a breath or spit attack. Optional,

success and dispatch one opponent, but next player automatically follows with a Bane Result; his next card is treated as inverted. If skilled Bowman, Difficulty reduces by two.

Difficulty: 11 **Advantage:** Skill

Rabblrouser

Brash 3 Rods: While aiming to fire from a distance, you're struck unaware, perhaps by an ally's mistake (with magic). Success and unfazed, as all opponents

surrender; they might even worship you as a god. But, fail and knocked unconscious. If

skilled Equestrian, Difficulty reduces by two.

Difficulty: 11 **Advantage:** Mount Serene (E)

Brash 2 Rods: Lock swords and force the champion's arm (or claw) away from your next critical slash. Success and all opponents surrender. If this action takes place on the water, a failed roll results in loss of Longboat Inhuman Watchdogs (R); damn, you killed the wrong person, a friendly, and the rest of his friends desert. **Difficulty:** 10 **Advantage:** Blade Meshed (Q)

Brash Ace Rods: Poisons, subtly applied and handled with care. Yet these are no ointment you poured from a jar. The blood of an enemy (here or before) seems to be toxic. Success and dispatch one opponent. But, fail and all suffer Shaken (penalty).

Regardless, this odd event is not something to be bottled and later sold. Against Large+ adversaries, the Difficulty increases by three.

Difficulty: 7 **Advantage:** Blade Mucilage (B)

Brash Coins

Brash King Coins: Your sword blow is blocked and caught in an opponent's hand guard or between his claws. One quick twist later and your blade might be chipped and off alignment. Optional, success and half a D8 opponents run away. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and suffer Shaken (penalty).

Difficulty: 9 **Advantage:** Blade Defender (F)

Brash Queen Coins: Hold up a mirror (figuratively); someone should paint a picture of your majesty in the fight. Frazetta inspiring! Success and one opponent surrenders. But, fail roll and player must select Escape going forward; Picasso inspiring. Regardless, all players gain the Fury Pip. Against Large+ adversaries, the Difficulty increases by one for each monster category toward Great. **Difficulty:** 8

Advantage: Mount Beautiful (A)

Brash Knight Coins: Let your mount and underlings handle the hard task ahead; reign them to stomp and crush, kick and claw. Success and dispatch a half D8 opponents or one Large+ adversary. Regardless, player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. If this action takes place on the water, a failed roll results in loss of Longboat Seasoned Crew (L). **Difficulty:** 10 **Advantage:** Mount Vibrant (M)

Brash Knave Coins: Take advantage as a defense the slope or ditches in the terrain, the physical layout of the buildings or configuration of the masts, etc. Success and escape from the battle; the player may stay in the action and gain the party a Tactics Pip bonus to all rolls. But, fail roll and must select Irregular as method in next round's attack. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 9 **Advantage:** Skill Cartographer

Brash 10 Coins: As victim charges, swing your spiked buckler into his kneecap, causing the fiend to tangle and fall. Success and one opponent surrenders. If this action takes place on the water, a failed roll results in loss of Longboat Arcane Sentinel (F). Regardless, enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action. **Difficulty:** 12 **Advantage:** Swagger Mastery Shield (O)

Brash 9 Coins: Overhead smash, two handed devastation, broken polearms and

cleaved shields, shattered teeth and fractured limbs; hail the harper, hard is the hand play. Success and all opponents surrender. If skilled Brawler, Difficulty reduces by two.

Difficulty: 13 **Advantage:** Swagger
Crushing Blow (G)

Brash 8 Coins: Eureka, the enemy seems susceptible to a common ruse. Success and player ignores card inversion; going forward he no longer suffers bane results. Regardless, this player gains the Fury Pip. If this action takes place on the water, a failed roll results in loss of Longboat Treasure Laden (D); lulled to complacency. **Difficulty:** 11 **Advantage:** Blade Heirloom (I)

Brash 7 Coins: Victim's stance is awkward, allowing you to soundly kick him in the knee or groin; yet follow the action by stomping out the torch he carried or flame he belched. Success and enemy no longer gains any defensive modifiers for the remainder of this action. Against minions of no stature (never having defensive modifiers), success to gain Tactics Pip. If this action takes place on the water, a failed roll results in loss of Longboat Abundant Stores (M). Regardless, player ignores card inversion; for the rest of this battle, he no longer suffers bane results. If skilled Grit-Fortitude, Difficulty reduces by two. **Difficulty:** 13 **Advantage:** Swagger
Effective Spurning (H)

Brash 6 Coins: Adjust to the foe's tactic of impaling your sword point on his shield or wearing off the edge on its magically infused hide. Success and enemy no longer gains any defensive modifiers for the remainder of this action. Against minions of no stature (never having defensive modifiers), success to gain Tactics Pip. **Difficulty:** 12 **Advantage:** Blade Biting (L)

Brash 5 Coins: Like many a mercenary, you comfort yourself with gallows humor. Success and player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. If this action

takes place on the water, a failed roll results in loss of Longboat Orderly Kept (Q).

Difficulty: 12 **Advantage:** Swagger
Repartee (P)

Brash 4 Coins: Roving afield, the encounter may have ended or only abrogated long enough for the sides to reform and clash anew. Success and player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. If skilled Man-at-Arms, Difficulty reduces by two. **Difficulty:** 13 **Advantage:** Longboat Vigilant (E)

Brash 3 Coins: Marvelous things, ropes, take you high, lower you low, swinging, binding, hauling, tripping, repelling, grappling, netting. Success and any and all players have the option to escape; each player may opt to stay in the action and gain Fury Pip to his rolls. If this action takes place on the water, a failed roll results in loss of Longboat Vermin Free (N); anchor lines also let small mammals reach moored transports. If skilled Acrobat, Difficulty reduces by two. **Difficulty:** 12 **Advantage:** Skill Mountaineer

Brash 2 Coins: Bully the cowardly to show some spine and form the shield wall. Success and any and all players have the option to escape; each player may opt to stay in the action and gain Fury Pip to his rolls. If the character has yet to check Growth Ignoble this level, he does so with the sour understanding that he's outwardly boastful, yet secretly a poltroon; player should not take actions implying self sacrifice with a philosophy of every man for himself (always). Since bravery is a hallmark of being heroic, by the next level he may redeem himself (or not). If skilled Pugilist, Difficulty reduces by two. **Difficulty:** 12 **Advantage:** Longboat Orderly Kept (Q)

Brash Ace Coins: *First to strike, first to dodge* remains far better than the alternative *fail to dodge*. Success and dispatch one opponent. Against Large+ adversaries,

the Difficulty increases by three. **Difficulty:** 9
Advantage: Swagger Speed & Guile (R)

Brash Swords

Brash King Swords: Keep your shield squarely between you and the foe; you can't always be on the defensive, but you do exhaust them by delay. Optional, success and half a D8 opponents or one Large+ adversary runs away. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and suffer Shaken (penalty). **Difficulty:** 10
Advantage: Blade Lithe (H)

Brash Queen Swords: Confused by the shadows or chaos situation, the adversaries suddenly look huge and menacing and overpowering. Realize, so are you. Success and one opponent surrenders. But, fail roll and player must select Escape going forward. Against Large+ adversaries, the Difficulty increases by three. If this action takes place on the water, a failed roll also results in loss of Longboat Democracy (S). **Difficulty:** 10 **Advantage:** Trait Bold

Brash Knight Swords: Faith will move mountains and slay infidels; there is much strength in a belief in the terrible closeness of a terrible god. Success and dispatch a half D8 opponents or one Large+ adversary. Regardless, player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. **Difficulty:** 9
Advantage: Longboat Religiously Inspired (C)

Brash Knave Swords: Position yourself behind your mount, or along the ship's railing, or with furniture, even natural obstacles, betwixt you and those making claims on your skull as their mead jug. Success and escape from the battle; player may stay in the action and gain the Fury Pip to his rolls. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and must select Irregular as method in next

round's attack. **Difficulty:** 10 **Advantage:** Mount Carapace (O)

Brash 10 Swords: Now you see me, now you don't; maybe you snuck in a bit of magic to an otherwise cleanly fought clash of crossed swords. Success and you gain Command Pip for the party. If this action takes place on the water, a failed roll results in loss of Longboat Vigilant (E); the men falter when you appear to attempt to escape (even if you didn't mean to). **Difficulty:** 11
Advantage: Skill Prestidigitation

Brash 9 Swords: Activate your coup de gras (purchased at the last bazaar you visited). Hold out an arcane set of glyphs, an ancient binding or an official looking delver codicil, a writ of absolute Zaire authority, demanding the enemy cease their unlawful hindrance of your passage. If this battle takes place in the underworlds, Difficulty decreases by four. Success and you gain Catbird Seat. Regardless, suffer an additional half D8 steps toward oblivion on your tally of Warped Outcomes; everyone shivers and tells you to burn that scroll at the first safe opportunity, even if it was a fraud. **Difficulty:** 11
Advantage: Skill Forger

Brash 8 Swords: Collide with a bronze cutlass wielding foe, knocking him to the ground, before he can bash with his cleaver. If action is against a monster without hands, well, perhaps it shape-shifted momentarily or used illusions? Success and all players gain Tactics Pip to rolls. If this action takes place on the water, a failed roll also results in loss of Longboat Battle Ready (H). If skilled Brawler, Difficulty reduces by two. **Difficulty:** 12 **Advantage:** Blade Herculean (J)

Brash 7 Swords: Tumble with an opponent whose grimy hands, or inhuman sinew, clutches your throat. Success and all players gain a Tactics Pip bonus to all rolls. If skilled Acrobat, Difficulty reduces by two. **Difficulty:** 15 **Advantage:** Blade Hellish (M)

Brash 6 Swords: Hold your breath and twist to slice loose the lasso collaring your throat. Success and player ignores card inversion; for the rest of this battle, he no longer suffers bane results. If skilled Acrobat, Difficulty reduces by two. **Difficulty:** 14 **Advantage:** Skill Grit-Fortitude

Brash 5 Swords: As the evil master lunges, you side-step, and grab hold of his out thrust wrist or lubed tentacle. Success and you gain Catbird Seat. If skilled Equestrian, Difficulty reduces by two; land engagements only. **Difficulty:** 14 **Advantage:** Swagger Seize Swordarm (Q)

Brash 4 Swords: After a short burst of steps, you jump and kick both your feet into the boss daddy's chest. Success and you gain Fury Pip to your rolls. If skilled Armorer-Smithy, Difficulty reduces by two (for that nice pair of greaves). **Difficulty:** 12 **Advantage:** Skill Acrobat

Brash 3 Swords: After blocking a blow from the boss, thrust outward with your sword hilt to the victim's jaw or serrated teeth. Success and gain Fury Pip to your rolls. Against Large+ adversaries, the Difficulty increases by three. If skilled Armorer-Smithy, Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Swagger Hilt Punch (L)

Brash 2 Swords: This battle is costing both sides a small fortune in arrows, sliced leather and weapon dings. Step forward to parley; at least try inconclusively. Success and gain Tactics Pip to all rolls (economize), but fail and player must select Irregular for method next round (silly clerk). At Ref's option, players may actually try to negotiate a truce on a successful roll (only for human enemies). **Difficulty:** 10 **Advantage:** Skill Steward

Brash Ace Swords: Trip your opponent with your leg, then thrust downward with your knife. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. If this action takes place on the water, a failed

roll also results in loss of Longboat Battle Hard (T); this penalty may simply be the result of accumulated attrition in the ranks. **Difficulty:** 8 **Advantage:** Blade Bounding (C)

Bane Brash Cups

Bane Brash King Cups: There are many natural stimulants, drams of courage, elixirs to concoct, which calm the nerves of the bloodied and exhausted. Fail and you surrender, taken as a captive. (Bold characters, perhaps, exercise Trait benefit to ignore.) Regardless, you suffer Shaken (penalty). **Difficulty:** 5 **Advantage:** Skill Horticulturist

Bane Brash Queen Cups: Offer to double the pay of the enemy, if they simply walk away. Step forward with your purse in hand; realize as you do so, that the small pittance you carry will hardly be enough (or the ugly sots do not understand currency). Fail roll and you must select Escape going forward. **Difficulty:** 7 **Advantage:** Skill Briber

Bane Brash Knight Cups: Seek a leverage of height or weight to knock down a brute, only to understand finally all cudgels are too small. Fail and the enemy is now Enraged (adds to their defensive modifier and deadliness). Regardless, player no longer suffers Bane events for this engagement. **Difficulty:** 8 **Advantage:** Mount Sturdy (Q)

Bane Brash Knave Cups: Cut-off, buffeted down and presumed captured; fidget your way out of the hastily knotted cords (or devilish webs), which hold you fast. Fail and must select Irregular as method in next round's attack. Regardless of result, this took some time, plus the effort to detain and guard you; one allied player of your choice may fully escape action or take the Catbird Seat (his choice). **Difficulty:** 8 **Advantage:** Skill Mariner

Bane Brash 10 Cups: Focus and intent are never a given in combat, true for

the enemy as well as the friendly. Fail and all players next round must select Brash Methods. Regardless, sacrifice something of value, like your obligatory purse of coins.

Difficulty: 6 **Advantage:** Mount Essential (I)

Bane Brash 9 Cups: Employ a spear thrower or a sling, when you run short of arrows. Fail and suffer a vicious wound.

Regardless, all players suffer Shaken (penalty). **Difficulty:** 6 **Advantage:** Blade Fantastic (D)

Bane Brash 8 Cups: Even if you do face beasts of legend, you've read tales of far worse adversaries. Care to name one? Fail and suffer Shaken (penalty). Against Large+ adversaries, the Difficulty increases by three.

Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Conjunction (L). **Difficulty:** 7 **Advantage:** Skill Occult Scholar

Bane Brash 7 Cups: Pretty much you're battered, but you stand so proudly as it happens, unbowed with a defiant quip. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, suffer Shaken (penalty). Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Hexes (M). **Difficulty:** 11 **Advantage:** Blade Paladin (P)

Bane Brash 6 Cups: Struck from behind as you prepared to put someone or thing out of its misery. Wise enough to sidestep or be damned and complete the downswing? Fail and suffer a vicious wound. Optional, player may accept the vicious wound and dispatch one opponent of any size. (Might be the only way to kill something huge, like a giant.) If skilled Grit-Fortitude, Difficulty reduces by two. **Difficulty:** 8 **Advantage:** Blade Knightly (G)

Bane Brash 5 Cups: Use your shield two-handed to guard a helpless servitor, player character or other innocent. Fail and

knocked unconscious. Against Large+ adversaries, the Difficulty increases by three. Flair: if the adversary is Nasty, the injury results in vicious wound. **Difficulty:** 6

Advantage: Longboat Battle Ready (H)

Bane Brash 4 Cups: Observe and react swiftly, for the rogues are using poison coated knives or open maws to reveal a viper's fangs. Fail and knocked unconscious.

Flair: if the adversary is Horrible, the injury results in a vicious wound. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Geomancy (C). **Difficulty:** 8 **Advantage:** Swagger Charismatic Style (C)

Bane Brash 3 Cups: Noticing your victim's guard falters to his left, you exploit this weakness with a slash; it was only a ruse.

Fail and all players next round receive Bane Results; your hasty proclamation to the others left them duped as well. Against Large+ adversaries, the Difficulty increases by three. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Spirit Guide (R). **Difficulty:** 9 **Advantage:** Trait Clever

Bane Brash 2 Cups: Stunned as enemy's mumbo jumbo forces you to sheath your exotic blade. Fail and enemy's action effects the party; the next player (after you) to fail any Difficulty roll on your side, falls with a vicious wound. Does not apply to

Calculated and Recitation acts but will occur for Irregular and Escape or even other monstrous Q&D. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Shape Shifting (J). **Difficulty:** 12

Advantage: Skill Pugilist

Bane Brash Ace Cups: Real stress has a transformative property, but something else intervened as an interested third-party. Success and gain one new character Trait of your choice. If you have all six already, your roll is to save your freedom. Don't fail. Or

else, you may not return on your own to the party; let's just say you're now a pet of some capricious godling. (Ref should decide when he's rescued during some later adventure.) Regardless if you end the event with six Traits or less, your character still vanishes, but returns in the next Phase of the adventure. Ref may decide to immediately continue your flight of whimsy with Digressions #E, *Confronted by Dwarves*. Perhaps if this is the climax, that's a better option, then waiting for the Epilog. Let the player check an Ignoble by giving his own brief explanation of what happened, something no one will believe even if any change is easy to see (like Rugged). The whole thing may have occurred in the blink of an eye. Fantasy, gotta love those adventures as they unfold. **Difficulty:** 9 **Advantage:** Trait Gifted



Bane Brash Rods

Bane Brash King Rods: While rushing forward to engage, you slip on blood, spilt ale, mud, water, ghastly ichors, etc. Fail and you surrender, taken as a captive. (Bold characters, perhaps, exercise Trait benefit to ignore.) Regardless, you suffer Shaken (penalty). Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Illusions (I). **Difficulty:** 7 **Advantage:** Swagger Ferocity (J)

Bane Brash Queen Rods: Lock swords with victim, try to drive him off

balance, before delivering a slash. Fail roll and you must select Escape going forward. **Difficulty:** 9 **Advantage:** Blade Scintillating (K)

Bane Brash Knight Rods:

Otherworldly interests are watching the spectacle; slice free of your supernatural puppet strings. Fail and the enemy is now Enraged (adds to their defensive modifier and deadliness). Regardless, player no longer suffers Bane events for this engagement. **Difficulty:** 9 **Advantage:** Mount Emyrean (G)

Bane Brash Knave Rods: Protect your mount or wardrobe from enemy harm; the wicked cretins merely toy and taunt. Fail and must select Irregular as method in next round's attack. Regardless, all players must select Magical as Method next round. If the character has not yet checked the Growth Ignoble for this level, he should do so with the understanding that his vanity is fully revealed and constantly on display. **Difficulty:** 8 **Advantage:** Mount Replenishing (J)

Bane Brash 10 Rods: Run out of real darts and daggers to hurl; you may have to borrow some missiles from an ally or take from the fallen enemies. Fail and all players next round must select Brash Methods, no Calculated nor Recitation is allowed for a brief spell. Regardless, all players must return to battle despite vicious, knock out, mishap or previous escape. If skilled Bowman, Difficulty reduces by two. **Difficulty:** 8 **Advantage:** Swagger Chiasmic Action (D)

Bane Brash 9 Rods: Assess the enemy level of exhaustion against your own (side). To temper your actions or press for an end is key to your survival. Fail and suffer a vicious wound. **Difficulty:** 6 **Advantage:** Skill Slave Driver

Bane Brash 8 Rods: Your adversaries are only interested in loot; use that observation effectively. Fail and suffer

Shaken (penalty). **Difficulty:** 7 **Advantage:** Blade Golden (T)

Bane Brash 7 Rods: Bind the weeping gash inflicted on your bicep, as your mount, companion or ship's henchman keeps the enemy at bay. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair – If this action occurs in the underworlds, the penalty for failure triples the warped outcome rise, and no one gains Advantage or may practice Recitation with Wizardry Animate Objects (O). **Difficulty:** 12 **Advantage:** Mount Lucid (N)

Bane Brash 6 Rods: Roll with the punches of weak fisticuffs, perhaps neglecting to see an enemy scoundrel's hand weights. Fail and suffer a vicious wound. Regardless, the Difficulty of all banes anyone receives are increased by two. If skilled Pugilist, Difficulty reduces by two. **Difficulty:** 9 **Advantage:** Blade Amalgam (O)

Bane Brash 5 Rods: Seems like you have the drop on them, so spring, but find you were tricked. Fail and knocked unconscious. Flair: if the adversary is Foul, the injury results in a vicious wound. If skilled Brawler, Difficulty reduces by two. **Difficulty:** 9 **Advantage:** Swagger Uncontested Dagger Thrust (S)

Bane Brash 4 Rods: Riposte the stop-thrust or tail lash of the enemy. Fail and struck unconscious. Flair: if the adversary is Enchanted, the injury results in a vicious wound. **Difficulty:** 9 **Advantage:** Blade Impetus (N)

Bane Brash 3 Rods: Surrounded or cornered, there appears to be little hope, little to do but the obvious. And, that would be? Fail and all players next round receive Bane Results. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Necromancy (H). **Difficulty:** 8 **Advantage:** Mount Winged (B)

Bane Brash 2 Rods: Perceiving the battle as going poorly, you notice something, which gives your pause; perhaps you fixate with doubts that will linger for some time. Fail and lingering Quest Pip penalty for the remainder of the adventure. **Difficulty:** 11 **Advantage:** Skill Delver

Bane Brash Ace Rods: Flail at each other before taking a winded break; follow with a humorous proposal or superstitious deal – sheath your blades and let a high card determine who's the better sword-chap. Utter waste of time on your part. Even among competing men, both sides will obviously cheat. Magic might even be suggested to bind the deal, but that is shunned by all. Make the roll for what it's worth. Fail and your ill fate brings the loss of any of your Swaggering Techniques. Remember, a Glorious (locked) technique may not be sacrificed. Take personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. Against non-human Large+ adversaries, the Difficulty increases by three. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Paralysis (Q). **Difficulty:** 6 **Advantage:** Skill Gambler

Bane Brash Coins

Bane Brash King Coins: Nagging annoyance turns to outright peril as your belt clasp or boot lacing wears out. Fail and you are overpowered and must surrender, taken as a captive. (Bold characters, perhaps, exercise Trait benefit to ignore.) Regardless, you suffer Shaken (penalty). Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Telekinesis (D). **Difficulty:** 8 **Advantage:** Skill Tinker

Bane Brash Queen Coins: Facing certain capture, talk your way out of death by recounting a favorite anecdote; thus, causing

the enemy to feel sorrow or sympathy, just enough delay to cheat fate. Fail roll and you must select Escape going forward. Against Large+ adversaries, the Difficulty increases by three. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Power Words (S). **Difficulty:** 11 **Advantage:** Skill Berserker

Bane Brash Knight Coins:

Suppressing fire, send them ducking to evade an arrow or pilum launch. Fail and the enemy is now Enraged (adds to their defensive modifier and deadliness). Regardless, player no longer suffers Bane events for this engagement. **Difficulty:** 8 **Advantage:** Skill Bowman

Bane Brash Knave Coins: Fumble with your blade fast stuck in the side of a barrel, tree, barrier, ship rail, desiccated corpse, etc. Fail and must select Irregular as method in next round's attack. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Celestial (G). **Difficulty:** 11 **Advantage:** Mount Pure (L)

Bane Brash 10 Coins: After an exceptionally fast and violent blow, you miss your victim and release your grip. Could be ill luck or magical alteration, yet either might foster caution. Fail and all players next round must select Brash Methods, aiding your recovery of your sword. **Difficulty:** 12 **Advantage:** Skill Duelist

Bane Brash 9 Coins: Prone and pinned, with no leverage to swing, a handful of dirt, sand, horse dropping, ship's sawdust, etc. might blind them, while you get back upright. Fail and knocked unconscious. Flair: if the adversary is Invincible, the injury results in a vicious. **Difficulty:** 6 **Advantage:** Mount Mystical (D)

Bane Brash 8 Coins: Lock swords and eyes with your victim; he shows fear as you engage Florentine (off-hand strike). Fail and suffer Shaken (penalty). If skilled

Berserker, Difficulty reduces by two. **Difficulty:** 8 **Advantage:** Mount Ominous (S)

Bane Brash 7 Coins: Weary and ineffective, pray for some solace or one basic opening to strike. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If skilled Delver, Difficulty reduces by two; but failure by a Delver doubles the warped outcome rise. **Difficulty:** 13 **Advantage:** Longboat Seasoned Crew (L)

Bane Brash 6 Coins: The dastards have you just where they want; it's a trap! Fail and suffer a vicious wound. Against Large+ adversaries, the Difficulty increases by three. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Cosmic (T). If skilled Duelist, Difficulty reduces by two. **Difficulty:** 8 **Advantage:** Swagger Concentration (E)

Bane Brash 5 Coins: Capitalize on your victim's apprehension and call for him to surrender to the superior at arms; you've perhaps misread his drooling mania as abject fear. Success and all players must select Irregular as method in next round's attack; but perhaps you gained swaggering? Fail and knocked unconscious. Flair: if the adversary is Heinous, the injury results in a vicious wound. **Difficulty:** 6 **Advantage:** Mount Talking (P)

Bane Brash 4 Coins: Use the environment, the ship's riggings, tavern furnishings, the flora and fauna, the undulating path of earthen loam to evade as you formulate a plan of attack. Fail and knocked unconscious. Flair: if the adversary is Great, the injury results in a vicious wound. If skilled Man-at-Arms, Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Skill Engineer-Sapper

Bane Brash 3 Coins: Not sure today is the worse set of circumstances, but this makes the top ten; hide for a sec, while you consider your memories of past miseries. Fail

and all players next round receive Bane Results. Regardless, player must select Irregular as method in next round's attack; enemy magic was certainly involved, so Ref may add a spellcaster to the action.

Difficulty: 9 **Advantage:** Skill Spy

Bane Brash 2 Coins: Make do with whatever is handy—tools or supplies—using anything you grab to block the blows of your relentless adversary. Fail and lingering Quest pip penalty for the remainder of the adventure. **Difficulty:** 11 **Advantage:** Skill Farrier-Breeder

Bane Brash Ace Coins: Tackle victim about the legs and dose his face with a fatal potion. Boy, was your plan too elaborate; something unworldly and sinister has control of you to attempt such silly devices. Fail and your character vanishes; he returns in the next Phase of the adventure. Ref may decide to continue your plight with Digressions. Regardless, gain one Swaggering Technique of your choice. This may be taken in any form, including on your vessel. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Precognition (E). If skilled Brawler, Difficulty reduces by two. **Difficulty:** 5 **Advantage:** Skill Apothecary



Bane Brash Swords

Bane Brash King Swords: Suffer a blow (or stumble) and have the wind knocked out of you. Fail and you surrender, taken as a captive. (Bold characters, perhaps, exercise Trait benefit to ignore.) Against Large+ adversaries, the Difficulty increases by three. Regardless, you suffer Shaken (penalty). If action takes place aboard the group's longboat, at sea or along a river, the fall was from the boat's rigging – difficulty increases to eleven. **Difficulty:** 8 **Advantage:** Mount Fleet (R)

Bane Brash Queen Swords: Collide into your victim, knocking him to the ground before lunging with your sword. Success and dispatch one opponent. Fail roll and you must select Escape going forward. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Pyrotechnics (K). If skilled Berserker, Difficulty reduces by two.

Difficulty: 12 **Advantage:** Skill Brawler

Bane Brash Knight Swords: Force the enemy into a pushing and shoving pack or get the prime foe spinning in circles. Fail and the enemy is now Enraged (adds to their defensive modifier and deadliness).

Regardless, player no longer suffers Bane events for this engagement. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Psionics (B). **Difficulty:** 12 **Advantage:** Mount Agile (C)

Bane Brash Knave Swords:

Trajectory is key, as the enemy cannot be struck directly with any sharp or blunt force; perhaps find flaw in your hypothesis? Fail and must select Irregular as method in next round's attack. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 10 **Advantage:** Skill Artillerist

Bane Brash 10 Swords: Cower your victim by making three quick attacks, all to the enemy's face. Fail and all players next round must select Brash Methods. If skilled

Bowman, Difficulty reduces by two.

Difficulty: 10 **Advantage:** Swagger Heroic Swordplay (K)

Bane Brash 9 Swords: There's a time for looting and a time for fighting – now's not the time to ninja-loot the fallen. Fail and suffer a vicious wound. Against Large+ adversaries, the Difficulty increases by three.

Difficulty: 9 **Advantage:** Skill Pickpocket

Bane Brash 8 Swords: Time for a display of irrational, but certainly inspirational courage. Make yourself seen, straddling whatever is at hand to rise above the fury. Success and anyone may escape during the distraction, except this player. Note, there's no dice bonus to be gained here by staying, but is there a group longboat to protect? Fail and everyone suffers Shaken (penalty). If skilled Equestrian and on land, Difficulty reduces by two. **Difficulty:** 10 **Advantage:** Swagger Better Valor (B)

Bane Brash 7 Swords: Fumble and drop your prized weapon. But as your opponent jests at your mishap, with the blink of an eye the instrument of doom returns to your gauntlet. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Voltaic (B). **Difficulty:** 14 **Advantage:** Blade Ingenious (A)

Bane Brash 6 Swords: Surprised to find yourself standing—chuckle as the blood starts to trickle—after the colossal smash you just took. Fail and suffer a vicious wound. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Demonic (F). **Difficulty:** 9 **Advantage:** Mount Hefty (H)

Bane Brash 5 Swords: Tough as nails, deadly as strychnine, you are; that last thrust was only a flesh wound. Fail and suffer a vicious wound. **Difficulty:** 10 **Advantage:** Swagger Killer Instinct (N)

Bane Brash 4 Swords: Sometimes you have to wonder if you're worth more dead or for ransom alive? Fail and knocked unconscious. Flair: if the adversary is Large+, the injury results in vicious. **Difficulty:** 12 **Advantage:** Skill Courty Grace

Bane Brash 3 Swords: Leap to the vanguard, they'll have to get past you to reach anyone else. Leeroy Jenkins! Fail and all players next round receive Bane Results. Against Large+ adversaries, the Difficulty increases by three. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Thought Control (P). **Difficulty:** 11 **Advantage:** Mount Resolute (K)

Bane Brash 2 Swords: Hurl a javelin, only to hit obliquely. But victim lingers too long, checking himself for wounds, perhaps allowing you to strike anew. Fail and lingering Quest Pip penalty for the remainder of the adventure. Flair – If this action occurs in the underworlds, no one gains Advantage or may practice Recitation with Wizardry Demigod (A). **Difficulty:** 14 **Advantage:** Blade Gladiatorial (R)

Bane Brash Ace Swords: Read or innately sense the tell-tale signs that the enemy has set a magical trap or barrier. Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. **Difficulty:** 9 **Advantage:** Skill Hunter

Calculated Swaggering Methods

These options are available instead of event driven results. Before making a roll, the player must describe what he does. Tell your story, first. Don't just roll D20 to hit. Besides, it's not that polyhedral.

The enemy's defensive modifier still applies. The only way to sometimes beat powerful adversaries is to gain die roll bonuses or stick solely to attacks like Brash or Magical hoping for lucky and easy events. Remember that Trait Methodical allows the player to ignore enemy defensive modifier for one battle.

Additionally, if a character has multiple instances of the same swaggering, he can gain a die bonus equal to the extra techniques. Example, a character with Battle Cry, Blade Ingenious and Longboat Elite Goals may use any of these and roll at plus two. Only the technique tested will suffer the *Lose Swaggering* result.

A – Battle Cry, Blade Ingenious, Mount Beautiful, Longboat Elite Goals

15 or better: Full D8 opponents or one Large+ adversary runs away.

13 – 14: Half a D8 opponents or one Large+ adversary runs away.

12: One opponent of any size runs away.

11: One opponent runs away, but not a Large+ adversary.

10: Lose swaggering. Gain Command Pip die roll modifier. Change method next round to any other Calculated action or Brash.

9: Lose swaggering. Gain personally Fury Pip die roll modifier. Change method next round to any other Calculated action or Brash.

8: Lose swaggering. Change method next round to any other Calculated action or Brash.

7: Change Method next round to Brash.

6: Select Irregular next round.

5: Select Escape going forward.

3 – 4: Knocked Out.

2 or less: Suffer Vicious.

Note: Creatures Invincible and beyond do not run away.

B – Better Valor, Blade Mucilage, Mount Winged, Longboat Charted Path

14 or better: All players may escape the battle; any who decide to stay receive Tactics Pip advantages.

12 – 13: Escape the battle or remain in Catbird Seat.

7 – 11: No Effect.

5 – 6: Lose swaggering. Change Method to Escape.

3 – 4: Select Irregular next round.

2 or less: Knocked Out.

Note: This option does not work on Enchanted Creatures and beyond; risk Escape Method instead.

C – Charismatic Style, Blade Bounding, Mount Agile, Longboat Religiously Inspired

13 or better: Half a D8 opponents or one Large+ adversary runs away.

12: Half a D8 opponents or one Large+ adversary runs away. But, also lose swaggering.

11: Lose swaggering. Change method next round to any other Calculated action or Brash.

10: Gain personally a Command Pip die roll modifier.

8 – 9: No Effect.

5 – 7: Change Method next round to Brash.

4: Select Irregular next round.

3 or less: Knocked Out.

Note: Creatures Invincible and beyond do not run away.

D – Chiasmic Action, Blade Fantastic, Mount Mystical, Longboat Treasure Laden

15 or better: Full D8 opponents or one Large+ adversary surrenders.

13 – 14: Half a D8 opponents or one Large+ adversary surrenders.

12: One opponent of any size surrenders.

11: One opponent surrenders, but not a Large+ adversary.

8 – 10: Lose swaggering. Change method next round to any other Calculated action or Brash.

7: Change Method next round to Brash.

6: Select Irregular next round.

5: Select Escape going forward.

3 – 4: Knocked Out.

2 or less: Suffer Vicious.

Note: Creatures Horrible and beyond do not surrender.

E – Concentration, Blade Eminent, Mount Serene, Longboat Vigilant

15 or better: Gain Tactics Pip die roll modifier.

13 – 14: Gain Command Pip modifier.

12: Gain personally Catbird Seat.

10 – 11: Lose swaggering. Change method to any other Calculated action or Brash.

8 – 9: Change Method next round to Brash.
6 – 7: Select Irregular next round.
5: Select Escape going forward.
3 – 4: Knocked Out.
2 or less: Suffer Vicious.
Note: This option does not work with Great creatures.

F – Disarming Blow, Blade Defender, Mount Radiant, Longboat Arcane Sentinel
15 or better: Half a D8 opponents or one Large+ adversary run away.
13 – 14: One opponent of any size runs away.
9 – 12: No Effect
8: Lose swaggering.
6 – 7: Change Method next round to Brash.
3 – 5: Select Irregular next round.
2 or less: Knocked Out
Note: Creatures Invincible and beyond do not run away.

G – Crushing Blow, Blade Knightly, Mount Empyrean, Longboat Treachery Expunged
12 or better: Dispatch half a D8 opponents or one Large+ adversary.
10 – 11: Lose swaggering. Change method next round to any other Calculated action or Brash.
8 – 9: Change Method next round to Brash.
6 – 7: Select Irregular next round.
5: Select Escape going forward.
3 – 4: Knocked Out.
2 or less: Suffer Vicious.

H – Effective Spurning, Blade Lithe, Mount Hefty, Longboat Battle Ready
13 or better: Half a D8 opponents or one Large+ adversary surrenders.
12: Half a D8 opponents or one Large+ adversary surrenders. But, also lose swaggering.
10 – 11: No Effect
9: Lose swaggering. Change method next round to any other Calculated action or Brash.
6 – 8: Change Method next round to Brash.
4 – 5: Select Irregular next round.
3 or less: Knocked Out.
Note: Creatures Horrible and beyond do not surrender.

I – Feigns, Blade Heirloom, Mount Essential, Longboat No Disease

15 or better: Full D8 opponents or one Large+ adversary surrenders.

14: Full D8 opponents or one Large+ adversary surrenders. But, also lose swaggering.

13: Half a D8 opponents or one Large+ adversary surrenders.

12: Half a D8 opponents or one Large+ adversary surrenders. But, also lose swaggering.

10 – 11: Force one opponent to surrender, but not a Large+ adversary.

9: No Effect.

8: Lose swaggering. Change method next round to any other Calculated action or Brash.

6 – 7: Change Method next round to Brash.

5: Select Irregular next round.

3 – 4: Knocked Out.

2 or less: Suffer vicious.

Note: Creatures Horrible and beyond do not surrender.

J – Ferocity, Blade Herculean, Mount Replenishing, Longboat Pure No-Curse

15 or better: Full D8 opponents or one Large+ adversary runs away.

14: Full D8 opponents or one Large+ adversary runs away. But, also lose swaggering.

13: Half a D8 opponents or one Large+ adversary runs away.

12: Half a D8 opponents or one Large+ adversary runs away. But, also lose swaggering.

10 – 11: Force one opponent to run away, but not a Large+ adversary.

9: Lose swaggering. Change method next round to any other Calculated action or Brash.

7 – 8: Change Method next round to Brash.

5 – 6: Select Irregular next round.

3 – 4: Knocked Out.

2 or less: Suffer vicious.

Note: Creatures Invincible and beyond do not run away.

K – Heroic Swordplay, Blade Scintillating, Mount Resolute, Longboat Noble Allegiance

15 or better: Dispatch half a D8 opponents or one Large+ adversary.

13 – 14: Dispatch one opponent of any size.

10 – 12: No Effect

9: Lose swaggering.
6 – 8: Change Method next round to Brash.
3 – 5: Select Irregular next round.
2 or less: Knocked Out

L – Hilt Punch, Blade Biting, Mount Pure, Longboat Seasoned Crew
15 or better: Half a D8 opponents or one Large+ adversary surrenders.
13 – 14: One opponent of any size surrenders.
12: Lose swaggering. Gain personally Fury Pip die roll modifier.
10 – 11: Change Method next round to Brash.
8 – 9: Select Irregular next round.
3 – 7: No Effect
2 or less: Knocked Out
Note: Creatures Horrible and beyond do not surrender.

M – Irregular Tricks, Blade Hellish, Mount Vibrant, Longboat Abundant Stores
15 or better: Dispatch a full D8 opponents or one Large+ adversary.
13 – 14: Dispatch half a D8 opponents or one Large+ adversary.
12: Dispatch one opponent of any size.
11: Dispatch one opponent, but not a Large+ adversary.
8 – 10: Lose swaggering. Change method next round to any other Calculated action or Brash.
7: Change Method next round to Brash.
6: Select Irregular next round.
5: Select Escape going forward.
3 – 4: Knocked Out.
2 or less: Suffer Vicious.

N – Killer Instinct, Blade Impetus, Mount Lucid, Longboat Vermin Free
15 or better: Dispatch a full D8 opponents or one Large+ adversary.
14: Dispatch a full D8 opponents or one Large+ adversary. But, also lose swaggering.
13: Dispatch half a D8 opponents or one Large+ adversary.
12: Dispatch half a D8 opponents or one Large+ adversary. But, also lose swaggering.
10 – 11: Dispatch one opponent, but not a Large+ adversary.
9: Lose swaggering. Change method next round to any other Calculated action or Brash.

7 – 8: Change Method next round to Brash.

5 – 6: Select Irregular next round.

3 – 4: Knocked Out.

2 *or less*: Suffer vicious.

O – Mastery Shield, Blade Amalgam, Mount Carapace, Longboat Undamaged

13 *or better*: One opponent of any size runs away.

12: One opponent runs away, but not a Large+ adversary.

11: Lose swaggering. Enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action. Change method next round to any other Calculated action or Brash.

10: Lose swaggering. Change method next round to any other Calculated action or Brash.

8 – 9: Change Method next round to Brash.

6 – 7: Select Irregular next round.

4 – 5: Select Escape going forward.

3 *or less*: Knocked Out.

Note: Creatures Invincible and beyond do not run away.

P – Repartee, Blade Paladin, Mount Talking, Longboat Comradery

12 *or better*: Half a D8 opponents or one Large+ adversary runs away.

11: Lose swaggering. Gain Command Pip modifier. Change method next round to any other Calculated action or Brash.

10: Lose swaggering. Change method next round to any other Calculated action or Brash.

8 – 9: Change Method next round to Brash.

6 – 7: Select Irregular next round.

5: Select Escape going forward.

3 – 4: Knocked Out.

2 *or less*: Suffer Vicious.

Note: Creatures Invincible and beyond do not run away.

Q – Seize Swordarm, Blade Meshed, Mount Sturdy, Longboat Orderly Kept

12 *or better*: Half a D8 opponents or one Large+ adversary surrenders.

10 – 11: Lose swaggering. Change method next round to any other Calculated action or Brash.

8 – 9: Change Method next round to Brash.

6 – 7: Select Irregular next round.

5: Select Escape going forward.

3 – 4: Knocked Out.

2 or less: Suffer Vicious.

Note: Creatures Horrible and beyond do not surrender.

R – Speed & Guile, Blade Gladiatorial, Mount Fleet, Longboat Inhuman Watchdogs

13 or better: Dispatch half a D8 opponents or one Large+ adversary.

12: Dispatch half a D8 opponents or one Large+ adversary. But, also lose swaggering.

11: Gain personally Fury Pip die roll modifier. Change method next round to any other Calculated action or Brash. (Swaggering is not lost here.)

10: No Effect.

8 – 9: Lose swaggering. Change method next round to any other Calculated action or Brash.

6 – 7: Change Method next round to Brash.

4 – 5: Select Irregular next round.

3 or less: Knocked Out.

S – Uncontested Dagger Thrust, Blade Scheming, Mount Ominous, Longboat Democracy

13 or better: Dispatch one opponent of any size.

12: Dispatch one opponent, but not a Large+ adversary.

10 – 11: Lose swaggering. Change method next round to any other Calculated action or Brash.

8 – 9: Change Method next round to Brash.

6 – 7: Select Irregular next round.

4 – 5: Select Escape going forward.

3 or less: Knocked Out.

T – Wrestling Holds, Blade Golden, Mount Inexorable, Longboat Battle Hard

13 or better: One opponent of any size surrenders.

12: One opponent surrenders, but not a Large+ adversary.

10 – 11: Lose swaggering. Change method next round to any other Calculated action or Brash.

8 – 9: Change Method next round to Brash.

6 – 7: Select Irregular next round.

4 – 5: Select Escape going forward.

3 or less: Knocked Out.

Note: Creatures Horrible and beyond do not surrender.

Q&D Magical Method

Magical Quicklook Table				
	Cups	Rods	Coins	Swords
King	Dis4/Flee-- (8)	Dis/Change-- (9)	Dis-- (7)	Cap/KO-- (10)
Queen	Dis4 (7)	Esc (8)	Esc-- (10)	Cap (9)
Knight	Dis4++ (5)	Dis4/KO++ (6)	Dis/Vic++ (7)	Dis4/KO++ (11)
Knave	Esc-- (8)	Cap/KO-- (7)	Esc-- (9)	Esc/Rage (10)
10	Dis4/Irreg-- (11)	Dis (13)	RunOff4/DieSad (10)	RunOff/Vic (8)
9	Dis4/Change (9)	Dis/DieSad++ (10)	RunOff4/Irreg (9)	RunOff/Vic (11)
8	Dis4/DieSad (10)	Dis/Irreg (10)	RunOff4 (12)	RunOff (11)
7	Dis4/Rage (10)	Dis (14)	RunOff4/KO (9)	Cap4-- (14)
6	Dis4/Vic (8)	Dis-- (12)	RunOff4/KO (11)	Cap4 (13)
5	Dis4/Vic (7)	Dis/KO (9)	RunOff (12)	Cap (14)
4	Dis4/Vic-- (7)	Dis (13)	RunOff4/KO-- (11)	Cap4/KO-- (11)
3	Dis4/KO (9)	Dis/KO (11)	RunOff/Rage&Irreg (9)	Cap4/Vic (10)
2	Dis4/Vic (9)	Dis/KO (9)	RunOff4/Vic (10)	Cap/DieSad (11)
Ace	Dis4-- (7)	RunOff4 (9)	CapAll (9)	Cap-- (10)

	Bane Cups	Bane Rods	Bane Coins	Bane Swords
King	Vic (6)	Cap/KO (8)	Cap/Flee (9)	Cap/Irreg (10)
Queen	Flee (6)	Flee (7)	Flee (9)	Flee (13)
Knight	Change++ (11)	Change++ (12)	Change++ (13)	Change++ (14)
Knave	Cap/noSwag (6)	noSwag (8)	noSwag++ (7)	noSwag (7)
10	Dis4/Flee (7)	Dis4/Irreg (8)	Dis4/Change (13)	DieSad (9)
9	UtterFail (6)	KO (7)	Vic (8)	Vic (8)
8	KO (7)	Vic (7)	KO (10)	DieSad (9)
7	Vic (8)	KO (8)	Warp (11)	DieSad (10)
6	noSwag (11)	Irreg (6)	Warp-- (9)	DieSad (11)
5	KO (12)	Irreg (10)	Warp (12)	DieSad (13)
4	Vic-- (8)	Irreg-- (8)	Warp (13)	DieSad (9)
3	KO (7)	Irreg (8)	Warp (9)	DieSad (12)
2	Vic (7)	Rage&Irreg (7)	Warp (11)	DieSad (14)
Ace	Dis4/noSwag (8)	Dis4/KO (10)	Dic4/Vic (9)	Cap/Change (11)

Key:	Dis	Kill Enemy
	RunOff	Enemy Runs
	Cap	Capture Enemy
	Vic	Avoid Vicious
	KO	Avoid Knock-Out
	Irreg	Avoid Irregular
	Flee	Avoid Escape
	Surr	Avoid Surrendering
	Esc	Chance Escape
	GoodDie	Chance Dice Bonus
	DieSad	Avoid Dice penalty
	Warp	Avoid Magic Mishap
	Gone	Leave Mission
	noSwag	Avoid loss swagger
	Brash	Force Method Brash
	Rage	Avoid foe Enraged
	Change	New Method
	UtterFail	Bad, very Bad
	--	Extra bad things
	..++	Extra nice things

Magical Cups

Magical King Cups: Call down hail, meteors, a flock of birds, leaves, dust, snow, etc., creating a maelstrom of debris. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail and player must select Escape going forward. Regardless, all players must return to battle despite vicious injury, knock out, mishap or escape.

Difficulty: 8 **Advantage:** Wizardry Telekinesis (D)

Magical Queen Cups: Mask the faces and forms of everyone, so that your opponents strike each other, and not one of your rivals is sure who his enemy truly is. Success and dispatch a half D8 opponents or one Large+ adversary. **Difficulty:** 7

Advantage: Wizardry Illusions (I)

Magical Knight Cups: Enough black arts for the moment; as they cower, cut them all down. Success and dispatch a half D8 opponents or one Large+ adversary. Regardless, lose one swaggering on your

blade or mount. If none, then lowest level person with either must lose a swaggering of his choice. If there are no swaggering anywhere, the event is catastrophic to the entire party. If its any consolation, the enemy is no longer Enraged and this player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. **Difficulty:** 5 **Advantage:** Trait Bold

Magical Knave Cups: Gesticulate and bellow your intent to unleash a volley of pure fury on the enemy. Success and escape from the battle; player may stay in the action and gain the Fury Pip to his rolls. Regardless, all players must select Irregular as Method in next round's attack. **Difficulty:** 8

Advantage: Trait Clever

Magical 10 Cups: Experiment with witchery and devilish charms, curses read in moldy tomes or overheard in hushed tones. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail and select Irregular next round. Regardless, enemy is

now Enraged (adds to their defensive modifier and deadline). **Difficulty:** 11 **Advantage:** Trait Gifted

Magical 9 Cups: Listen to your inner voice, trust the forces of nature which guide. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail and next round the player must change to a different attack Method. **Difficulty:** 9 **Advantage:** Wizardry Spirit Guide (R)



Magical 8 Cups: Lightning arcs from your spread fingers as you clench your teeth to keep them from shattering. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail and suffer Shaken (penalty). **Difficulty:** 10 **Advantage:** Wizardry Voltaic (N)

Magical 7 Cups: Amplify the simmering hatreds and betrayals of the enemy; combat being the perfect cover to seek revenge. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail and enemy is Enraged. **Difficulty:** 10 **Advantage:** Wizardry Thought Control (P)

Magical 6 Cups: Operate your weapon and shield remotely or turn the enemy's own arms against him. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and suffer a vicious wound. **Difficulty:** 8 **Advantage:** Wizardry Telekinesis (D)

Magical 5 Cups: Fold the earthly surface and create a crushing wall of stone, water and debris, enveloping the fools

opposed to your plans. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and suffer a vicious wound.

Difficulty: 7 **Advantage:** Wizardry Geomancy (C)

Magical 4 Cups: Summon a terrible wind, which freezes right to the bones. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and suffer a vicious wound. Regardless, all players lose Command and Tactical Pip bonuses.

Difficulty: 7 **Advantage:** Wizardry Paralysis (Q)

Magical 3 Cups: Even if the site is not littered with the recently defeated, there is always a rivulet of skulls and corpses just under the turf ready to burst forth. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and knocked unconscious. Flair: if any adversary is Nasty, player must change his Method next round.

Difficulty: 9 **Advantage:** Wizardry Necromancy (H)

Magical 2 Cups: A gesture oft used, often to entertain, suddenly produces a more meaningful magical result; too bad you don't quite recall what you just did as you delight in the consequences. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and suffer a vicious wound.

Difficulty: 9 **Advantage:** Skill Prestidigitation

Magical Ace Cups: Fireball! Success and dispatch a half D8 opponents or one Large+ adversary. Regardless, next round the player must change to a different attack Method. Maybe you'd like to repeat the act with Recitation? **Difficulty:** 7 **Advantage:** Wizardry Pyrotechnics (K)

Magical Rods

Magical King Rods: Magical nexus wanes. Better point out your value as a living prisoner, as a ruse of course, to gain a stealthy attack. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty

increases by three. But, fail and next round the player must change to a different attack Method. Regardless, all players must return to battle despite vicious injury, knock out, mishap or escape. The Ref may decide that Magical may not be used anymore as a Method, at least for any wise character above third level. **Difficulty:** 9 **Advantage:** Skill Goldsmith

Magical Queen Rods: After a few random bursts of energy and flashes of bright light, you find yourself on the edges of the conflict. Success and escape from the battle; player may stay in the action and gain the Fury Pip to his rolls. **Difficulty:** 8

Advantage: Trait Clever

Magical Knight Rods: Strike with a curse to open a victim's stance enough to riposte with your blade. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and knocked unconscious. Regardless, player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. **Difficulty:** 6 **Advantage:** Wizardry Hexes (M)

Magical Knave Rods: Mind blast the entire field of combat. Success and one opponent surrenders. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and knocked unconscious. Regardless, all players must select Irregular as method in next round's attack. **Difficulty:** 7 **Advantage:** Wizardry Psionics (B)

Magical 10 Rods: Turn someone inside out. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. Flair: if any adversary is Great, player must change his Method next round. **Difficulty:** 13 **Advantage:** Wizardry Cosmic (T)

Magical 9 Rods: Expand your mind and soul into realms and dimensions which mortal men should fear to trespass. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three.

But, fail and suffer Shaken (penalty). Regardless, lowest level character of the group acquires a random Wizardry swaggering technique. **Difficulty:** 10

Advantage: Trait Gifted

Magical 8 Rods: Hug the foe as you transform into an inorganic beast. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. But, fail and select Irregular next round.

Difficulty: 10 **Advantage:** Trait Rugged

Magical 7 Rods: Witness combat in a slowed timeframe; did you speed up? Success and dispatch one opponent. **Difficulty:** 14 **Advantage:** Wizardry Precognition (E)

Magical 6 Rods: Call on all that's unholy and perform a death spell. Success and dispatch one opponent. Flair: if any adversary is Enchanted, player must change his Method next round. Regardless, enemy is now Enraged (adds to their defensive modifier and deadliness). **Difficulty:** 12 **Advantage:** Wizardry Power Words (S)

Magical 5 Rods: Magnetize the metal of an opponent and crush him in his weighty cuirass or neck collar; for fully nude berserkers and beasts this action is treated as a Knight. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and knocked unconscious. **Difficulty:** 9 **Advantage:** Wizardry Voltaic (N)

Magical 4 Rods: Employ hideous extra dimensional shapes and colors; the damage may be all mental, but the result is still utter expiry. Success and dispatch one opponent. **Difficulty:** 13 **Advantage:** Wizardry Illusions (I)

Magical 3 Rods: The magical arts were taught by elders around the hearth; simple rote instruction shall prevail. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and knocked unconscious.

Difficulty: 11 **Advantage:** Skill Occult Scholar

Magical 2 Rods: Call forth a servant to assist; oh, seems its shape is irregular and disturbing? Better brace yourself. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and knocked unconscious. Flair: if any adversary is Invincible, player must change his Method next round. **Difficulty:** 9 **Advantage:** Wizardry Conjunction (L)

Magical Ace Rods: The stars may be far away, but your connection to them means you can summon them as marbles of infinite heat. Optional, success and chase half a D8 opponents or one Large+ adversary away. Flair: if any adversary is Heinous, player must change his Method next round. **Difficulty:** 9 **Advantage:** Wizardry Celestial (G)



Magical Coins

Magical King Coins: Your ancestors are quite pleased with the spectacle and beg to join you this day. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and suffer a vicious wound. Regardless, all players must return to battle despite vicious injury, knock out, mishap or escape. **Difficulty:** 7 **Advantage:** Wizardry Spirit Guide (R)

Magical Queen Coins: Summon the fog, even if the mist only covers the enemy's eyes. Success and escape from the battle; the player may stay in the action and gain the

Tactics Pip bonus to all of the group's rolls. Against Large+ adversaries, the Difficulty increases by three. Regardless, the enemies are no longer Enraged. **Difficulty:** 10 **Advantage:** Wizardry Illusions (I)

Magical Knight Coins: Discover something about yourself, that perhaps you are related to the faerie folk. Success and dispatch one opponent. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and suffer a vicious wound. Regardless, player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. **Difficulty:** 7 **Advantage:** Trait Gifted

Magical Knave Coins: Music and mathematics do relate to numerology and a divine order; yet is your ditty a spell or just something that causes the enemy to pause in bemusement? Success and any and all players have the option to escape; each player may opt to stay in the action and gain Tactics Pip advantages. Regardless, all players who remain in combat must select Irregular Method next round. **Difficulty:** 9 **Advantage:** Skill Minstrel

Magical 10 Coins: Perhaps your vigor and constitution have been altered since childhood; ponder not and offer a resounding chase. Optional, success and half a D8 opponents or one Large+ adversary runs away. But, fail and suffer Shaken (penalty). **Difficulty:** 10 **Advantage:** Trait Energetic

Magical 9 Coins: Even in the desert, there are elements in the fauna and flora, which come to your call. Optional, success and half a D8 opponents or one Large+ adversary runs away. But, fail and select Irregular next round. Flair: if any adversary is Horrible, player must change his Method next round. **Difficulty:** 9 **Advantage:** Wizardry Geomancy (C)

Magical 8 Coins: Cantrips seem harmless enough, but do forebode to even greater powers, yet to develop. Optional, success and half a D8 opponents or one

Large+ adversary runs away. **Difficulty:** 12
Advantage: Trait Clever

Magical 7 Coins: Threaten them; there's no need for major warp of reality simply to prove you're superior. Optional, success and half a D8 opponents or one Large+ adversary runs away. But, fail roll and knocked unconscious. **Difficulty:** 9
Advantage: Longboat Inhuman Watchdogs (R)

Magical 6 Coins: That's new – you've always been able to levitate a small distance, but since when could you outright fly? Optional, success and half a D8 opponents or one Large+ adversary runs away. But, fail roll and knocked unconscious. **Difficulty:** 11 **Advantage:** Wizardry Shape Shifting (J)

Magical 5 Coins: Grasp a victim's throat remotely in a death grip; this time you release as a warning (or were unable to focus and maintain). Optional, success and one opponent runs away. **Difficulty:** 12
Advantage: Wizardry Paralysis (Q)

Magical 4 Coins: Toss out a collection of figurines of origin best not explained. You haven't quite perfected the incantations to reverse their growing size. Optional, success and half a D8 opponents or one Large+ adversary runs away. But, fail roll and knocked unconscious. Regardless, suffer Shaken (penalty); your creations are somewhat rebellious. **Difficulty:** 11
Advantage: Wizardry Animate Objects (O)

Magical 3 Coins: Open your mysterious encyclopedia of the arcane—the one with velum pages of human skin—brush off some cobwebs and get down to business. Optional, success and one opponent runs away. But, fail and enemy is now Enraged (adds to their defensive modifier and deadliness). Plus on fail, select Irregular next round. Against Large+ adversaries, the **Difficulty** increases by three. **Difficulty:** 9
Advantage: Trait Methodical

Magical 2 Coins: Levitate a large bolder, stump, ship anchor, cathedral bell, cask of ale, etc. Did you pick-up more mass than you can safely handle? Optional, success and half a D8 opponents or one Large+ adversary runs away. But, fail roll and suffer a vicious wound. **Difficulty:** 10 **Advantage:** Wizardry Telekinesis (D)

Magical Ace Coins: Fireworks are lovely and demonstrate both power and majesty in this situation. Success and all opponents surrender, regardless of size. **Difficulty:** 9 **Advantage:** Wizardry Pyrotechnics (K)

Magical Swords

Magical King Swords: Behold the heavenly host you can summon to do your bidding. Success and all opponents surrender, regardless of size. But, fail roll and knocked unconscious. Regardless, all players must return to battle despite vicious injury, knock out, mishap or escape. **Difficulty:** 10
Advantage: Wizardry Demigod (A)

Magical Queen Swords: Force a peace by flummoxing and breaking the leader of the enemy. Success and all opponents surrender, regardless of size. But, fail roll and suffer a vicious wound. Flair: if any adversary is Enchanted, player must change his Method next round. **Difficulty:** 9 **Advantage:** Wizardry Hexes (M)

Magical Knight Swords: Why throw a knife, when you can command a stack of them to seek? Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and knocked unconscious. Regardless, player ignores all negative dice roll modifiers; nothing adversely changes the **Difficulty** of his rolls for the remainder of this battle. **Difficulty:** 11 **Advantage:** Wizardry Telekinesis (D)

Magical Knave Swords: A tried and true tactic of every generation, the simple smoke screen; yet add strange odors, colors and pops. Success and any and all players

have the option to escape; each player may opt to stay in the action and gain Tactics Pip benefits. But, fail and enemy is now Enraged (adds to their defensive modifier and deadliness). Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 10 **Advantage:** Wizardry Pyrotechnics (K)

Magical 10 Swords: Weave a barrier of electrified fencing. Optional, success and one opponent runs away. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and suffer a vicious wound. **Difficulty:** 8 **Advantage:** Wizardry Voltaic (N)

Magical 9 Swords: The reinforcements summoned to support your side are real, even if they are only seen by a few. Optional, success and one opponent runs away. Against Large+ adversaries, the Difficulty increases by three. But, fail roll and suffer a vicious wound. **Difficulty:** 11 **Advantage:** Wizardry Conjunction (L)

Magical 8 Swords: Recall from memory the last bit of chicanery used by yourself, a member of the party, a random prophet or even a mortal enemy. Optional, success and one opponent runs away. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 11 **Advantage:** Trait Methodical

Magical 7 Swords: Proclaim an era of sorrow, remorse and misery. Success and half a D8 opponents or one Large+ adversary surrenders. Regardless, enemy is now Enraged (adds to their defensive modifier and deadliness). Flair: if any adversary is Foul, player must change his Method next round. **Difficulty:** 14 **Advantage:** Wizardry Thought Control (P)

Magical 6 Swords: Rob the enemy of their own golem or supernatural protector. Success and half a D8 opponents or one Large+ adversary surrenders. **Difficulty:** 13 **Advantage:** Wizardry Spirit Guide (R)

Magical 5 Swords: The night before you ran through some options with your

companions; your specificity was more than coincidental or a lucky guess. Success and half a D8 opponents or one Large+ adversary surrenders. **Difficulty:** 14 **Advantage:** Wizardry Precognition (E)

Magical 4 Swords: Fill the area with brimstone and choking smoke. Success and half a D8 opponents or one Large+ adversary surrenders. But, fail roll and knocked unconscious. Regardless, all players lose Command and Tactical Pips. **Difficulty:** 11 **Advantage:** Wizardry Pyrotechnics (K)

Magical 3 Swords: Reveal your true face of horror. Success and half a D8 opponents or one Large+ adversary surrenders. But, fail roll and suffer a vicious wound. Flair: if any adversary is Heinous, player must change his Method next round. **Difficulty:** 10 **Advantage:** Wizardry Demonic (F)

Magical 2 Swords: Mentally stun and metaphysically bind those who stand opposed to your goals. Success and one opponent surrenders. Against Large+ adversaries, the Difficulty increases by three. But, fail and suffer Shaken (penalty). **Difficulty:** 11 **Advantage:** Wizardry Paralysis (Q)

Magical Ace Swords: Jinx the enemy with clumsiness, misfortune, doubt and misadventure. Success and one opponent surrenders. Against Large+ adversaries, the Difficulty increases by three. Regardless, next round the player must change to a different attack Method. **Difficulty:** 10 **Advantage:** Wizardry Hexes (M)

Bane Magical Cups

Bane Magical King Cups: Counter the magic being used by the enemy, bring forth a spider to eat his fly. Success and one opponent surrenders. But, fail and suffer a vicious wound. If this action occurs in the underworlds, a fail and any other player with Wizardry Conjunction (L) loses his powers; select from lowest level of those available.

Difficulty: 6 **Advantage:** Wizardry Conjunction (L)

Bane Magical Queen Cups:

Suddenly you feel as if you're wrapped in a leather jerkin, one cut for a princely infant. Fail roll and player must select Escape going forward. If this action occurs in the underworlds, a fail and any other player with Wizardry Paralysis (Q) loses his powers; select from lowest level of those available.

Difficulty: 6 **Advantage:** Wizardry Paralysis (Q)

Bane Magical Knight Cups: Counter the enemy's supreme powers over nature. Fail roll and next round the player must change to a different attack Method. Regardless, player no longer suffers Bane events for this engagement. If this action occurs in the underworlds, a fail and any other player with Wizardry Necromancy (H) loses his powers; select from lowest level of those available.

Difficulty: 11 **Advantage:** Wizardry Necromancy (H)

Bane Magical Knave Cups: Teased as you have been for naming your weapon, you never told anyone that you also whisper to the cold Damascus steel when the constellation Orion is overhead. (Too specific, so add your own colorful, G-rated details.) Success and one opponent surrenders. But, fail and lose any Swaggering Technique. This loss may be taken personally, or from your blade, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character without techniques is outright slain. If this action takes place on the water, a failed roll also results in loss of Longboat Elite Goals (A). **Difficulty:** 6 **Advantage:** Blade Scheming (S)

Bane Magical 10 Cups: The enemy has hexed your weapon and turned it into a noodle, so give him the Ranter's lash. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and player must select Escape going forward. If

this action takes place on the water, a failed roll also results in loss of Longboat Religiously Inspired (C). **Difficulty:** 7 **Advantage:** Blade Lithe (H)

Bane Magical 9 Cups: Wracked by nightmarish thoughts, which are better forgotten; you beg for amnesia. Fail roll and result is catastrophic; the character is stunted magically. With failure, select a half D8 Wizardry techniques and remove them permanently from the character. This loss may be any of the twenty, but not typically magic already understood. If this action takes place on the water, a failed roll also results in loss of Longboat Charted Path (B).

Regardless, enemy is now Enraged (adds to their defensive modifier and deadliness).

Difficulty: 6 **Advantage:** Mount Ominous (S)

Bane Magical 8 Cups: Try as you may to deflect all the objects sent straight at you; next time carry a true bronze shield. Fail roll and knocked unconscious. If this action occurs in the underworlds, a fail and any other player with Wizardry Telekinesis (D) loses his powers; select from lowest level of those available. **Difficulty:** 7 **Advantage:** Wizardry Telekinesis (D)

Bane Magical 7 Cups: Blink with a quick teleport out of harm's way. Fail roll and suffer a vicious wound. If this action occurs in the underworlds, a fail and any other player with Wizardry Celestial (G) loses his powers; select from lowest level of those available.

Difficulty: 8 **Advantage:** Wizardry Celestial (G)

Bane Magical 6 Cups: Hold forth a parchment containing the shielding symbol, whose guttural unworldly pronunciation you dare not utter. Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your blade, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character without techniques is outright slain. If this action occurs in the

underworlds, a fail and any other player with Wizardry Power Words (S) loses his powers; select from lowest level of those available.

Difficulty: 11 **Advantage:** Wizardry Power Words (S)

Bane Magical 5 Cups: The enemy invades your mind and you his for an ensorcelled tête-à-tête. Fail roll and knocked unconscious. If this action occurs in the underworlds, a fail and any other player with Wizardry Thought Control (P) loses his powers; select from lowest level of those available. **Difficulty:** 12 **Advantage:** Wizardry Thought Control (P)

Bane Magical 4 Cups: Something went terribly wrong as you reached out and tried to turn your opponent's armor or hide to cheese cloth. Fail roll and suffer a vicious wound. If this action takes place on the water, a failed roll also results in loss of Longboat Treasure Laden (D). Regardless, enemy is now Enraged (adds to their defensive modifier and deadliness). **Difficulty:** 8 **Advantage:** Blade Meshed (Q)

Bane Magical 3 Cups: Shield yourself from the enemy's mind and body blast, a rather good time to simply dispel all magical charms. Fail roll and knocked unconscious. If this action occurs in the underworlds, a fail and any other player with Wizardry Psionics (B) loses his powers; select from lowest level of those available. **Difficulty:** 7 **Advantage:** Wizardry Psionics (B)

Bane Magical 2 Cups: The very shadows take form and fight independently; even your own ebon companion strikes with skill. Fail roll and suffer a vicious wound. If this action takes place on the water, a failed roll also results in loss of Longboat Vigilant (E). **Difficulty:** 7 **Advantage:** Mount Radiant (F)

Bane Magical Ace Cups: Counter his counter as your own sorcery rebounds back at you. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail

and lose any Swaggering Technique. This loss may be taken personally, or from your blade, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character without techniques is outright slain. If this action takes place on the water, a failed roll also results in loss of Longboat Arcane Sentinel (F). **Difficulty:** 8 **Advantage:** Mount Mystical (D)

Bane Magical Rods

Bane Magical King Rods: An enemy would-be wizard has mumbled and suffered his own mishap; rush forward to secure his limp form, before he recovers his wits. Success and one opponent surrenders. But, fail and knocked unconscious. If this action takes place on the water, a failed roll also results in loss of Longboat Treachery Expunged (G). **Difficulty:** 8 **Advantage:** Trait Energetic

Bane Magical Queen Rods: The enemy attempts to make you small and insignificant, a bug to be stepped upon. Fail roll and player must select Escape going forward. If this action occurs in the underworlds, a fail and any other player with Wizardry Shape Shifting (J) loses his powers; select from lowest level of those available. **Difficulty:** 7 **Advantage:** Wizardry Shape Shifting (J)

Bane Magical Knight Rods: Drained, your attempts at magic have regenerated the vitality of the enemy, leaving you famished and exhausted. Fail roll and next round the player must change to a different attack Method. If this action takes place on the water, a failed roll also results in loss of Longboat Battle Ready (H). Regardless, player no longer suffers Bane events for this engagement. **Difficulty:** 12 **Advantage:** Mount Replenishing (J)

Bane Magical Knave Rods: The enemy has made grave plans and is willing to do much to see them succeed. Fail and lose

any of your character's magical swaggering. If none available, take a vicious. If this action occurs in the underworlds, a fail and any other player with Wizardry Precognition (E) loses his powers; select from lowest level of those available. Regardless, enemy is now Enraged (adds to their defensive modifier and deadliness). **Difficulty:** 8 **Advantage:** Wizardry Precognition (E)

Bane Magical 10 Rods: Disbelief comes easier to a man who has learned instinctively not to always trust his senses. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and must select Irregular as method in next round's attack. If this action occurs in the underworlds, a fail and any other player with Wizardry Illusions (I) loses his powers; select from lowest level of those available.

Difficulty: 8 **Advantage:** Wizardry Illusions (I)

Bane Magical 9 Rods: The enemy has done ninety-nine percent of the work, all you need do is take control of his automaton creations. Fail roll and knocked unconscious. If this action occurs in the underworlds, a fail and any other player with Wizardry Animate Objects (O) loses his powers; select from lowest level of those available. **Difficulty:** 7 **Advantage:** Wizardry Animate Objects (O)

Bane Magical 8 Rods: Use the electric field being generated to supercharge your mojo. Fail roll and suffer a vicious wound. If this action occurs in the underworlds, a fail and any other player with Wizardry Voltaic (N) loses his powers; select from lowest level of those available.

Difficulty: 7 **Advantage:** Wizardry Voltaic (N)

Bane Magical 7 Rods: Better in life to have a single capable assistant, then a gaggle of incompetents. An adage true even of the forces that weave the fates. Fail roll and knocked unconscious. If this action takes place on the water, a failed roll also results in

loss of Longboat No Disease (I). **Difficulty:** 8 **Advantage:** Blade Paladin (P)

Bane Magical 6 Rods: Out of body, you watch ambivalent as your actions are controlled by another. Fail roll and must select Irregular as method in next round's attack. If this action takes place on the water, a failed roll also results in loss of Longboat Seasoned Crew (L). **Difficulty:** 6

Advantage: Skill Berserker

Bane Magical 5 Rods: Rather than attacking to wound, the enemy appears to be toying with you, making you perform as fool and bruising your reputation with sullied acts. Fail roll and must select Irregular as method in next round's attack. If this action takes place on the water, a failed roll also results in loss of Longboat Noble Allegiance (K).

Difficulty: 10 **Advantage:** Trait Methodical

Bane Magical 4 Rods: No, no, no...that wasn't supposed to happen; that never happened, when you practiced. Fail roll and must select Irregular as method in next round's attack. If this action takes place on the water, a failed roll also results in loss of Longboat Pure No-Curse (J). Regardless, enemy is now Enraged (adds to their defensive modifier and deadliness).

Difficulty: 8 **Advantage:** Trait Gifted

Bane Magical 3 Rods: The enemy's thaumaturgy seems even more easy to parry than a common soldier's lunge. Fail roll and must select Irregular as method in next round's attack. If this action occurs in the underworlds, a fail and any other player with Wizardry Demigod (A) loses his powers; select from lowest level of those available.

Difficulty: 8 **Advantage:** Wizardry Demigod (A)

Bane Magical 2 Rods: Insult the superstitious diabolism exhibited by your adversary. Fail roll and enemy is both Enraged, plus you must select Irregular as method in next round's attack. If this action takes place on the water, a failed roll also

results in loss of Longboat Abundant Stores (M). **Difficulty:** 7 **Advantage:** Trait Bold
Bane Magical Ace Rods: Take a respite from abracadabra and put the knife in the bunch. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail and knocked unconscious. If this action takes place on the water, a failed roll also results in loss of Longboat Undamaged (O). **Difficulty:** 10 **Advantage:** Blade Biting (L)

Bane Magical Coins

Bane Magical King Coins: As an even greater peril presents itself, lend some urgent care to the fallen during a temporary truce; the unstable portal to doom should close on its own. Success and one opponent surrenders (to your comfort). But, fail roll and player must select Escape going forward. If this action takes place on the water, a failed roll also results in loss of Longboat Vermin Free (N). Referee's option the mishap attracts the attention of a Zaire; the selecting player character is on notice to wise up or be imprisoned. **Difficulty:** 9 **Advantage:** Skill Barber (Chiurgeon)

Bane Magical Queen Coins: The exotic pet you acquired sometime ago, once was tiny, but no longer. Fail roll and player must select Escape going forward. If this action takes place on the water, a failed roll also results in loss of Longboat Comradery (P). **Difficulty:** 9 **Advantage:** Skill Houndsman (Beasts)

Bane Magical Knight Coins: Many practitioners of the dark arts do so under the influence of mood altering tonics. Fail roll and next round the player must change to a different attack Method. If this action takes place on the water, a failed roll also results in loss of Longboat Orderly Kept (Q). Regardless, player no longer suffers Bane events for this engagement. If the character has not checked Growth Ignoble this level, he does so with the understanding that he is frightened by his magic; how he overcomes

this fear, so he can cast, is handled with role-play on a case by case basis. For now, he self medicates. **Difficulty:** 13 **Advantage:** Skill Apothecary

Bane Magical Knave Coins: Pause in fascination of the legendary animals or heroes, who suddenly appear. Fail and lose any of your character's magical swaggering. If none available, take a vicious. If this action takes place on the water, a failed roll also results in loss of Longboat Inhuman Watchdogs (R). Regardless, the enemies are no longer Enraged. **Difficulty:** 7 **Advantage:** Skill Occult Scholar

Bane Magical 10 Coins: After the enemy's raw exhibition of power, there had better be a renegotiation of treasure split and shares. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail roll and next round the player must change to a different attack Method. If this action takes place on the water, a failed roll also results in loss of Longboat Democracy (S). Regardless, players lose all Command and Tactical Pips in combat going forward, and the enemy is Enraged. **Difficulty:** 13 **Advantage:** Trait Rugged

Bane Magical 9 Coins: Take cover; they have gained air superiority. Incoming! Fail roll and suffer a vicious wound. If this action takes place on the water, a failed roll also results in loss of Longboat Battle Hard (T). **Difficulty:** 8 **Advantage:** Mount Carapace (O)

Bane Magical 8 Coins: Fight cold with fire, fight flame with ice, fight the whirlwind with blissful calm. Fail roll and knocked unconscious. If this action occurs in the underworlds, a fail and any other player with Wizardry Pyrotechnics (K) loses his powers; select from lowest level of those available. **Difficulty:** 10 **Advantage:** Wizardry Pyrotechnics (K)

Bane Magical 7 Coins: The farther reality pulls askew, the more you struggle at restoration. Fail and add a half D8 steps

toward oblivion on your tally of Warped Outcomes. If this action occurs in the underworlds, a fail and any other player with Wizardry Geomancy (C) loses his powers; select from lowest level of those available.

Difficulty: 11 **Advantage:** Wizardry Geomancy (C)

Bane Magical 6 Coins: Something sinister delights in what you are doing, and thinking, and especially how you rationalize what you have become. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair: if the adversary is Enchanted, substitute failure as an injury resulting in a vicious wound. Regardless, enemy is now Enraged, perhaps by hideous design. **Difficulty:** 9 **Advantage:** Skill Tormentor

Bane Magical 5 Coins: No one seems available to give you a pick-me-up and restore your shattered mind. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair: if the adversary is Horrible, substitute failure as an injury for a vicious. **Difficulty:** 12 **Advantage:** Mount Talking (P)

Bane Magical 4 Coins: Reckless magical display has emboldened or empowered an even more fiendish foe. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair: if the adversary is Foul, substitute failure as an injury resulting in vicious wound. Regardless, all players must take actions next round on Irregular, unless each opts instead to Escape. Shall we pile on, Ref may also decide enemy is Enraged, but only if human. **Difficulty:** 13 **Advantage:** Blade Ingenious (A)

Bane Magical 3 Coins: Forget all about using your newfound powers to aid the poor or protect the helpless; your motive swings to primal. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If this action occurs in the underworlds, a fail and any other player with Wizardry Demonic (F) loses his powers;

select from lowest level of those available. Flair: if the character can check Growth, he must adopt a more sinister disposition.

Difficulty: 9 **Advantage:** Wizardry Demonic (F)

Bane Magical 2 Coins: Combat magic is best countered with combat magic but avoid turning the whole field white. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair: if the adversary is Invincible, substitute failure as an injury resulting in vicious wound.

Difficulty: 11 **Advantage:** Blade Scintillating (K)

Bane Magical Ace Coins: Would be so wondrous if your weapon were flaming or shot lightning; instead it oozes poison, which seeps down past the hand guard. Success and dispatch a half D8 opponents or one Large+ adversary. But, fail and suffer a vicious wound. Flair: if the adversary is Heinous, substitute failure as an injury resulting in death. **Difficulty:** 9 **Advantage:** Blade Mucilage (B)



Bane Magical Swords

Bane Magical King Swords: When the enemy takes the high ground, you decide to jump even higher. Success and one opponent surrenders. But, fail roll and must select Irregular as method in next round's attack. Flair: if the adversary is Great, substitute failure as an injury resulting in a

vicious wound. **Difficulty:** 10 **Advantage:** Mount Winged (B)

Bane Magical Queen Swords: To properly recover from your mishap, you must pronounce your last spell backward, phonetically. Fail roll and player must select Escape going forward. Flair: if the adversary is Enchanted, substitute failure as an injury resulting in a vicious wound. **Difficulty:** 13 **Advantage:** Skill Linguist

Bane Magical Knight Swords: Glance at the perfectly fine blade you carry and wonder why you are trying to turn the thing into a wand. Fail roll and next round the player must change to a different attack Method. Flair: if the adversary is Heinous, substitute failure as an injury resulting in vicious wound. Regardless, player no longer suffers Bane events for this engagement. **Difficulty:** 14 **Advantage:** Blade Hellish (M)

Bane Magical Knave Swords: Maneuver; you need just a pause to get your legerdemain just right. Fail and lose any of your character's magical swaggering. If none available, take a vicious. Regardless, enemy is now Enraged (adds to their defensive modifier and deadliness). **Difficulty:** 7 **Advantage:** Trait Clever

Bane Magical 10 Swords: Hocus Pocus ricochet; your act lands as an echo back upon you. Fail and group suffers a minus one Quest Pip penalty for the remainder of the adventure. If this action occurs in the underworlds, a fail and any other player with Wizardry Hexes (M) loses his powers; select from lowest level of those available. **Difficulty:** 8 **Advantage:** Wizardry Hexes (M)

Bane Magical 9 Swords: There's an argument in your head; not your conscience, but something else is struggling for control. Fail roll and suffer a hemorrhaging vicious wound. If this action occurs in the underworlds, a fail and any other player with Wizardry Spirit Guide (R) loses his powers;

select from lowest level of those available. If the character has yet to check the Ignoble Magical Events this level, the Ref may decide the character has lost all magical ability for the remainder of the adventure. **Difficulty:** 8 **Advantage:** Wizardry Spirit Guide (R)

Bane Magical 8 Swords: You expected some consequence for channeling your magical energy into and through the metal of your blade, but so far bupkis. Fail roll and suffer Shaken (penalty). Flair: if the adversary is Great, substitute failure as an injury resulting in death. **Difficulty:** 9 **Advantage:** Blade Fantastic (D)

Bane Magical 7 Swords: Despite being rooted firmly on Terra Firma, your soul is fighting a parallel battle in an unpleasant, formless domain. Fail roll and suffer Shaken (penalty). If this action occurs in the underworlds, a fail and any other player with Wizardry Cosmic (T) loses his powers; select from lowest level of those available.

Difficulty: 10 **Advantage:** Wizardry Cosmic (T)

Bane Magical 6 Swords: Knocked unconscious, awake abruptly to find your arms and armor have continued the struggle. Fail and group suffers a minus one Quest Pip penalty for the remainder of the adventure. Flair: if the adversary is Heinous, substitute failure as an injury resulting in a vicious wound. **Difficulty:** 11 **Advantage:** Blade Bounding (C)

Bane Magical 5 Swords: Struggle to get a song out of your head; obviously you're bedazzled. Fail roll and suffer Shaken (penalty). Flair: if the adversary is Invincible, substitute failure as an injury resulting in a vicious wound. If the Difficulty is failed by more than five, the entire player group is Shaken. **Difficulty:** 13 **Advantage:** Skill Minstrel

Bane Magical 4 Swords: Sea shanties and tavern tales hinted at the dangers of unchecked magic; the warning comes racing back as *I told you so*. Fail and group

suffers a minus one Quest Pip penalty for the remainder of the adventure. Flair: if the adversary is Foul, substitute failure as an injury resulting in a vicious wound.

Regardless, enemy is now Enraged (adds to their defensive modifier and deadliness).

Difficulty: 9 **Advantage:** Skill Mariner

Bane Magical 3 Swords: Pluck one of your homespun remedies from a pouch you keep handy; that or take a swallow of moonshine for the comforting warmth; that or suddenly realize your pipe is still lit and 'taint tobacco. Fail roll and suffer Shaken (penalty). Flair: if the adversary is Enchanted, substitute failure as an injury resulting in a vicious wound. If the character has yet to check Growth this level, he should do so and develop a serious problem with booze or

psychedelics. **Difficulty:** 12 **Advantage:** Skill Horticulturist

Bane Magical 2 Swords: Now you see it, now you don't; better have something other than parlor tricks. Fail roll and suffer Shaken (penalty). Flair: if the adversary is Horrible, substitute failure as an injury resulting in a vicious wound. **Difficulty:** 14

Advantage: Skill Prestidigitation

Bane Magical Ace Swords: An angel of mercy has always watched your back; mother taught you that, as well as how to pray. Success and one opponent surrenders. But, fail roll and next round the player must change to a different attack Method. Flair: if the adversary is Nasty, substitute failure as an injury resulting in a vicious wound.

Difficulty: 11 **Advantage:** Longboat Arcane Sentinel (F)



Recitation Magical Methods

These options are available instead of event driven results. All require a player description of the magic produced. The enemy's defensive modifier still applies. The only way to sometimes beat powerful adversaries is to gain die roll bonuses or stick solely to lucky events inside Brash or Magical. Anytime is a good time to use Trait Methodical and cancel the defensive modifier.

A – Demigod

14 or better: Full D8 opponents or one Large+ adversary runs away.

13: Half a D8 opponents or one Large+ adversary runs away.

12: One opponent of any size runs away. Enemies are no longer Enraged.

11: One opponent runs away, but not a Large+ adversary. Enemies are now Enraged.

10: Lose swaggering wizardry. All players ignore all negative dice roll modifiers; nothing adversely changes the Difficulty of any rolls for the remainder of this battle. Change method; you may not attempt Recitation next round.

9: Lose swaggering wizardry. Player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. Change method; you may not attempt Recitation next round.

8: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

7: Add a full D8 steps toward oblivion on your tally of Warped Outcomes.

6: Select Irregular next round. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

5: Next round all players must change to a different attack Method.

4: Knocked Out. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

3: Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.

2 or less: Suffer Vicious.

Note: Creatures Invincible and beyond do not run away.

B – Psionics

13 or better: All players may escape the battle; any who decide to stay receive Fury Pip modifier.

12: Escape the battle or remain at Catbird Seat.

11: End any enemy rage; his defensive modifier returns to normal.

9 – 10: No Effect.

8: Euphoric; select Magical Method next round.

7: Lose swaggering wizardry. Change Method to Escape.

6: Lose swaggering wizardry. Add a half D8 steps toward oblivion on your tally of Warped Outcomes. Change Method to Escape.

4 – 5: Select Irregular next round.

3: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

2 or less: Knocked Out.

Note: This option does not work on Enchanted Creatures and beyond.

C – Geomancy

12 or better: Half a D8 opponents or one Large+ adversary runs away. However, no one else is restored.

11: Half a D8 opponents or one Large+ adversary runs away. But, also lose swaggering wizardry, so no one is restored.

10: Everyone in the party is completely healed; no vicious wounds. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

9: All wounds received this battle are restored. Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

7 – 8: Change Method next round to Brash.

5 – 6: Select Irregular next round.

4: Everyone adds a half D8 steps toward oblivion on his tally of Warped Outcomes; do not resolve the results.

3 or less: Knocked Out.

Note: Creatures Invincible and beyond do not run away.

D – Telekinesis

14 or better: Full D8 opponents or one Large+ adversary surrenders.

13: Half a D8 opponents or one Large+ adversary surrenders.

12: One opponent of any size surrenders.

11: One opponent surrenders, but not a Large+ adversary.

9 – 10: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

8: Lose swaggering wizardry. Add a half D8 steps toward oblivion on your tally of Warped Outcomes. Change method; you may not attempt Recitation next round.

7: Change Method next round to Brash.

6: Select Irregular next round.

5: Select Escape going forward.

4: Knocked Out.

3: Someone at random who's actively fighting on your side is knocked unconscious.

2 or less: Suffer Vicious.

Note: Creatures Horrible and beyond do not surrender.

E – Precognition

14 or better: All players gain Tactics Pip modifier.

13: All players gain Fury Pip modifier. Enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action.

12: Gain Command Pip modifier.

11: Gain personally Catbird Seat.

10: Lose swaggering wizardry. Ignore all banes; no one in the continuing battle suffers those results. Change method; you may not attempt Recitation next round.

9: Enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action. Change Method next round to Brash.

8: Change Method next round to Brash.

7: Ignore all banes; no one in the continuing battle suffers those results. Select Irregular next round.

6: Select Irregular next round. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

5: Select Escape going forward. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

4: Knocked Out. Should have seen that coming; enemy is now Enraged.

3: Someone at random, who's actively fighting on your side, is knocked unconscious.

2 or less: Suffer Vicious.

Note: This option does not work with Great creatures.

F – Demonic

14 or better: Half a D8 opponents or one Large+ adversary run away.

13: One opponent of any size runs away.

12: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

10 – 11: Change Method next round to Brash.

9: Select Irregular next round. Plus, a human enemy is now Enraged.

8: Select Irregular next round. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

7: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

6: Add a full D8 steps toward oblivion on your tally of Warped Outcomes.

5: Everyone adds a half D8 steps toward oblivion on his tally of Warped Outcomes; do not resolve the results.

4: Choose, the difficulty of all banes any player receives in the continuing action are increased by two. Or else, the enemy is now Enraged.

3: Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.

2 or less: Knocked Out

Note: Creatures Invincible and beyond do not run away.

G – Celestial

11 or better: Dispatch half a D8 opponents or one Large+ adversary.

10: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

9: Lose swaggering wizardry. Next round all players must change to a different attack Method.

8: Ignore all banes; no one in the continuing battle suffers those results. Change Method next round to Brash.

7: End state of Enrage, and enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Change Method next round to Brash.

6: Select Irregular next round. Add a half D8 steps toward oblivion on your tally of Warped Outcomes. And yet, the enemy is no longer Enraged.

5: Everyone adds a half D8 steps toward oblivion on his tally of Warped Outcomes; do not resolve the results.

4: Knocked Out.

3: Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.

2 or less: Suffer Vicious.

H – Necromancy

12 or better: Half a D8 opponents or one Large+ adversary surrenders.

11: Half a D8 opponents or one Large+ adversary surrenders. But, also lose swaggering wizardry.

10: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

9: Add a half D8 steps toward oblivion on your tally of Warped Outcomes. Plus, enemy is now Enraged.

8: Change Method next round to Brash.

7: Select Irregular next round.

6: The difficulty of all banes any player receives in the continuing action are increased by two.

5: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

4: Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.

3 or less: Knocked Out.

Note: Creatures Horrible and beyond do not surrender.

I – Illusions

14 or better: Full D8 opponents or one Large+ adversary surrenders.

13: Full D8 opponents or one Large+ adversary surrenders. But, also lose swaggering wizardry.

12: Half a D8 opponents or one Large+ adversary surrenders. Enemy becomes Enraged.

11: Half a D8 opponents or one Large+ adversary surrenders. But, also lose swaggering wizardry.

10: Force one opponent to surrender, but not a Large+ adversary.

9: Force one opponent to surrender, but not a Large+ adversary. The difficulty of all banes any player receives in the continuing action are increased by two.

8: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

7: Select Irregular next round. Enemy is also Enraged.

6: The difficulty of all banes any player receives in the continuing action are increased by two.

5: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

4: The difficulty of all banes any player receives in the continuing action are increased by two. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

3: Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.

2 or less: Suffer vicious.

Note: Creatures Horrible and beyond do not surrender.

J – Shape Shifting

14 or better: Full D8 opponents or one Large+ adversary runs away.

13: Full D8 opponents or one Large+ adversary runs away. But, also lose swaggering wizardry.

12: Half a D8 opponents or one Large+ adversary runs away.

11: Half a D8 opponents or one Large+ adversary runs away. But, also lose swaggering wizardry.

10: Force one opponent to run away, but not a Large+ adversary.

9: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

8: Change Method next round to Brash.

7: Select Irregular next round. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

6: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.
5: The difficulty of all banes any player receives in the continuing action are increased by two.
4: Knocked Out.
3: Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.
2 or less: Suffer vicious.
Note: Creatures Invincible and beyond do not run away.

K – Pyrotechnics

14 or better: Dispatch half a D8 opponents or one Large+ adversary.
13: Dispatch one opponent of any size.
12: No Effect.
10 – 11: Euphoric; select Magical Method next round.
8 – 9: Lose swaggering wizardry.
6 – 7: Change Method next round to Brash.
4 – 5: Select Irregular next round.
3: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.
2 or less: Knocked Out.

L – Conjunction

14 or better: Half a D8 opponents or one Large+ adversary surrenders.
13: One opponent of any size surrenders.
11 – 12: No Effect
10: Lose swaggering wizardry.
8 – 9: Change Method next round to Brash.
6 – 7: Select Irregular next round.
5: Select Irregular next round. Plus, Enemy is Enraged.
4: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.
3: Someone at random who's actively fighting on your side is knocked unconscious.
2 or less: Knocked Out
Note: Creatures Horrible and beyond do not surrender.

M – Hexes

14 or better: Dispatch a full D8 opponents or one Large+ adversary.
13: Dispatch half a D8 opponents or one Large+ adversary.
12: Dispatch one opponent of any size.

11: Dispatch one opponent, but not a Large+ adversary. Human enemies are now Enraged.

10: Lose swaggering wizardry. Change method from Recitation next round.

9: Lose swaggering wizardry. The difficulty of all banes any player receives in the continuing action are increased by two. Change method; you may not attempt Recitation next round.

8: Lose swaggering wizardry. Everyone adds a half D8 steps toward oblivion on his tally of Warped Outcomes; do not resolve the results. Change method; you may not attempt Recitation next round.

7: Change Method next round to Brash.

6: Select Irregular next round.

5: Select Escape going forward. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

4: Knocked Out. Add a full D8 steps toward oblivion on your tally of Warped Outcomes.

3: Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.

2 or less: Suffer Vicious.

N – Voltaic

14 or better: Dispatch a full D8 opponents or one Large+ adversary.

13: Dispatch a full D8 opponents or one Large+ adversary. But, also lose swaggering wizardry.

12: Dispatch half a D8 opponents or one Large+ adversary.

11: Dispatch half a D8 opponents or one Large+ adversary. But, also lose swaggering wizardry.

10: Dispatch one opponent, but not a Large+ adversary. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

9: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

8: Change Method next round to Brash.

7: Select Irregular next round.

6: Euphoric; select Magical Method next round.

5: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

4: Knocked Out. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

3: Knocked Out. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

2 or less: Suffer vicious.

O – Animate Objects

12 or better: One opponent of any size runs away.

11: One opponent runs away, but not a Large+ adversary.

10: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

9: Change Method next round to Brash.

8: One opponent runs away, but not a Large+ adversary. Select Irregular next round.

7: Select Irregular next round.

6: Select Escape going forward.

5: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

4: Someone at random who's actively fighting on your side is knocked unconscious.

3 or less: Knocked Out.

Note: Creatures Invincible and beyond do not run away.

P – Thought Control

11 or better: Half a D8 opponents or one Large+ adversary runs away.

10: Lose swaggering wizardry. Enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action. Change method; you may not attempt Recitation next round. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

9: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

8: Enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action. Change Method next round to Brash.

7: Enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action. Change Method next round to Brash. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

6: Enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action. Choice to select Irregular next round or instead add a half D8 steps toward oblivion on your tally of Warped Outcomes.

5: Enemy is now Enraged. Select Escape going forward.

4: All players must select Irregular as Method in next round's attack.

3: Knocked Out.

2 or less: Suffer Vicious.

Note: Creatures Invincible and beyond do not run away.

Q – Paralysis

11 or better: Half a D8 opponents or one Large+ adversary surrenders.

10: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

9: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Change Method next round to Brash.

8: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Change Method next round to Brash. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

7: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Select Irregular next round.

6: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Select Irregular next round. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

5: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Select Escape going forward.

4: All players suffer Shaken (penalty).

3: Knocked Out.

2 or less: Suffer Vicious.

Note: Creatures Horrible and beyond do not surrender.

R – Spirit Guide

12 or better: Dispatch half a D8 opponents or one Large+ adversary.

11: Dispatch half a D8 opponents or one Large+ adversary. But, also lose swaggering wizardry.

10: Lose swaggering wizardry. Ignore all banes; no one in the continuing battle suffers those results. Change method; you may not attempt Recitation next round.

9: Enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action.

8: Lose swaggering wizardry. Change method; you may not attempt Recitation next round.

7: Select Irregular next round.

6: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

5: Next round all players must change to a different attack Method. Plus, enemy is now Enraged.

4: Someone at random who's actively fighting on your side is knocked unconscious.

3 or less: Knocked Out.

S – Power Words

12 or better: Dispatch one opponent of any size.

11: Dispatch one opponent, but not a Large+ adversary. Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible.

10: Enemy is treated three ranks lower in ferocity. e.g. Invincible fights like Horrible.

9: Lose swaggering wizardry. Enemy is treated three ranks lower in ferocity. e.g. Invincible fights like Horrible. Change method; you may not attempt Recitation next round.

8: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible.

7: Lose swaggering wizardry. Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Change method; you may not attempt Recitation next round.

6: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Select Irregular next round. Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

5: Select Escape going forward. Add a full D8 steps toward oblivion on your tally of Warped Outcomes.

4: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.

3 or less: Knocked Out.

T – Cosmic

12 or better: One opponent of any size surrenders.

11: One opponent surrenders, but not a Large+ adversary. Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible.

10: Enemy is treated three ranks lower in ferocity. e.g. Invincible fights like Horrible.

9: Lose swaggering wizardry. Someone at random gains one Swaggering Technique of his choice. This may not be taken as Wizardry but may be a boon to the group's longboat. Change method; you may not attempt Recitation next round.

8: Enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Change Method next round to Brash.

7: Add a half D8 steps toward oblivion on your tally of Warped Outcomes.

6: Select Irregular next round.

5: Everyone adds a half D8 steps toward oblivion on his tally of Warped Outcomes; do not resolve the results.

4: Someone at random, who's actively fighting on your side, is knocked unconscious.

3: Someone actively fighting on your side falls with a vicious wound. Prioritize victim to lowest level and least skilled.

2 or less: Knocked Out.

Note: Creatures Horrible and beyond do not surrender.

Escape Method Special Circumstances

A fight indoors that turns bad could result in the player running outside. Then the events might apply easily. Yet some of the results here suggest that other players have joined their companion? The outcome for success and failure are more important than the words associated with how that happened. Select an event and fill in the rest, accepting the cinematic flow of the game.

On the group's longboat on the river, the player character upon trying to escape, typically finds himself ashore. He fled there of course, boots wet. The events of this table then apply. If his escape is prolonged, he might later become lost in the wilds. Even after he gets away, use Digression tables to reunite him with the party he routed from. More details for the Ref to decide.

Just how any Escape is accomplished on the group's longboat way out at sea (or when atop a cloud with the Sky Giants) is a matter for the Ref. In open water and bounded spaces, it is best to forego the roll and let the player hide or pretend to be dead. He might even take a vicious or surrender. There is always a forced Irregular action, but some of those will point the player back here.

Escape Quicklook Table		
	Regular	Bane
King	Brash-- (11)	Esc/DieSad-- (9)
Queen	GoodDie (10)	Esc-- (9)
Knight	Esc (11)	Esc/DieSad (11)
Knave	Esc/DieSad-- (10)	Vic (7)
10	Esc (11)	Esc/Surr (8)
9	Esc (12)	Surr (9)
8	Esc (10)	Surr (11)
7	Esc/KO (11)	Surr (10)
6	Esc/Vic (11)	Warp-- (10)
5	Esc/KO (13)	Warp (11)
4	GoodDie (11)	DieSad (10)
3	GoodDie (9)	DieSad (12)
2	GoodDie/Vic (12)	Vic (10)
Ace	Esc (8)	noSwag (9)

Key:		Return Method
	Brash	Brash
	Esc	Chance Escape
	GoodDie	Chance Dice Bonus
	Vic	Avoid Vicious
	KO	Avoid Knock-Out
	DieSad	Avoid Dice penalty
	Warp	Avoid Magic Mishap
	Surr	Avoid Surrendering
	noSwag	Avoid loss swagger
	--	Extra bad things

An Escape in open water will actually be rare, so again the Ref may simply augment any narrative, accept the result and add his own embellishment to describe what happened. Best to apply discretion on any events, not just here.

Escape in the underworld is truly perilous. There's a delver rule that anyone who steps into the shadows, out of direct sight of anyone else of the company, must be assumed to be tainted, possibly a monster in disguise. The players need not be that cautious, but the player character might skip the rolls here and go right to Digressions, Lost in the Underworld. Sure, he gets away without the need for an event or roll, but to what end?

Q&D Escape Method

Escape King: Parry the weak attack of someone or something in pursuit; the enemy may even seem to be giving up the chase. Optional, success and you may return to regular combat at Brash. Regardless, player may once again receive Banes (if he was avoiding such). If character has Skill Berserker or Skill Brawler, Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Trait Bold

Escape Queen: Halt, take stock of the situation; no need to panic (yet). Success and gain Command Pip bonus, but only for a player attempting to escape. If character has Skill Delver, Difficulty reduces by two. **Difficulty:** 10 **Advantage:** Trait Clever

Escape Knight: Spur your horse on and out of here. If this event takes place far out to sea or in the underworlds, treat instead as a Queen. Success and escape from the battle; player may stay on the table and allow someone else to achieve final freedom. By doing so, gain the Catbird Seat bonus. Regardless, player no longer receives Bane results during Method Escape. If character has Trait Energetic, Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Skill Equestrian

Escape Knave: Ignite a section of ground behind you with flaming oil or scatter another dangerous substance to throw off the dogs (literally as well as figuratively).

Success to escape, but not unharmed; suffer a vicious (certainly mixed). Fail roll and suffer Shaken (penalty); yet you did avoid the vicious (for the moment). If character has Trait Clever, Difficulty reduces by two. **Difficulty:** 10 **Advantage:** Blade Mucilage (B)

Escape 10: Better learn to fly or grow some gills; the underworld does contain sites of powerful updraft or geysers. Escape by jumping over an object or ascending out of the general area. You may have even had to swim underwater for a long time. Success and your character has escaped further battle. Regardless, player no longer receives Bane results during Method Escape. If character has Trait Gifted, Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Mount Winged (B)

Escape 9: Though you do not readily admit to such, you have trained and planned for this possibility – the need to retreat. Success and your character has escaped further battle. If character has Trait Methodical, Difficulty reduces by two. **Difficulty:** 12 **Advantage:** Swagger Better Valor (B)

Escape 8: Distract the enemy with indirect voices of what he may think are reinforcements. That or you tossed a rock behind him. Success and your character has escaped further battle. Against purely human or dwarvish opponents, the Ref may decide

that a stone is not enough, and something valuable (or some other blood sacrifice) must be thrown before the roll is attempted. If character is Trait Clever, Difficulty decreases by two. **Difficulty: 10 Advantage:** Wizardry Psionics (B)

Escape 7: Scale a wall, shimmy up the main mast, catapult (figuratively) over a hill, repel into a deep sinkhole, etc., do whatever it takes to get out from this bind. Success and your character has escaped further battle. But, fail and knocked unconscious and captured. If character has Skill Acrobat, Difficulty reduces by two. **Difficulty: 11 Advantage:** Skill Mountaineer

Escape 6: Attempt to traverse some chasm, jump off a cliff, dive down to the razor sharp reef, or flee into the unending gray; in other words, go to where no sane person would follow. Success and your character has escaped further battle. But, fail and continue trying to escape but with a vicious wound. Flair: if the adversary is Foul+, the injury results in death. Surrender is always an option? If character has Trait Bold, Difficulty reduces by two. **Difficulty: 11 Advantage:** Skill Delver

Escape 5: Silently incapacitate a sentry to keep him from beating the bushes, exploring a passage, checking a hidey hole, etc. Do so, before he summons other enemies. Success and your character has escaped further battle. But, fail and knocked unconscious and captured. If character has Skill Bowman or Skill Pugilist, Difficulty reduces by two for each. **Difficulty: 13 Advantage:** Skill Pugilist

Escape 4: How convenient, poison ivy. Well, the trail may be a thorny thicket or the sea bed a roil of strangling kelp. Many mushrooms in the underworld explode with odiferous force if disturbed. You would only get nabbed strolling pristine routes. Success and gain Fury Pip. Regardless, player no longer receives Bane results during Method

Escape. If character has Trait Rugged or Skill Acrobat, Difficulty reduces by two for each.

Difficulty: 11 Advantage: Skill Horticulturist

Escape 3: Double back along the same path you just took, then head in a different direction. Success and gain Catbird Seat. Regardless, player no longer receives Bane results during Method Escape. If character has Skill Equestrian, Difficulty reduces by two (overland terrains only).

Difficulty: 9 Advantage: Skill Spy

Escape 2: Sustain the concussive impact of a body block from a suicidal madman or thrall trying to prevent your further escape. Success and gain Fury Pip to all rolls. But, fail and continue with a vicious wound. Regardless, player no longer receives Bane results during Method Escape.

Surrender is always an option? If character has Skill Brawler, Difficulty reduces by two.

Difficulty: 12 Advantage: Trait Rugged

Escape Ace: Tables turned, the hunted have become the prey; wait, those are both the same, aren't they? (Right, the *hunter* has become the prey.) Success and escape from the battle; player may stay with Escape events and allow someone else to achieve final freedom. By doing so, he gains Catbird Seat. Regardless, player may once again receive Banes (if he was avoiding such). If character is not Skill Duelist, Difficulty increases by two. **Difficulty: 8 Advantage:** Skill Hunter



Q&D Escape Bane

Bane Escape King: Knock over a comrade (minion) as you hasten your departure; he *graciously* provides a fine distraction or obstacle to pursuit. Success to escape, but not unharmed; suffer a vicious. Fail roll and suffer Shaken (penalty), but avoid the wound (here). If character is not Skill Pugilist, Difficulty increases by two. **Difficulty:** 9 **Advantage:** Skill Brawler

Bane Escape Queen: The lads have been trained well for every contingency, including reaching a secondary rendezvous (to pick you up). Success and escape area, but next player automatically follows with a Bane Result. If character is not Trait Methodical, Difficulty increases by two. **Difficulty:** 9 **Advantage:** Longboat Charted Path (B)

Bane Escape Knight: Opponent nicks your face, producing a very distinctly shaped scar. Success to escape, but not unharmed; suffer a vicious. Fail roll and suffer Shaken (penalty); in consolation, you did not get wounded. Regardless, player no longer receives Bane results during Method Escape. If the character has yet to check Growth Ignoble this level, he does so with the caveat that he becomes an easy to recognize figure; he may wish to improve his reputation, because he may never hide in plain sight. If character is not Skill Armorer-Smithy, Difficulty increases by two.

Difficulty: 11 **Advantage:** Skill Duelist

Bane Escape Knave: Tangle in some natural hazard or even potentially injured by yet a different animal, monster or trap. You may even have become bait, for an ally's attempt at escape. Fail and continue trying to escape, but with a vicious wound. Surrender is always an option? If character has Skill Hunter, Difficulty reduces by two. **Difficulty:** 7 **Advantage:** Skill Armorer-Smithy

Bane Escape 10: Confronted by cold steel and demanded on threat of death to surrender. If this seems odd, note a monstrous enemy may have human servants, even the

local law. Impulsively, you could decline obedience. Success to continue unharmed; even you are unsure how you escaped certain injury unscathed. Fail and you are taken as a captive. If character is not Skill Berserker, Difficulty increases by two. **Difficulty:** 8 **Advantage:** Trait Energetic

Bane Escape 9: Enemy has a makeshift screen or improvised barrier; open it wide or bring it down. Fail roll and you surrender exhausted, taken as a captive. If character is Trait Gifted, Difficulty decreases by two. **Difficulty:** 9 **Advantage:** Skill Man-at-Arms

Bane Escape 8: Engage several fiends, making them adopt a defensive posture, then sprint to safety. Fail roll and you surrender exhausted, taken as a captive. If character has Skill Man-at-Arms, Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Skill Berserker

Bane Escape 7: Run, and run, and run, and shall we say it all at once – run! Fail roll and you surrender exhausted, taken as a captive. If character is Trait Energetic or Man-at-Arms, Difficulty decreases by two for each. **Difficulty:** 10 **Advantage:** Skill Grit-Fortitude

Bane Escape 6: Scene becomes a maze of converging passages, restricted deck space, dense foliage, crawl spaces, sewers, stinking bogs or a set of dead end side alleys; sort out where anyone or anything might be lurking. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, suffer Shaken (penalty). If character is Skill Grit-Fortitude, Difficulty decreases by two. If the event is cross country and the character is Skill Equestrian, decrease two more. **Difficulty:** 10 **Advantage:** Trait Methodical

Bane Escape 5: Enhance your next actions with magical speed and alien barriers. You could logically, step by step, perform a ritual or instinctively wing-it. Logic here will get you placed in a magically warded cell.

Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If character is Skill Delver, Difficulty decreases by two. If this event takes place actually underground, the Difficulty reduces by three, but the result for failure doubles. **Difficulty:**

11 **Advantage:** Trait Gifted

Bane Escape 4: Convince the local serfs, fishermen or dwarven slaves to ignore your harried passing; you're leaving witnesses to point the way. Fail roll and suffer Shaken (penalty) as you still flee. Regardless, player no longer receives Bane results during Method Escape. If character is Skill Bowman, Difficulty decreases by two.

Difficulty: 10 **Advantage:** Skill Linguist

Bane Escape 3: Always helps to know how the tracker follows a prey or how he plans to actually knock you out. Fail roll and suffer Shaken (penalty) trying to flee. Against monstrous Large+ adversaries, Difficulty increases by three. Regardless, player no longer receives Bane results during Method Escape. If character has Skill Duelist, Difficulty reduces by two. **Difficulty:** 12 **Advantage:** Skill Houndsman (Beasts)

Irregular Quicklook Table		
	Regular	Bane
King	Dis-- (9)	noSwag++ (8)
Queen	AllySwag (8)	Ally (7)
Knight	RunOff (11)	Esc-- (8)
Knave	Clue (7)	Digress-- (6)
10	Esc (8)	Esc (9)
9	CardUp++ (11)	DieSad (8)
8	Swag++ (14)	Warp (11)
7	xDefMod (11)	Flee (11)
6	Glory++ (12)	Ally (8)
5	Heal++ (13)	KO (7)
4	Calm (8)	Bane (9)
3	noWarp (12)	DieSad (10)
2	Magi (7)	Vic (7)
Ace	Reset (13)	Surr (6)

Bane Escape 2: Attempt to charge like a battering ram through opponents or amazingly vault over them. Fail and continue trying to escape but with a vicious wound. Surrender is always an option? Regardless, player no longer receives Bane results during Method Escape. If character has Trait Rugged or Skill Grit-Fortitude, Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Skill Acrobat

Bane Escape Ace: Drive your pursuit back with archery; however, if you had that keen ability, would you have fled in the first place? Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT, however, be suffered collectively on the group's longboat. A character with no techniques to sacrifice is instead captured. Regardless, player no longer receives Bane results during Method Escape. If character is not Trait Bold, Difficulty increases by two. **Difficulty:** 9 **Advantage:** Skill Bowman

Key:	Dis	Kill Enemy
	RunOff	Enemy Runs
	xDefMod	End Foe Defense
	Vic	Avoid Vicious
	KO	Avoid Knock-Out
	CardUp	Chance no Banes
	Flee	Avoid Escape
	Surr	Avoid Surrendering
	Esc	Chance Escape
	GoodDie	Chance Dice Bonus
	DieSad	Avoid Dice penalty
	Warp	Avoid Magic Mishap
	noSwag	Avoid loss swagger
	Ally	Avoid Ally Injury
	--	Extra bad things
	..++	Extra nice things
	AllySwag	Friend Gains Swagger
	Clue	Clue to Mission
	Swag	Gain Swagger
	Glory	Lock Swagger
	Heal	Fluke Restoration
	Calm	Enemy Losing
	Magi	Select Magical Method
	Digress	Avoid Digression
	Reset	Battle Success

Q&D Irregular Method

Irregular King: Swing into a victim using a railing, rope, chandelier, sign post, coach door, length of yard, saddle pommel, tree limb, elder arch, etc., and end by impacting with both feet. Success and dispatch one opponent. Regardless, suffer Shaken (penalty); you may avoid this penalty by generating yet another action here on Irregular. Flair: if the adversary is Invincible, fail results in vicious injury. **Difficulty:** 9 **Advantage:** Mount Hefty (H)

Irregular Queen: Wink as you step blindly right into a right cross, tail swish, claw slash or thrust of sword hilt. Doing so, reflect how easily you hold the enemy at bay? Success and another player at random gains one Swaggering Technique of his choice; the selection may not be Longboat. Regardless, select method as Irregular next round. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 8 **Advantage:** Trait Rugged

Irregular Knight: Unable to ready for a proper attack, you maneuver for position, as does the enemy. Optional, success and one opponent runs away. Regardless, player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle. He still selects Irregular method next round. Flair: if the adversary is Enchanted, fail results in vicious injury. **Difficulty:** 11 **Advantage:** Mount Carapace (O)

Irregular Knave: Distract your opponents causing them to hesitate, long enough usually to compose and arm yourself. Success and enemy is no longer enraged; select any Method to follow. But, fail and select Irregular Method. The Ref may allow this roll to instead represent the removal of an obstacle or impediment of battle; an important task has been accomplished, perhaps gain a clue on where to go next, after the battle is done. Against Foul+ adversaries,

the Difficulty increases by six. **Difficulty:** 7 **Advantage:** Skill Delver

Irregular 10: Blanket your victims with a tapestry, sail, tent, quilt, cape, tablecloth, hanging rug, etc. Success and escape from the battle; player may stay in the action and gain the Fury Pip to his rolls. Regardless, next round you are free to select any method. Flair: if the adversary is Horrible, fail results in vicious injury. **Difficulty:** 8 **Advantage:** Wizardry Animate Objects (O)

9 Irregular: Enemy seems to have made a mistake, but actually he hasn't. Does his feign work? Success and ignore all banes; no one in the continuing battle suffers those results. Regardless, next round you are free to select any method. Flair: if the adversary is Nasty, failed results in vicious. **Difficulty:** 11 **Advantage:** Trait Clever

Irregular 8: Find yourself on the opposite side of a massive table, mast arm, crate of an ironmonger, untapped barrel, recently fallen tree trunk, etc.; push it over or into your victim. Success for Swagger seems reward enough. Regardless, select any method of action next round. If character is Trait Gifted, Difficulty decreases by two. But, against Nasty+ adversaries, the Difficulty increases by one. **Difficulty:** 14 **Advantage:** Wizardry Telekinesis (D)

Irregular 7: Catch as catch can ranged attacks, using cover and keeping the enemy harassed and punctured. Success and enemy no longer gains defensive modifiers or becomes Enraged for the remainder of this action; also select any method going forward. But, fail and continue with Irregular. Against Large+ adversaries of inhuman nature, the Difficulty decreases by four. **Difficulty:** 11 **Advantage:** Skill Bowman

Irregular 6: Leap heroically from a balcony or stairs, across a gully, from a bridge or roof top, from a tree or mast, from parapet or rocky outcropping, from an ancient statue whose dedication has eroded away, etc.

Exactly why you did so is anyone's guess? Success and one technique you possess becomes locked as Glorious. Regardless, next round you are free to select any method. Flair: If event occurs in the underworlds, Difficulty decreases by two. **Difficulty:** 12 **Advantage:** Trait Gifted

Irregular 5: Jest and act the buffoon, clumsily making attacks. As the enemy laughs or ignores you for more threatening adversaries, tend to those in need. Success and everyone in the party is completely healed; no vicious wounds. Also for success, any players yet to take Irregular are free to choose other Methods. Regardless, next round you are free to select any method. If character is Trait Methodical or Skill Prestidigitation, Difficulty decreases by two for each. **Difficulty:** 13 **Advantage:** Skill Barber (Chiurgeon)

Irregular 4: Sting the enemy for trying to use your torso to block or buffer himself from harm. Success and enemy is treated one rank lower in ferocity. e.g. Heinous is merely Invincible. Regardless, next round you are free to select any method. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 8 **Advantage:** Blade Lithe (H)

Irregular 3: Take off your hat or raise your visor; begin to bow. There's more to this than meets the eye, like who are you addressing, perhaps something from the spirit world? Success and no player will suffer Warped Outcomes for the remainder of the battle. Regardless, select method as Irregular next round. Flair: if the adversary is Great or the battle takes place in the underworld, fail results in vicious injury. **Difficulty:** 12 **Advantage:** Swagger Battle Cry (A)

Irregular 2: Delight in some whimsy by cutting candles in half or slicing a symbolic letter in a wall, table top, tree, mast, deck or the opponent's shirt or hide. Optional, success and euphoric; select Magical Method next round. Otherwise try to sober up;

continue at Irregular and Shaken (penalty). Against Enchanted+ adversaries, the Difficulty increases by five. **Difficulty:** 7 **Advantage:** Trait Energetic

Irregular Ace: Any single victim is automatically dispatched by a lucky blow or fluke event. The event is partially designed to give the players a small chance for victory against impossible odds. There will be times when the enemy is too formidable or the dice penalty too extreme for any reasonable chance at success. There's always Irregular Method, hoping for this lucky flip. The dead adversary is automatic; your actions are no longer Irregular. Yet, optional success to return battle to the baseline start; no penalties, no bonuses, not Enraged, all players able to select any method. But, fail there and remain with Irregular as your method. Against Large+ adversaries or if the battle is in the underworld, the Difficulty increases by three for each. **Difficulty:** 13 **Advantage:** Trait Bold



Q&D Bane Irregular Method

Bane Irregular King: Free yourself from a net, blanket of tapestry, ripped sail, collapsing tent, flaming debris, magical bind, etc. Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be inflicted on

the group's longboat. A character with no techniques is pathetic enough; he suffers no further loss from this. Regardless, next round you are free to select any method. If character is Skill Berserker, Difficulty decreases by two. **Difficulty:** 8 **Advantage:** Skill Armorer-Smithy

Bane Irregular Queen: Thrash about. You're making a muck of things, getting in everyone's way. What you're doing is hurting more than helping. Stop, before you get someone killed. Fail and someone actively fighting on your side falls with a vicious wound; prioritize victim to lowest level and least skilled. Regardless, select method as Irregular next round. Flair: if the adversary is Heinous, fail also results in your own vicious injury. If character is Skill Delver, Difficulty decreases by two.

Difficulty: 7 **Advantage:** Trait Methodical

Bane Irregular Knight: Use friends as shields and tempt opponents to engage your comrades, as you slip away. Success and escape area, but next player automatically follows with a Bane Result; his next card is treated as inverted. Fail attempt, then continue with Irregular actions and Shaken (penalty). If character is Skill Brawler, Difficulty decreases by two. **Difficulty:** 8 **Advantage:** Skill Duelist

Bane Irregular Knave: Find yourself momentarily all alone, and the enemy has the drop on you. Bad fortune has befallen the character; you're unconscious. If the enemy boss is nothing special, or should the encounter be happening during the climax, that's good; the downed character is saved if your side eventually wins. If the enemy boss is significant (Large+), or the attack is critical to the adventure's objectives early-on, this may be disastrous. On a failed roll, you're carted overland away as a captive. Even if your side wins this tussle, the fate of the character is decided by Digression tables. The roll again is whether you follow with Digressions; regardless, you're knocked out

in this battle. If character is Trait Clever, Difficulty decreases by two. Against Large+ adversaries, the Difficulty increases by three.

Difficulty: 6 **Advantage:** Skill Equestrian

Bane Irregular 10: Treat 'em like an angry dog; call an opponent, challenging him to charge, even baiting him with a tasty offer of your flesh. Success and gain other options, but fail and must select Irregular as method in next round's attack. If character is Trait Bold or Skill Houndsman (Beast), Difficulty decreases by two for each. **Difficulty:** 9 **Advantage:** Skill Grit-Fortitude

Bane Irregular 9: Bloody your gloves, more with the enemy's flattened faces, than yours or your allies. Fail and everyone suffer Shaken (penalty). You still must take Irregular actions. Flair: if the adversary is Foul, fail also results in your vicious injury. If character is Skill Pugilist, Difficulty decreases by two. **Difficulty:** 8 **Advantage:** Skill Brawler

Bane Irregular 8: Watching the enemy, you underestimate them. Your thoughts may be controlled as you can't help but laugh at their apparent weaknesses. The boss seems to you to be an imbecile, yet that's a ploy. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, select Irregular next round for your actions. If character is Skill Man-at-Arms, Difficulty decreases by two. **Difficulty:** 11 **Advantage:** Blade Amalgam (O)

Bane Irregular 7: Dodge an awkward swing or snapping bite; remind your victim that balance is the key to force with a resounding kick to the posterior. Yet truly, something impels you toward silliness and games. Fail and player must select Escape going forward. Even success here does not end your childlike state, only another Irregular action might bring you back to combat readiness. If character is Trait Energetic or Skill Acrobat, Difficulty

decreases by two for each. **Difficulty:** 11
Advantage: Swagger Effective Spurning (H)

Bane Irregular 6: Pick up a box, bottle, club, belaying pin, fallen body, stone, etc. hurling it your next victim. Fail and someone at random, who's actively fighting on your side, is knocked unconscious. Regardless, next round you are free to select any method. If character is Skill Bowman (for improved eyesight-aim), Difficulty decreases by two. **Difficulty:** 8 **Advantage:** Swagger Chiasmic Action (D)

Bane Irregular 5: Misjudge the distance between yourself and a victim; leap spectacularly, but face-plant. Fail and knocked unconscious. Otherwise, next round you are free to select any method. Flair: If event occurs at sea, Difficulty decreases by two. If character is Skill Equestrian (having experienced falling off a horse), Difficulty decreases by two. **Difficulty:** 7 **Advantage:** Skill Acrobat

Bane Irregular 4: Enemy is using stealth or has concealed himself magically. Fail and the difficulty of all banes any player receives in the continuing action are increased by two. Regardless, next round you are free to select any method. Flair: If event occurs in the underworlds, Difficulty increases by four. If character is Skill Duelist, Difficulty decreases by two. **Difficulty:** 9 **Advantage:** Skill Man-at-Arms

Bane Irregular 3: Punch drunk, you cover your face, hold on to the foe, and try to regain focus. Fail and suffer Shaken (penalty). Regardless, select method as Irregular next round. If character is Skill Grit-Fortitude, Difficulty decreases by two.

Difficulty: 10 **Advantage:** Skill Pugilist

Bane Irregular 2: The adversary has tackled you prone, or something large hits you with impact, knocking you down. Fail and suffer a vicious wound. If you survive the blow, take Irregular actions next round. Flair: If event occurs in the underworlds, Difficulty increases by two. If character is Skill Armorer-Smithy, Difficulty decreases by two. **Difficulty:** 7 **Advantage:** Swagger Mastery Shield (O)

Bane Irregular Ace: Enemy has baited you into looking down at a piece of costume jewelry or illusionary shimmer, when you should have been staunch and suspicious. How weak was the blow that reminded you to obvious dangers? Fail roll and you surrender, taken as a captive. If you survive the blow, take Irregular actions next round. Against Large+ adversaries or in the underworld, the Difficulty increases by three for each. If character is Trait Rugged, Difficulty decreases by two. **Difficulty:** 6 **Advantage:** Skill Berserker

Final Warning: The next couple sections and all of the supplemental material are an obsessive compulsion completion of ideas. Of course, you need monsters and magical mishaps, but who is to say you aren't experiencing both as you dispatch a half D8 or suffer Shaken (penalty) to your roll? You might never have a pvp or need the Intrepid Swaggering mechanics. Keep running play as you desire. Describe the scene. Make your players describe their actions. The Q&D events get everyone accustomed to storytelling. Making a target number to hit is not the goal of play. I make my players read events aloud to the group, not just read the Difficulty and Advantage. Many will stumble, mispronounce, whisper; plus, all will get better in a real skill of oration. Let them embellish. Let them personalize. Even in combat, more is occurring than the loss of unnamed life.

ABC&I – Always Be Checking Ignobles.

VIII. Fantasy Foes

Adding Monsters to Combat

Use when a Defensive Modifier is not enough – monsters need to be feared, not seen as easy treasure. What follows are some poor man's Quick and Dirty. e.g. When you don't have the time to make a full-blown Q&D for the Hippogryph of the flip-card climax or the random Bugbear encountered saving a woodcutter. Use this add-on against players who are facing truly monstrous opponents. Note, there can be mere mortals, human warriors who are Nasty, Foul and even, though rarely, Great. This table is not truly for them. But whenever the player faces a beast and generates a Bane (inverted flip), feel free to substitute a Flair event from those below.

How often? That depends on the situation, campaign and combined player characters' levels. These are not for the faint of heart, nor for zero level newbies, unless an early lesson is desired. I would say start with one unlucky person each adventure, after make-rolls become squarely part of play. Then maybe add whole rounds where all players generate one event on these tables.

You might pick one card at battle's start and have a random player, or the highest level player, or the lowest fated one, suffer the event each round before the players all take a turn. The same action event each time: the dragon's breath or giant's stomp or spectre's chilling touch. Go to the next victim when he falls; better kill this monster quick.



If that sounds a lot like Barony, sure, it does work nice. It also starts to complicate play. These cards are not to be used every battle, not even every combat facing monsters. There's too few with only fourteen, and repetition will make them boring. The point is to realize there are different ways to make monsters change the regular combat rules. Feel free to expand your options and the lethality of the mechanics.

Other Uses for these Tables

When any event has a flair that could slay—such as Flair: if the adversary is Foul, the injury results in death—that may be a good opportunity to give the player a more sporting chance and grab an extra card from below. He may whine, since the rolls in Brash and Magical, even Irregular are sometimes much lower. Get accustomed to players begging, especially for Ignobles – all in good fun.

In *Cutlass*, I've found some diversion by making players start certain critical climax battles with Banes. Then, regular combat applies. The same may be true of monsters. If you find you wipe the group too often, well, adjust. The monster doesn't need to then feast and devour the whole party. Leave them ransacked, bleeding and sore in the backside. You know, seeking even more foolish revenge. There should be some dire consequences for wrestling with instinctive savage beasts. There should be even more risk when those beasts are self-aware, undead or demonic, and thousands of years old.

Monsters in Lairs

In the underworld, the Referee may swap in the corresponding table or the next one higher. e.g. A Heinous Elemental Lich suddenly ensconced in his ancient dungeon lair is, just spit-balling here, probably Great. Much worse, in the underworld, no Mount swaggering would be available for Advantage attempts. The majority of those techniques appear in the tables of the weaker monsters, where the rolls are slightly easier – in terms of probability, not necessarily danger.



You may also discover that each type of monster has a theme, a preference for capture or maim, plus favored tactics. Reading the tables in your spare time will guide you in creating wholly original monsters, rather than relying on legends, myths and other author's source material.

What does the Monster Look Like?

The many and twisted faces of the Goblins (generic for demi-human monsters) is what you strive to create and build to dread. Even something as simple as Outland Dwarves, think Asgard imps, are generally Nasty when angry, Enchanted when scheming and truly Foul when cheated. If you favor every beast to be a dragon of a different color, you're not wrong. e.g. Mauve, Nasty unlike an Enchanted purple, a little less powerful than a Horrible violet. I sometimes let the players name the creature, and describe why it is Horrible, but let's not get ahead of ourselves and into encounters.

In the tables I avoided specific mobs. Nasty are not to be read as only Goblins, nor are the Horrible exclusively Ogres. Minotaurs and Giants each have higher ferocity, but that would be for the Ref to set. I wouldn't even claim that one demon is better than two vampires, though dragons have a special place in most players' preconceptions.

The event narratives could change obviously for different creatures. e.g. Wolves have no hands. But the outcome and Difficulty would be the same for each ferocity. All events were described as general as possible and written from the character victim's point of view.

Monsters Supplant Q&D Escape and Irregular

These are Bane events entirely; hence there are no inverted "extra-Baney" tables. Feel free to gen-up some of your own. Also, any result that implies Escape does not mean the player moves to that Q&D.

To clarify the situation, he isn't forced to escape; he already has here upon certain event's successful roll, but usually only if he desires to desert his friends. Escape Method is an easier Q&D than any of these Monster Banes. Please, let me have Irregular – throw me in to that ol' briar patch, far worse than being boiled, far worse than being eaten, no, not tossed in that briar patch (to abuse the old fable). Briars are where monsters scrape clean their flesh soaked teeth.

Handling Captives of Monsters

Anytime here, if you surrender as a captive, you don't sit by and watch the fight. The monsters will have minor servants, even human cults, noncombatants which do their bidding. The broken captive is going to be quickly secured and transported away. (Blink, magic could make the movement a breeze.) Unless the battle is resolved in a

half D8 rounds, the captured player character will continue with Digressions. Even if his allies much later win, he has been shuffled away for nefarious motives.

A player character knocked unconscious is usually not captured (yet). If the party fails to defeat the beast, everyone is down or fled, then yes – Digressions. But even there the result may be less dangerous than someone who utterly lost his wits and pleads for a quick death. Just saying, but also I lied – all Digressions are truly bad.

Monster Bane Quicklook Table				
	Nasty	Horrible	Enchanted	Foul
King	Dec/Vic (9)	Dec/Vic (7)	Dec/Vic-- (10)	Dec/Vic-- (11)
Queen	Vic (7)	Esc/Vic (8)	Dec/KO (10)	Dec/KO-- (11)
Knight	Dec/KO (7)	Vic (6)	Dec/Surr (10)	Dec/noSwag (13)
Knave	KO (7)	Dec/KO (7)	Vic&Warp (9)	Vic (9)
10	DieSad (9)	Esc/KO (8)	Vic (8)	Vic (11)
9	Esc (9)	KO (10)	Vic (12)	Vic-- (12)
8	Esc (11)	DieSad (10)	KO-- (13)	Vic (13)
7	Esc (10)	DieSad (8)	DieSad (10)	KO (14)
6	Esc/Surr (10)	Surr (10)	Esc/Surr-- (13)	KO-- (14)
5	Esc/Surr (12)	Esc (10)	Surr (11)	Esc-- (14)
4	Esc/Surr (11)	Esc/Surr (8)	noSwag (13)	Surr-- (10)
3	Dec/noSwag (10)	noSwag (9)	noSwag&Warp (11)	Esc/Surr (12)
2	Dec/Warp (9)	Dec/Warp (8)	Warp (10)	Esc/Surr (11)
Ace	Dec (8)	Dec (7)	Warp (8)	noSwag (9)

Monster Bane Quicklook Table			
	Invincible	Heinous	Great
King	Dec/Vic (10)	Dec/Vic-- (12)	Vic-- (13)
Queen	Dec/KO (12)	Dec/Vic-- (11)	Vic-- (13)
Knight	Vic-- (10)	Vic-- (12)	Vic-- (12)
Knave	Vic-- (12)	Vic-- (11)	Dec/Vic (14)
10	Vic (14)	Vic (15)	Vic (15)
9	Vic (12)	Vic (13)	Vic (12)
8	Vic (13)	Vic (14)	Vic (14)
7	KO (14)	KO-- (15)	Vic (16)
6	Esc/Surr-- (15)	KO (16)	KO (15)
5	Esc/Surr (13)	Esc-- (15)	KO (15)
4	DieSad (15)	Surr-- (16)	Esc-- (16)
3	DieSad (13)	noSwag (14)	Surr (15)
2	noSwag (12)	noSwag (13)	noSwag-- (14)
Ace	noSwag (10)	noSwag (11)	DieSad (12)

Key:	Vic	Avoid Vicious	
	KO	Avoid Knock-Out	
	Cap	Capture Enemy	
	Surr	Avoid Surrendering	
	Esc	Chance Escape	
	DieSad	Avoid Dice penalty	
	Warp	Avoid Magic Mishap	
	noSwag	Avoid loss swagger	
	--	Extra bad things	
	..++	Extra nice things	
	Dec	Ferocity Decline	

Q&D Bane Nasty Monsters

Nasty King: Monster is mostly of barrack's repute, primitive superstition and ignorant folklore. A younger version of the mob may have been the beast of legend. This one seems more of a paper-tiger compared to other nasty things in the dark; there's still a battle to be waged. Optional, success and enemy is reduced one ferocity to Large, hardly anything worth telling the grandkids. This change will take place for all players; they no longer face a Nasty beast. But, fail and suffer a vicious wound. If the character is Skill Bowman or Man-at-Arms, the Difficulty reduces by two for each. **Difficulty:** 9

Advantage: Wizardry Voltaic (N)

Nasty Queen: Combine resounding swings of your sword with quick rips, loosing arrows from your bow; alternate between the two as you hold shield and bow in left hand, blade and a clutch of arrows in the right. Fail and take a vicious wound. If the character is Skill Berserker or Brawler, the Difficulty reduces by two for each. **Difficulty:** 7

Advantage: Skill Bowman

Nasty Knight: Gross, the thing slimed you with fetid saliva or drenched you with its putrefied sweat. Optional, success and enemy is reduced one ferocity to Large. The players no longer face a Nasty beast. But, fail and knocked unconscious, overcome by

stench and other baneful paranormal facets. If the character is Skill Pugilist or Grit-Fortitude, the Difficulty reduces by two for each. **Difficulty:** 7 **Advantage:** Skill Armorer-Smithy

Nasty Knave: Creature tries to bribe or entice you to betray your friends; the offer is generous, though? Your emotions are being bewitched; yet you might prove immune to its primary confusion inducing attacks. Success and enemy is reduced one ferocity to Large against all players. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Berserker or Trait Gifted, the Difficulty reduces by two for each. **Difficulty:** 7 **Advantage:** Mount Pure (L)

Nasty 10: It's a leaper; the foe is fully atop your shoulders and clawing at the strap of your helm. Fail and knocked unconscious. If the character is Skill Armorer-Smithy or Grit-Fortitude, the Difficulty reduces by two for each. **Difficulty:** 9 **Advantage:** Swagger Ferocity (J)

Nasty 9: Strategize to overcome the monsters' swelling numbers; his weaker minions and guard animals are in a frenzy too. Fail and suffer Shaken (penalty). If the character is Skill Delver or Trait Methodical, the Difficulty reduces by two for each. **Difficulty:** 9 **Advantage:** Mount Talking (P)

Nasty 8: Evil tends to be repelled by light, and these are doubly denizens of darkness. Success and escape the battle; player may remain, but gains no die roll bonus. If the character has Wizardry Pyrotechnics (K), Skill Bowman (flaming arrows) or Trait Clever, the Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Mount Radiant (F)

Nasty 7: The monster's primary action is to stampede and knock things down or grab at buttons on shirtsleeves and dangling purses as it rushes past. If you can keep from falling, there's time as it turns, before the next mad rush back at you. Success and escape the battle; player may remain but gains no die roll bonus. If the character is Skill Acrobat or Equestrian, the Difficulty reduces by two for each. Regardless, character usually loses something, his purse of coins or cloak pin, Ref decides. **Difficulty:** 10 **Advantage:** Mount Ominous (S)

Nasty 6: The blows of the beast are only glancing; keep it circling, unable or afraid to make a full-bodied frontal assault against a stalwart man. Success and escape the battle; player may remain but gains no die roll bonus. If the character is Skill Delver or Trait Bold, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Mount Beautiful (A)

Nasty 5: Did more arrive? The hungry creatures seem to surround and shove, a scrum of punches and claw scrapes. Stab, dagger held upside down, and wriggle free, before you're overwhelmed. Success and escape the battle; player may remain but gains no die roll bonus. But, fail and vulnerable; taken captive. If the character is Skill Acrobat or Duelist, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:** Mount Agile (C)

Nasty 4: Shovel up a berm, fashion a schiltrons of stakes, huddle in a phalanx, ..., protect your backsides and hamstrings from canine nips and tears. Success and escape the

battle; player may remain but gains no die roll bonus. But, fail and overwhelmed; taken captive. If the character is Skill Armorer-Smithy or Trait Rugged, the Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Wizardry Geomancy (C)

Nasty 3: Though never the best idea, you use your typically offensive magic in contretemps to invigorate yourself. Success and escape the battle; player may remain, but gains no die roll bonus. But, fail and morale broken; taken captive. If the character is Skill Brawler or Pugilist, men who understand a rejuvenating slap to the cheeks, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Wizardry Thought Control (P)

Nasty 2: Go right for the leader of this mass of degenerates; make that beast howl in agony, so its minions scatter. Success and enemy is reduced one ferocity to Large; all may rejoice. But, fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Duelist or Man-at-Arms, the Difficulty reduces by two for each. **Difficulty:** 9 **Advantage:** Blade Mucilage (B)

Nasty Ace: Recognize your one true threat among the cacophony of colliding chaos. Success and enemy is reduced one ferocity to Large against all players. If the character is Skill Equestrian or Trait Energetic, the Difficulty reduces by two for each. **Difficulty:** 8 **Advantage:** Mount Lucid (N)

Q&D Bane Horrible Monsters

Horrible King: Its kind revels at intimidation. Key on putting a few of the creature's helpers down, or lopping off ears, prehensile tails and secondary limbs, all to sway the horrible foe to acquiesce to you, the stronger, more brutal leader. Optional,

success and enemy is reduced one ferocity to Nasty; a fight remains. All players now battle the diminished beast. But, fail and suffer vicious wound. If the character is Skill Berserker or Man-at-Arms, the Difficulty reduces by two for each. **Difficulty:** 7

Advantage: Wizardry Necromancy (H)

Horrible Queen: Hold a choke point; make it lethal, so none of the mobs dare cross. Optional, success and escape the battle; player may remain, but gains no die roll bonus. But, fail and suffer a vicious wound. If the character is Skill Bowman or Man-at-Arms, the Difficulty reduces by two for each.

Difficulty: 8 **Advantage:** Blade Gladiatorial (R)

Horrible Knight: Creature is striking directly on your charger; has your steed the experience to anticipate the blow, then canter left. If combat takes place in the underworld or at sea, treat instead as a Queen. Fail and suffer a vicious wound. If the character is Skill Equestrian or Trait Energetic, the Difficulty reduces by two for each.

Difficulty: 6 **Advantage:** Mount Serene (E)

Horrible Knave: Stand unbowed, yet was that a tree or the mountainside it struck you with? Success and enemy is reduced one ferocity to Nasty; a fight remains. All players now battle the diminished beast. But, fail and knocked unconscious. If the character is Trait Rugged, Skill Pugilist (absorbs a wallop) or Grit-Fortitude, the Difficulty reduces by one for each. **Difficulty:** 7 **Advantage:** Mount Vibrant (M)

Horrible 10: The beast is just an animal, presumably, no logic or rationalizations, all instinct. Appear larger or more numerous or more able than you actually are. Success and escape the battle; player may remain, but gains no die roll bonus. But, fail and knocked unconscious. If the character is Skill Berserker or Trait Gifted, the Difficulty reduces by two for each. **Difficulty:** 8 **Advantage:** Wizardry Illusions (I)

Horrible 9: Dash – use your opportunities to wound by whittle on the creature; don't stand solid and hope for a perfectly placed slash. Fail and knocked unconscious. If the character is Skill Acrobat or Bowman, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Trait Energetic

Horrible 8: Climb to achieve any advantage of height, crouch atop your charger or hang from a ship mast. The foe has never had to look up to fight in its dreadfully short and violent life. Fail and suffer Shaken (penalty). If the character is Skill Acrobat or Equestrian, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Mount Inexorable (T)

Horrible 7: Bruise more than its ego; sting the creature on eyes, nose or ears. Fail and suffer Shaken (penalty). If the character is Skill Brawler or Pugilist, the Difficulty reduces by two for each. **Difficulty:** 8 **Advantage:** Swagger Feigns (I)

Horrible 6: After several hard blows that glance off the beast's hide, stop, defend, watch, guard, consider what you're missing; there's something about the thing that's preventing victory. Fail and exhausted; taken captive. If the character is Skill Armorer-Smithy or Grit-Fortitude, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Wizardry Precognition (E)

Horrible 5: Rough and strong, the mob may be twice your height, but it seems to fight like any hulking drunken tavern keep. Success and escape the battle; player may remain, but gains no die roll bonus. If the character is Skill Duelist or Brawler, the Difficulty reduces by two for each.

Difficulty: 10 **Advantage:** Mount Hefty (H)

Horrible 4: Resist impactful acts; the beast must be worn out, before you'll cut deeply into its bulbous frame. Success and escape the battle; player may remain, but gains no die roll bonus. But, fail and vulnerable; taken captive. If the character is

Skill Duelist or Trait Clever, the Difficulty reduces by two for each. **Difficulty:** 8
Advantage: Mount Fleet (R)

Horrible 3 =: After deflecting one sledgehammer of a right jab, you have to summon the strength to withstand its left cross. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Armorer-Smithy or Trait Rugged, the Difficulty reduces by two for each. **Difficulty:** 9 **Advantage:** Mount Sturdy (Q)

Horrible 2: Counterblows – each time the creature attacks, the force causes it to lower its guard as it smacks through the strike. Success and enemy is reduced one ferocity to Nasty; a fight remains. All players now battle the diminished beast. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Delver or Trait Bold, the Difficulty reduces by two for each. **Difficulty:** 8
Advantage: Mount Essential (I)

Horrible Ace: Suddenly you recall watching a prize fighter, a champion fall in the arena, because he failed to correct his stance and guard against a certain low right to high left windmill slash. Success and enemy is reduced one ferocity to Nasty; a fight remains. All players now battle the diminished beast. But, fail and suffer vicious wound. If the character is Skill Delver or Trait Methodical, the Difficulty reduces by two for each. (Patient and Cunning)

Difficulty: 7 **Advantage:** Skill Man-at-Arms

Q&D Bane Enchanted Monsters

Enchanted King: The magical beast seems to store arcane energy and release it back in a pounce. But does it understand that you can use its own weighty build-up to fuel an impaling. Optional, success and enemy is

reduced two Ferocity to Nasty; the fight continues. All players now battle the diminished beast. But, fail and suffer vicious wound. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Delver or Trait Gifted, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Mount Empyrean (G)

Enchanted Queen: Speed is critical; the beast's hide has a strength resistive property, but such magic needs time to recharge after stress. Success and enemy is reduced two Ferocity to Nasty; the fight continues. All players now battle the diminished beast. But, fail and knocked unconscious. If the character is Skill Berserker or Pugilist, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Blade Bounding (C)

Enchanted Knight: Many of these creatures have a sensitivity to or abhorrence of precious metals and gems (to the mana or ginn trapped inside). Optional, success and enemy is reduced one ferocity to Horrible. This change will take place for all players going forward, so perhaps save some lives. If the character is Skill Armorer-Smithy or Trait Methodical, the Difficulty reduces by two for each. (Prepped & Ready) **Difficulty:** 10
Advantage: Blade Golden (T)

Enchanted Knave: Grapple for dear life, trying to keep yourself in its mane and out of its unfathomable arcane maw. Fail and take a vicious wound; plus upon failure add a full D8 steps toward oblivion on your tally of Warped Outcomes – add tally only, not extra mishap. If the character is Skill Brawler or Equestrian, the Difficulty reduces by two for each. **Difficulty:** 9 **Advantage:** Skill Berserker

Enchanted 10: Creature isn't going to stand back and drain your life with mumbo jumbo; it powerfully snaps. Fail and take a vicious wound. If the character is Skill Acrobat or Trait Energetic, the Difficulty

reduces by two for each. **Difficulty:** 8
Advantage: Skill Duelist

Enchanted 9: Assessing the last puncture you gave the creature, you mistake an excretion it's producing for blood; the truth is you made it stronger or activated an enchanted defense. Fail and take a vicious wound. If the character is Skill Bowman or Trait Clever, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:** Swagger Charismatic Style (C)

Enchanted 8: Avoid being bewitched, ensnared, webbed, petrified, mesmerized and otherwise bound up in ribbon and held for dinner. Fail and knocked unconscious. Regardless, suffer Shaken (penalty). If the character is Skill Delver (experienced before) or Bowman (harder to be struck at range), the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Wizardry Spirit Guide (R)

Enchanted 7: An hour before or after—maybe scout ahead next time before committing—the creature would not be as hungry and wanton to feed. Fail and suffer Shaken (penalty). If the character is Skill Equestrian or Duelist, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Wizardry Cosmic (T)

Enchanted 6: Parables preached by elders tell of famous ancestors who evaded just such an enchanted creature, giving you a modus to do likewise, guided by memories of the tales. Success and escape the battle; player may remain, but gains no die roll bonus. But, fail and demoralized; taken captive. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Berserker or Trait Bold, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Blade Heirloom (I)

Enchanted 5: Held in a clench, unaware the creature aims to deliver a sting, causes harm to those it touches, spits a love potion into your open mouth, etc. Fail and

you surrender; hauled off as an obedient captive, or shoved into a trap or runic cage. For victims above level four, the enchanted mob adds the player character to the fight; increase the ferocity to Heinous, until the traitor takes a vicious at first dispatch or any decline in ferocity of the beast. If the character is Skill Duelist or Pugilist, the Difficulty reduces by two for each.

Difficulty: 11 **Advantage:** Swagger Speed & Guile (R)

Enchanted 4: Improvise a protection, while dodging; wrap or coat yourself in the beast's shed skin-scales, molting fur/feathers, pool of musk-defecant, glowing nesting materials, etc. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Man-at-Arms or Grit-Fortitude, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Trait Clever

Enchanted 3: Logically it would react with A-B-C to your tank actions; but only an enthroned general thinks the world is an orderly place. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. Further upon failure, add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Armorer-Smithy or Man-at-Arms, the Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Mount Mystical (D)

Enchanted 2: Each of its blows seems a tad easier than the one before. Is it losing, baiting you, or are you just divinely adapting to a devilish beast? Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill

Grit-Fortitude or Trait Rugged, the Difficulty reduces by two for each. **Difficulty:** 10

Advantage: Swagger Wrestling Holds (T)

Enchanted Ace: That last swiping paw felt like it took you out at the knees, caused your horse to tumble over, or washed everything aside as swiftly as a flash flood; for an instant, the scenery was even both over and under and around you. Fall well, good chap; fall well and rise. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Acrobat or Brawler, the Difficulty reduces by two for each. (Roll Blow) **Difficulty:** 8
Advantage: Skill Equestrian



Q&D Bane Foul Monsters

Foul King: Many a battle is won and lost long before you step into the metaphoric arena – stand prepped and ready; you’ve seen etching of these beasts. Optional, success and enemy is reduced two Ferocity to Horrible; all players face a diminished beast. But, fail and suffer a vicious wound. Regardless, lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group’s longboat. A character without techniques to lose is outright slain. If the character is Skill Armorer-Smithy or Trait Methodical, the Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Swagger Mastery Shield (O)

Foul Queen: Test the monster’s strength before you decide whether to close-quarters fight or potentially exhaust yourself evading. Optional, success and enemy is reduced two Ferocity to Horrible; all players face a diminished beast. But, fail and knocked out. Regardless, lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group’s longboat. A character without techniques to lose is outright slain. If the character is Skill Armorer-Smithy or Man-at-Arms, the Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Mount Carapace (O)

Foul Knight: Foe wields in stodgy hands, or about its thick neck, an ensorcelled set of chains, which flame and thunder when cracked. Be nice to tangle or bind that elsewhere. Optional, success and enemy is reduced two Ferocity to Horrible; you’re winning, as all players face a diminished beast. But, fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group’s longboat. A character without techniques to lose is outright slain. If the character is Skill Duelist or Pugilist (for streetwise parry-dodge), the Difficulty reduces by two for each. **Difficulty:** 13
Advantage: Swagger Disarming Blow (F)

Foul Knave: Beast needs you to flinch; until it feels you’re broken, it will toy with you for orgasmic amusement. Fail and suffer a vicious wound. Regardless, lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group’s longboat. A character without techniques to lose is outright slain. If the character is Skill Berserker or Trait Bold, the Difficulty reduces by two for each. **Difficulty:** 9 **Advantage:** Skill Grit-Fortitude

Foul 10: Gasp, awed, as you hold out what's left of your once magnificent blade; the acidic cretin chomped it off, down to the tang. Fail and suffer a vicious wound. Regardless, add a full D8 steps toward oblivion on your tally of Warped Outcomes – add tally only, not extra mishap. Okay, you must have been delusional; your companion sword is fully restored (hence the Warped Outcome Tally jump). If the character is Skill Berserker or Pugilist, the Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Swagger Hilt Punch (L)

Foul 9: A charmed life may have softened you, and you wish you faced the beast when you were a bit younger or lustier for gold. Fail and suffer a vicious wound. Regardless, lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Bowman or Trait Clever, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:** Swagger Irregular Tricks (M)

Foul 8: Guarding yourself may prove impossible; the last hit on your shield nearly tore off your arm – block dual handed to survive. Fail and suffer a vicious wound. If the character is Skill Grit-Fortitude or Trait Rugged, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Blade Amalgam (O)

Foul 7: Not often, but here at least on your stomach, you need to hold the beast at bay by kicking backward to keep from being seized and rent. Fail and knocked unconscious. If the character is Skill Acrobat or Brawler, the Difficulty reduces by two for each. **Difficulty:** 14 **Advantage:** Swagger Effective Spurning (H)

Foul 6: Using pure magic, against something highly magical itself, is never a sane idea. The best that can happen is that your spell doesn't backfire. Fail and knocked

unconscious. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Delver or Trait Gifted, the Difficulty reduces by two for each. Referee may decide that this event, unfortunately, makes the Foul beast fight (the remainder of the round or more) as Heinous; idiotic wizard probably made it worse for his companions. **Difficulty:** 14 **Advantage:** Wizardry Conjunction (L)

Foul 5: Every fiber of you body says that without surprise, combat is hopeless; you grow weaker as the enemy gets stronger, bolder. Success and escape the battle; player may remain, but gains no die roll bonus. Regardless, lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Man-at-Arms or Grit-Fortitude, the Difficulty reduces by two for each. **Difficulty:** 14 **Advantage:** Swagger Killer Instinct (N)

Foul 4: It's taking you for a little ride, as the foulness shakes, stomps or flies aloft; wrap your belt or climbing cord about its leg, foot or paw or intertwine your fingers in a locked grip. Fail and surrender; taken captive. Regardless, add a full D8 steps toward oblivion on your tally of Warped Outcomes – add tally only, not extra mishap. If the character is Skill Brawler or Equestrian, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Wizardry Animate Objects (O)

Foul 3: Even if this was a chance encounter, you have the habit of scouting your surroundings, always finding exit paths and taking notes of obstacles, long before you're in a potential panic, sizing up a weird enemy. Success and escape the battle; player may remain, but gains no die roll bonus. But, fail and truly surprised; taken captive. If the character is Skill Equestrian or Duelist, the

Difficulty reduces by two for each.

Difficulty: 12 **Advantage:** Skill Brawler

Foul 2: Study and practice, many a day, waiting for just the right opportunity to prove to the doubters – execute remotely your quintessential jinx. Success and everyone in the group may escape the battle; each player may opt to remain with a Tactics Pip modifier. But, fail and demoralized; taken captive. Optionally, player may avoid capture upon failure by immediately following his roll with Foul event Six. If the character is Skill Bowman or Delver, the Difficulty reduces by two for each. **Difficulty:** 11

Advantage: Wizardry Hexes (M)

Foul Ace: Each of its tentacles has powerful suckers you need to pry off or slip free from to survive. (I thought it was a vampire; now it's a vampiric octopus?) Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Acrobat or Trait Energetic, the Difficulty reduces by two for each. (Dodger) **Difficulty:** 9

Advantage: Swagger Seize Swordarm (Q)

Q&D Bane Invincible Monsters

Invincible King: Your companions may, unfettered, concentrate on offense, as you protect the party; rush forth and take the royal share of the monster's brutality. Optional, success and enemy is reduced one ferocity to Foul; all players face the diminished beast. But, fail and suffer a vicious wound. If the character is Skill Armorer-Smithy or Man-at-Arms, the Difficulty reduces by two for each.

Difficulty: 10 **Advantage:** Blade Scintillating (K)

Invincible Queen: Find the Achilles heal or single weakness in the breed, then thrust in deep. Success and enemy is reduced two Ferocity to Enchanted; all players face

the diminished beast. But, fail and knocked unconscious. If the character is Skill Delver or Trait Gifted, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:**

Swagger Uncontested Dagger Thrust (S)

Invincible Knight: So, the beast can't be killed by any man, well then make a quip – you're not just any man. Fail and suffer a vicious wound. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Acrobat or Brawler, the Difficulty reduces by two for each. **Difficulty:** 10 **Advantage:** Blade Biting (L)

Invincible Knave: Though you'd rather face alone an entire legion—something you might have even done—you still draw breath. Fail and suffer a vicious wound. Regardless, suffer Shaken (penalty). Plus, all other players are Shaken (penalty). If the character is Skill Man-at-Arms or Grit-Fortitude, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:** Swagger Heroic Swordplay (K)

Invincible 10: You plan to die fighting or win fighting; that last one sounds better. Combat seems ineffective, but you got spunk kid. Fail and fall with a vicious wound. If the character is Skill Berserker or Trait Bold, the Difficulty reduces by two for each. **Difficulty:** 14 **Advantage:** Blade Hellish (M)

Invincible 9: Beast sort of reminds you of one you killed with ease; half step into position to bring it down (and learn this 'taint that). Fail and suffer a vicious wound. Optionally, ignore the wound, but all players subtract one on dice. If the character is Skill Armorer-Smithy or Trait Methodical, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:** Blade Impetus (N)

Invincible 8: Right, this thing can't be pierced by metal; the gloves come off, but you're sadly mistaken for trying a bare knuckle approach. Fail and suffer a vicious

wound. Optionally, suffer knock out, instead of the wound, but all players subtract one on dice going forward. If the character is Skill Berserker or Pugilist, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Wizardry Power Words (S)

Invincible 7: Hold on, restrain the thing, while someone-anyone, figures out what to do? Fail and knocked unconscious. If the character is Skill Brawler or Equestrian, the Difficulty reduces by two for each.

Difficulty: 14 **Advantage:** Blade Lithe (H)

Invincible 6: Draw focus, give your friends (and yourself) some time and space to consider good options. Success and escape the battle; player may remain, but gains no die roll bonus. But, fail and white flag; taken captive. Regardless, add half a *Hunnic Octar* (D8) in steps toward oblivion on your tally of Warped Outcomes. Plus, all other players are Shaken (penalty). If the character is Skill Acrobat or Trait Energetic, the Difficulty reduces by two for each. **Difficulty:** 15

Advantage: Blade Ingenious (A)

Invincible 5: The best path to possible safety is straight past, directly over or through the creature. Success and escape the battle; player may remain, but gains no die roll bonus. But, fail and taken captive. If the character is Skill Grit-Fortitude or Trait Rugged, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Mount Resolute (K)

Invincible 4: Hurt it any possible way, or trap it, or bind it, or frustrate it...there has to be a way to get it to expose someplace on its body that is vulnerable. Fail and suffer Shaken (penalty). If the character is Skill Bowman or Trait Clever, the Difficulty reduces by two for each. **Difficulty:** 15 **Advantage:** Blade Scheming (S)

Invincible 3: No way to make it bleed from what you've tried; maybe it doesn't? Must keep it from latching-on with its powerful teeth and claws. Fail and suffer Shaken (penalty). If the character is Skill

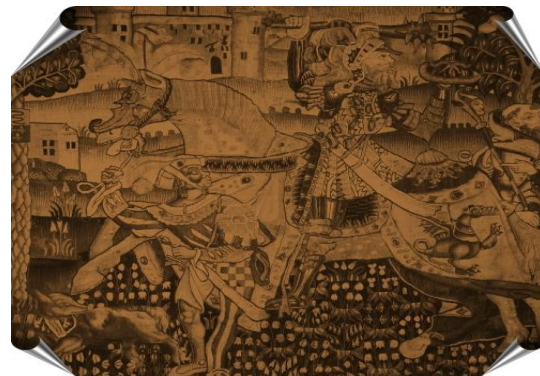
Delver or Bowman, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Wizardry Paralysis (Q)

Invincible 2: Maybe employ flame, but how? Scout for weakness by gauging the monster's reaction to assorted stimuli. Huh? Just try getting near enough, without being slain, to burn the thing. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Equestrian or Duelist, the Difficulty reduces by two for each.

Difficulty: 12 **Advantage:** Wizardry Pyrotechnics (K)

Invincible Ace: It says in this here book of artifice, the sacred *Wiki*, that "*invincible is too powerful to be defeated or overcome.*" I may not be educated (lived in a cloister), but my street-smart says don't get anywhere near this thing. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Duelist or Pugilist, the Difficulty reduces by two for each.

Difficulty: 10 **Advantage:** Blade Meshed (Q)



Q&D Bane Heinous Monsters

Heinous King: Recoil from the stench. The vile calamity has you on your back and pinned; but you still have fight in you. Success and enemy is reduced two Ferocity to Foul; all players face the injured monster. But, fail and suffer a vicious wound. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Grit-Fortitude or Trait Gifted, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:** Blade Defender (F)

Heinous Queen: Fashion a panacea from previously gathered common riverbank weeds, which reportedly dispels the worst of the creature's savagery. Success and enemy is reduced one ferocity; it still seems Invincible, but all players confront a diminished beast. But, fail and suffer a vicious wound. Regardless, the action took exhaustive energy just to stay alive, so suffer Shaken (penalty). If character is Skilled Horticulturist, Occult Scholar, Pugilist (knows his soothing bruise ointments) or Trait Clever, subtract one from the Difficulty for each. **Difficulty:** 11 **Advantage:** Skill Delver

Heinous Knight: Practiced, utilize that superior aim, landing an arrow right into what you thought was an eye. But the point on the monster was only a boil, colored defect or bit of camouflage; it may even not see, yet suffers little downside to its ability to recreate with butchery. Fail and suffer a vicious wound. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. If the character is Skill Bowman or Trait Methodical, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:** Swagger Concentration (E)

Heinous Knave: Mimic its actions; the beast wants to slaughter. Let it show you how it generates such intense fear. Really, that was a plan – fight dirty? Fail and suffer a vicious wound. Regardless, suffer Shaken (penalty). If the character is Skill Brawler or

Duelist, the Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Skill Acrobat

Heinous 10: Called a barbarian, still you fight like any knightly cataphract. Fail and suffer a vicious wound. If the character is Skill Armorer-Smithy or Equestrian, the Difficulty reduces by two for each. **Difficulty:** 15 **Advantage:** Wizardry Demigod (A)

Heinous 9: Draw focus away from you, cause in to turn, allowing an insane leap upon its massive shoulders. Fail and suffer a vicious wound. If the character is Skill Acrobat or Berserker, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Swagger Chiasmic Action (D)

Heinous 8: Direct the action (of others), despite drawing notice of your apparent importance. Fail and suffer a vicious wound. If character is the only one left standing in battle of his group, or started this combat that way, treat instead as Event Ten. If the character is Skill Man-at-Arms or Trait Bold, the Difficulty reduces by two for each. **Difficulty:** 14 **Advantage:** Mount Winged (B)

Heinous 7: Hit the fiend's head from every cardinal direction, as close to at-once as able. Fail and knocked unconscious. Regardless, suffer Shaken (penalty). If the character is Skill Brawler or Trait Energetic, the Difficulty reduces by two for each. **Difficulty:** 15 **Advantage:** Wizardry Telekinesis (D)

Heinous 6: Slather soothing words, a balm, delivered to the creature's ego, which may have not heard human praise for a generation. Fail and knocked unconscious. If the character is Skill Delver or Equestrian (horse whisperer), the Difficulty reduces by two for each. **Difficulty:** 16 **Advantage:** Wizardry Psionics (B)

Heinous 5: Even if you never served, never trained or were not gelded, like the Janissary, you can adopt their temperament

and the tactics of these Imperial monster hunters. Success and escape the battle; player may remain, but gains no die roll bonus. (Notice the Janissary's solution to your monster problem was flee?) Regardless, suffer Shaken (penalty). If the character is Skill Armorer-Smithy or Bowman, the Difficulty reduces by two for each.

Difficulty: 15 **Advantage:** Swagger Better Valor (B)

Heinous 4: Try to poison or intoxicate the monster. (Yep, its stomach connects to a bottomless void, apparently.) But was it merely ineffective or an extremely bad decision. Fail and taken captive, blistering with hangover. Regardless, the character loses all remaining make-rolls. If the character is Skill Delver or Grit-Fortitude, the Difficulty reduces by two for each.

Difficulty: 16 **Advantage:** Trait Rugged

Heinous 3: Wail in exasperation and fatigue, trying to keep from breaking morale; tomorrow you'll be laughing. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Man-at-Arms or Pugilist (ring stamina), the Difficulty reduces by two for each. **Difficulty:** 14 **Advantage:** Swagger Battle Cry (A)

Heinous 2: After trying all the direct slashes and cuts, contort to deliver an oblique strike on what you believe is a sensitive part of this gigantic gollywog's grotesque anatomy. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Acrobat or Duelist, the Difficulty reduces by two for each.

Difficulty: 13 **Advantage:** Wizardry Demonic (F)

Heinous Ace: Rage, turn raw pain into inhuman fury and beat the colossal one step staggered and away. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. If the character is Skill Berserker or Trait Rugged, the Difficulty reduces by two for each. **Difficulty:** 11 **Advantage:** Skill Pugilist

Q&D Bane Great Monsters

Great King: Appear confident, all the while quaking inside. Fail and suffer a vicious wound. Regardless, suffer Shaken (penalty). If the character is Skill Man-at-Arms or Trait Bold, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Blade Eminent (E)

Great Queen: Was the sound of that crack the speed of your whiplash attack or the snap of your elbow? Fail and suffer a vicious wound. If the character is Skill Brawler or Trait Energetic, the Difficulty reduces by two for each. **Difficulty:** 13 **Advantage:** Blade Knightly (G)

Great Knight: Reveal a long kept secret from your past, a harsh upbringing, tale of woe..., really, now? You could have been a warrior monk, an exotic hunter, one of the emperor's janissary, etc. The point being, you know this creature or were taught by an expert. Fail and not so much, very confused about everything (you liar); suffer a vicious wound. Regardless, lose any Swaggering Technique from opportune maneuvers; your true knowledge is that the monster is way beyond invincible, if fought where it sleeps. Your technique loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain; great scene though – a tearful monologue reveals the clue to

winning. (Bravo, good death sir.) If the character is Skill Armorer-Smithy or Bowman, the Difficulty reduces by two for each. **Difficulty: 12 Advantage: Skill Occult Scholar**

Great Knave: Force the foe to give chase out of his sanctuary, lair, refuge or warded domain (vault of infinite pain). Success and enemy is reduced one ferocity to Heinous; this change will take place for all players who have yet to have a preliminary event or face the monster in later rounds. But, fail and fall with a vicious wound. If the character is Skill Bowman or Trait Methodical, the Difficulty reduces by two for each. **Difficulty: 14 Advantage: Wizardry Celestial (G)**

Great 10: Overcome the anguish, sorrow and resignation, which compromises your ability to fight; the beast is terrifyingly glorious. Fail and suffer a vicious wound. If the character is Skill Berserker or Trait Rugged, the Difficulty reduces by two for each. **Difficulty: 15 Advantage: Trait Bold**

Great 9: Creatures, such as these, often must be slain by a certain kind or unique magical weapon; ensure yours is endowed with the necessary virtues. Fail and suffer a vicious wound. If the character is Trait Clever or Gifted, the Difficulty reduces by two for each. **Difficulty: 12 Advantage: Blade Fantastic (D)**

Great 8: Shelter in a spot, where the massive beast would be unable to fit. Nor quite easily fill with fiery breath? Fail and suffer a vicious wound. If the character is Skill Acrobat, Delver or Grit-Fortitude, the Difficulty reduces by two for each.

Difficulty: 14 Advantage: Wizardry Shape Shifting (J)

Great 7: Collect the prize purse or medal reward for being the first to touch the beast (or sprint past the monster in total panic). Fail and suffer a vicious wound. If the character is Skill Man-at-Arms or Pugilist,

the Difficulty reduces by two for each.

Difficulty: 16 Advantage: Trait Gifted

Great 6: Knowing the monster is vain, fan its rage. Adorn its lair with graffiti or consecrate the ground with your clan colors, holy oils, a legion banner, lordly sigil, shield crest, etc. The beast froths and expels a belching cloud of death; that's one, now hope the foe has some daily limit. Fail and knocked out by a second or third such vile discharge. If the character is Skill Grit-Fortitude or Pugilist (school o' knocks), the Difficulty reduces by two for each. **Difficulty: 15 Advantage: Blade Paladin (P)**

Great 5: To slay a great beast requires an even greater knight. Fail and knocked out. If the character is Skill Armorer-Smithy or Equestrian, the Difficulty reduces by two for each. **Difficulty: 15 Advantage: Mount Replenishing (J)**

Great 4: Monsters such as these both defend their lairs, but also become penned by outsiders who trap those entrances or build magically warded chasms or moats to cage such threats. You may have gotten lucky entering; but to get out of harms way, you'll need to take a leap of faith (perhaps literally). Success and escape the battle; player may remain, but gains no die roll bonus. But, fail and lose all remaining make-rolls. Regardless, suffer Shaken (penalty). If the character is Skill Acrobat or Berserker, the Difficulty reduces by two for each.

Difficulty: 16 Advantage: Trait Methodical

Great 3: Flattery may not get you closer to winning, but a slight delay of the unthinkable might suffice. Fail and kneel reverently to your new god; secured as a helpless captive. If the character has Skill Houndsman (Beasts), Delver or Equestrian, the Difficulty reduces by two for each.

Difficulty: 15 Advantage: Swagger Repartee (P)

Great 2: Normally you fight fair, detest ploys and try to kill with one clean blow; but this thing, this wicked dinosaur, makes you scream in primal outrage. Fail and lose any Swaggering Technique just in opportune maneuvers. This loss may be taken personally, or from your weapon, mount or magical abilities. It may NOT be lost from the group's longboat. A character without techniques to lose is outright slain. Regardless, suffer Shaken (penalty). If the character is Skill Brawler or Duelist, the

Difficulty reduces by two for each.

Difficulty: 14 **Advantage:** Blade Herculean (J)

Great Ace: The monster's larger than a dog, but seems to have roughly the same features head to tail. Get to the end that thinks and deliver a devastating strike. Fail and suffer Shaken (penalty). If the character is Skill Acrobat or Duelist, the Difficulty reduces by two for each. **Difficulty:** 12 **Advantage:** Swagger Crushing Blow (G)

Monster Miscellany

Early in an adventure the players might face an Invincible Beast, but in the climax, they learn the tactic or acquire the talisman to kill the thing. In between the monster will harry them attacking sporadically, each gets a Bane Invincible every skirmish as punishment for taking the quest. Secretly the monster hopes the players will show it where its own bane, the talisman, is being kept. It wants to appear to be trying to kill them and accidentally may, but it's actually holding back.

Though possible, I wouldn't suggest, making the players start with a very substantial creature and have them step by step turn it into mere Large to then Brash Method and kill. Sure, each table has events that might cause the ferocity to decline. But those are on there intentionally to give the players a small reward. You might have them fight, until they get that result; the beast then retreats to recoup, lick its wounds. Each might reveal a clue on how to stop the monster entirely.

But to make them move even a Horrible creature to just above normal has some rather harsh statistics to overcome. If you had a group of twenty, and all were suicidal, maybe. But, even getting that one in fourteen to reduce a *Great* monster leaves you with *Heinous*. Heinous! Use the tables to teach the players unity and humility.

Better to set other circumstances, and as said many times, create a special Q&D if monsters are really going to be slain. The failures may be just as deadly and rolls as nearly impossible, but they also might tell a tale. The Q&D for dragons has the players starting around the creature, then jumping on its claws, neck or back, trying to find a way to reach the underbelly or head. There, finally, get a chance to be the hero (or use the make-roll). You don't want the whole thing to be, *I kill it first* event with a make-roll. Great and Foul are not just words, they represent presence in

the campaign. Use these examples to show you and your players the power of monsters. Copy and modify the text as a straw-man for making a proper Q&D that isn't all Banes. There's treasure to be had, and enjoyment in defeating a worthy adversary.

Facing Enemy Spellcasters

Enemies using magic may be as dangerous as monsters. These tables reflect the enemy sorcerer hurling his balls of fire at typically heroic player opponents. That action may turn the warrior into a classic magic using rogue.

The referee may substitute this Q&D for Escape or Irregular, when the enemy employs a mercenary spellcaster. Or he may alternate one event on this table with the players own selection for Method. Yet that sounds too much like *I hit-He hit* mechanics.

Like the monster tables, the better way **to employ these may simply be to replace a Bane result**, sometimes, with these events. Unlike Monster Q&D, the players may be forced into Methods Escape and Irregular. But, only if the enemy has that all important rear party mage. The Difficulties here are high; but unlike facing a true monster, the magician's powers are just one arrow through the throat and negated.

Unlike many games, that magic user is hard to shield and will be one of the first people who gets attacked, harried and driven away in any melee. Like the flame-thrower man on the world war two battlefield, once he makes his presence known, he's going to quickly die or kill all the players.



When the tables say the enemy is *neutralized*, it means the magic user's dead or exhausted by his own mishap. He disappears if he is still important to the adventure's plot. Otherwise the result mostly signals that this Q&D is now removed from the battle. The players have been punished enough?

Magic against magic duels are more balance and certain, when simulated with swaggering on swaggering resolution. Those mechanics appear later in the rules.

Spellcaster Bane Quicklook Table			
	Cultists	Madmen	Sorcerers
King	Dec (11)	Dec (12)	Dec-- (14)
Queen	Vic++ (8)	Vic (10)	Vic (12)
Knight	Dec/KO (9)	Dec/KO (11)	Vic (9)
Knave	Vic (6)	Vic (10)	Vic-- (11)
10	Vic (7)	Vic-- (11)	Vic (12)
9	KO (8)	KO-- (12)	KO-- (12)
8	Flee (7)	Flee (12)	Vic-- (14)
7	Flee (7)	Flee (13)	Flee (13)
6	DieSad (9)	Vic-- (12)	Vic-- (13)
5	DieSad (9)	DieSad (12)	DieSad (13)
4	nSwag (7)	nSwag (9)	nSwag&DieSad (11)
3	Warp (7)	KO-- (8)	KO-- (12)
2	Dec/Warp (10)	Warp (13)	Warp&DieSad (15)
Ace	Dec (9)	Dec (10)	Dec-- (12)

Key:		
	Vic	Avoid Vicious
	KO	Avoid Knock-Out
	Flee	Avoid Forced Escape
	DieSad	Avoid Dice penalty
	Warp	Avoid Magic Mishap
	noSwag	Avoid loss swagger
	--	Extra bad things
	++	Extra nice things
	Dec	Chance Defeat

Q&D Fighting Cultists & Curse-Writers

Cultists King: They appear to be pelting you with earthen pots of sulfur and fecal matter; these people are just pests, bugs to be squished. Success and enemy magic use is neutralized. If the character lacks Trait Rugged, the Difficulty increases by five.

Difficulty: 11 **Advantage:** Mount Carapace (O)

Cultists Queen: The ground soaked by the cult in an acrid fluid, your sagum covered nostrils begin to burn. Fail and suffer a vicious wound. Regardless, enemy magic

use is neutralized. If the character lacks Skill Berserker, the Difficulty increases by five.

Difficulty: 8 **Advantage:** Trait Rugged

Cultists Knight: Lets' break up the summoning dance, before the cult finishes the dirge-waltz they started. Success and enemy magic use is neutralized. But, fail and knocked unconscious. If the character lacks Skill Delver, the Difficulty increases by five.

Difficulty: 9 **Advantage:** Skill Pugilist

Cultists Knave: Wave after wave of the mind controlled devotees impale themselves on your weapons, weighing your war tools down to near uselessness. Fail and suffer a vicious wound. If the character lacks

Skill Grit-Fortitude, the Difficulty increases by five. **Difficulty:** 6 **Advantage:** Skill Brawler

Cultists 10: A repetitious chant seems to start with one magician and continues daisy chain to the next and then next and so on; interrupt their mystic rhythm. Fail and suffer a vicious wound. If the character lacks Skill Bowman, the Difficulty increases by five. **Difficulty:** 7 **Advantage:** Skill Man-at-Arms

Cultists 9: Up until a moment ago, the drumming in your head could have been your heartbeat firing on adrenalin. Suddenly that beat had syncopation, counterpoint and even horns; discover a means to deafen this rising pain, perhaps by cutting down the one of many who focuses this ill on you. Fail and knocked unconscious. Flair -- strange insight awards the character Wizardry Psionics (B). If the character lacks Skill Occult Scholar, the Difficulty increases by five. **Difficulty:** 8 **Advantage:** Blade Knightly (G)

Cultists 8: Keep a weather eye on the sky, knowing brimstone might fall at anytime, without understanding your paranoia is the real enemy. Fail and player must select Escape going forward. If the character lacks Trait Bold, the Difficulty increases by five. **Difficulty:** 7 **Advantage:** Skill Armorer-Smithy

Cultists 7: Rush forward, only to be smacked backward; feels like you ran full stride into a tower shield or rampart wall. The cultists have created a glassy dome; treat it like any barrier and probe for weakness. Fail and player must select Escape going forward. If the character lacks Trait Clever, the Difficulty increases by five. **Difficulty:** 7 **Advantage:** Skill Engineer-Sapper

Cultists 6: As more of the enemy joins a chorus of curses, the opposing magical manifestations grow stronger. Without delay, rampage, numbers matter. Fail and suffer Shaken (penalty). If the character lacks Trait

Energetic, the Difficulty increases by five. **Difficulty:** 9 **Advantage:** Skill Berserker

Cultists 5: The enemy is shifting in and out of corporeal state; but they can't truly cause harm in this ghost form. Stand back and whack-a-mole, as they become vulnerable. Fail and suffer Shaken (penalty). If the character lacks Trait Methodical, the Difficulty increases by five. **Difficulty:** 9 **Advantage:** Swagger Chiasmic Action (D)

Cultists 4: Tell by subtle mannerisms and facial expressions, which practitioners of evil are the thralls and who controls them. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character without techniques is outright slain. If the character lacks Skill Bowman, the Difficulty increases by five. **Difficulty:** 7 **Advantage:** Skill Slave Driver

Cultists 3: As one very powerful aspirant transforms into an enormous snake, leap on its back and cleave it as you ride; soon you might counter instead by changing into a Roc. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair -- strange insight awards the character Wizardry Shape Shifting (J). If the character lacks Skill Acrobat, the Difficulty increases by five. **Difficulty:** 7 **Advantage:** Skill Equestrian

Cultists 2: Counter a small army of rodents, bats, crows, worms, locust, gnats, etc., being summoned and controlled by the cult. Success and enemy magic use is neutralized. But fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair -- strange insight awards the character Wizardry Hexes (M). If the character lacks Trait Gifted, the Difficulty increases by five. **Difficulty:** 10 **Advantage:** Longboat Vermin Free (N)

Cultists Ace: Each of the cultish casters appears to be repeating the same spell-

curse; they just each take a different amount of time depending upon skill. Actually, they are showing indirectly who's in charge. Take out anyone you maneuver past but pick your main targets from the elite speakers. Success and enemy magic use is neutralized. If the character lacks Skill Duelist, the Difficulty increases by five. **Difficulty: 9 Advantage:** Blade Paladin (P)

Q&D Fighting Misanthropes & Madmen

Misanthropes King: The foe is more threat as a soldier than a magic user, but right now he seems neither. For the moment he's happy bellowing demands and howling curses at the sun or moon. Success and enemy magic use is neutralized. If the character is Trait Rugged, the Difficulty reduces by three. **Difficulty: 12 Advantage:** Mount Sturdy (Q)

Misanthropes Queen: Barehanded he pummels, because he has no fit weapon; he breaks nearly everything he touches. Fail and suffer a vicious wound. Flair -- strange insight awards the character Wizardry Demigod (A). If the character is Skill Armorer-Smithy, the Difficulty reduces by three. **Difficulty: 10 Advantage:** Swagger Mastery Shield (O)

Misanthropes Knight: His glaive has been slowly growing in virtues for a lifetime, just like your shorter blade. Ring bright, a shower of sparks, as steel crashes and locks, the ultimate test. Success and enemy magic use is neutralized. But, fail and knocked unconscious. If the character is Skill Berserker, the Difficulty reduces by three. **Difficulty: 11 Advantage:** Blade Hellish (M)

Misanthropes Knave: Truly no sane person would use these darkest spells ever imagined—demon stuff—of a kind elder races forget or hoped to exterminate all who dare use. Fail and suffer a vicious wound. Flair -- strange insight awards the character

Wizardry Demonic (F). If the character is Trait Gifted, the Difficulty reduces by three. **Difficulty: 10 Advantage:** Skill Delver

Misanthropes 10: Area devastation – help inspire a friend who falters, for perhaps he must later help you. Fail and suffer a vicious wound. If the player survives, he must select Method Irregular. If the roll was failed, the next player to take an action, must select on Irregular. Ref should go around the table; make everyone attempt this event, until someone succeeds. If the character is Trait Energetic, the Difficulty reduces by three. **Difficulty: 11 Advantage:** Skill Rabblrouser

Misanthropes 9: What was thought to be a hermit, a lone enemy, now seems to have grown into a small formation of skeletal warriors. Real or hoax, short lived or mishap creation? Fail and knocked unconscious. If the player is awake, he must select Method Irregular. Flair -- strange insight awards the character Wizardry Necromancy (H). If the character is Skill Man-at-Arms, the Difficulty reduces by three. **Difficulty: 12 Advantage:** Trait Methodical

Misanthropes 8: Calm his fears, offer him wine, placate his delusions, etc., you dare not arouse his true fury. Of course, spike the brew, assuming he would accept. Fail and player must select Escape going forward. If the character is Trait Clever, the Difficulty reduces by three. **Difficulty: 12 Advantage:** Skill Apothecary

Misanthropes 7: Shatter his weapon and drag him around the area behind your horse. Fail and player must select Escape going forward. If the character is Skill Equestrian, the Difficulty reduces by three. **Difficulty: 13 Advantage:** Blade Herculean (J)

Misanthropes 6: Tingle all over; spasm as your muscles convulse and course with electricity. Fail and suffer a vicious wound. Regardless, suffer Shaken (penalty). Flair -- strange insight awards the character

Voltaic (N). If the character is Trait Bold, the Difficulty reduces by three. **Difficulty:** 12 **Advantage:** Skill Grit-Fortitude

Misanthropes 5: He may not be holding a sword; regardless, make sure he can't point his wand properly. Fail and all players suffer Shaken (penalty). If the character is Skill Duelist, the Difficulty reduces by three. **Difficulty:** 12 **Advantage:** Swagger Seize Swordarm (Q)

Misanthropes 4: Dark forces gather you high and hurl you a mile away. Well, probably twenty feet, but you will embellish the story later. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character without techniques is outright slain. Flair – if this happens at sea, the player is cast out of combat. Not for a river, but truly at sea, he'd have to take his time, find his bearings and attempt to swim to shore. If the character is Skill Brawler, the Difficulty reduces by three. **Difficulty:** 9 **Advantage:** Skill Acrobat

Misanthropes 3: Perhaps you will regret laughing at the hunched over elderly caster, as his furnishing and statues come alive. Fail and knocked unconscious. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes – add tally only, not extra mishap. Flair -- strange insight awards the character Wizardry Animate Objects (O). If the character is Trait Methodical, the Difficulty reduces by three. **Difficulty:** 8 **Advantage:** Trait Gifted

Misanthropes 2: Turn him into a pincushion, putting an arrow specifically into any part of his body, which he gestures or motions with to conjure. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair -- strange insight awards the character Wizardry Geomancy (C). If the character is Skill Acrobat, the

Difficulty reduces by three. **Difficulty:** 13 **Advantage:** Skill Bowman

Misanthropes Ace: He's out of his skull, feverish or mad with pain. He needs care, not aggression. Success and enemy magic use is neutralized. Fail, and no, he does need killing. Ref may decide that success also means the wizard's senses have returned; whatever evil possessed him has been banished. He may actually negotiate or thank the players. Yet only if he was acting by himself. There may be another battle to finish against the acolytes and petitioners who lost their swami death-guru. Flair – this event may only happen once a battle. If the first flip results in a failed roll, the next time the Ace is revealed, treat it instead as a King. If the character is Skill Pugilist, the Difficulty reduces by three. **Difficulty:** 10 **Advantage:** Skill Barber (Chiurgeon)

Q&D Fighting Sorcerers & High Priests

Sorcerers King: Intimidate the leader, so he loses nerve and thinks better not to have a dog in this fight. Success and enemy magic use is neutralized. Regardless, select Method Irregular next round. If the character is Skill Tormentor, Mount Ominous (S) or Mount Mystical (D), the Difficulty reduces by one for each. **Difficulty:** 14 **Advantage:** Trait Bold

Sorcerers Queen: Outmatched, losing ability to move, call for aid from ancestors or pray to sea gods, storm bringers, wave riders, etc. Fail and suffer a vicious wound. Flair -- strange insight awards the character Wizardry Paralysis (Q). If the character is Skill Mariner, Mount Lucid (N) or Longboat Arcane Sentinel (F), the Difficulty reduces by one for each. All bonus doubles if battle takes place on the rivers or seas. **Difficulty:** 12 **Advantage:** Swagger Battle Cry (A)

Sorcerers Knight: Enough witchery, he's a dead man. Fail and suffer a vicious

wound. If the character is Skill Hunter, Mount Winged (B) or Blade Hellish (M), the Difficulty reduces by one for each.

Difficulty: 9 **Advantage:** Mount Vibrant (M)

Sorcerers Knave: Divine intervention, actually, sometimes works in fantasy; anything supernatural owe you a favor? Just be careful what you may be summoning for aid. Fail and suffer a vicious wound. If the player avoids the wound here, he still must select Method Irregular. If the character is Skill Minstrel, Mount Pure (L) or Longboat Religiously Inspired (C), the Difficulty reduces by one for each.

Difficulty: 11 **Advantage:** Swagger Charismatic Style (C)

Sorcerers 10: Actually, admire his handiwork, the arcane diligence to craft such a spell, the selection of arc of his explosive barrages; predict where the fireball will land. Fail and suffer a vicious wound. Flair -- strange insight awards the character Wizardry Pyrotechnics (K). If the character is Skill Occult Scholar, Longboat Pure No-Curse (J) or Trait Gifted, the Difficulty reduces by one for each. **Difficulty:** 12 **Advantage:** Skill Artillerist

Sorcerers 9: Ready for anything, quickly run alternatives and plan-b options; strategize on how to protect from what next plummets from the sky. Fail and knocked unconscious. If the player is awake, he must select Method Irregular. Flair -- strange insight awards the character Wizardry Celestial (G). If the character is Skill Mount Talking (P), Blade Heirloom (I) or Trait Methodical, the Difficulty reduces by one for each. **Difficulty:** 12 **Advantage:** Skill Duelist

Sorcerers 8: The foe's uprooted a tree, takes control of the oars and sails, or shows off how he can remotely juggle (massive stone blocks or icebergs). But our mojo is stronger; have your pets transform and the resulting netherlings play fetch (run

interference). Success to avoid a vicious wound, but regardless select Escape going forward. Flair -- strange insight awards the character Wizardry Telekinesis (D). If the character is Skill Houndsman (Beasts), Blade Fantastic (D) or Longboat Inhuman Watchdogs (R), the Difficulty reduces by one for each. **Difficulty:** 14 **Advantage:** Skill Farrier-Breeder

Sorcerers 7: Ponder existence and decide whether familiar ties have any meaning; there are strange tomes to open, which you are eager to explore. Maybe, stop daydreaming or admiring the enemy craft. Fail and player must select Escape going forward. Flair -- strange insight awards the character Wizardry Power Words (S). If the character is Skill Bowman, Swagger Chiasmic Action (D) or Blade Golden (T), the Difficulty reduces by one for each.

Difficulty: 13 **Advantage:** Swagger Heroic Swordplay (K)

Sorcerers 6: Be first to act on what you expect as tension builds. Fail and suffer a vicious wound. Regardless, suffer Shaken (penalty). Flair -- strange insight awards the character Wizardry Precognition (E). If the character is Swagger Speed & Guile (R), Blade Ingenious (A) or Trait Clever, the Difficulty reduces by one for each.

Difficulty: 13 **Advantage:** Swagger Better Valor (B)

Sorcerers 5: React to a spell crack back, glancing strike or repeated weaker echoes; the gods are serving the wrong team. Fail and all players suffer Shaken (penalty). Flair -- strange insight awards the character Wizardry Spirit Guide (R). If the character is Skill Prestidigitation, Blade Bounding (C) or Trait Energetic, the Difficulty reduces by one for each. **Difficulty:** 13 **Advantage:** Blade Defender (F)

Sorcerers 4: Focus, disbelieve the hideous creatures before you; they are all in your mind. Resist the urge to wildly swing. Progress to him, touch the all too mortal

priest, then draw your knife. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character without techniques is outright slain. Plus upon failure, suffer Shaken (penalty). Flair -- strange insight awards the character Wizardry Illusions (I). If the character is Skill Spy, Swagger Wrestling Holds (T) or Swagger Uncontested Dagger Thrust (S), the Difficulty reduces by one for each. **Difficulty: 11 Advantage:** Swagger Concentration (E)

Sorcerers 3: If the last incantation is any clue, he's messing with time-space and causality, the weird stuff. Yet no one knows, not even him, what might result. Amplify that apprehension, distract his focus, shout random numbers to disturb his numerology, criticize his diction of the ancient texts. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character without techniques is outright slain. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair -- strange insight awards the character Wizardry Cosmic (T). If

the character is Skill Linguist, Swagger Repartee (P) or Blade Scintillating (K), the Difficulty reduces by one for each.

Difficulty: 12 Advantage: Trait Energetic

Sorcerers 2: Employ the tactics of witch hunters; deploy counteractions and wards. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Plus upon failure, suffer Shaken (penalty).

Flair -- strange insight awards the character Wizardry Thought Control (P). If the character is Skill Swagger Disarming Blow (F), Longboat Noble Allegiance (K) or Trait Bold, the Difficulty reduces by one for each.

Difficulty: 15 Advantage: Blade Golden (T)

Sorcerers Ace: Disrupt and don't let him finish his spell. He's summoning; an azure iris opens. Success and enemy magic use is neutralized. Regardless, lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character without techniques is outright slain. Flair -- strange insight awards the character Wizardry Conjunction (L). If the character is Swagger Effective Spurning (H), Mount Empyrean (G) or Trait Rugged, the Difficulty reduces by one for each.

Difficulty: 12 Advantage: Trait Clever



Death of Character (optional)

This table is actually a Digression table discussed in the campaign booklet (another product). Duplicated here, a Ref might use the table to give any character a second chance. Death should be a part of play, but a well crafted role need not be lost, except to foolishness. If the player had a series of unlucky rolls, maybe give him a last chance. If he is constantly pressing his luck, perhaps not. A good rule is the player may use this table, not once an adventure, but once a level. Also, below *Hafna*, level three, the character is too small to warrant any Viking burial. Into the river wash or deep sea is best. Start over checking fresh Ignobles with a new persona.

D8 roll	
1 - 2	Timely interruption,...., ignore last baneful result.
3 - 4	Miraculous escape, but another lower level character takes injury. Does he roll here?
5 - 6	Maimed, stricken, damaged,...., Ref decides. Suggestion, loss of D8 Traits, skills, swagger, or increase Warped Outcome tally by twenty-five.
7	Considered dead, buried maybe, but resurrected. Return next adventure, but companions and servitors will suspect dark magic at work.
8	Fate unknown, become permanent npc.
Above level four, roll twice and take either. At level eight roll three dice and choose.	



Obliteration (optional)

Use this as a Ref if you're feeling magnanimous following an event or consequence of a player character's death involving an Explosive Trap, Magical Altercation or Monstrous Fight. Since most of the outcomes are less than kind, it may simply be a way for a low level character to die and be remembered.

D8 roll	
1	There may be ash, stain or residue, but otherwise you're toast. Better luck next time.
2	Dimensionally shifted and gone forever from character play. However, one character strangely gains Wizardry Spirit Guide, technique (R.)
3	Polymorphed and absorbed into another character's Mount, as technique Talking (P.) Your only release is death (loss of that technique).
4	Bonded inside another character's Blade, as technique Scheming (S.) Your owner may quest for a solution, and enjoy your captive status.
5	Transform into the longboat's Arcane Sentinal, technique (F.) Escape very unlikely.
6	Teleported. Trapped in the underworld, unresponsive, a prisoner of an inhuman host. Rescue is possible, but dangerous.
7	A mystery, return in the Epilog, but changed physically, emotionally, cosmetically. Ref decides.
8	Vanish for one event, but return empowered. Gain a technique of Wizardry or Trait Gifted. Player's choice.
9	Shifted in phase. Lost in a realm of gods and demons. Salvation and return is up to the Ref.
At level five, roll twice and take either. At level eight, roll three dice and choose your outcome. If character has ever survived this table to return to play, add one to the die roll.	

IX. Intrepid Swaggering

An alternate method of resolving combat between characters is to pick and match swaggering. The players can go around the table taking turns by selecting any of their swaggering in an attempt to defeat the main bad guy.

Certain duels should not be battles of probabilities. Often the critical turning-point or completion of the mission centers around a one-on-one true duel. Intrepid swaggering describes how a character defeats his rival. The enemy may be defeated by selecting Methods, certainly. But to prolong the action and make it more than *first good event is my make-roll*, these mechanics may suffice. Intrepid swaggering is the preferred method for settling player vs player duels. Each will determine his own fate, by selecting swaggering after swaggering trying to erase his opponent's techniques, before he loses all of his own.

The system works as each player becomes the **Major Antagonist** against the enemy. In a one on one duel or pvp that is pretty apparent. In a group trying to destroy one great boss, the players will take turns as Major Antagonists. All others involved in the duel—those not involved in pvp or waiting a turn—become **Minor Antagonists**. The major antagonists are doing the dueling at the moment. The others can still upset the result, but at a grave risk.

Swaggering vs Swaggering

Each character begins the duel armed with his techniques. The Ref must have a list for the enemy; jot one down quickly if not made in advance. Since each technique has five different origins, the bad guy may have multiple techniques of the same letter, as might any player.

Each of the Major Antagonists selects secretly any technique from his repertoire of abilities. The two reveal their actions simultaneously, and the result is one of three: *Advantage Gained (x)*, *Advantage Lost (o)* or *Inconclusive (...)*.

An action (i.e. technique) can be repeatedly used and might result in advantage after advantage gained on the opponent – the opponent was outclassed. Likewise, both characters might play technique after technique with inconclusive results – the two are too inexperienced or exhausted to defeat each other. Look at Animate Objects (O) against Telekinesis (D)? The two spellcasters redundantly cycle, in an arcane slap fight that will prove nothing. Neither can gain that decisive advantage gained blow.

A special result to *Truly Escape (s)*, seen sometimes for swaggering (B) allows the player to run away and end his involvement without further ado. He might lose his technique as a powerful enemy prevents his escape. The enemy will not flee. His technique (B) will either be lost or lock something else inconclusively.

Prepare to squint. The table below lists the specific techniques upon which each gains or loses advantage.

	Enemy Swaggering Technique																			
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
Battle Cry (A)	O	X	X	...	O	...	O	O	X	X	...	X	...	X	O	...
Better Valor (B)	S	...	S	O	O	S	S	S	S	O	O	S	S	O	S	O	S	S	S	S
Charismatic Style (C)	X	O	X	X	X	...	O	...	X	O	...	O	O	...	O	...	X
Chiasmic Action (D)	O	X	O	O	O	X	X	O	O	X	...	X	O	X	...	O
Concentration (E)	O	X	X	X	...	O	O	X	X	X	...	X	...	O	X	O	O	O	...	O
Disarming Blow (F)	O	X	X	...	O	X	X	O	X	X	O	...	O	X	X	O
Crushing Blow (G)	X	...	O	X	X	X	...	X	X	X	X	...	X	X	O	O	X	O	X	...
Effective Spurning (H)	O	O	O	...	O	...	X	...	O	X	X	...	X	O	X	X	...	X
Feigns (I)	X	O	O	...	O	O	...	O	X	O	O	...	X	...	O	...	X	X
Ferocity (J)	X	X	X	X	O	O	O	...	X	...	O	O	O	X	O	...	X	...
Heroic Swordplay (K)	O	X	X	X	...	O	O	X	O	X	...	X	O	O	O	O	X	...	O	...
Hilt Punch (L)	O	...	O	X	...	O	X	X	O	...	X	X	O	...	O	X	X	O
Irregular Tricks (M)	X	O	O	O	X	X	X	O	O	O	O	O	O	X
Killer Instinct (N)	O	X	...	O	X	O	O	X	O	O	X	O	...	X	X
Mastery Shield (O)	X	...	O	X	X	O	O	...	X	X	X	X	O	O	X	O
Repartee (P)	O	X	X	O	X	...	X	X	...	O	X	...	X	O	O	...	X
Seize Swordarm (Q)	X	X	X	O	O	X	X	O	X	X	X	X	X	O
Speed & Guile (R)	O	...	X	O	X	O	X	O	O	X	...	X	X	O
Uncontested Dagger Thrust (S)	X	O	O	...	O	O	X	O	X	O	O	...	O	X
Wrestling Holds (T)	O	X	X	X	...	O	O	X	O	X	O	O	...	O	X	X	O	...

Debating the Obvious

The personal swaggering results are listed, but the table applies to any swaggering used. So why does Blade Impetus (N) lose to enemy Longboat Treachery Expunged (G)? Wrong question, the players should be asking how they will defeat that enemy's use of his longboat technique. An enemy's crew, serving without division, could overpower a hero with a very *killing* sword. Yet unlike the event driven mechanics, neither side is expected to embellish.

Some exchanges describe themselves. e.g. A crushing Blow (G) hitting the Beautiful Mount (A). Other matchups will produce grousing. *Oh, that's not right?* Sure, it is, says so right in the table. You may wonder how a mere Disarming Blow (F) defeats someone's Shape Shift (J) or Pyrotechnics (K). Perhaps argue the spell was disrupted? No, don't bother. Some players will understand and look for solutions; others will fret, unless they are the ones defusing the enemy spellcaster, before he bathes the area in flames.

Inconclusive Results

Inconclusive means the two characters battle with no advantage to either. They (or the next player in turn) will choose a different technique from the one held by last play. The outcome of this **second selection will determine the result for both it and the previous pairing** of inconclusive techniques. If one of the Major Antagonists does not have another technique left to play, his result switches to an Advantage Lost; he loses the duel and must consult the outcome table.

An opponent's action might be defeated by delaying, and then countering the follow-on technique. A **second result of Inconclusive will release the first pair** of techniques for further play, but now holds the current pair of Inconclusive techniques awaiting the next selection.

Deadlock

Some battles can end in a draw as both sides are unable to resolve the draw of repeated Inconclusive results. To resolve the battle, the two must meet another day or return to Tarot card event driven combat actions. The Ref may also say that the player loses these ties; the foe is just too worthy to be captured or killed this day. The players must flee (on Escape) and return (if desired) to finish the enemy off in the current mission or a future adventure.

Swagger as a Group

Using Swagger v Swagger may be a group activity. The next player to select will determine how those Inconclusive Outcomes are resolved. The loss of another player's technique might depend on the person next to him having a variety of options and making a predictive choice.



Losing Techniques

As the advantage is gained, the opponent has lost his ability and technique. When the **advantage is lost, so is the selected technique** – that technique bested, defeated. The character may not replay the technique as an option; it's gone. The result proved the enemy was the stronger against that ability. The

techniques are selected with thought but simulate instinctive actions by the characters.

The techniques are truly lost – a character's confidence in the maneuver shattered. For example, his Heroic Swordplay (K) was countered by my Necromancy (H), but later my Necromancy (H) was countered by his Mount Essential (I). The result would be, I no longer can use as an option Necromancy (H), and he can no longer use his Heroic Swordplay (K). The techniques must be regained from level advancement or the Q&D event cards of a future battle (where confidence is restored), before being used again in play. The techniques are removed as they would be for Calculated or Recitation Methods.

Swaggering Glorious Techniques

Techniques that were locked are never lost. But, the player may not use them again for the remainder of this adventure. Since most of these Swaggering Duels take place in the climax, even at the apex of the climax, the loss will be short lived. Yet if a player loses his last technique in one of these duels, he may be outright slain.



Swaggering Endgame

After repeatedly comparing techniques, a player character may find himself without any. Once a character loses all of his techniques to his foe's actions, he has lost the duel. His final result depends upon the manner used to capture his last act.

Winning Technique & Result to Loser

- ~ A. Battle Cry: submission
- ~ B. Better Valor: submission (rare)
- ~ C. Charismatic Style: submission
- ~ D. Chiasmic Action: unconscious
- ~ E. Concentration: vicious wound
- ~ F. Disarming Blows: submission
- ~ G. Crushing Blow: slain
- ~ H. Effective Spurning: unconscious
- ~ I. Feigns: unconscious
- ~ J. Ferocity: submission
- ~ K. Heroic Swordplay: vicious wound
- ~ L. Hilt Punch: unconscious
- ~ M. Irregular Tricks: slain
- ~ N. Killer Instinct: vicious wound
- ~ O. Mastery Shield: submission
- ~ P. Repartee: submission
- ~ Q. Seize Swordarm: unconscious
- ~ R. Speed & Guile: vicious wound
- ~ S. Uncontested Dagger Thrust: slain
- ~ T. Wrestling Holds: unconscious

Minor Antagonists

Instead of selecting a technique, a player may opt to influence the last pairing of the player before him and the enemy. His character takes action as a Minor Antagonist. He still will have his turn, but he does not risk any of his swaggering. He will risk personal injury in an attempt to turn that last action which resulted in Advantage Lost into Inconclusive. Else, an Inconclusive pairing of techniques may be made Advantage Gained. Only player characters, not NPC henchmen, get this option. He selects *Ranged Attack* or *Close Combat*.

Instead of the vicious wound listed above, the player character may himself lose one of his own Swaggering Techniques. When

Minor Antagonist Influence		
Ranged Attack	Close Combat	Outcome
1	1 - 2	No Effect, suffer vicious
2 - 6	3 - 4	No Effect
7	5 - 6	Change Outcome, suffer vicious
8	7 - 8	Change Outcome

two or more players pass and act as Minor Antagonists, any Change Outcome result may be stored or paid forward to the next person who decides to be a Major Antagonist.

Swaggering Tactics

The opponent's techniques remain secret, until each is performed. The Ref does not need to roll random to see what an enemy does; he can select a best technique to defeat a player character. But keep the action flowing; no one should be asking what someone has and trying to hunt the table for techniques which defeat all the opponent (or player) can muster. It will happen, as players grow experienced, but the Ref may insist on a seven second rule. Announce your action in seven seconds or default to first letter your character has as a technique.

The total techniques an opponent knows may also be a secret. Many techniques might be played to simply feel out what options the opponent has as techniques. Rumors in the mission might reflect the type (i.e. style) of techniques the enemy NPC might utilize. As the character plays a technique and loses the advantage, in the back of his mind he will be thinking of how to reclaim the loss – how to defeat the technique played by his opponent. The clever player will be able to outguess the adversary's next play. Most will hold their Better Valor (B) technique in case a final escape is needed from the battle before everything is stripped away.

Foreshadow Swagger

At times, the player characters will discover clues or know particulars about an NPC that give them benefit, but this benefit can be hard to directly apply. Knowing an NPC limps or gets insanely mad if reminded of a certain event, or perhaps knowing a special fear of the enemy character are all excellent clues and character quirks. Perhaps knowing an NPC smiles before using his Uncontested Dagger Thrust (S) or squints before Voltaic (N), might provide possible role-play style clues.

To apply modifiers is up to the Ref, but here are some examples of options to augment play:

Option one – tell the player some of the enemy's techniques.

Option two – allow player to see a pairing revealed, then once or twice (or with a make-roll) select differently as if the first match was not made. Both he and the opponent would choose new.

Option three – allow player to know beforehand one of the opposing NPC's techniques that will NOT be played this selection. e.g. You can tell by his stance he will not be using Heroic Swordplay (K).

Option four – allow player to declare one technique that may not be played. e.g. I have forced the foe into an awkward stance in which he can not kick, limiting his use of Effective Spurning (H).

Option five – allow NPC and player to reach an agreement—like any truce, the deal is non-binding—that neither will use certain techniques, will fight dismounted, will not engage in magical wizardry.

Option Six – allow a Major Antagonist to make an extra roll like a Minor Antagonist's range attack following his play; he could change bad outcomes but risks vicious wound.

Never should a player know specifically which technique an NPC will use, unless it is the bad guy's last and was already revealed. Avoid giving the player character an instant win – make him think over his technique choice. Seven seconds, though, keep play moving.

Adding Setting to Swagger

The duels can be influenced by many things: furniture, setting, henchmen, onlookers, emotions, memories of the battle site, etc. The Referee should not be bashful about making changes to reflect the encounter, mission and campaign. The intensity of play is the factor to consider – throw in some unpredictable flairs. Certain techniques can be improved by NPCs, especially enemies coming from off the campaign map.

Twenty-First Technique

An NPC might even develop the 21st technique – one that never loses advantage. This grand coup de grace might not best them all, but it only can be taken from an opponent after an Inconclusive result.

Patience and Swagger

Any duel might proceed piecemeal. The NPC should be attacked and discoveries made. The enemy then flees (automatically) during preliminary action during encounters or to appear again in a future adventure. The player characters may have to train, seek out mentors, do a quest, in order to acquire the knowledge and techniques to beat some opponents. The enemy need not be in any hurry to die; hatreds and grudges can last for decades.

X. WARPED OUTCOME

The basic problem with dealing with magical things is the acts tend to defy logic and result in the strange. Less than successful Recitation results or randomly occurring penalties (fostered by every character's subtle and not so subtle use of the divine) causes these results to occur, grow and eventually cripple and kill. These results reflect the influence of other supernatural forces, which may cross over into the world as players alter the laws of nature.

To use the table the character starts at zero and when prompted rolls dice to find his next outcome. In each subsequent event, add the number of the last event generated to the die roll. Thus, the character progresses in the tables and rarely if ever repeats an event. The last *Warped* event result becomes the jumping-off point for further



bizarre fluke outcomes. Each player character should keep track of his own *tally*.

The table will run in cycles. Certain **sections are very good; others are very bad**. Ultimately the numbers lead to events, which will end a character's life or change him into something unplayable. Is your final fate the hut of a

misanthrope or obsessive hunger for rest deep into the underworlds?

Optionally, the player may **sacrifice all his remaining make-rolls of the adventure and avoid moving his tally** on this table. He must have at least one left to expend. Therefore, during the Epilog, Aftermath and Downtime (when no player has make-rolls) there may be no alternative, but to experience the something wicked this way comes.

Warped Outcomes – Basic Warnings

0 – Fresh Start, no benefits or penalty.
Boy are you naïve.

1 – You have a sensitivity to magic and sometimes suffer more severe Warped

Outcomes. Make a note of your mana allergy (not spelled wrong in Polynesian).

2 or 3 – Suffer a temporary loss of all magical swaggering. The character may not even gain new magical techniques. Condition lasts for the remainder of this adventure. His techniques will be usable again next adventure.

4 or 5 – Confused by touching the supernatural, the character is knocked unconscious. Usually in combat, his companions must win the battle without him.

6 or 7 – Character feels pain by walking on the ground. He can no longer stand near fire. His lungs ache from moisture in the air, and his throat burns when drinking pure water. He may not use his magical abilities, while swimming or touching wet sand. He hides his discomfort enough to be able to perform on the wooden deck of his longboat or when traveling cross country. This condition lasts until the end of the adventure. If this result happened in the underworlds, the result is permanent. If the character has, or obtains this quest, the wizardry technique Geomancy (C) that swaggering becomes locked as *Glorious*.

8 or 9 – Attempt causes a massive burst of supernatural energy. Everyone (friend or foe) in the area loses magical ability for the remainder of this combat. This includes all Wizardry techniques but does not affect Mount and Blade. If this result happened in the underworld, generate yet another event on this table by rolling a full D8. The enemy should also now be Enraged.

10 or 11 – Character develops a very distinctive cosmetic affectation, which pretty much identifies him as a user of magic. The symbol may be something that can be hidden or disguised, but usually isn't. Add a brand of a triangle or pentagram on chest or palm, a shorn scalp, belly button long beard, stark white hair, bluish skin tone...player decides. Assume he does this because he feels he must show solidarity to other practitioners. Later on, he will have physical changes not of his choosing and more difficult to explain and conceal.

12 or 13 – Character's clothes and possessions rebel and attack, causing the character to be rendered ineffective in the continuing engagement; he recovers after the battle or situation. Skip all his turns as he is

effectively knocked out of battle in an embarrassing frenzy of twisting and scratching (like swatting an unseen swam of bees). If this result happened in the underworld, the injury is instead vicious. Many a magical companion might look on the man as "*I've been there.*"

14 or 15 – Result has weakened the character's resolve in dealing with the supernatural. Whenever he uses Recitation he must roll twice and take the worst of the two results. If above level five and rolling multiple attempts, each roll should be diced twice; take worse to determine its outcome. This lasts until the conclusion of the adventure.

16 – The character is stunned by his own uncontrollable fury, and a foreign spirit takes control, while he's dazed. Until the referee decides (usually up to the start of the next battle), random abilities are displayed by the character from his own repertoire or wholly new ones from an obscure source. The result will tend toward benevolence as something (in the cosmos) is trying to understand the character. In the present battle, all his tactics will tend to only make the enemy surrender or flee. He will never dispatch, even with melee. He will frighten ordinary peasant folks on the journey, ask very strange questions; only the shock of violence (a wound to him or by him) gets the angel out of his system. Yet as stated, the event will only last until the start of the next battle. The player character returns to normal at the very start of the next clash. Perhaps pick a fight needlessly – that often is a bad idea and has much later consequences.

17 – The character is exhausted of magical energy. He may not use any magical ability for the rest of the adventure. Just being around him causes a magical null, which causes other players a Shaken (penalty) to their Recitation. The referee may decide other specifics to other Task Resolution rolls between combat. These pariahs tend to switch

off briefly magical fountains, lucky stones and other folktale related charms, making village religious patriarchs unhappy. After the adventure concludes, all abilities return back to baseline (normal).

18 and beyond – The character attracts a tutor. The person may be entirely real, terrestrial, but talks in a vision from an unknown location and time. The player character does not need a teacher; this person is a coach. Notice that the range of Outcome tally suggests everyone has this coach. They do, but not the same one. Or do they? Name your man or monster. The rest is imprinting; you will know nothing about him. Only the Warped Outcomes will bring him more actively into the game. This is not a Spirit Guide (R); this is a person who is more ethereal and only enters play on Warped Outcomes. You may think he's only a figment in your head; he might be. You may discover he is not as wise or sympathetic as you find he is here. The powerful Zaires, twenty beings more powerful than many gods, who guard the world from unchecked magic, often contact young adepts and give counsel. For now, consider this just that – a video call from a sponsor. Stay off drugs, refrain from magic except in dire situations. Just be cool, kid. Again, he will not take part in any action in an adventure; no begging for money or dice help or extra wounds. Fast Zeddy don't play this game. Neither does *Gadot*. Set your tally to *True Twenty-five*.

True Twenty-Five – Stop here; generate further Warped Outcome via *snake eyes* mishap and as prompted in the Q&D by progressing from a tally of twenty-five.

Warped Outcomes – Boons to Skills

26 – You have a sensitivity to magic and sometimes suffer more severe Warped Outcomes. Make a note of your mana allergy.

27 or 28 – One character at random in the area has become additionally empowered. This will not be the player suffering the warped outcome. The victim suddenly gains an aptitude in half a D8 new skills. The second time this occurs for a different player, the victim might receive a Trait he lacks. After two occurrences (in any campaign), the Ref gives one new skill to each player of the group, except the dope that suffered magical mishap. Kindred spirits have probably joined the souls of the players, each feels new warmth for an ancestor. This result is permanent, and seldom should prove a detriment.

29 or 30 – A benign spirit attaches itself to the character, adding an extra half D8 skills, one Trait (his choice) or *Glorious Spirit Guide* (R). Future role-play actions should develop this spirit, and have it grant additional benefits over time. The danger is if the result happens twice or thrice. The character will be pulled by opposing muses and will suffer accordingly. All through role-play, no effect to mechanics (yet).

31 or 32 – The character is excitedly touched by supernatural forces and feels invigorated with health and stamina. He restores any wounds or gains the Trait *Rugged* if he is presently unwounded. If already both, he gains *Wizardry Demigod* (A). Should he be that as well, he becomes *Glorious* in that swaggering. Anything more and the player will be foisted away to join his brethren among the stars as a true immortal; that ends play. You may want to walk around with a self-inflicted wound, until you cross past this stage of Warped Outcome. Optional, player may set his tally to thirty-two, without taking that consequence.

33 or 34 – Consider the last magical action, which was attempted, either success or failure. If you cannot clearly recall, roll randomly among the twenty *Wizardry* swaggering. When performing that style of magic again, for the remainder of the

character's life, his task resolution rolls are made at Fury Pip to the dice. This benefit does not affect combat Difficulties or other Ref created Q&Ds. But chin high, you got some innate talent, son.

35 or 36 – The character discovers he has become additionally empowered. He suddenly gains a Wizardry swaggering of his choice. He may instead select this bonus as Mount or Blade, but not personal swaggering. Only new techniques may be acquired, not *Glorious*.

37 and beyond – A godling or ginn will follow and aid the character. This might be *Zeddy*, your coach (no say). For the remainder of the adventure, the degree of all the character's Task Resolutions is dropped by one toward Routine (auto success). The supernatural being will not aid in combat or specialized Q&Ds. If this event happens a second time for the same character (very rare), a different jealous demigod intervenes, but the player character will sense it is not always kind to others. His casual trysts will find themselves horribly disfigured.

Generate Perspective: Stop here at your next Warped Outcome. This activates special conditions. When ready, you will roll 2D8 and consult the temperaments below. *Zeddy*, your coach, is with you the whole time. He'll say there is no good nor bad roll. In fact, the player may struggle with his philosophy, wanting to stay true to his intents and purposes, but he's a junkie for power.

Not now, but when the player gets some time, have him read all the Perspectives and choose one he more desires. He still is stuck with the one he rolls but tease him about what he might have been. It's all bad in the end. Yes, it's all bad. *Zeddy* knows that; he *don't* play this game. Regardless, this has no effect on what's done in combat or specialized Q&Ds. This perspective is for helping decide whether the player helps a serf

fix his wagon by two-hand lifting or summoning the baying hounds of hell!

After you look in the crystal ball to see your character's Perspective, continue tally at *True Fifty*.

Perspective (2D8)

Perspective #4 or below – Carte Blanche, the Ref and player may have ideas on how to see magic in the character's life and greater campaign. If nothing comes immediately to mind, treat as Perspective Six; it's a fan favorite.

Perspective #5 – Alters in appearance, major and minor, to that of an animal when he casts spells. Desires the powers and aspects of wild beasts, control over the same. The swaggering aspects of his Mount are very special to him. He will invest the oddball free improvement mostly there. He believes magic is used to create aspects of animals in himself, the strength of lions, stealth of boa, sting of bee, etc. Magic that changes matter or changes physical laws is not this character. Regardless, his magic use should be very restrained, except in combat and Q&D where anything is possible and might even temper his reluctance to alter reality. Monsters do, and he is fascinated by those cuddly critters. Might like to have one as a pet. Of all the perspectives, this one is most likely to also have a familiar (marking him as a witch).

Perspective #6 – Magic is raw power, a force that allows the domination of all. He creates warps in gravity and corrupts the fabric of elements to create all manner of magical event. He states there are no natural laws; nature is ever changing and an illusion. He has grown accustomed to magical side effects, mishaps and maladies. A cost of doing business in the pursuit of the most deadly incantation and most powerful alterations

one can summon. Fear me mere mortals! But, he's not bitter. He knows what lurks in strange domains, off world and out of phase. Those he truly fears, for now.

Perspective #7 – Magic shall be used to protect the common good of the party, enhance the options of travel and avoid the hindrance of obstacles. But he would rather have others use their magic, before he volunteers his. He's a pretty generic sociopath, when it comes to magic and its destructive potential. Lack of empathy is not the same as desiring demon sacrifices, of course. He may be an accidental wizard. What he has seen inwardly frightens him, and he dislikes the side effects that change his boyish good looks. He abhors magical mishap, when things go out of control. He knows that's dangerous. He also knows what everyone who uses magic is going to become – vile. He'd like to keep his own sanity, as well as his friends. Though he uses that term friend as just a label; he has no true friends. Magic is mercenary. If you're going to wreck yourself and your community, better get something in return. He will shun one-way magic portals, but anything else, even treasure hunting in the underworlds, who knows what might tempt?

Perspective #8 – Magical ability is only for dangerous events, especially combat. He will be fond of collecting trophies in his travels. Some of these will have or will slowly change with magical properties. For instance, an archer might grab an enemy arrow and later discover it is special. How is up to the player and Ref. (No littering the game with plus one winkees.) He only thinks his quarrels are magical, when in reality he imparts in them magical property by his belief. That's just an example, your results may vary. Magic only influences attack options, or perhaps

giving him recon information before a fight. He will invest mostly in swaggering that builds his Blade Virtues.

Perspective #9 – Despite his magic abilities, he does not believe in magic. Even his coach, he calls a flea in his ear. He denies any magic occurs or states with certainty that someone else should have credit. He thinks he is immune to most danger of magic, because he always abstains. He's self deluded, or joking sarcastically, or refuses with comedy to embrace where his life is heading. Power corrupts. The referee and the player must temper any magical actions with abjuration. I swear it wasn't me (that farted fairy dust). He will often tell someone else how to do something, then do the incantation, then congratulate the other person on his good job. He is actually very nice and fun to be around. One exception would be magic used for healing. He will be very fond of Geomancy (C) and restoration actions. He carries potions and powders with strange effects. Neither are in and by themselves magical; he imbues them with his acts. He might implore a deity, which he summons (in his belief) to do his magical deeds. When the situation becomes dire, he'll put nonsense aside and summon his full powers. Later he will say the people, for instance he cured, were only faking to get out of work. The ones he pulverized were unlucky to be under those rocks or were dead already. Back to that river in Egypt (denial).

Perspective #10 – Magic may supplement his abilities; he likes to noodle and figure out how things are made or become better. He accepts nothing as finite and works to change reality to his benefit, and of course the little people. He changes his own fortunes quite often. He is very materialistic; property ownership is fluid. He makes doors unlock even if he has no

intension to enter. He hates an unwelcoming, barred window. Every wall needs a ladder; guards should always be resting. No trap should ever work; a kid might get injured. He explains all his mischief as creating a better place, where everyone is happy; no moats and monsters exist. Unless, he needs one to storm a castle. If he has points to spend on swaggering of his choice, he will favor the raw variety, personal swaggering. There's nothing better than *Glorious Speed & Guile*. (Is he correct in terms of game mechanics?)

Perspective #11 – Magic is an extension of knowledge, the lost arts of immortals and beings that created everything. Something happened and now the secrets are buried, obscured. He seeks to learn. He fiddles with his circumstances, with the universe, but often is just reaching out to other strange and unworldly forces for aid. He routinely talks to beings in other dimensions or babbles to himself. He doesn't see demon or evil; he sees the learned and the ignorant. That doesn't mean he is opposed to killing things that try to kill him, or someday might want to kill him. He'll kill things; he's no hippy. He loves clairvoyance, spying on simple folk and the nobility. He's a voyeur, thinking even ordinary souls could unlock dark secrets. He enjoys making predictions, even when sometimes cryptic responses occur. He'd rather lie, then tell someone the truth, that he just doesn't know. When the party is truly threatened, he can offer great aid. In less stressful times, he amuses himself with mathematical puzzles. He tends to frustrate other magicians, because he's a learner not a teacher. He may just think everyone else is too stupid to do what he does.

Perspective #12 – Suspicious of other magicians. Uses magic to enhance

stealth and the potency of poisons, lethality of silent attack. Magic relates to motion and combat actions but may be used to avoid combat. An assassin is a better servant than a guard. He is fond of minor curses and charms; magic which takes a vengeful time to punish. He carries a small token as a reminder of something evil in his own past. He doesn't like owing favors or having anyone he might care about deeply. This is a solo journey into darkness. Yet he disdains the poultice, rituals and long winded rites; he'd rather have hunches, luck, but also enjoys the aspects of Spirit Protector (R). Someone who has no vested interest, ulterior motive or desire to kill him for his shoes. He will avoid investing much in his Blade or Mount, for he sees these as objects someone else might steal (even though the magical properties only work with the original user).

Perspective #13 – He's not sure what to make of magic. Really, it's a waste to philosophize. Do what you need to do; try not to muck things up. Magic is truly important as a way of manipulating emotions. People love me! He'll really crave Thought Control (P). Otherwise, magic shall be used to protect the common good of the party, protect his own life and property. Stay out of his occult practices, and he'll leave you alone to explore the arcane arts. A good team player in battle, but he's not looking to join any clubs or secret fraternities.

Perspective #14 or better – Magic is an ineffective tool; one wastes his life in its pursuit. There are times suited to magic use, but he prefers the clean way in battle. If he was purely a warrior, he'd never have this high a Warped Outcome, agreed? Trickery is for flabby fools. He will invest much of his magical windfall in swaggering for his longboat, even knowing it is

ephemeral. When he agrees that magic is the only way, he will insist on all the pomp and circumstances. The rite must be letter perfect and all must have an exact role. Anything short of that, especially combat, was stressful accident. He could have used his weapon, but the enemy committed backfire suicide, before he crossed the floor. He'll know he takes shortcuts and cheats and is ashamed. He'll be dangerous to confront with his hypocrisy. Other people should live up to his values (so doesn't have to).

True Fifty – Stop here; generate further Warped Outcome via *snake eyes* mishap and as prompted in the Q&D by progressing from a tally of fifty.

Warped Outcomes – Knowledge

51 – You have a sensitivity to magic and sometimes suffer more severe Warped Outcomes. Make a note of your mana allergy.

52 – The character becomes additionally empowered. He may pick an additional skill or swaggering of his choice. He may also decide to make a swaggering technique he has become locked as *Glorious*.

53 – The character now believes that before he can attempt magic, he must draw blood. The referee may set a condition under which the character loses this belief, but otherwise he must sacrifice to use his powers. The player should dictate how he enacts this condition: small slice to himself, pinprick to a friend, a collection of small critters held in his pocket...how about not using magic until the first enemy is dispatched or player vicious occurs?

54 – One character at random in the area has become additionally empowered. He suddenly gains an aptitude in a full D8 totally new skills or techniques. Choose wisely. This result is permanent, but none of the swaggering may be *Glorious*.

55 – Character suffers fits of delusions, thinking he has found the divine answer. Your coach, *Zeddy*, may have been consulted. Never is this solution to life's experience pure love. Some of the character's magic perspective should come in to the design. The power mad will want obedience; the caregiver will bless and empower the meek.

Character becomes a Nabi, Rasul or Prophet. He should formulate his dogma and religiously follow his own tenets. Do this slowly inside of play; often the religious truths reflect the Growth Ignobles that have been or will be checked. Unless he abandons magic and keeps his use to a minimum, this humble beginning of his faith will turn into a world wide jihad (holy war). But, that is for a much later time. You'll probably be dead long before that, right?

Two players in the same group should not start separate religions; the first here will be the founder, and anyone to follow will be an interpreting disciple. The practices of the disciple need not be as dogmatic.

Often the second follower, if not his agnostic companions, will push the original founder off a cliff; the religion may still thrive outside the group or worse among the servitor crew of the party longboat. This event tends to be used by the Ref for mischief more than the player finds any benefit in acting as the cult leader. Blasphemer!



Warped Outcomes – Indifferent Results

56 – You have a sensitivity to magic and sometimes suffer more severe Warped Outcomes. Make a note of your mana allergy.

57 – The character loses faith in his abilities. He may not attempt another magical action, until a specific event or omen occurs. The referee decides with input from the player; a good default is until he's successful, but unable to collect, a half D8 new techniques of type Wizardry or Mount. He then regains his discounted abilities. One's Blade is not affected, as it usually has a destiny of its own.

58 or 59 – Character develops a distinctive wardrobe, aversion to armor or shoes, affinity for symbols on scarves or capes, near nakedness (even on the tundra), or adorns himself or carries a special item, which is not usually rare, but more disturbing. e.g. Teeth of sharks' necklace. The garments or jewelry become well known – respected over time or infamous, depending upon the player character's actions, and the followers he entices. Anyone else want a scepter bear claw? Add numbers, symbols, plumage, bones, full skulls helms, greaves of turtle shell, perfumes, special brews or censers—all producing distinct odors from the new prescribed diet or poor taxidermy...player decides. Assume the character wears these items, because he feels he cannot conduct magic without the fetishes. If ever stripped of his totems, he may refuse to attempt Magical or Recitation Methods; even though none of this stuff, basically crap, is itself charmed or have magical properties. If the character adopts the items on recommendation of another cultist or his coach, *Zeddy*, then the group may have a bigger problem with divided loyalty. Ref and encounters may prompt that twist.

60 – Everything inanimate made of non-organic material in the area is drawn into another dimension. (They might not lose their

clothes, but they may lose some buttons.) Any sword with even a single Blade Virtue Swaggering is immune. But losing your grip on normal weapons may leave some players on Irregular for Method as they rearm ad hoc in the situation.

61 – Character meets himself and begins to quarrel. During combat, the player character is out of the action, seemingly wrestling with a copy of himself. Fight a swaggering duel, against a fiend of the same techniques. Mount and Blade actions may not be used, as well as no Longboat. Keep track of the losses to both. When one of the two is vanquished, the player continues the game playing the victor, minus some culled techniques. Was it truly he who survived? Anyone really know the difference between the decapitated guy and the person who stays with the group? Sure, we all like the guy with a head. Players may take Minor Antagonist actions to speed up the fate and limit the carnage to techniques. Also for expedience, the Ref may roll fifty-fifty (if that matters) and the character ends up losing half his techniques or a full D8 (whichever is less). Then back to play with a Taleworthy experience for all (at least the first time this occurs).

62 – The character loses one of his abilities at random. Select from a list of Traits, skills and techniques. This lost ability may be obtained again in the character's life by advancement in level or through the actions of play. Recall, *Glorious* techniques should not be ones ever lost.



63 – Confused by touching the supernatural, the character stands stunned. He must be guarded in combat or is taken prisoner. Either one other player by choice is rolling Shaken (penalty) to dice or all players take a Quest Pip major hit as they constantly fret and protect their buddy. You can always smack him down with a vicious wound, blame the bad guys, to avoid any penalties.

64 – The character is exhausted magically, but another character becomes endowed. The character rolling the Warped Outcome may not use any magical ability for the rest of the adventure. However, a random other character gains those abilities. If the receiving character already has certain techniques, the combination brings no benefit. The referee may decide other specifics. After the adventure concludes, both abilities return back to normal but both characters continue at the higher of the two's tally for Warped Outcome. If a low level apprentice caster is traveling with a fully fugged sage, this jump to senior living is a damn shame.

65 – Puzzled and suffer a temporary loss of magical abilities. Condition lasts for the remainder of this adventure. Gain no new techniques of Wizardry or Mount, nor apply any of those for combat or Task Resolution.

66 or 67 – Character develops a very distinctive scar, bone protrusion, timorous growth, twitch or scary scowl, which easily identifies him as a user of magic. The change is on his face or hands or both, becoming something that can't be hidden or disguised. Add horns, fangs, beak, fused fingers, extra teeth, third nostril, oversized eyes, stark red color, tiger stripes, feathers, reptile skin, weird speech defects...player decides. Assume the character wears his changes proudly. He also delights on the ease at which he scares stray dogs and children.

68 – The character is stunned by his own uncontrollable fury, and a foreign spirit

takes control while he's dazed. Until the referee decides (usually by the conclusion of this and the next battle), random abilities are displayed by the character from his own repertoire. He might also use wholly new ones from the obscure source. Perhaps take a moment and gen up a few additional Wizardry powers of the ghost present. The result will tend toward benevolence as something (in the cosmos) is trying to aid the character. The control may be complete; the player will sit-out, as his character's actions are controlled by the Referee for a spell (two sets of Q&D or combat).

Warped Outcomes – Aid on the Adventure

69 – You have a sensitivity to magic and sometimes suffer more severe Warped Outcomes. Make a note of your mana allergy.

70 to 71 – For the remainder of the adventure, the degree of all the character's Task Resolutions is decreased by one. e.g. Tasking becomes Difficult. That makes Ordinary actions an automatic success without the need to roll. This benefit only applies outside of combat and Q&D. If the player tells an interesting story of why this event is happening, something more than I drank a luck potion, reward an Ignoble.

72 or 73 – Same as event seventy, but the result only changes Difficult and Tasking attempts to Ordinary. No free success and no help at the extremes of resolution.

74 or 75 – One character at random in the area has become more valuable and worthy. The degree of all that character's Task Resolutions is decreased by one. e.g. Tasking becomes Difficult. That makes Ordinary actions an automatic success without the need to roll. This benefit only applies outside of combat and Q&D. If the player tells an interesting story of why this event is happening, something more than I'm just heroic, reward an Ignoble, perhaps to

both him and the person with the warped result.

76 or 77 – Same as event seventy-four, but the result only changes Difficult and Tasking attempts to Ordinary. No free success, and no help at the extremes of resolution.

Warped Outcomes – Rebirth

78 – Set the character's Warped Outcome accumulated tally back to *True Twenty-Five*. He will even develop a different magical perspective. Consider this a unique chance at redemption. A Zaire has aided you and warned you not to abuse the gifts you were given. If the player ever arrives here again with this character, Doomkill! Imprisoned in Azkaban, Arkham Asylum, Web of Dreams, any place of no return. (Various trademarks apply.) Fast Zeddy don't play this game.



Warped Outcomes – Accidents

79 or 80 – Character is enveloped and suffocated by the four cardinal elements. He falls into a coma. This mishap character will not awake, until sometime after this adventure. Dump his body on the longboat. Each other player looks on and must decide for his own character how this event effects his own views of magic. Is it the price of being an adventurer, is the fallen just a dime a dozen mystic, is this loss a warning, portent,

brings fear, brings opportunity to tattoo the fool's face...again each must decide knowing that bias should appear in future play.

81 or 82 – Confused by touching the supernatural, the character thinks he is immortal. He even slices himself to prove his point. He treats vicious wound as knocked out. The magic to sustain these tests is considerable. For the rest of the adventure, he does seem immune to punishment. Yet, any Warped Outcome will both double the resulting increase in tally and automatically raise the other players' tallies by one. Those extra penalties do not generate events; they only cause greater severity to future mishaps of that player. Note, if the character is knocked out in a fight with Enraged creatures, ones that normally double tap and try to slay, the player's immunity ends upon the first attempt at his death. Behold the god who bleeds.

83 or 84 – Character is lifted and battered about the area. It appears that something evil is having a very good time smashing him into objects. Suffer a vicious injury. If this result was generated on a character sensitive to magic, the character is slain. Does the Ref allow the *Death of Character Digression* or *Obliteration*? Assuming he survives, the character's magic *Perspective* should also shift to something else, but his tally of Warped Outcome does not reduce.

85 and beyond – Attempt causes a massive burst of supernatural energy. Everyone (friend or foe) in the area is stunned. For the rest of battle or this situation, no character has any Traits or skills to apply as Advantages or use to suggest Task Resolution. Only swaggering seems unaffected.

Detour Warning: Stop here. This activates special conditions, when the Warped Outcome progresses beyond the last event from eight-five and up. If you arrived back

here from the Subset results—the Ordinary roll—wait for your next Warped Outcome to generate further mystery and mayhem. When ready, you will roll a separate D20. Yes, not the typical D8. If anyone is offended, pick from twenty numbered chits. There are twenty wizardry swaggering, so we need a perfect twenty generator. *Lo, gods of game design, forgive thy authors for polyhedral heresy.*

Subset #1 – For the moment, no one recognizes who or what you’ve become. You rampage. Each player characters must roll Difficult or suffer a vicious injury. If event occurs in combat, the enemy often runs away. If a single Large+ enemy remains, it’s unfazed for play. Ref decides. Continue normally if desired without further benefit or penalties. In all the savagery, the character learns Demigod (A). Finally, roll Ordinary successfully to return to the *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #2 – You feel unique; you are prime, entitled. All players, except the one generating this result, become your learning toy. Each loses one Trait, skill or technique of his choice. The prime one gains these lost abilities. Assume this also happened to any enemy in combat, but their loss is never truly known and merely duplicated the prime character’s own abilities. The Ref decides otherwise. Character learns Psionics (B). Apologize all you desire, truly, you don’t care you treated friend like foe (momentarily). Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #3 – Everyone is encased in stone. All the characters and opponents in

the area suffer vicious injury, before things turn back to normal. Player characters may roll Tasking to survive blemished, but unbowed (no damage by this event). If combat continues, numbers on both sides should be adjusted. If facing a single profound enemy, this mishap may prove fortunate or just make the monster Enraged. Ref decides. Don’t abandon a perfectly good Q&D. Should the battle continue, the next wound for some could be fatal. Additionally, character learns Geomancy (C); but your comrades may not be in the mood to here of your newfound talent. Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #4 – The net effect is a cyclone, but not of natural origin. Everything is thrown miles away from here. Each player should describe in simple terms (based on a swaggering, a skill or a Trait) how he survived. All should have a different tale—wholly his own from a different ability—to tell of survival. (Only one person will get a free pass, claiming he escapes all on his Winged Mount.) Then make a roll set by the Ref. Failure at the task usually causes either an outright vicious wound or a lingering ailment that is represented by a Quest Pip penalty for the remainder of this adventure. Ref may assess even greater hardship with losses to Mount and Blade techniques. If the result occurs aboard the player’s longboat, assess half a D8 losses to techniques there, starting with crossing off Undamaged (now damaged in need of repairs). Ref decides other consequences. In any battle which this may have happened, start again when everyone gets situated. Again, the Ref must decide to skip it, reset all die modifiers, or pick up where things horribly went wrong.

Character learns Telekinesis (D). Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #5 – The situation dissolves, even combat ends. If the battle was integral to the adventure and storyline, the Ref will return to the action soon enough. For now, the player character wakes from a dream. Any wounds or penalties are cancelled. Even wounds from long ago vanish in the party. The fabled kingdom of Pyzeum, south of Sebastea and Tmutarakan, is the last image the player sees. Much of what has occurred (to this player) he thinks was just a portent. Good for everyone, a fresh start. Ref decides other specifics or gets right back to that battle he left off of with a stutter. Character learns Precognition (E). Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #6 – Demons enter through a diseased portal and attack all in the area. Each person (fiend or foe) receives harm, before the horde disappears. The Ref should diminish the enemy, some or all; the players collect themselves but also have a half D8 dice penalty in the continuing situation. Roll separately for each player. If this result occurs outside of combat, start a fresh battle to drive off the Nasty transgressor (conditions set by the Ref). Regardless, character learns Demonic (F), something you desire to keep secret. You may not use the abilities more than once in any combat. Even then you will deny you took any action. Tally changes to seventy; resolve the *True Hundred* warped Outcome.

Subset #7 – Everyone friend or foe freezes; the player can walk among all unhindered. He probably does some unspeakable things, indulging impulses, desires kept secret. The net result is no effect to anyone else. Eventually the player tires of messing up the world, living in *Groundhog Day* abandon, and returns to the exact moment he left. Ref decides otherwise, but this stroll only makes the character lascivious for freedoms he should not have. Character learns Celestial (G), a base form of those usually angelic talents. Tally changes to one-hundred; resolve the *True Hundred* warped Outcome.

Subset #8 – The fallen rise, yet not as minions of the character. He may think the enemy, or some outside force, has summoned these zombies. Add extra opponents. Isn't it always the case that any new danger effects the players more than the enemy. An incidental battle is replaced by one with the undead. A significant foe, perhaps the adventure rival was being battled, has control of the corpses. Ref decides situation and starting penalties. Character learns Necromancy (H), but only once this is all over. Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #9 – A horde appears and attacks all. Everyone is fighting for survival. Each person seems to see a different enemy—Huns, Saurians, Goblins, Cultists, something humanoid but barbarous—Ref adds specifics for the continuing action. As enemy fall, the mobs are revealed as fleshless phantasms. Their wounds are still real. If there was a greater purpose to the combat prior to the mishap, the Ref might dovetail this action right into

the one he suspended. Character learns Illusions (I) and has the luxury of ignoring all vicious wound he might receive in this engagement. He should be doubly ashamed by being knocked out though. Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #10 – Character is now lycanthrope. Whole tables of rules have been written on that aspect, stories for the ages. Can he control this transformation is unknown here? Make a note, perhaps give the character a bit of bonus to rolls for this starting battle with the known enemy or the townspeople he's aroused in terror. Character learns Shape Shifting (J). Ref needs to decide much; he may even be inclined to take the character as an NPC. Don't quibble if that happens. Tally changes to one hundred; resolve the *True Hundred* warped Outcome.

Subset #11 – Skip what went wrong and go to the aftermath. Local fire brigades, praetors in the campaign locals, must have a heck of a time. Of course, maybe they use magic or summon sea gins to drop water from above. There's always the Zaires to mitigate magic. Enough filler background, so what happened? Flame happened. Ref decides any ramification to combat or the situation being tested. Err on the side of skip forward and continue. Yet what is more important is the character's craving for fire. He will seek out chances to produce infernos. He should only use Recitation once each combat with another wizardry method. All other times he will go right to burning things. Even when things are critical, he might try using fire to heal or predict the future or some other such extreme, rather than just attempting his

other talents. Character learns Pyrotechnics (K). Tally changes to one hundred; resolve the *True Hundred* warped Outcome.

Subset #12 – A zoo of strange creatures stampedes across the region. Yes, region may be exaggeration, but it's a lot of scary things. Ref decides if its buffalo, mammoth or dinosaurs. On the water, a variety of whales will upset things. In the underworld, the many and twisted forms of the goblin seem to mancala from chamber to chamber. Everyone will know these creatures are conjured; they may even know the character responsible. Avoid vicious injury on Nearly Impossible roll. Ref decides other consequences. Inflict the random damage and return to play. On the upside, beef (fell flesh) may be on table for supper. Character learns Conjuration (L). Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #13 – For the rest of this adventure, each player character, including the generator of this mishap, is disfigured in appearance. Two noses, down to one eye, no lips, elephant ears, forked tongue...each player names his defect. All will be cosmetic, but the group might need to fashion some masks later to deal with superstitious crew and witch hunting serfs. If the adventure involves negotiation or soliciting the aid of nobles, this event will seriously hamper success. Some of the group might even try to magically correct the damage done, but they'd have better success with a sharp knife. Magic will fail, but each player may decide to take vicious injury, rather than continue in freakish form. There is a slim chance, based on events, that one character's new feature will be permanent. Ref should look at

encounters as they happen with an eye to how this change effects the morale, reaction and permanence of things. Character learns Hexes (M). Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #14 – Not the world's biggest Tesla Coil, but close. Masts explode, tools superheat, nails bend in planks, lots of bad things occur to the player's longboat, even if it is far away. The ship if present is beyond repair. The adventure should change to a subplot of gathering workers, materials and supplies to get going again. Ref decides what follows, but perhaps just freeze the present quest and start a new set of Phases, A, B and C to return to some semblance of longboat baseline. If there is combat taking place, there often is, finish that. If this calamity is during a battle out at sea, well then, that would be bad: dish out some wounds, make a few rolls to swim ashore, add a penalty to what follows. You may wish to leave the current rival as a future enemy and call the job prior to Sparky's mishap a fail. Character learns Voltaic (N) and should be given a nickname (he hates). For Growth Ignoble? Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #15 – Scary toys and furniture and bar mugs, whatever is around, turns into a Disney musical and starts to entertain. Peewee's funhouse comes to chilling life. When the cast of objects fails to receive applause for an encore, it turns Foul. Fight the outcome. Ref decides how to fit this with any other

ongoing battle. As is usually the case, a major enemy adds the inhuman company to his side. Character learns Animate Objects (O). Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #16 – The character puts himself into a recursive loop by attempting to control his own thoughts or blank a bad memory. He cocks his head, a broken robot, foaming at the mouth. Weak (insignificant to the plot) opponents flee. Shake your friend back to reality; he takes a free vicious. If this happens in the climax, at a really bad time, the Ref should continue battle without the player. Heinous+ have seen this before and strike to vorpal. Either the person of mishap dies, or everyone else takes a vicious protecting him; yes, vicious. They may opt each to fall from that wound then must see what happens to the group without taking part; the brave make their own fate. Choose to remain engaged, though wounded, but know that the next failed roll may be the character's last. Surrender is always an option; let Digressions inflict the punishment to one or all. Mishap character learns Thought Control (P) if he survives. Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #17 – The gurgling sound starts faint, but grows as everyone in the area is choking on saliva and unable to respire. Large+ monsters are not affected, so the sound they make is licking chops looking forward to a feast. The state is released just in time (for most). Any enemy present is Enraged. The character

responsible giggles, a child holding a lens over ants. Ref decides anything else, but usually that's it (for now). Character learns Paralysis (Q) and Skill Tormentor. Tally changes to one hundred; resolve the *True Hundred* warped Outcome.

Subset #18 – Character appears distracted, involved in a debate over etiquette, Roberts Rules of Order, filibuster rules. All his rolls for this combat or situation are Shaken (penalty). He may wish to just sit down and not risk injuring himself. To do so, means everyone else continues with a Quest Pip loss to rolls (protecting him). What's happening is the character's mishap has created a counsel of quarreling advisors, a schizophrenic set of guardian angels. The Ref decides other baneful results as the campaign progresses. Character learns Spirit Guide (R). Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

Subset #19 – A Zaire appears. Pretty much everyone goes prostrate (or shows guarded humility). The Wizard Prince (perhaps think Lich-King) offers the player a choice. He may return to zero Warped Outcome, a new beginning; however, he must promise never to exploit such dangerous flaws in the fabric of the universe, ever again. A vague request, me thinks? Fingers crossed, agree? Is this just Power Words or all witchcraft? This is not a negotiation. Accept your return to innocence! The alternative is to be crippled magically. Ref decides that bugaboo with a minimum that the player gains no further wizardry. Character learns Power Words (S), regardless of choice. So, take a reset, nice, but be watched by a supreme guardian of magic (regularly returning to scold or punish). Else, just accept the major

slap now – do so with a middle finger or bowman's grip held high. After this commercial break, return to the regularly scheduled program of battle and heroic task resolution. If you accept punishment, challenge the arbiter, ask him less than politely to spin...your ability to gain further Wizardry swaggering ends for the character; your tally is one hundred, so resolve the *True Hundred Warped* Outcome.

Subset #20 – Unearthly life-forms are attracted to all the noise. What noise you might ask? A spacecraft arrives and disgorges amorphous shapes. They seem to want to watch the celebration; current battle? Maybe they probe the mishap generator as everyone watches and sniggers. Ref decides other bad stuff, before the aliens depart. Whatever happened just prior will resume (or not). Any nifty ray gun forgotten, left behind or pickpocketed will be enshrined in a temple. It's inert to the players. The Battle Born have another game to play. Character learns Cosmic (T). Finally, roll Ordinary successfully to return to the last *Detour Warning*. Upon failure move to your next event at *True Hundred*. Player may opt instead to go to *True Hundred*, before this resolution roll.

True 100 – The character is at a point of no return; his obsessions for magic are no longer controlled. He's basically an addict for mana and the fantasy experience. Yet he's degenerate. None of his Wizardry will ever again achieve *Glorious* status. What he has locked remains of course. The referee may decide other specifics.

After a few less than successful Method Recitation, the player may have no powers left. But, he's not crippled magically. There's always Method Magical to gain or regain lost secrets of Wizardry.

Yet this a good point to have the player assess his ultimate goals. Does he care that he is strange, wrecking as much as helping, becoming himself a monster? Allow him to change *Perspective* without going back in his tally count. Role-play the rest of his transformation and the effect on his companions and the campaign. Think of it like this: he's an arsonist, but he's our arsonist (just one pyrotechnic example).

Warped Outcomes – Side Effects

101 – You have a sensitivity to magic and sometimes suffer more severe Warped Outcomes. Make a note of your mana allergy.

102 – Suffer a loss of speech or loss of speech control. The character is now mute or a mumblor. The character may find some means of communicating—a chalk slate, perhaps—by the start of the next adventure. His fellow characters will still understand his idles and emotions, regardless; they may just be the only ones who will ever hear his unvoiced poetry or appreciate his chaos songs. All adopt a rudimentary sign language of kill him, crush that, help me, fug off. The character's skills, especially Minstrel, may be affected on a case by case and situation based judgment of the Referee. However, every skill may still be used to gain Advantage actions on the table (where it counts). The player may just be limited in what he does between battles. The locals understand the man as magically cursed; they will be fearful of contagion.

103 or 104 – Suffer great pain in the joints to the point that normal movement might cause serious injury. For the rest of this adventure, the character may not take action in combat, unless he risks Recitation. There any result forcing Escape or Irregular delivers a vicious wound. Best to leave him on the boat, out for the remainder of this adventure. If this result happens to a character with magic sensitivity, the result is permanent. He

may be restricted to just a few actions each adventure. Alt-play from a stable of characters is a hallmark of *Cutlass* style mechanics. Bring the codger out when needed for say a Mariner roll, then put him back in his bunk.

105 or 106 – Suffer a hormonal release, leading to rapid hair growth, with nail growth, with skin tone changes, swelling of the feet, hands and eyes, basically he looks a mess, etc. Character's appearance has changed, drastically. He could be mistaken for an enemy if battle is happening right now. The result will be permanent and often repeats under stress or at random points in his life. Player must describe what his avatar, toon, proxy looks like now? *Wife, I swear, it's me.*

107 or 108 – Suffer a loss of eyesight. Actual organs are functioning normally, but the character's brain can no longer comprehend the images. In combat, the character Shaken (penalty), when attempting Brash and Calculated Methods. This result lasts until the conclusion of this adventure. If this result happened after the character develops a sensitivity to magic, the result is permanent.

109 to 110 – Suffer from total exhaustion, though always too wired to sleep. Character feels drained and often lays down. For the rest of the adventure, his dice rolls are made Shaken (penalty) if failure may result in vicious wound. If this result happens to a character that is magic sensitive, the result is permanent.

111 or 112 – Suffer loss of balance and depth perception. Character can not stand for long periods of time. He must be carried or crawl in between fights. The main penalty is that the character may not utilize his Mount techniques. This result lasts until the conclusion of this adventure. If this result happens to a character that is magic sensitive, the result is permanent.

113 or 114 – Suffer a loss of grip. Character can not hold a weapon. He may not fight as Brash or Calculated. If forced to, he takes Irregular or Escape actions instead. The main penalty of course is that the character may not utilize his Blade techniques. This result lasts until the conclusion of this adventure. If this result happens to a character that is magic sensitive, the result is permanent.

115 to 116 – Suffer occasional loss of consciousness. Player must roll Ordinary at the start of every major situation to see if he's awake. If not, well take the KO and the others continue without his rolls. This result lasts until the conclusion of this adventure. If this result happens to a character that is magic sensitive, the result is permanent.

117 to 118 – Character can no longer receive nourishment from normal foods. He must have virgin blood or exotic animal parts to sustain his life. His hunger is evil. The nobility will not want the character in their fiefdoms and city-states. The hunger is also not easily hidden. Every hour without this diet causes fatigue and the Shaken (penalty). If he ever goes a full week without his cuisine of choice, he perishes. Fortunately, the player usually has a variety of magical choices to obtain his sustenance, like conjuration or cosmic (portals), to name just two. Another player character may have to aid or feed him, if he grows too weak. The result only lasts (for now) this adventure. If this result happens to a character that is magic sensitive, the result is permanent. Funeral now or when he truly goes animalistic?

Warped Outcomes – Temporary Incapacitation

119 – Character impulsively fuses one of his hands with his Blade. The object must be removed by surgery, yet until this happens there is no injury. The metal wielder may suffer penalty to his other skills; he may also frighten the innocent. Ref decides problems at

each Task Resolution. Character may not be as capable a husband or father – no hugs. But he's bad ass. The character may even keep the object as it is as part of his persona or as a continued novelty. Once he removes the object he permanently loses all swaggering from his Blade. That object becomes inert. Start fresh building the next Blade of Virtue. Or best to live with things as they are? If this result happens to a character that is magic sensitive, any vicious he suffers in combat kills. The wear and tear on his arm as he swings the weapon is agony. After some time, he will long for death rather than lose his close friend (his scimitar). Magical narcotics sooth him for now.

120 or 121 – Character's magic fails for the remainder of the adventure. Consider him stricken and usually out of the quest. Going forward, his mystic actions become intermittent. He is minus one permanently for Magical Method or Recitation. If he ever suffers a *snake eyes* mishap using Wizardry, his magic is crippled. A crippled wizard will not gain any new Wizardry or Mount swaggering. For now, his Blade is unaffected.

122 – Suffer loss of balance and depth perception. Character can not stand for long periods of time. He must be carried or crawl in between fights. The main penalty is that the character may not utilize his Mount techniques. The result is permanent.

123 – The character is stunned by his own uncontrollable fury, and a foreign spirit takes control, while he's dazed. Until the referee decides (usually up to the start of the next battle), random abilities are displayed by the character from his own repertoire or wholly new ones from an obscure source. The result will tend toward minor nuisance as something (in the cosmos) is mocking the character. In the present battle, all his tactics will make enemies run away and other players to suffer Shaken (penalty). Alternate Recitation on the enemy and a random player smite producing an automatic Shaken

(penalty). The character will commit crimes in some situations, bully officials and molest the innocent. Yet as stated, the event will only last here and to the start of the next battle. The player character returns to suffer the wrath engendered by whatever happened in between. If he doesn't pay fines or bribe for forgiveness, he may end up on wanted posters in the region. Secretly, the character may have enjoyed the freedom exhibited by the prankster which controlled him.

124 – The character is exhausted of magical energy. He may not use any magical ability for the rest of the adventure. Just being around him causes a magical null, which causes other players a Shaken (penalty) to their Recitation. The referee may decide other specifics to other Task Resolution rolls between combat. These pariahs tend to switch off briefly magical fountains, lucky stones and other folktale related charms, making village religious patriarchs unhappy. After the adventure concludes, all abilities return back to baseline (normal). If this result happens to a character that is magic sensitive, attempt an Ordinary roll. Fail and your character is still magically exhausted for yet another adventure. Keep repeating that final determination, until he recovers.

Warped Outcomes – Revelations

125 – You have a sensitivity to magic and sometimes suffer more severe Warped Outcomes. Make a note of your mana allergy. If this is the second time this has occurred, your magic is crippled; you may not learn any new Wizardry or Mount swaggering. Your techniques in those areas will not lock anymore than they already are.

126 – The character's adventure has changed. He is tasked with taking a message from a supernatural creature or simply a dead soul to someone living on earth. The character may be rewarded for complying. The referee must set new conditions and

obstacles. This adventure begins now (or after what's left of a battle). Stop the current adventure and come back to it after the diverting adventure is completed. If this result happened to someone who is magically sensitive, the task is not a message. Rather the character must carry a relic to someone. A demon or ginn gives the character the forbidden object, knowing he cannot use the talisman. Keep the other players from stealing by pretending the task is something else. Role-play later how everyone feels about being lied to? The talisman's powers need not ever come into play, nor really should they.

127 – Meet a long dead relative. He wants to take your place in the real world for a period of time. Your ancestor should be about half a D8 levels lower than the player character, so not as skilled or formidable. If the player agrees, he and the referee should generate a new character of suitable abilities and knowledge. By the end of this adventure, the two will swap back. If the player refuses, his magic is crippled: no new Wizardry or Mount swaggering is gained; nor will present abilities become locked as *Glorious*. Why would he refuse? At the end of each adventure as the weaker relative, roll Ordinary to see if you regain your former self. Else start the next quest again as the ancestor.

128 – Character wanders in other dimensions and doesn't seem too concerned about returning. His body will lay in coma, until he returns. While away the character usually grows in power; the character is purposely staying away to gain more abilities and bonus. Play your alt-character. At the end of the adventure gain half a D8 skills or swaggering; also roll Tasking to stay in the mystic land (no make-rolls in Epilog). As a reward for a second time dream walking through the next adventure, you gain a full D8 skills or swaggering of your choice. Continue this for as long as the player stays asleep, rolling for benefits at the adventure's

end. Limit maybe to three, but the Ref may end this at anytime; keep a very lucky player from overpowering the campaign and his companions.

129 – Character suffers the worst beating of his life. He relives his worst memories of a past combat he survived. He suffers the same damage as he did at that time. His friends witness this televised main fight. Start with a fresh vicious. It ends there for now. Yet going forward, he will flinch whenever anyone mentions the fight. This is now a vulnerability. If an enemy ever discovers this weakness, the player has a mystic glass jaw. If the event is described, the player suffers yet another vicious. He will be subject to nausea and blackmail by unscrupulous tormentors. Secrets are sort of safe. There is no Mind Reading ability among the magical. But, in moments of weakness, confessions are implied; evil has a way of learning even the most guarded of confidences. Just saying, let events in the campaign and encounters cause more harm to follow. Bottom line, this event was seen by other characters; they tell tavern tales. Plus, was there enemy who escape this first encounter? The player character has his own kryptonite to deal with – this accursed tale.

Warped Outcomes – Baneful Recycle

130 – Reduce the character's accumulated Warped Outcome tally back to the last *Detour Warning*. The character not only resets his total, he generates an event. After that, his tally is usually *True Hundred*.

Warped Outcomes – Enchanted Offerings

131 or 132 – A demonic entity proposes an offer. It will follow the character and be always there to aid him, so long as the character aligns himself with chaos. In game terms, the character may call on his helper for

aid. The demon will act like an extra set of six Traits. Each may be employed once per the adventure, like Rugged to ignore a wound or Energetic to gain that dice bonus. Going forward, each adventure the Eschaton again offers his five traits. Wait, five? Yes, each adventure, drop one at random. The demon will serve for at most six adventures. Then he offers nothing; each adventure he offers less. After six, the character turns malevolent and is handed over to the referee. So why do this? The player lives with the hope he can break the demonic compact. He may just be able too. The Ref may add clues and craft an out in one of the intervening adventures. Before number six finishes, offer a chance for redemption. Else, the demon's offer may be refused here and now. Generate a new Warped Outcome by rolling Six D8 upon saying "no." Care to rethink your refusal to play ball with the Beelzebub?

133 or 134 – A demon or ginn gives the character a magical relic. You have no choice. The referee must decide what kind of magical item is received and what powers it contains. Mix properties both powerful and baneful to the holder. Else, save the trouble of creating something that might not fit the campaign. The relic is fused with the player character's swaggering Blade. Add two D8 techniques, with some of the number being used to lock virtues as *Glorious*. The downside is the legendary item will cause greed and envy, be sought by questing knights, cause serfs to plead for deliverance, be a royal pain to own. The player may always toss the item into the sea and start with a fresh virgin sword on which to build swaggering. Well, he might unless he fused his sword to his hand previously? With great power comes...yada, yada, yada, let's have some fun before we bury the thing.

Warped Outcomes – Boon to Traits

135 – Character's body swells and changes shape. He becomes trait Bold. If he is already such, Go to the *Death Choice*.

136 – Character's body swells and changes shape. He becomes trait Clever. If he is already such, Go to the *Death Choice*.

137 – Character's body swells and changes shape. He becomes trait Energetic. If he is already such, Go to the *Death Choice*.

138 – Character's body swells and changes shape. He becomes trait Gifted. If he is already such, Go to the *Death Choice*.

139 – Character's body swells and changes shape. He becomes trait Methodical. If he is already such, Go to the *Death Choice*.

140 and beyond – Character's body swells and changes shape. He becomes trait Rugged. If he is already such, Go to the *Death Choice*.



Death Choice: This event only occurs if the player character died in events above. The character double Traits and explodes, Monty Python one thin mint. Did he die? An angel, *Zeddy* sometimes, and a strange ginn appear. Isn't fantasy grand? The angel has pity and will restore the lost soul to life. The ginn takes pity, but he wishes to comfort the survivors.

Before the characters vote—life or death—the ginn will tell them what they could win. All bereaved living characters gain

a wish from the ginn. Each may gain wealth, a new trait, three new skills, a D8 swaggering on the longboat, lock a technique as *Glorious*, lower a Warped Outcome tally to nearly zero, obtain clues to the present adventure (boring), learn information about his destiny (another game), learn how to get out of a demon compact, etc. The wish must be used now, and the Ref should set limitations.

So, what shall it be? Let the players secretly vote. If a majority says let him die, those who voted that way get the reward they asked for. Anyone who voted live would receive nothing for being in the minority.

If the vote in the first round settles at no wishes granted, to restore him, . . . , not so fast. The ginn will promise more, but only to the players who voted resurrection. The cunning (who read the entire set of rules) may know this, so use discretion. Allow one last chance to change your votes to death.

All in favor (who voted live the round before) get a small amount of extra incentive, an extra skill or swaggering, some nice tea to sell, a pinwheel, a small benefit plus the wish. The people who voted death before will also gain, just not with extra incentive. Convince your buddies to let the mishap mage die naturally, as much as it was magically natural. There may be enough corpse to bury. If not, less work. Death, death, death chants the crowd.

So, did he die, or did he live? If the player character ever selflessly says, "I'll die; I'm messed up by magic anyway; I'll just play an alt; the stuff you're getting is really okay... basically doesn't fight to survive – kill him and give no one anything. This is a moral test, not an exercise in wargaming the odds.

So, did he live, or did he die? Or was it all a nightmare? Nightmare of course if it ever happens again, or too soon after this first time the event appears in play. Enchanted creatures enjoy toying with mere mortals. That and they whimsically grant wishes!

True 150: Stop here again, but only for admin purposes. We need some gaps, so the Ref can add stuff related to his campaign as Warped Outcomes. Now leaving *Boon to Traits, 140 and beyond*, by setting tally at 150 and going forward at the next mishap *snake eyes* or Q&D generated warped outcome, usually half D8.

Warped Outcomes – Good & Bad

151 or 152 – Character's appearance and persona will change, perhaps drastically. Character loses one Trait but gains another (becoming a different sort of character). He must change all his skills, starting with his initial selection for background, then going forward level by level. Only skills, not techniques are affected. A player who gained extra skills by play, should retain some or all of these. If undoing a complicated character is nearly impossible, kill him instead. Oh, now your memory is a bit better. Get to remaking yourself, now!

153 or 154 – The character and one other random character exchange bodies. Energetic and Ruggedness are traits associated with the body. The characters keep their own Bold, Clever, Gifted and Methodical Traits, but they exchange those two other physical ones. The characters swap Mounts and Blades. Wizardry and personal swaggering, like the training to Hilt Punch, are retained. The referee may need to decide other specifics on land and wealth. To exchange back will require special magic, probably found only outside the campaign. Most Warped Outcomes do not reverse. That would be too easy. Just accept that you lost something or gained something, or the net effect was a wash. Regardless, in any current combat, both are stunned unconscious as they adapt to their new forms. Neither of the heroes' Moms will ever recognize the true son again, just think about that for the moment. Okay, back to killing. Wait, back

up. He owns better lands than I do and has a better looking wife? This may be awkward for some time. The Outland campaign courts do handle magical tort, but let's get back to killin'.

155 or 156 – For the remainder of the adventure, the character may attempt actions in both Calculated and Recitation during combat. However, all his other Methods of a more catch as catch can basis have Difficulty raised by three. Here's hoping you don't have a forced Escape or Irregular.

157 or 158 – A supernatural guardian of war protects the character. For the remainder of the adventure, he causes double casualties, double the number of dispatches, forces double the enemy to flee or surrender. But outside of combat, the Task Resolutions become one degree of Difficulty harder. e.g. Difficult becomes Tasking and treat Nearly Impossible changes to *dice don't roll that high*. If this result happens to a character that is magically sensitive, reverse the outcome. His entity of peace reduces his ability to inflict harm but offers him better chance to roll against skills in the more casual and cunning elements of play. Regardless, he finds his purse of coins filled. Filled with what? Coins?

159 – Character wanders in other dimensions and doesn't seem too concerned about returning. His body will lay in coma, until he returns. While away the character usually grows in power; the character is purposely staying away to gain more abilities and bonus. Play your alt-character. At the end of the adventure gain a full D8 skills or swaggering; also roll Tasking to stay in the mystic land (no make-rolls in Epilog). As a reward for dream walking through another adventure, you gain a half D8 skills or swaggering of your choice. Continue this for as long as the player stays asleep, rolling for benefits at the adventure's end. Limit maybe to three, but the Ref may end this at anytime;

keep a very lucky player from overpowering the campaign and his companions.

Warped Outcomes – Doomed Forecast

160 or 161 – A demon or ginn has opened a gate and allowed something to enter. Why did *Zeddy*, your coach, test you? Or did he? The evil may not be immediately apparent, but the character becomes aware something vile has been summoned. The character must find and defeat this new horror that he helped release into the world. Suspend the adventure at hand and begin the hunt for this unholy terror. The enemy will be Enchanted+, but the Ref must decide on the rest.

162 or 163 – All in the party are drawn back to their youth. Some memorable event is occurring, yet it is not occurring as they remember. Each character will lose a D8 Traits, skills or swaggering. If time and inclination allow, each character might regenerate his character starting from a different background. That's lots of work I know. Perhaps this once accept the loss of skills and say done. Up to the Ref.

164 or 165 – Discover that an unearthly being has absorbed your powers. You are magically crippled, until this new foe is defeated and banished from the world. The referee must add the exact details. The monster or warlock may not yet be known, so pepper the rest of this adventure with clues. Save resolution for the next personal quest. Crippled means the player may not gain any new Wizardry or Mount swaggering. He may not lock any of those two sets of abilities as *Glorious*.

Warped Outcomes – Maliciousness

166 – The magical ginnns and demons conspire to kill the character and his friends. Your coach may be a double agent? Pick

someone else if you have powerful enemies in the campaign. Seldom will this grudge be random. Begin here by adding something Horrible to the combat or situation at hand. These attacks will not stop and will be an unexpected enemy in every adventure to follow. When will this end? It won't. Maybe if the player character does die, the vendetta will end. Otherwise so long as he lives, the ginnns and demons will conspire to kill him. Check an Ignoble? Play your alt from here on out?

167 or 168 – A ginn or demon follows the character causing trouble. The character may think this is all practice sent by his coach, *Zeddy*. Or once he did. He more likely has forgotten his coach, left him behind as a child does an invisible friend. For the remainder of the adventure, the character's attacks do less damage; his rolls are Shaken (penalty). If this result happens with a character that is magically sensitive, the malevolence will not ever stop. Less damage by him and Shaken (penalty) are now the status quo, but only for the sensitive. If this event happens in the underworld, the whole party becomes magically sensitive.

169 or 170 – A demon or ginn strips the character of a Wizardry swaggering he finds offensive. Ginnns are related to elements. A character would lose Geomancy (for Sands), Voltaic (for Seas), Celestial (for Winds), Pyrotechnics (for Flame) or Animate Objects (for Metal). Pick one from those available, and this event ends. If the character doesn't have any of those five, he's upset a demon. That's worse. Take one random Wizardry swaggering now. Continue to take one random Wizardry swaggering at the start of each adventure. Of course, the *Glorious* are locked. When does the demon stop? That's up to the Ref. The demon will want something, loyalty or a quest for him. See event 131; it's bad. Often the player character must accept his loss and soldier on. The Warped Outcomes are only getting worse.

171 – A major demon has opened a magical gate and allows a lesser minion to enter and prove itself. This monster catalyzes the characters and their current opponents together, as both try to dispel this new terror. The monster is indestructible (for the moment), and all characters must flee via Escape. The referee must decide other specifics as needed. The demon and his minion will be satisfied by everyone's terror. As for the adventure and any climax this disrupts? Well, take a week off and get back to it. Or, consider the whole affair failed. The patron will not be pleased he's hired a klutz (the guy who had the mishap).

172 – A ginn causes a permanent rift in the natural laws of the area. Ballistics will not shoot straight as predicted. Fires burn cold. Things shatter for no reason. The effect may reach out irregular distances but is usually limited to the immediate area. The ginn will stay in the area for a thousand and one years, before he abandons his anger. The characters must quickly depart. As they do so, the referee should assess some form of injury befitting the type of ginn involved. See event 169 for possible Wizardry stripped away, or just ding each with a vicious injury. Only a metal gin will take swaggering from a Blade. None of the gins have any power to remove swaggering from a Mount. So, what's it to be guys? Lose a technique or take a vicious?

173 or 174 – A demon or ginn reveals a weakness to your opponents. For the rest of this adventure, all enemies are Enraged. The referee may decide to impose other disadvantages. If the adventure was supposed to remain secret, it isn't.

175 – The character is exhausted of magical energy. He may not use any magical ability for the rest of the adventure. Just being around him causes a magical null, which causes other players Shaken (penalty) to their Recitation. The referee may decide other specifics to other Task Resolution rolls between combat. After the adventure

concludes, attempt an Ordinary roll to return back to baseline (normal). If this result happens to a character that is magic sensitive, the attempt is made at Difficult. Fail and your character is still magically exhausted for yet another adventure. Keep repeating that final determination, until he recovers.

176 and beyond – The character is stunned by his own uncontrollable fury, and a foreign spirit takes control, while he's dazed. Until the referee decides (usually up to the start of the next battle), random abilities are displayed by the character from his own repertoire or wholly new ones from an obscure source. The result will tend toward extreme malevolence; the entity hates all life. In the present battle, all his tactics will dispatch friend and foe. Alternate Recitation on the enemy and a random player crucified with a vicious wound. The character will murder, pillage and rape, until the start of the next battle. Make that happen quick. The player character returns to find his face on wanted posters in the region. Secretly, the character only pretended to be controlled by a demon. The other player characters may suspect that truth. So, what now? Skip ahead to *True 200* as your tally.

True 200 – Player has reached another milestone. Well done. A reward? No, we're past birthdays and holidays. Your reward is the knowledge that few practitioners last this long. Magical mishap may not take each life, but the weakened state, at the worst of times, has slain a good share of aspirants. No shame to retire. From here on out, take note, the Warped Outcome rolls double; you no longer receive a single half D8, but a full D8 whenever you mishap *snake eyes* or generate the fluke Warped Outcome result in Q&D. Find a nice tavern to run, a city-state to lord over, a part of the underworld to fill with your accumulated treasures. Only the daring would adventure further and let his tally be 200 plus his next mishap result. Unconvinced, play on?

Warped Outcomes – Teleportation

201 – Character blinks out of phase and returns to reality in a place that passes one part of his body through a solid object as he materializes. It is very painful and causes vicious injury.

202 – The character is seduced by a goddess and disappears for a period of time set by the referee (usually until the end of the next battle). If this result was generated following a snake eyes mishap, the character also becomes magically sensitive. Should he be already such and such, he does not escape the goddess so easily and will need to be rescued. But how? Ref should tailor an adventure to that end sometime to follow. In some cases, the player character will not want (ever) to be rescued. Then what?

203 or 204 – Character disappears. Whether he ever reappears from his travels to another dimension is left to the referee to decide. If he does return, his abilities will be greatly weakened. Start from scratch with all Wizardry and Mount swaggering gone save for the locked and *Glorious*.

Warped Outcomes – Secondary Results

205 or 206 – Everything in the immediate area of the character is suddenly weightless. This lasts until the action at hand is concluded. Everyone is floating, in danger of drifting on the breeze. Combat in this area is nearly impossible. Continue actions with Method Escape. Referee may assess Shaken (penalty). If this has happened outside of combat, consider yourself lucky. But, the owner of the place is not amused.

207 – The character is exhausted of magical energy. He may not use any magical ability for the rest of the adventure. Just being around him causes a magical null, which causes other players Shaken (penalty) to their

Recitation. The referee may decide other specifics to other Task Resolution rolls between combat. After the adventure concludes, attempt a Difficult roll to return back to baseline (normal). If this result happens to a character that is magic sensitive, the attempt is made at Tasking. Fail and your character is still magically exhausted for yet another adventure. Keep repeating that final determination, each adventure, until recovery.

208 or 209 – Something totally whacky happens. The referee must decide the details, but reality or memory may be altered. Give your character a new name, a new adventure goal, a new Perspective. Things may be very confused, and the result must be interpreted by the Ref. If nothing comes immediately to mind, roll 3D8 and advance that far in tally. Something less confusing will follow and perhaps explain the rift in time.

210 or 211 – A demon or ginn has opened a gate and allowed something to enter. The evil may not be immediately apparent, but the character becomes aware that something vile has been summoned. The character's goal is now changed. He must find and defeat this new horror he helped release into the world. The adversary is Great.

212 – Confused by touching the supernatural, the character stands in awe of his powers. He must be guarded in combat or is taken prisoner. The enemy now thinks the character has significant value as a hostage. He probably doesn't, so once that is discovered the enemy will execute him. For now, the enemy is Enraged to get him. The other players shall not let their fellow party member stand there and preen. Every other player is Shaken (penalty) as they protect their buddy. Or take one round of unadjusted Banas as you smack down the deceiver (player character with mishap) with a vicious wound. The character thinks he's indomitable, prove him wrong. Saving him while Shaken (penalty) may only perpetuate his delusions of grandeur. I suppose option

three is to let him get killed; no, it wouldn't stop there. Every attack the enemy might make could kill someone. Either protect him or wound him. Outland choices tend to be damned from two sides.

213 – The character is stunned by his own uncontrollable fury, and a foreign spirit takes control, while he's dazed. Until the referee decides (usually up to the start of the next adventure), random abilities are displayed by the character from his own repertoire or wholly new ones from an obscure source. The result will tend toward extreme malevolence; the entity hates all life. In the present battle, all his tactics will dispatch friend and foe. Alternate Recitation on the enemy and a random player blindsided with a vicious wound. The character will murder, pillage and rape, until the start of the next adventure. Maybe that happens quick; tell your patron you've failed him. The character with this mishap sees nothing wrong with his actions and may from time to time repeat his punishment of his friends, when it pleases. That may be it for him; who would let him stay with group?

214 – All of reality changes and alters. All in the area are sucked into a void. Opposing men and creatures are instantly destroyed. If at sea, the longboat loses all techniques. All characters suffer a vicious and lose a Trait. Correcting much of the world, requires intervention by a Zaire; more than one magical fireman may be needed to put things back right. If the character has had warnings, of course he has, a powerful wizard becomes a sworn enemy in the campaign going forward. This is not a Zaire, but a servant of one of the greater twenty protectors.

215– This area becomes intensely magical. Matter in this area transforms on a random basis. All things are affected, men and beasts included. It is not a good place to linger. An evil being will no doubt find this place and eventually make it his bastion.

Move along with some haste. If the character has had warnings not to abuse magic, of course he has, a powerful wizard becomes a sworn enemy in the campaign going forward. This is not a Zaire, but a servant of one of the greater twenty protectors.

216 or 217– A switch was activated, metaphorically but also literally. The referee must decide the details, but reality or memory may be altered. Give every character a new name. The adventure is reversed; the players are hired by the rival to stop the patron. Things may be very confused, and the result must be interpreted by the Ref. If this change seems too damaging to the campaign, roll 5D8 and advance the character's tally that far. Something less confusing will follow, perhaps a simple ending to this madman's mindless and chaotic actions.

Warped Outcomes – Unearthly Creatures

218 or 219 – Whole group is pulled into a void to fight a battle with a monstrous foe. This duel is not optional. The referee must set the opponent, usually a single Invincible foe or a D8 Foul ones. But this is not supposed to kill the entire party, yet.

220 or 221 – Demons enter the world and attack all in the area. Each player character receives possible damage from a Q&D Bane Horrible attack, before the horde disappears. The characters then return back to the combat they left or a situation to resolve.

222 or 223 – Arouse the unspeakable; a nameless terror reaches into the world with its barbed and ichor-dripping tentacles of immense power, trying to draw everything in the area into its great maw. Each player character receives possible damage from a Q&D Bane Enchanted attack, before escaping. They then return back to the combat they left or a situation to resolve.

224 or 225 – A monster bewitches the concentration of everyone in the area, except the mishap player. Until the conclusion of the

adventure, the mishap player must tell everyone what to do. Penalize the character by having him be unable to look at the other players' character sheets. He must remember their abilities from memory of what they typically do in play. If he tells them to do something they can not...well, Irregular is the default result for combat. The character may actually like this arrangement and resist giving up his puppet power over his minions. Now can we use the Uncontested Dagger Thrust (S)?

226 – Many mystic paths and extra-dimensional gates are knotted in this place. It becomes unfit for human life. Long exposure is lethal. The characters should quickly depart, before minions of the greater evil arrive. Each player character receives possible damage from a Q&D Bane Nasty attack, before escaping to continue the adventure.

227 or 228 – A ginn has opened a magical gate and allows a demonic force to assail through; luckily it doesn't fully fit and the nexus is shrinking. Just enough time for each player character to receive possible damage from a Q&D Bane Foul attack. They then return back to the combat they left or a situation to resolve.

229 to 231 – The character is noticed and misunderstood by supernatural forces aligned with death. Each player character receives possible damage from a Q&D Bane Great attack. Then return back to the combat they left or a situation to resolve.

232 to 234 – The character is stunned by his own uncontrollable fury, and a foreign spirit tries to save him. But the result manifests as the opposite. Each player character receives possible damage from a Q&D Bane Invincible attack. Then return back to the combat they left or a situation to resolve.

235 to 240 – The character is noticed and misunderstood by supernatural forces aligned with chaos. Each player character

receives possible punishment via a Q&D Bane Heinous attack. Then return back to the combat they left or a situation to resolve.

Warped Outcomes – Spirit Traumatized

241 or 242 – Character becomes the victim of constant attacks from the spirit world. He starts every combat with a Q&D Bane Monster. The ferocity of that creature varies. Ref decides. Only a single attack is made, then continue as you would, assuming you survive. This result is permanent.

243 – The character is exhausted of magical energy. He may not use any magical ability for the rest of the adventure. Just being around him causes a magical null, which causes other players Shaken (penalty) to all combat Methods. The referee may decide other specifics to other Task Resolution rolls between combat. After the adventure concludes, attempt a Tasking roll to return back to baseline (normal). Fail and your character is still magically exhausted for yet another adventure. Keep repeating that final determination, until he recovers. If this result happens to a character that is magic sensitive, the result is permanent.

244 or 245 – Suffer a reoccurring slap to memory. Character will forget all the specific details of his life and his immediate motivation for joining the other adventurers. At the conclusion of each adventure—win, lose or draw—the player must delete one Trait, skill or swaggering. Maybe he can gain new swaggering as fast as he loses? Maybe he's slowly melting away.

246 – Suffer extreme fits of paranoia followed by megalomania. Character will attempt to destroy his fellow characters. He becomes uncontrollable and evil with a motive of creating mayhem. Enough is enough. The Ref takes the character as an NPC, an enemy of all the other players and even the enemy of the alt characters of the mishap player himself. Give the fiend a new

terrifying name, like *Bane Lord, the Gnasher of Bones*.

247 – Result has weakened the character's resolve in dealing with the supernatural. Whenever anyone uses Recitation he's knocked out. If he uses it himself, he suffers vicious. Or if he is sensitive to magic, he dies where magic is used. Find this guy an asylum, after the battle at hand, which has high probability of causing his death. Maybe just dig him a grave – Geomancy (C), anyone? No but I can blast one open with Telekinesis (D). I have an idea, Celestial (G), a launch into space. Necromancy (H), he can dig his own tomb. Cosmic (T) in with the demons always trying to get him; serves him right. And the eulogy goes on and on.

248 to 251 – Confused by touching the supernatural, the character opts to retire. This will be his last adventure. A small chance he might be talked out of it within the encounters to follow. But the other players may be secretly or openly hoping he leaves the campaign as soon as he finds a town.

252 – Suffer feelings of inferiority. Character will constantly question his actions and need others to coax and praise him into performing the simplest of deeds. This result is both permanent and annoying, but otherwise has no penalty.

253 or 254 – Character looks into the void. He suffers paranoia and fear from what he sees. In combat, the character must always flee. He should drop out of the adventure, since he will not recover without rest. But he's too afraid to go alone. One or more other player characters must switch to alts, presumably their main guys are taking their buddy on a farewell tour, back to the retirement home. But in fact, the mishap character never leaves the party. He has duped his friends to go, while he stays to feel superior over the typically lower level player character alternatives. His ruse is only

discovered after the adventure ends in success or failure.

255 or 256 – Suffer feelings of guilt for killing anything. Character will constantly question his actions. In combat, the character is a pacifist, worse he doesn't just run. The character will stay taking Irregular actions. If he ever sees someone going for dispatch, he will counter that result. Once again, the player character is proving to be a dangerous liability as he indulges his vanity and defies his age and infirmity. Just a reminder, swaggering versus swagging can be used to fight pvp.

Warped Outcomes – Isle of Enlightenment

257 to 260 – Character sees all as it is and knows everything. He ascends away from the earth with a promise to return. The player's character is gone. (Yeah, its about the same as being dead for play.)

Warped Outcomes – Permanent Malady

261 to 264 – The bones in the character's hands and feet are shattered. He must refrain from all actions, until his limbs are restored by magical relic. That requires a dangerous pilgrimage—a fresh adventure into the underworlds—the kind of place no one has ever returned from. Maybe it's paradise, and no one wants to? Find some delvers and get started. Let's not and say we did?

265 to 267 – Suffer a loss of eyesight. Not just vision, but his eye sockets are gone. In combat, the character has Shaken (penalty) in all Methods. This result is permanent.

268 to 270 – Character is paralyzed. He never helps in combat. At the start of any battle, he either takes a vicious wound or all players are Shaken (penalty) defending him. Why is he here? Only thing that comes to mind is he wants more mishaps and Warped Outcomes. How about this then. Optionally,

the player may choose to suffer *snake eyes* mishap, whenever he is threatened. That should give him a chance to experience even greater mishaps.

271 to 273 – Character causes his fellow player characters pain, physical and mental, just to look at him or be near him. He is a gorgon of sorts, a punisher bless-cursed by the gods. This permanent result makes all his companions roll Ordinary at the beginning of any stressful activity, especially battle. Fail and start the combat with a vicious. Can he just stay in the boat? Maybe, but the boat is under threat as well? Plus, the mariners and rowers wonder why they need so much balm to make it through their work day. If they discover it's the demon-spawn in his bunk, over the side he goes.

274 – Suffer loss of balance and depth perception. Character expects to be carried, treated as royalty. Everyone loses their Mount techniques should they comply. Indulge his whims? He must leave the campaign if his palanquin touches the ground. Oops.

Warped Outcomes – Master of Ginns

275 to 278 – Character is grabbed into another dimension as a pet or zoo creature or something equally unspeakable. Little hope he will return, but the Referee may have more sinister ideas.

279 or 280 – A mystic door connecting the character's location to a horrific lair is forced open and torn from its hinges. A vile, huge and rot sweating beast moves through the portal without resistance. The creature's oozing, puss-coated exoskeleton injures anyone that touches. The beast must be forced back through the portal by delivering at least a D8 dispatch injuries. Ref may make this even harder by saying those D8 wounds must happen in a single strike or in a single round, else it regenerates. The gate then must be sealed by either someone making a Nearly Impossible roll or

someone else sacrificing his own life to close the portal from the other side. Guess who that will be, Captain Mishap? Best to try to kill the thing with Recitation only. Remember, the ooze is not a trifle.

281 or 282 – Challenged by some form of supernatural creature or the offspring of a false god. Option to fight a duel or submit to his demands. The referee must determine the specifics, but the demon-thing usually wants access to the character's world and will instruct the mishap wizard in a task to open a portal. Though this may not be desired, the character may be magically bonded to comply. Else, he will be promised rebirth (a tally of zero), if he serves the unspeakable one. Play this as a subplot of a D8 adventures to follow. My guess is that the player character, mishap man, will be dead long before the opening of the event horizon. *Zeddy*, it's coach *Zeddy*?

283 – Mishap situation is halted by some supreme godling or Zaire. Continue play as if the attempt was never made; however, the obscene mishap character will have vanished. Hand him over to the referee for a thousand and one years of torture, before death.

284 – The character disappears. He has become a ginn. The referee may decide that in future adventures, he may aid his former companions. However, his logic is now that of a ginn, and it is best to let him do as any ginn would. He may also be a demon, lying through his teeth, seeking freedom in a suffering world.

Warped Outcomes – Restoration of Humanity

285 – Set the character's accumulated Warped Outcome tally back to zero. I thought I'd never see this day. His changed form and any penalties will remain.

Warped Outcomes – Drained of Power

286 – Character dies should he drink anything containing alcohol. For the love of Pete, isn't that incentive enough to roll a new guy?

287 – A ginn or demon strips the character of all his Traits, skills and swaggering. He sets his character level back to zero. He doesn't give the player a chance to roll a new background. He's starting from scratch with nothing. The mob takes his shoes and hat with a laugh. Yet there's hope. His Warped Outcome tally is zero; he's not wounded or has any lingering malady. He seems like a young man again. But to the other players he also seems like someone who could with two dice rolls gain some advantages and pull more weight. The highest level character may just chain the man to an oar on the longboat and keep him there as a reminder of ambition and excess. But that's no fun; he'll constantly whine and escape. He is a player character with shared memory and tales, just not a very good character anymore. Imagine someone at your game table playing a D&D® guy who rolled six ~ threes. I mean is there any limit; are you this stubborn? I give up. I just give up.

288 – The character is exhausted of magical energy. He may not use any magical ability ever again. Just being around him

causes a magical null, which causes other players to lose their actions at Recitation. The referee may decide other specifics to other Task Resolution rolls between combat. The victim may be sought by high nobles, asked to retire to luxury, simply to be part of an entourage to protect the mighty. This is probably the end of his tales. But, pull the character out when the situation seems right.

289 – Reality has come to an end. The campaign and all the characters are no more. Well, let's just say that the whole group dies – we wouldn't want to punish the referee for a mishap character, one who went one step too far in his reliance upon magic.

Warped Outcomes – Infinity

290 and beyond – Magical energy is now rejected by the character's natural body. He should refrain from using further powers. He should refrain from any Task Resolution. He may only watch as Q&Ds are played. He's just a watcher. Wait, no, I should have said a different name. Now a *pain in the drawers* player will seek to get here and be the watcher. So, let's make it weight-watcher. That's mean; that's not funny. You lost a sale. Your games should be burned. You don't deserve anything.

Peace – start over.

No one is ever going to get here.

Never say never.

Warped Outcome Endnote

Ref, add your own sick and twisted events into this table. As the players see the events, especially the lower numbered ones, mix things up and change the results. You're a Ref, you have it in you. Free-style this puppy. Can you tell I came of age in the seventies?

XI. CLOSURE

You're done; you're exhausted. You wish you had players. Make a character yet, run him through Brash. See if he can defeat one guy. Earn his first Mount Technique. Name your pony. Laugh and have fun. Ask someone to join you. There's a starting campaign in the appendix if you want to add some background. But who needs it? Sword, horse and monsters to kill. I've played many a free-style game with Q&Ds and the Better Games adventure generation manuals. Corporate makes me plug the products incessantly.



You might as well test the waters and start your own game. Add swaggering and flairs as you grow comfortable. Add the extra combat tables as you see need for them. All things can get stale. But there's a lot of stories to tell, before you run out of Outlands. I seriously attest that the game's Q&D still surprise me. (*And I wrote 'em.*)

SUPPLEMENTAL MATERIALS

Example of Personal Combat

Let's first set the combatants. Erica Njal (level five player character) camped on the shore, joined by Den (level two pc), Ingmar (level zero pc) plus the cadre of valet servants. That's when an old adversary, Richard Mars (Large, NPC) brought three ruthless thugs and a force of villagers in to settle a score on orders of the mission's main rival. That makes this encounter a significant part of play.

First let's understand that the Valets and Villagers will be fighting, but do not generate the final outcome. All battles have a gross of people involved. They just do. The scale will seem personal, but personal combat is a bit of a misnomer.

Erica Njal, Den and Ingmar are really trying to defeat Richard Mars and three thugs, a total of four men. For clarity here, the turn order (initiative) is set by level, and how the players arrange around the Ref's table (convenient).

Erica selects Brash method. A regular card is flipped, not inverted; **5 Swords Brash:** As the evil master, Richard, lunges (I added names), Erica side-steps and grabs hold of his out thrust wrist or lubed tentacle. (He wouldn't have a lubed tentacle usually; he might if he had magically misshaped in life. But let's just see the result.) Success and Erica Njal gains Catbird seat, plus three to her rolls. Against Large+ adversaries, the Difficulty increases by three. (Richard is Large.) If skilled Equestrian, Difficulty reduces by two; land engagements only. **Difficulty: 14 Advantage:** Swagger Seize Swordarm (Q)

Trust me, on her character sheet, Erica has Equestrian. Erica is level five and has three of her starting five make-rolls left this adventure. She does not have Seize Swordarm (Q), but her sword is Blade Meshed (Q). She has a choice. She can roll three dice and apply the Advantage of her Blade. Or roll two dice and try to get the new swaggering. Even if she had Seize Swordarm (Q), she might still try to roll with just two dice, so she has a chance to lock that technique as *Glorious*. Erica's Difficulty roll is a Fifteen, unlikely. That's the original fourteen, plus three for Large, but minus two for her Equestrian skill. Her level of five, allows her to roll twice, but it's still unlikely. Why not make-roll? She picks up a new swaggering technique, and she gains plus three on all her next act this battle. Okay, make-roll; done. Notice no one is injured yet. The event did not say dispatch or anyone on her side was in danger. Accept the events as read.

Note: a different card flip might have had Skill Bowman or Trait Clever as its Advantage. Neither of these are gained like swaggering, even via make-roll, when the Difficulty roll is successful. But having those Advantages would allow three dice.

Den is next and also selects Brash. His card flip is inverted, **Bane Knave Swords Brash:** Trajectory is key, as the enemy cannot be struck directly with any sharp or blunt force; perhaps find flaw in your hypothesis? Fail and must select Irregular as method in next round's attack. Against Large+ adversaries, the Difficulty increases by three. **Difficulty: 10 Advantage:** Skill Artillerist

Den does not have that skill, so he would only roll two D8. The roll is a thirteen, cause again, Richard Mars is Large. The Ref might decide that the Large opponent is not even involved just yet, and the three thugs are the ones causing Den

to over think his actions. In that case the roll would be a mere ten. The Ref says Large still applies. Den's player rolls his 2D8 for exactly thirteen, lucky.

The Ref then says he failed! WTF?!? No, Richard Mars, the enemy, is Large; Large opponents have a Defensive Modifier of one. No, Den's player argues, the enemy is not yet Enraged? True enough, the modifier is zero, so the Ref apologizes, and play continues. Den was not forced to take actions as Irregular Method.

Ingmar is up next. He fancies himself a mage. He even has the Wizardry swaggering Voltaic (N). He decides to select method Recitation with Voltaic. Ingmar grabs some soil from the ground hurls it into the air, spins in a circle as the dust cloud descends, and as he does a spray of lightning shoots out of the charged cloud. Okay, that sounds rather neat. He picks up his 2D8 and rolls eleven.

N – Voltaic *II*: Dispatch half a D8 opponents or one Large+ adversary. But, also lose swaggering wizardry.

Well, it was somewhat of a mixed result, but the subsequent roll of a D8 for seven, half a D8 meaning four opponents, were dropped. The three thugs and Richard? No, just the three thugs. Richard is Large. Well, why not Richard then, he's the one who's causing problems. Be nice if that occurred, but those servants of Richard are the ones fated to fall first. The extra damage is ignored. If you want to say that some of the angry villagers, that don't matter anyway, have also been electrocuted, you may. Probably why common folk hate wizards. In sum, Richard Mars has lost his bodyguards. Ingmar has lost his technique. He would have to rediscover it again, usually in Magical Method. Nice succinct a description for his magical action, though.

Now Richard Mars gets to attack? Nope. He's an NPC, and the enemy. Only player characters take actions. Richard's effect in the battle was both in Den's Bane and Ingmar's lost ability.

Back to Erica Njal. Let me recap: we've seen an action, a bane (inversion), result of make-roll, gaining swaggering, losing swaggering. Hopefully a Major Tarot flip would be easy enough to read and include. We could show someone taking a vicious and using Rugged to ignore that first time damage. Or we could double tap a player character with some banes and see him really die? You get the idea; good and bad things will happen.

Let's demonstrate Calculated actions. Erica picked up that Seize Swordarm (Q); she also has a Blade Meshed (Q). Either could work. Since the personal swaggering is just a skosh less useful, she'll employ that in case she loses it. Easy come, easy go. She might have used the Blade swaggering technique and gained plus one for also having the personal technique (Q)? Yet she decided to test just the personal swaggering.

She reaches out and grabs Richard's cape and pulls him to the ground. Sounds plausible. He may be a bit staggered by the Voltaic? A good spin might cause him to...let's look it up? **12 or better:** Half a D8 opponents or one Large+ adversary surrenders. That's the best result, less than that could occur. Yet the action implies capture, which also matches Erica's description of her attack. If she had said, I pull on his cape and stab him in the eye socket, the Ref had every right to make her select Brash instead. A more random action would prevail as she thought about stabbing the enemy in the eye. The Ref should allow her to rephrase an implausible action, but he may demand precision, especially since Erica as level five has seen these tables many times. But, she got it right. Cape, spin, trip, sit on his chest. The Ref added that last bit.

Did she make the roll? She actually can't use a make-roll, those are good only once per combat or situation. She used her make-roll in this engagement to gain the swaggering (a good choice). Was her roll enough? Her roll on two dice is successful by being high, but unlike say Brash events, every result has some consequence. Look up the Calculated Method to see the different results. She is also plus three on her roll from Catbird Seat; gained that with **5 Swords**. She has two rolls, because she's level five. The first was six on 2D8, a nine adding the bonus. Set it aside. The next was fourteen, plus three for a seventeen, and she has Richard Mars (and all his minions) under her control.

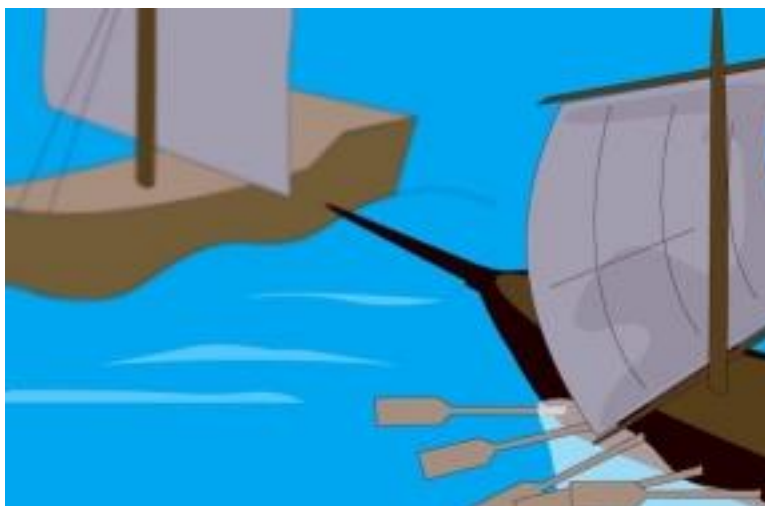
The rest of the adventure, including interrogating or ransoming this prisoner, Richard, will continue. Don't forget to check an Ignoble. Perhaps Combat for Den for being in a fight with someone Large. But Erica and Ingmar are too high in level to gain that one; still there are others. Did you catch my mistake? Ingmar, not Den is the level zero guy.

"To err is human..." Do not expect to be perfect, always finding the right result and applying the results consistently. Mistakes will creep in here and there. Cards and narratives, difficulties and advantages, stuff may be misread. So be it. With practice, flipping the results and reading the outcomes will become more

intuitive. The players can help keep the game honest, by double checking all results and by reading along with their own set of rules.

Ship Engagements

Use these sets of tables to simulate ship on ship battles on the water. Start with Q&D Ramming Speed as the ships jockey into position and draw close. Both sides will be attacking each other with long range artillery and magic; as they draw closer, flaming arrows are sent flying. All the while each ship is trying to collide into and break open the opponent. If the players are more inclined or forced by an uneven situation set by the Ref, the battle may begin as Q&D Retreat as they evade a superior adversary.



As with all Q&Ds, the players may take multiple dice attempts to succeed, when playing characters level five or above. The Ref may also assess a Defensive Modifier for significant or enraged enemy vessels. With just a bit of fudging on the narratives, the action could also be used to handle sea monsters or other inhuman attacks on the party's longboat. For instance, *King Ramming* could be reworded "*Aim high and put some holes in the enemy*" omitting the term *sail*.

Ship Engagements Quicklook Table			
	Ramming Speed	Retreat	Setback
King	Board (9)	Esc (10)	SecObj (8)
Queen	DieUp (11)	Esc-- (9)	SecObj-- (7)
Knight	Board (10)	Esc/ShipLoss (9)	SecObj-- (8)
Knave	Esc (9)	DieUp/DieSad (8)	Vic-- (9)
10	Board (10)	DieUp/KO (10)	SecObj/KO (13)
9	DieUp/DieSad (11)	DieUp (10)	KO-- (12)
8	DieUp/DieSad (10)	Esc/KO (11)	KO (14)
7	DieUp/KO (11)	DieUp (9)	SecObj/KO (11)
6	DieUp (12)	Esc/ShipLoss (12)	ShipLoss (12)
5	Esc (13)	Esc/ShipLoss (12)	Warp (13)
4	Esc (12)	DieUp/Sad (12)	KO (9)
3	DieUp (12)	Esc/ShipLoss (12)	Warp (10)
2	Board (13)	Esc/Vic (11)	Vic (9)
Ace	Board (10)	Esc (9)	SecObj/Vic (10)

	Bane Ramming	Bane Retreat	Assail
King	Flee (8)	Vic (7)	Adv (9)
Queen	KO (8)	ShipLoss (9)	Adv/KO (7)
Knight	noSwag (7)	DieSad (9)	KO (8)
Knave	Setback (9)	ShipLoss (9)	Vic (7)
10	Vic (7)	Vic (8)	DieUp (9)
9	KO (8)	KO (11)	Adv (12)
8	Flee (8)	DieSad (11)	Adv/KO (10)
7	Setback (10)	KO (14)	Adv/Vic (7)
6	Warp (10)	ShipLoss-- (11)	DieUp/KO (11)
5	Flee (10)	Setback (13)	KO-- (11)
4	noSwag (10)	KO (12)	DieUp-- (13)
3	KO (9)	DieSad (11)	KO-- (12)
2	ShipLoss (12)	ShipLoss (13)	noSwag (10)
Ace	Board++ (13)	Setback (12)	Win (13)
	Command	Outlandish	Engage Victory
King	Adv (13)	Adv (9)	Win (11)
Queen	DieUp (12)	Adv/KO (9)	Decline (8)
Knight	Adv/KO (10)	Adv (10)	Vic (8)
Knave	AvoidFlee (11)	Adv/Vic (11)	Setback++ (9)
10	DieUp (14)	Adv/KO (12)	Win/Vic (10)
9	Flee (10)	DieUp/KO (7)	Win (12)
8	DieUp (10)	Vic (11)	Win/Vic (8)
7	DieUp/KO (10)	DieUp (13)	Decline (9)
6	DieUp (10)	Vic-- (9)	Decline (9)
5	DieUp (11)	Vic (9)	KO (9)
4	Vic-- (11)	DieUp (11)	Win (13)
3	Vic-- (12)	KO (12)	KO (14)
2	Dec/Warp (5)	KO (10)	Win/Vic-- (12)
Ace	Dec (5)	Adv (11)	Win (9)
Key:	Vic	Avoid Vicious	
	KO	Avoid Knock-Out	
	Flee	Avoid Forced Escape	
	DieSad	Avoid Dice penalty	
	DieUp	Gain Bonus Dice	
	Warp	Avoid Magic Mishap	
	noSwag	Avoid loss swagger	
	Setback	Avoid Setback	
	ShipLoss	Avoid Boat Damage	
	Board	Chance Boarding	
	Esc	Get away	
	Adv	Move Forward	
	Decline	Avoid Pushback	
	Win	Chance Victory	
	SecObj	Intermediate Goal	
	--	Extra bad things	
	.++	Extra nice things	

Q&D Ramming Speed

Ramming King: Aim high and put some holes in the enemy sails. Success and all players move to Boarding actions; from there they may select Assail, Command or Outlandish. **Difficulty:** 9 **Advantage:** Skill Artillerist

Ramming Queen: A yawl ship can overtake anything on the water. Success and all players gain Fury Pip. **Difficulty:** 11 **Advantage:** Longboat Undamaged (O)

Ramming Knight: Pipe out a ditty that inspires all to slaughter. Success and all players move to Boarding actions; from there they may select Assail, Command or Outlandish. **Difficulty:** 10 **Advantage:** Skill Minstrel

Ramming Knave: Cast forth the shadow of icebergs or watery shallows that leads the enemy to reduce speed. Optional, upon success, the group may maneuver and escape further battle on the water; this could end any chance for battle this day. **Difficulty:** 9 **Advantage:** Wizardry Illusions (I)

Ramming 10: Turn the enemy's oars (fins) against her very rowers (sinew). Success and all players move to Boarding actions; from there they may select Assail, Command or Outlandish. **Difficulty:** 10 **Advantage:** Wizardry Animate Objects (O)

Ramming 9: Watch the birds, the mast flag, the shimmer of wind ginns...know where the best breeze blows. Success and gain Command Pip. But, fail and suffer Shaken (penalty). **Difficulty:** 11 **Advantage:** Skill Mariner

Ramming 8: Pump yourself into a frenzy. Success and player gains Fury Pip to his rolls. But, fail and suffer Shaken (penalty). **Difficulty:** 10 **Advantage:** Trait Energetic

Ramming 7: Let the crew act in their roles; there is nothing to gain by bellowing. Success and gain Command Pip. But, fail and knocked unconscious. Against Large+ adversaries, the Difficulty increases by three.

Difficulty: 11 **Advantage:** Longboat Seasoned Crew (L)

Ramming 6: Consult a chart of currents and shoals, sandbars and seasonal winds, something every sailor keeps in his pocket. Success and all players gain Tactics Pip to rolls. **Difficulty:** 12 **Advantage:** Skill Cartographer

Ramming 5: Why again was any of this necessary? Optional, upon success, the group may maneuver and escape further battle on the water; this could end any chance for battle this day. **Difficulty:** 13

Advantage: Trait Clever

Ramming 4: Create a current to help propel the ship through the water; the gentle push of a giant watery hand. Optional, upon success, the group may maneuver and escape further battle on the water; this could end any chance for battle this day. **Difficulty:** 12

Advantage: Wizardry Geomancy (C)

Ramming 3: Call down a few bolts to strike the enemy mast. Success and all players gain Tactics Pip. **Difficulty:** 12 **Advantage:** Wizardry Voltaic (N)

Ramming 2: Swap out the weaklings and get your strongest on the oars. Success and all players move to Boarding actions; from there they may select Assail, Command or Outlandish. **Difficulty:** 13 **Advantage:** Longboat Inhuman Watchdogs (R)

Ramming Ace: Push aside the pace drummer and call out the cadence yourself; ramming speed! Success and all players move to Boarding actions; from there they may select Assail, Command or Outlandish.

Optional, success at Difficulty plus four, and the enemy vessel may be holed and sunk; the sea battle would end. **Difficulty:** 10

Advantage: Skill Rabblrouser

Bane Ramming King: The crew seems to be hesitant, feigning fatigue; their hearts and stomachs not ready for a fight. Fail and group must Retreat (Escape) going forward. Against Large+ adversaries, the

Difficulty increases by three. **Difficulty:** 8
Advantage: Longboat Noble Allegiance (K)

Bane Ramming Queen: Reach across the waters for a mental wrestling match against the enemy commander. Fail and knocked unconscious. **Difficulty:** 8
Advantage: Wizardry Psionics (B)

Bane Ramming Knight: Bring out the whip; use the lash to keep the oarsmen focused. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may even be suffered collectively on the group's longboat. It may NOT be taken from your mount. A ship with no techniques has sunk; continue with Digressions. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 7
Advantage: Skill Slave Driver

Bane Ramming Knave: Counter the actions of an enemy spellcaster. Fail and all players take events on Setback, until one of them successfully gains the result of obstacle removed. **Difficulty:** 9 **Advantage:** Wizardry Paralysis (Q)



Bane Ramming 10: Climb the prow, scream obscenities at the enemy for playing cat and mouse. Fail and fall with a vicious wound. **Difficulty:** 7 **Advantage:** Trait Bold

Bane Ramming 9: Suffer a glancing swipe, portside against the enemy front starboard; he nearly skewered you at perpendicular. Fail and knocked unconscious.

Difficulty: 8 **Advantage:** Longboat Battle Hard (T)

Bane Ramming 8: Slap the pilot to bring him back to his wits; he seemed to be drunk and falling asleep. Fail and group must Retreat (Escape) going forward. **Difficulty:** 8
Advantage: Wizardry Thought Control (P)

Bane Ramming 7: A groan of sorrow issues from the oarsman as one of them yells the fatal words, "we're being rammed." Fail and all players take events on Setback, until one of them successfully gains the result of obstacle removed. **Difficulty:** 10
Advantage: Longboat Comradery (P)

Bane Ramming 6: Keep a steady chant to ward the ship from arcane perils; black shapes are forming in the water. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes; do not resolve that result, add tally only. **Difficulty:** 10
Advantage: Wizardry Hexes (M)

Bane Ramming 5: Keep the enemy at a distance, while you come about, through growing gale force winds or against the river rapids. Fail and group must Retreat (Escape) going forward. **Difficulty:** 10 **Advantage:** Wizardry Pyrotechnics (K)

Bane Ramming 4: Awake something that has slept on the planate bottom for an eon. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may even be suffered collectively on the group's longboat. It may NOT be taken from your mount. A ship with no techniques has sunk; continue with Digressions. **Difficulty:** 10
Advantage: Wizardry Conjunction (L)

Bane Ramming 3: Walk the crew and ensure all men are armed; shields held high. Fail and knocked unconscious. **Difficulty:** 9
Advantage: Longboat Battle Ready (H)

Bane Ramming 2: Assess the strain on the mast and call out to the pilot, adjusting angle of attack on the wind. Fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the

group's ship is sunk; continue with Digressions. **Difficulty:** 12 **Advantage:** Skill Engineer-Sapper

Bane Ramming Ace: Touch your sword to the surface of the water and send a chill down everyone's spine. Optional, success and all players board at the point of Engage for Victory. But, fail and suffer Shaken (penalty). **Difficulty:** 13 **Advantage:** Blade Hellish (M)

Q&D Outdistance Retreat (Escape)

Retreat King: Row for your life; row for my life. Success and the group's ship is safely out of battle. **Difficulty:** 10

Advantage: Skill Slave Driver

Retreat Queen: Fatigued rowers might be replaced by those who never tire. Success and the group's ship is safely out of battle. Regardless, suffer Shaken (penalty).

Difficulty: 9 **Advantage:** Wizardry Necromancy (H)

Retreat Knight: See to your lines; the sail is more important now for speed and to steer. Success to safely escape. But fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 9 **Advantage:** Skill Mariner

Retreat Knave: Stutter time; it's dangerous, but the situation is grim. Success and gain Catbird Seat. But, fail and suffer Shaken (penalty). **Difficulty:** 8 **Advantage:** Wizardry Cosmic (T)

Retreat 10: Survey each man's face, ensure the enemy has not undermined your efforts. Success and gain Command Pip. But, fail and knocked unconscious. **Difficulty:** 10 **Advantage:** Longboat Treachery Expunged (G)

Retreat 9: Everyone to the oars; use every ounce of sinew. Success and player gains Fury Pip. **Difficulty:** 10 **Advantage:** Trait Rugged

Retreat 8: Nothing was ever accomplished through blind panic; update your course projections. Success and the group's ship is safely out of battle. But, fail and knocked unconscious. **Difficulty:** 11 **Advantage:** Longboat Charted Path (B)

Retreat 7: Mistakenly issue a few contradictory orders, but the crew understands what you want and ignores what you said. Success and gain Command Pip. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 9 **Advantage:** Longboat Seasoned Crew (L)

Retreat 6: Mere mortals will fail; this act requires supernatural aid. Success to safely escape. But fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 12 **Advantage:** Wizardry Demonic (F)

Retreat 5: Summon a pod of sea creatures to help tug the vessel outside of ballistae range. Success to safely escape. But fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 12 **Advantage:** Wizardry Conjunction (L)

Retreat 4: Watch sadly as your true objective moves farther away; this course is folly. Success and gain Command Pip. But, fail and knocked unconscious. Optional, on a success attempt at a Difficulty increased by three, the players may turn about and continue with Ramming Speed. **Difficulty:** 12 **Advantage:** Longboat Elite Goals (A)

Retreat 3: Harness the anguish and pain you and your men feel; send it back at the enemy. Success to safely escape. But fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 12 **Advantage:** Wizardry Psionics (B)

Retreat 2: Relocate the ship's catapult to the stern and dissuasively hurl a

few lit bundles of straw. Success and the group's ship is safely out of battle. But, fail and fall with a vicious wound. **Difficulty:** 11 **Advantage:** Skill Artillerist

Retreat Ace: There must be an easy way to increase speed? If not easy, perhaps an unnatural cheat. Success and the group's ship is safely out of battle. **Difficulty:** 9 **Advantage:** Wizardry Shape Shifting (J)



Bane Retreat King: Ancient sea gods are watching; they favor the brave. Fail and fall with a vicious wound. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 7 **Advantage:** Longboat Religiously Inspired (C)

Bane Retreat Queen: Order the men to clear the wreckage of a smoldering mast. Fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 9 **Advantage:** Longboat Orderly Kept (Q)

Bane Retreat Knight: The crew has more to fear from you, than the enemy; they row to escape the wrath of both. Fail and suffer Shaken (penalty). **Difficulty:** 9 **Advantage:** Skill Tormentor

Bane Retreat Knave: Set priorities and overboard with the rest; reducing weight will increase speed. Fail and longboat loses one swaggering technique. If the loss

removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 9 **Advantage:** Trait Methodical

Bane Retreat 10: Stuck nearly full force by an enemy ship to ship long ranged weapon. Fail and fall with a vicious wound. **Difficulty:** 8 **Advantage:** Wizardry Demigod (A)

Bane Retreat 9: Battered and tumble to the rails as the enemy rams. Fail and knocked unconscious. **Difficulty:** 11 **Advantage:** Longboat Undamaged (O)

Bane Retreat 8: Fight a feeling of impending doom. Fail and suffer Shaken (penalty). **Difficulty:** 11 **Advantage:** Trait Gifted

Bane Retreat 7: Enchant the water casks to cling to the deck, before they burst a strap and roll calamitously free. Fail and knocked unconscious. **Difficulty:** 14 **Advantage:** Wizardry Animate Objects (O)

Bane Retreat 6: A shroud of cold, soundless sea mist envelops the boat, unperturbed by the breeze. Fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. Regardless, suffer Shaken (penalty). **Difficulty:** 11 **Advantage:** Longboat Pure No-Curse (J)

Bane Retreat 5: Smother the first flames of a growing fire. Fail and all players take events on Setback, until one of them successfully gains the result of obstacle removed. **Difficulty:** 13 **Advantage:** Wizardry Celestial (G)

Bane Retreat 4: Issue one too many growling commands toward an ever disheartening crew. Fail and knocked unconscious. **Difficulty:** 12 **Advantage:** Longboat Democracy (S)

Bane Retreat 3: A hale crew, the men sing as they propel the ship yard by yard further out of the enemy's range. Yet in valor, whimsy or resignation? Fail and suffer

Shaken (penalty). Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 11 **Advantage:** Longboat Disease Free (I)

Bane Retreat 2: Start by making yourself invisible, then widen this protection to your limits. Fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 13 **Advantage:** Wizardry Illusions (I)

Bane Retreat Ace: Dredge the water bottom to allow the mere inches needed to cross a sandbar. Fail and all players take events on Setback, until one of them successfully gains the result of obstacle removed. **Difficulty:** 12 **Advantage:** Wizardry Geomancy (C)

Q&D Assail to Board

Assail King: Leap from boat to boat with two fisted fury. Success and all players move to Engage for Victory. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 9 **Advantage:** Skill Brawler

Assail Queen: Bash the man in front of you, sending him into the drink. Success and all players move to Engage for Victory. But, fail and knocked unconscious. Add three to Difficulty if the action takes place on a river and not in open water at sea or along the coast. **Difficulty:** 7 **Advantage:** Swagger Mastery Shield (O)

Assail Knight: Swipe and erase the thrusts of numerous boarding pikes. Fail and knocked unconscious. **Difficulty:** 8 **Advantage:** Blade Herculean (J)

Assail Knave: Ignore the bruises and cuts, all part of a day's knife work. Fail and fall with a vicious wound. **Difficulty:** 7 **Advantage:** Skill Armorer-Smithy

Assail 10: Offer the brigands assurances that there's a richer life to be had as your servant. Success and all players gain Tactics Pip. **Difficulty:** 9 **Advantage:** Skill Briber

Assail 9: Keep your focus on guard, as your sword hand instinctively does the rest. Success and all players move to Engage for Victory. **Difficulty:** 12 **Advantage:** Blade Biting (L)

Assail 8: Shove your loyal soldiers forward; keep them from choking the rails, while lunging to board the enemy ship. Success and all players move to Engage for Victory. But, fail and knocked unconscious. **Difficulty:** 10 **Advantage:** Skill Tormentor

Assail 7: Open a path and hold the gap. Success and all players move to Engage for Victory. But, fail and fall with a vicious wound. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 7 **Advantage:** Trait Bold

Assail 6: Where once three men stood, a shattered pile remains. Success and gain Fury Pip. But, Fail and knocked unconscious. **Difficulty:** 11 **Advantage:** Swagger Crushing Blow (G)

Assail 5: Prevent the enemy from striking by surging all, chin to chin. Fail and knocked unconscious. Regardless, all players take events on Setback, until one of them successfully gains the result of obstacle removed. **Difficulty:** 11 **Advantage:** Trait Rugged

Assail 4: The enemy desperately employs savage animals to thwart you plans. Success and gain Command Pip. Regardless, all players take events on Setback, until one of them successfully gains the result of obstacle removed. **Difficulty:** 13 **Advantage:** Skill Houndsman (Beasts)

Assail 3: The clash has lost all semblance of order; to your right and behind might just be enemy soldiers. Fail and knocked unconscious. Regardless, all players take events on Setback, until one of them successfully gains the result of obstacle removed. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 12 **Advantage:** Blade Paladin (P)

Assail 2: Waltz with a lunging sea dog. Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may even be suffered collectively on the group's longboat. It may NOT be taken from your mount. A ship with no techniques has sunk; continue with Digressions. **Difficulty:** 10 **Advantage:** Swagger Seize Swordarm (Q)

Assail Ace: Even if some of your own men were struck; no one should have come near your blade's inestimable swings. Success and the battle has been won; the enemy leader surrenders. **Difficulty:** 13 **Advantage:** Swagger Ferocity (J)

Q&D Command to Board

Command King: Proclaim your confidence in your men; urge them forward. Success and all players move to Engage for Victory. **Difficulty:** 13 **Advantage:** Swagger Battle Cry (A)

Command Queen: Triage the wounded and hoist the laggards back into the fray. Success and gain Command Pip. **Difficulty:** 12 **Advantage:** Skill Barber (Chiurgeon)

Command Knight: Scan the chaos for weakness, a less guarded path to the enemy leader. Success and all players move to Engage for Victory. But, fail and knocked unconscious. **Difficulty:** 10 **Advantage:** Swagger Concentration (E)

Command Knave: Time your response as the enemy counter boards; maximize your reserves. Fail and ships separate; group must Retreat (Escape) going forward. **Difficulty:** 11 **Advantage:** Trait Clever

Command 10: Rally shattered reinforcements to readiness, then send them on heartily. Success and gain Tactics Pip. **Difficulty:** 14 **Advantage:** Skill Rabblrouser

Command 9: Launch one last flaming projectile, to imbed in their upper mast. Fail and ships separate; group must Retreat (Escape) going forward. **Difficulty:** 10 **Advantage:** Skill Artillerist

Command 8: Kill a few enemy marksmen and clear the murderers aloft. Success and gain Tactics Pip to rolls. **Difficulty:** 10 **Advantage:** Skill Bowman

Command 7: Release your slave rowers and select felons, fight well and be redeemed. Success and gain Command Pip. But, fail and knocked unconscious. **Difficulty:** 10 **Advantage:** Skill Slave Driver

Command 6: Hold the vessel steady, manning the tiller and keeping the ship pointed straight into the wind or currents. Success and gain Tactics Pip. **Difficulty:** 10 **Advantage:** Skill Mariner

Command 5: A gut instinct tells you to adjust your forces on the assault. Success and gain Catbird Seat. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 11 **Advantage:** Blade Ingenious (A)

Command 4: Respond as the enemy suddenly appears on the rail opposite to your boarding action. Fail and fall with a vicious wound. Regardless, all players take events on Setback, until one of them successfully gains the result of obstacle removed. Add three to Difficulty if the action takes place on a river and not in open water at sea or along the coast. **Difficulty:** 11 **Advantage:** Swagger Speed & Guile (R)

Command 3: Take a quick show of hands and nods among the war counsel on whether to press the attack. Fail and fall with a vicious wound. Regardless, all players take events on Setback, until one of them successfully gains the result of obstacle removed. **Difficulty:** 12 **Advantage:** Blade Scheming (S)

Command 2: Usurp (or validate) your supreme command authority. Success

and gain Catbird Seat. But, fail and knocked unconscious. If character has yet to check either Growth or Fame, he may do so here; if not for becoming the ship's general, for being a pretender to that role. **Difficulty:** 12

Advantage: Blade Golden (T)

Command Ace: Thrust and parry across an inconceivable span that separates you and the main force of the enemy. Success and all players move to Engage for Victory. Add three to Difficulty if the action takes place on a river and not in open water at sea or along the coast. **Difficulty:** 8 **Advantage:** Blade Bounding (C)

Q&D Outlandish to Board

Outlandish King: Attract the criminal and mercenary among the enemy, getting all to break ranks and chase you as a fleeting monetary prize. Success and all players move to Engage for Victory. Add three to Difficulty if the action takes place on a river and not in open water at sea or along the coast. **Difficulty:** 9 **Advantage:** Blade Heirloom (I)

Outlandish Queen: To the tops; if you can't go through, go swinging over. Success and all players move to Engage for Victory. But, fail and knocked unconscious. **Difficulty:** 9 **Advantage:** Skill Acrobat

Outlandish Knight: Order your men back, until you soften up their formation a bit. Success and all players move to Engage for Victory. **Difficulty:** 10 **Advantage:** Swagger Heroic Swordplay (K)

Outlandish Knave: As the sound of your first strike resonates, many of the enemy have fallen backward or to their knees. Success and all players move to Engage for Victory. But, fail and fall with a vicious wound. **Difficulty:** 11 **Advantage:** Blade Hellish (M)

Outlandish 10: Tackle a troop line, throwing yourself up and over an opposing phalanx of locked shields. Success and all players move to Engage for Victory. But, fail

and knocked unconscious. **Difficulty:** 12

Advantage: Trait Energetic

Outlandish 9: Rope your waist and cut a counterweight. As you arc airborne, wonder if this was what you intended? Success and gain both Fury and Command Pips. But, fail and knocked unconscious. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 7 **Advantage:** Skill Mountaineer

Outlandish 8: Keep a weather eye open for sharpshooters and curse flingers. Fail and fall with a vicious wound. Add three to Difficulty if the action takes place on a river and not in open water at sea or along the coast. **Difficulty:** 11 **Advantage:** Skill Hunter

Outlandish 7: Even as you firmly grip a rope to swing, your sword is cutting a wicked arc through the exposed scalps and necks of the enemy. Success and inspire Fury Pip in all players. **Difficulty:** 13 **Advantage:** Blade Lithe (H)

Outlandish 6: Riding a pitching rail or mast arm seems little different to bucking a fresh bronco. Fail and fall with a vicious wound. Regardless, all players take events on Setback, until one of them successfully gains the result of obstacle removed. **Difficulty:** 9 **Advantage:** Skill Equestrian

Outlandish 5: Exploit an enemy who seems mesmerized by the sparkle of your keen sword edge. Fail and fall with a vicious wound. **Difficulty:** 9 **Advantage:** Blade Scintillating (K)

Outlandish 4: Climb to a high perch, brandish your sword and direct the movement of your loyalists below. Success and gain both Command Pip and Catbird Seat. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 11 **Advantage:** Blade Knightly (G)

Outlandish 3: Yes, you brought a lute to the fight, but is now the time to learn to play stairway, I mean in a stairway? Fail and knocked unconscious. Against Large+

adversaries, the Difficulty increases by three. **Difficulty:** 12 **Advantage:** Skill Minstrel

Outlandish 2: As the momentum of your swinging rope starts to subside, gain some fresh elevation by pushing off of an opponent's helm with your feet. Fail and knocked unconscious. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 10 **Advantage:** Swagger Charismatic Style (C)

Outlandish Ace: Later, someone concerned for your mental state, will sheepishly ask if you remember what you did in the battle? Success and all players move to Engage for Victory. **Difficulty:** 11 **Advantage:** Skill Berserker

Q&D Engage for Victory (Ships)

Engage Victory King: Slash, block, lunge, parry – by the numbers the enemy's lordly commander is defeated. Success and enemy leader is beaten down and taken captive; the battle ends in victory; the enemy vessel is captured, claim one longboat swaggering as a reward, usually Abundant Stores (M). **Difficulty:** 11 **Advantage:** Skill Man-at-Arms

Engage Victory Queen: The bodyguard of the enemy leader are not pushovers like the rank and file crewmen. Fail roll and forced back to boarding. All players will take actions as Assail, Command or Outlandish. **Difficulty:** 8 **Advantage:** Blade Gladiatorial (R)

Engage Victory Knight: Discover the leader's blade has some vile enchantments of its own. Fail and fall with a vicious wound. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 8 **Advantage:** Skill Duelist

Engage Victory Knave: The enemy performs an act of cruel desperation. Fail and all players take events on Setback, until one of them successfully gains the result of obstacle removed. Regardless, all players

gain Fury Pip. **Difficulty:** 9 **Advantage:** Blade Amalgam (O)

Engage Victory 10: Dupe the leader into thrusting, while he believes you stand off balance. Optional, success and enemy leader is dispatched for victory; the enemy vessel is captured, claim one longboat swaggering as a reward, usually Abundant Stores (M). But, fail and fall with a vicious wound. **Difficulty:** 10 **Advantage:** Swagger Feigns (I)

Engage Victory 9: Gash with the sharpened mechanical pommel of your handle, slicing the leader as you clench. Optional, success and enemy leader is dispatched for victory; the enemy vessel is captured, claim one longboat swaggering as a reward, usually Abundant Stores (M). Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 12 **Advantage:** Swagger Irregular Tricks (M)

Engage Victory 8: Strike to snap the shaft of his cruel thrusting weapon. Optional, success and enemy leader surrenders; the enemy vessel is captured, claim one longboat swaggering as a reward, usually Abundant Stores (M). But, fail and fall with a vicious wound. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 8 **Advantage:** Swagger Disarming Blow (F)

Engage Victory 7: Immobilize the leader's wrist with a lash or via magical means. Fail roll and forced back to boarding. All players will take actions as Assail, Command or Outlandish. **Difficulty:** 9 **Advantage:** Blade Meshed (Q)

Engage Victory 6: Hold high your sword; signal the men to form ranks at your position. Fail roll and forced back to boarding. All players will take actions as Assail, Command or Outlandish. **Difficulty:** 9 **Advantage:** Blade Eminent (E)

Engage Victory 5: Notice the enemy leader has a foreign substance greasing his mace and glove. Fail and knocked unconscious. **Difficulty:** 9 **Advantage:** Skill Apothecary

Engage Victory 4: Aim your attack on high, but as the enemy raises his sword and shield to defend, strike his exposed ribs. Optional, success and enemy leader is dispatched for victory; the enemy vessel is captured, claim one longboat swaggering as a reward, usually Abundant Stores (M).

Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 13

Advantage: Swagger Uncontested Dagger Thrust (S)

Engage Victory 3: The enemy's weapon is masked or of indiscernible shape; intuit how the heck it kills. Fail and knocked unconscious. Flair: if the adversary is Enchanted, the injury results a vicious wound.

Difficulty: 14 **Advantage:** Trait Methodical

Engage Victory 2: The enemy leader was not prepared for a brazen unarmed assault. Optional, success and enemy leader is beaten down and taken captive; the enemy vessel is captured, claim one longboat swaggering as a reward, usually Abundant Stores (M). But, fail and fall with a vicious wound. Plus on fail, all players suffer Shaken (penalty). Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 12

Advantage: Skill Pugilist

Engage Victory Ace: Offer terms; this need not end in further bloodshed. Optional, success and enemy leader calls for his men to stand-down; the battle ends, but the enemy longboat is allowed to separate and sail away unharmed – no prizes are claimed.

Difficulty: 9 **Advantage:** Swagger Repartee (P)

Q&D Setback & Cursed Luck (Ships)

Setback King: Bat away the blazing debris or further use it once extinguished to patch the inundating hull. Success and an obstacle or impediment of battle is removed.

Difficulty: 8 **Advantage:** Blade Impetus (N)

Setback Queen: In a quieter time, before the crisis, you taught the crew for self

preservation just how to deal with such emergencies. Success and an obstacle or impediment of battle is removed. Regardless, all players suffer Shaken (penalty). Flair: if the adversary is Invincible, a failed result also inflicts a vicious wound. **Difficulty:** 7

Advantage: Swagger Better Valor (B)

Setback Knight: Recurve a warped plank to seal a hemorrhaging leak before water fills the well of the hull. Success and an obstacle or impediment of battle is removed. Regardless, longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 8 **Advantage:** Swagger Hilt Punch (L)

Setback Knave: Toss a line up and over the mast to act as a pulley to extricate a locked and shattered spar. Fail and suffer a vicious wound. Regardless, longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 9 **Advantage:** Swagger Chiasmic Action (D)

Setback 10: Keep your grip and braced stance squarely on a section of the hull that you're bracing, as others hammer a buttress into position. Success and an obstacle or impediment of battle is removed. But, fail and knocked unconscious. Flair: if the adversary is Nasty, the injury results in a vicious wound. **Difficulty:** 13 **Advantage:** Swagger Wrestling Holds (T)

Setback 9: Whatever is broken can be restored in so many countless ways, so long as the crew simply allows you the peace and space for incantation. Fail and knocked unconscious. Regardless, add a half D8 steps to your tally of Warped outcome, but do not resolve that result. Flair: if the adversary is Heinous, the injury results in a vicious wound. **Difficulty:** 12 **Advantage:** Blade Fantastic (D)

Setback 8: While straining to lift, fail to see that a mishandled tool, dropped water

bucket, injured man, crossbar of the mast, etc. falls from on high. Fail and knocked unconscious. Regardless, all players suffer Shaken (penalty). Flair: if the adversary is Horrible, the injury results in a vicious wound. **Difficulty:** 14 **Advantage:** Blade Defender (F)

Setback 7: Lift with your legs, push with your braced back, kick to send a flaming oil soaked plank over the side, etc. Success and an obstacle or impediment of battle is removed. But, fail and knocked unconscious. Regardless, all players suffer Shaken (penalty). **Difficulty:** 11 **Advantage:** Swagger Effective Spurning (H)

Setback 6: Call for buckets as the group's ship has listed and nearly capsized in the water. Fail and longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. **Difficulty:** 12 **Advantage:** Blade Mucilage (B)

Setback 5: Resist your rising panic and trust in your magical abilities to end the problem. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair: if the adversary is Foul, a failed roll also results in a vicious wound. **Difficulty:** 13 **Advantage:** Trait Gifted

Setback 4: Sometimes the best action right here, right now, is to expeditiously get out of harms way. Fail and knocked unconscious. Regardless, longboat loses one swaggering technique. If the loss removes the vessel's last technique, the group's ship is sunk; continue with Digressions. Flair: if the adversary is Great, the injury results in a vicious wound. **Difficulty:** 9 **Advantage:** Skill Delver

Setback 3: Call on all that's holy to extricate yourself from this growing fiasco. Fail and suffer a vicious wound. Regardless, add a half D8 steps to your tally of Warped outcome, but do not resolve that result. **Difficulty:** 10 **Advantage:** Longboat Arcane Sentinel (F)

Setback 2: A balance of exertion, quickly surmise which will happen first, that you'll be crushed by the buckling hull or be drown in the currents. Fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Skill Grit-Fortitude

Setback Ace: Let the crew handle the reparations; there's still a fight to be waged. Success and an obstacle or impediment of battle is removed. But, fail and fall with a vicious wound. **Difficulty:** 10 **Advantage:** Swagger Killer Instinct (N)



Major Tarot Ship Actions

Ship Actions Magician: The action has inspired a new NPC aboard. This character is usually a grumbler, a person who complains on behalf of the crew. To punish a grumbler is to risk mutiny. Best to perform better and prove all his naysaying as effete. If the crew already has an established grumbler, that man has died in battle and is now replaced by an even more dynamic leader.

Inverted, if the group's vessel has Longboat Elite Goals (A), a failed result on the next event means that technique is also lost.

Ship Actions High Priestess: Following the battle, the selecting player receives any Wizardry technique as a bonus learned from the action. This bonus may not be used to make another technique locked as *Glorious*.

Inverted, if the group's vessel has Longboat Pure No-Curse (J), a failed result on the next event means that technique is also lost.

Ship Actions Empress: Battle loses all semblance of order. The players may not select Command actions. They also may not gain or use Command Pip benefits.

Inverted, if the group's vessel has Longboat Orderly Kept (Q), a failed result on the next event means that technique is also lost.

Ship Actions Emperor: Following the battle, the selecting player receives any Blade technique as a bonus learned from the action. This bonus may not be used to make another technique locked as *Glorious*. If this card was selected during Command to Board, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Noble Allegiance (K), a failed result on the next event means that technique is also lost.

Ship Actions Hierophant: If this battle was a mutiny, the mutineers have won by sabotage. The players have lost their longboat and must continue the adventure marooned on shore. If the lack of a seaborne transport causes this adventure's mission to be impossible, the patron will not be pleased. The players may need to secure another vessel by hook or by crook.

Inverted, if the group's vessel has Longboat Religiously Inspired (C), a failed result on the next event means that technique is also lost.

Ship Actions Lovers: The ship's crew has suffered a particularly devastating loss. There may be a master with a specific skill killed, or the boat needs rowers, sailors and soldiers. This limitation requires role-play to mitigate. Sure, one of the player characters might sub-in and perform the role, but ideally, he will want to go off and adventure. Take note of the shortfall; apply a Shaken (penalty) to rolls in any future ship

action, including this one, should the shortfall not be corrected.

Inverted, if the group's vessel has Longboat Treasure Laden (D), a failed result on the next event means that technique is also lost.

Ship Actions Chariot: Receive unrequested help from the rowers of the enemy vessel. Immediately gain escape if on the Retreat table; else, continue the battle at any Boarding action with both Command Pip and Catbird Seat.

Inverted, if the group's vessel has Longboat Inhuman Watchdogs (R), a failed result on the next event means that technique is also lost.

Ship Actions Justice: Any stress on the longboat's techniques could be critical. From here on out, keep track of any three dice Advantage attempt that utilizes one of the group's longboat techniques. After the battle, all those exploited techniques, one by one, will only be retained once the highest level player character aboard rolls success at Ordinary. If the boat is left crippled and foundering (no techniques), let the players get to shore and attempt to make repairs or patch up lost spirit for at least one salvageable technique. However, the mission's overall success could be imperiled if the party is left *without a pot to piss in*, so to speak.

Inverted, if the group's vessel has Longboat Democracy (S), a failed result on the next event means that technique is also lost.

Ship Actions Hermit: Discover a clue to the mission; this insight usually does not change the battle at hand but will aid the players going forward on the continuing adventure. The Quest Pip might increase by one.

Inverted, if the group's vessel has Longboat Treachery Expunged (G), a failed result on the next event means that technique is also lost.

Ship Actions Wheel of Fortune:

Shuffle the deck and continue.

Ship Actions Force: Following the battle, the selecting player receives any personal swaggering technique as a bonus learned from the action. This bonus may not be used to make another technique locked as *Glorious*. If this card was selected during Assail to Board, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Battle Ready (H), a failed result on the next event means that technique is also lost.

Ship Actions Hanged Man: The ship's crew blames a particular person for a loss, or after the battle decides someone was derelict in his duties. Take note and continue. This scapegoat should be given a name. Rarely, a player character has the role, but the Ref may consider the dice results in the battle so far and decide otherwise. If the scapegoat does not redeem himself, he will probably be found murdered. If so, what do the players do then? Apply at least a Quest Pip penalty. This event will have lingering negative consequences and may become a series of random people blamed for mishaps beyond anyone's control. The whole crew may need to be punished or replaced.

Inverted, if the group's vessel has Longboat Undamaged (O), a failed result on the next event means that technique is also lost.

Ship Actions Death: The servitor soldiers plead for staid leadership. The players may not select Outlandish actions.

Inverted, if the group's vessel has Longboat Abundant Stores (M), a failed result on the next event means that technique is also lost.

Ship Actions Temperance: After the battle, if possible, the longboat must be abandoned for repairs; the group should continue the mission overland. If that proves to be impractical in the campaign, or for the

objectives of the mission, then the group should at the very least abstain from ship to ship battles. For the rest of the adventure, a Quest Pip penalty applies. If this card was selected during Outlandish to board, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Comradery (P), a failed result on the next event means that technique is also lost.

Ship Actions Devil: Selecting player character adds a full D8 to his Warped Outcome Tally and suffers that event. If this card was selected during Setbacks, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Arcane Sentinel (F), a failed result on the next event means that technique is also lost.

Ship Actions Tower of Destruction: The crew is exhausted; the battle cannot be continued. No matter where the players are on the tables, they immediately switch to Retreat; continue from there. Whether morale can be restored, and the enemy can be attacked yet again in a critical part of the climax, is entirely up to the Referee. If this card was selected during Retreat (Escape), the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Battle Hard (T), a failed result on the next event means that technique is also lost.

Ship Actions Star: The enemy seems to employ a legion's worth of soldiers. The players may not select Assail actions.

Inverted, if the group's vessel has Longboat Chartered Path (B), a failed result on the next event means that technique is also lost.

Ship Actions Moon: For the remainder of the adventure, the selecting player will not apply one of his character's traits (his choice) in any situation or combat. The Trait returns to normal, once the

adventure ends and before the next one begins.

Inverted, if the group's vessel has Longboat Vermin Free (N), a failed result on the next event means that technique is also lost.

Ship Actions Sun: If the next event result is a success, the player may select any Longboat technique (A) to (T) as an additional reward.

Ship Actions Judgment: Following the battle, the selecting player receives any Mount technique as a cautionary bonus. This bonus may not be used to make another technique locked as *Glorious*. If this card was selected during Ramming, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Vigilant (E), a failed result on the next event means that technique is also lost.

Ship Actions World: The action moves from river to wide lake or from sea to

narrow inlet. This could have greater consequences depending upon the events to follow.

Inverted, if the group's vessel has Longboat Disease Free (I), a failed result on the next event means that technique is also lost.

Ship Actions Fool: Following the battle, the selecting player loses one skill from atrophy or neglect. He should select something his character has not attempted in some time. As with other losses of importance, either the Trait Bold or Clever shall be applied to immediately cancel this penalty. If this card was selected during Engage for Victory, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Seasoned Crew (L), a failed result on the next event means that technique is also lost.

Regarding Mutiny

Rebellion should actually be rare, unless it is inspired by an infiltrator or fostered by magic. Okay, not so rare. When the player characters' servitors refuse to follow orders, seek new leaders, or just want to steal the boat, the same Q&Ds might be used with little change.

Start a mutiny with actions on Assail, Command or Outlandish. Follow with Engage for Victory. Any less than successful result which puts the player characters and their ship out of boarding, such as back to ramming or trying to escape, means they have lost the feud. Q&D Setback may still take place; once it is finished, the battle continued where it was left off.



Even if the battle is won and the usurpers are defeated, consequences follow. The Referee should assess a half D8 loss to longboat techniques. Double this number if the rebellion was wholly out of hatred and did not involved a rival or magical agitation. A mutiny will be exhausting to all involved. The survivors may need to patch up the craft, before limping back into their adventure.

Legion on Legion Clashes

Use these to simulate larger scale battles involving the player characters leading a raiding party into the field against an opposing phalanx or against a town. The longboat may be assumed to be close at hand, attempting to ferry fresh soldiers and supplies. Or else, the player characters have taken a vanguard of warriors off the vessel; for good measure the troops also have a subset of the longboat techniques to utilize.

Start the battle with either **Q&D Skirmish** or **Q&D Siege**. From there the battle is won—the enemy surrendered, defeated or scattered—once combat reaches victory at usually Sunder Shield Wall for field battles or Storm Walls (Towers) for assaults on castles and walled towns.

Legion v Legion Quicklook Table		
Skirmish	Full-On Charge	Sunder Shields
Sunder (8)	Sunder (6)	Win (6)
Charge (9)	Sunder (7)	Win (7)
DieUp (8)	Sunder (7)	Win (9)
DieSad (7)	Rally (7)	Rally (9)
DieSad (7)	Sunder (7)	DieUp (7)
Rally (8)	DieUp (7)	Skirmish (11)
Charge (8)	DieUp (9)	Hold (9)
Hold (13)	KO (12)	Vic (9)
Vic (7)	Vic (7)	Vic (9)
KO (9)	Skirmish (7)	Vic++ (7)
Sunder (12)	Rally (8)	Rear (9)
KO (9)	DieSad (7)	Hold (10)
Rear (8)	Vic (9)	Rear (8)
Sunder (9)	Win (7)	Win (7)

Form Ranks	Rally	Rear Guard
Sunder (8)	Skirmish (8)	Hold (7)
DieUp (7)	Hold (8)	Skirmish (7)
Sunder (9)	Hold (9)	Charge (8)
Rear (14)	ArmyLoss (11)	Flee (14)
Skirmish (11)	Rear (14)	DieUp (9)
DieUp (11)	Rear (12)	DieUp (10)
Rally (8)	ArmyLoss (10)	Vic (7)
Skirmish (11)	Vic (8)	DieSad (7)
KO (12)	ArmyLoss (9)	Warp (8)
Rear (13)	Rear (11)	noSwag (8)
Rally (9)	Vic (7)	DieUp (10)
Vic- (7)	Vic (6)	DieSad (10)
DieSad (9)	ArmyLoss (7)	KO (9)
Sunder (7)	Sunder (9)	Sunder (9)

Two special cases are also presented. **Q&D Defend Citadel** is used if it's the players trapped in the growing siege. **Q&D Magical Portals** may be applied to close an attempt by enemy spellcasters to breach those same citadel walls. That latter table may also be used with few narrative changes for players attempting to circumvent a prolonged siege and get sacking troops directly behind the enemy defenses. Thus, saving a few months (years), but risking perhaps far more.

Vic	Avoid Vicious	
KO	Avoid Knock-Out	
Flee	Avoid Forced Escape	
DieSad	Avoid Dice penalty	
DieUp	Gain Bonus Dice	
Warp	Avoid Magic Mishap	
noSwag	Avoid loss swagger	
Win	Chance Victory	
Skirmish	Go Skirmish	
Charge	Go Charge	
Sunder	Go Sunder	
Hold	Go Form Ranks	
Rear	Go Rear Guard	
Rally	Go Rally	
ArmyLoss	Lose Badly	
--	Extra bad things	
++	Extra nice things	

Using Portals in reverse— i.e. creating the magic from scratch— means a success result that neutralizes the enemy spellcasters can be reinterpreted as gaining the win. Anytime the portal is being opened, and not sealed, Difficulty increases by one. Again, the Ref will need to reword the narratives on the fly. Not hard, test a few events and see if you're comfortable. The Ref could also use Task Resolution at Nearly Impossible, but that takes away from experiencing the event tables and starts to make magic a foregone conclusion.

Q&D Skirmish

Skirmish King: Brandish your sword in a style that covers all who come near.

Success and all players take actions on Sunder Shield Wall. Against Large+ adversaries, the Difficulty increases by three.

Difficulty: 8 **Advantage:** Blade Hellish (M)

Skirmish Queen: Retreat as a ruse, group and counterattack past your skirmishers.

Success and all players take actions on Full-On Charge. **Difficulty:** 9

Advantage: Swagger Speed & Guile (R)

Skirmish Knight: Seemingly, near literally, be on both flanks of the formations.

Success and gain both Fury Pip and Catbird Seat. **Difficulty:** 8 **Advantage:** Mount Fleet (R)

Skirmish Knave: Instead of outmaneuvering your foe, you find yourself being harried; you're never engaged, yet harassed from all fatiguing directions. Fail and all players suffer Shaken (penalty). If the war party has a contingency of the Longboat that represents the technique Longboat Battle Hard (T), Difficulty reduces by three.

Difficulty: 7 **Advantage:** Skill Bowman

Skirmish 10: Strain and dodge out of harm's way to avoid a hurled ax, spear, felled tree, charging steed, magical bolt, etc. Fail and suffer Shaken (penalty). Against Large+ adversaries, the Difficulty increases by three.

Difficulty: 7 **Advantage:** Skill Acrobat

Skirmish 9: Caught in an unnecessary scrum, the ganged enemy advances along your right rear blind spot. Fail and all players

take actions on Rally. If the war party has a contingency of the Longboat that represents the technique Longboat Vigilant (E), Difficulty reduces by three. **Difficulty:** 8 **Advantage:** Blade Lithe (H)

Skirmish 8: Rear back on your charger and command the horse to leap and kick, splitting the enemy formation. Success and all players take actions on Full-On Charge. **Difficulty:** 8 **Advantage:** Mount Agile (C)

Skirmish 7: Take too long to react to enemy maneuvers. Fail and all players take actions on Form Ranks & Hold. **Difficulty:** 13 **Advantage:** Swagger Concentration (E)

Skirmish 6: Down to just a few arrows, fashion yourself a sling and use the stones scattered everywhere. Fail and suffer a vicious wound. Flair: if the adversary is Invincible, the injury results in death. If the war party has a contingency of the Longboat that represents the technique Longboat Arcane Sentinel (F), Difficulty reduces by three. **Difficulty:** 7 **Advantage:** Swagger Chiasmic Action (D)

Skirmish 5: As the enemy blinds you momentarily with sand, magic or caustic expectorate, return the favor. Fail and knocked unconscious. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 9 **Advantage:** Blade Mucilage (B)

Skirmish 4: Hold a gap in your line as reinforcements and loyalists shift and compress the line. Success and all players take actions on Sunder Shield Wall. **Difficulty:** 12 **Advantage:** Swagger Charismatic Style (C)

Skirmish 3: Hit from behind, but your helm wasn't a wannabee's knock-off from a street vendor. Fail and knocked unconscious. **Difficulty:** 9 **Advantage:** Blade Fantastic (D)

Skirmish 2: Delighting in furious exchange with someone worthy, catch-up after you finally stop toying with the laggard.

Fail and fall back in support; selecting player takes his next event at Rear Guard Actions. **Difficulty:** 8 **Advantage:** Trait Energetic

Skirmish Ace: Force the enemy to assail as they realize you could harass them for an eternity, never tiring. Success and all players take actions on Sunder Shield Wall. **Difficulty:** 9 **Advantage:** Blade Bounding (C)

Q&D Full-On Charge

Charge King: Attack at the quickstep or the trot, no need to be caught unable to pivot. Success and all players take actions on Sunder Shield Wall. **Difficulty:** 6 **Advantage:** Mount Resolute (K)

Charge Queen: The bond between man and beast is strong, as your charger reacts with little command nor spur. Success and all players take actions on Sunder Shield Wall. **Difficulty:** 7 **Advantage:** Mount Essential (I)

Charge Knight: Lower lance and skewer, circle back and do so again and again and again, feasting on the inexperienced and enemy of diminished stance. Success and all players take actions on Sunder Shield Wall. **Difficulty:** 7 **Advantage:** Mount Vibrant (M)

Charge Knave: Hear the sound of a bugle, signaling a recall of force to the rear, even as a ruse seems likely. Fail and fall back in support; selecting player takes his next event at Rear Guard Actions. If the war party has a contingency of the Longboat that represents the technique Longboat Battle Ready (H), Difficulty reduces by three. **Difficulty:** 7 **Advantage:** Trait Gifted

Charge 10: No brag, you could perform as well without saddle and stirrups. Success and all players take actions on Sunder Shield Wall. **Difficulty:** 7 **Advantage:** Skill Equestrian

Charge 9: Your visor down on charge, experience tunnel vision, but you trust the easy footfalls and superior eyesight of

your horse. Success and gain Catbird Seat. Against Large+ adversaries, the Difficulty increases by three. **Difficulty: 7 Advantage:** Mount Lucid (N)

Charge 8: Of course, all horses were shod, watered and rested the night before. Success and all players gain a Tactics Pip bonus for the remainder of combat.

Difficulty: 9 Advantage: Skill Farrier-Breeder

Charge 7: Full of hubris, nothing, no spear, pike or archer's stake, will stop the impact of your gallop. Fail and knocked unconscious. **Difficulty: 12 Advantage:** Mount Hefty (H)

Charge 6: The grumble in your stomach isn't fear – hunger and thirst compel you to ponder your last fine meal as the battle seem interminable. Fail and suffer a vicious wound. Flair: if the adversary is Horrible, the injury results in death. If the war party has a contingency of the Longboat that represents the technique Longboat Vermin Free (N), Difficulty reduces by three. **Difficulty: 7 Advantage:** Mount Replenishing (J)

Charge 5: The enemy are concentrating strikes on the lightly armored mounts, not against the riders. Fail and all players return to Skirmish. **Difficulty: 7 Advantage:** Mount Sturdy (Q)

Charge 4: Stalled and pinched as the flanks draw inward on the middle, grinding on all advancement. Fail and all players take actions on Rally. **Difficulty: 8 Advantage:** Mount Ominous (S)

Charge 3: Struck with confusion as the plan falters or begins disjointed, else magical bewilderment hampers an opportunity. Fail and selecting player suffers Shaken (penalty). **Difficulty: 7 Advantage:** Mount Pure (L)

Charge 2: Let the enemy know he's about to slay by his superior. Fail and suffer a vicious wound. Flair: if the adversary is Great, the injury results in death. If the war party has a contingency of the Longboat that

represents the technique Longboat Noble Allegiance (K), Difficulty reduces by three. If the character has not checked Growth Ignoble, he does so here; going forward he will think his haughty heritage is better than all others. **Difficulty: 9 Advantage:** Mount Empyrean (G)

Charge Ace: Runover their ranks and take a dumbfounded enemy leader as your prisoner. Success and rout the enemy; this battle is over and won. Regardless, all players must return to battle despite vicious, knock out, mishap or previous escape. **Difficulty: 7 Advantage:** Swagger Disarming Blow (F)

Q&D Sunder Shield Wall

Sunder King: Destiny, this is not a battle to be lost; the enemy has barely made a commitment, or his resolve is surely dazed. Success and rout the enemy; this battle is over and won. If the war party has a contingency of the Longboat that represents the technique Longboat Elite Goals (A), Difficulty reduces by three. **Difficulty: 6 Advantage:** Swagger Killer Instinct (N)

Sunder Queen: Get in there and do what you do best – slaughter. Success and rout the enemy; this battle is over and won. **Difficulty: 7 Advantage:** Skill Duelist

Sunder Knight: Pry down the leader's shield with your own or with your blade's length as leverage, then swing to topple the exposed foe. Success and rout the enemy; this battle is over and won. **Difficulty: 9 Advantage:** Swagger Hilt Punch (L)

Sunder Knave: By magic or subterfuge, a squad of the enemy has infiltrated your ranks. Fail and all players take actions on Rally. If the war party has a contingency of the Longboat that represents the technique Longboat Treachery Expunged (G), Difficulty reduces by three. Against Large+ adversaries, the Difficulty increases by three. **Difficulty: 9 Advantage:** Swagger Uncontested Dagger Thrust (S)

Sunder 10: Set the dogs against the ankles and Achilles tendons. Success and all players gain Tactics Pip. If the war party has a contingency of the Longboat that represents the technique Longboat Inhuman Watchdogs (R), Difficulty reduces by three. **Difficulty:** 7 **Advantage:** Skill Houndsman (Beasts)

Sunder 9: Hold firm against repeated strikes. Fail and all players return to Skirmish. **Difficulty:** 11 **Advantage:** Trait Rugged

Sunder 8: Make the enemy pay dearly to exploit your sides' loose spacing. Fail and all players take actions on Form Ranks & Hold. **Difficulty:** 9 **Advantage:** Swagger Crushing Blow (G)

Sunder 7: Respond defensively after being knocked prone. Fail and suffer a vicious wound. Flair: if the adversary is Foul, the injury results in death. **Difficulty:** 9 **Advantage:** Swagger Effective Spurning (H)

Sunder 6: Counter a strong, but predictable enemy. Fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Swagger Feigns (I)

Sunder 5: Fight on brothers for gold and glory. Fail and suffer a vicious wound. Regardless, gain one Swaggering Technique of your choice. This may be taken in any form, including on your vessel. If the war party has a contingency of the Longboat that represents the technique Longboat Democracy (S), Difficulty reduces by three. **Difficulty:** 7 **Advantage:** Swagger Ferocity (J)

Sunder 4: Fatigued, you need rest from all the labors in and out of war. Fail and fall back in support; selecting player takes his next event at Rear Guard Actions. If the war party has a contingency of the Longboat that represents the technique Longboat Undamaged (O), Difficulty reduces by three. **Difficulty:** 9 **Advantage:** Skill Grit-Fortitude

Sunder 3: Use the enemy's own weight and crooked stance against him. Fail

and all players take actions on Form Ranks & Hold. **Difficulty:** 10 **Advantage:** Swagger Irregular Tricks (M)

Sunder 2: Put an end to this, but your barbarous action was premature in formal warfare. Fail and fall back in support; selecting player takes his next event at Rear Guard Actions. **Difficulty:** 8 **Advantage:** Swagger Heroic Swordplay (K)

Sunder Ace: Twist and hold an enemy's shield and cut loose his arm straps; remove just a few and the interlocked line will not hold. Success and rout the enemy; this battle is over and won. **Difficulty:** 7 **Advantage:** Swagger Seize Swordarm (Q)



Q&D Form Ranks & Hold

Form Ranks King: Heavy handed play gives way to repeated epic strike, in the rhythm of a herald's verse. Success and all players take actions on Sunder Shield Wall. **Difficulty:** 8 **Advantage:** Blade Knightly (G)

Form Ranks Queen: Many are unable to continue on both sides; be not a dog who crawls away to lick wounds. Success and gain Fury Pip. **Difficulty:** 7 **Advantage:** Blade Defender (F)

Form Ranks Knight: The expressions of anguish upon the faces of the cleaved is joyous. Success and all players take actions on Sunder Shield Wall. Against Large+ adversaries, the Difficulty increases

by three. **Difficulty:** 9 **Advantage:** Blade Impetus (N)

Form Ranks Knave: Extricate yourself from the line to rally the temperate spirits of those who have yet to fully engage. Fail and fall back in support; selecting player takes his next event at Rear Guard Actions. If the war party has a contingency of the Longboat that represents the technique Longboat Comradery (P), Difficulty reduces by three. **Difficulty:** 14 **Advantage:** Mount Inexorable (T)

Form Ranks 10: Break several hours of push and shove, fist and swing, with neither side gaining position in the chess match. Success and all players take actions on Skirmish. **Difficulty:** 11 **Advantage:** Trait Clever

Form Ranks 9: In a parity of exchanged blows, rely on your better defensive training. Success and gain a Tactics Pip. **Difficulty:** 11 **Advantage:** Skill Armorer-Smithy

Form Ranks 8: When someone makes a plea to break off, reposition for a respite, remind the penitent of whom he addresses. Fail and all players take actions on Rally. **Difficulty:** 8 **Advantage:** Skill Slave Driver

Form Ranks 7: Break out of this deadlock, before everyone is swimming in sweat-drenched, humour spilling, exhaustion. Success and all players take actions on Skirmish. If the war party has a contingency of the Longboat that represents the technique Longboat Seasoned Crew (L), Difficulty reduces by three. **Difficulty:** 11 **Advantage:** Skill Man-at-Arms

Form Ranks 6: Stuck by a large object, a ballista bolt or magical weight. Fail and knocked unconscious. **Difficulty:** 12 **Advantage:** Mount Carapace (O)

Form Ranks 5: Feel your weapon bend, chip or nearly snap, as you block the attack of one Larger enemy champion. Fail and fall back in support; selecting player

takes his next event at Rear Guard Actions. Regardless, adversary is now treated as Large+ for the rest of the engagement.

Difficulty: 13 **Advantage:** Blade Amalgam (O)

Form Ranks 4: Stumble and hear a collective groan of resignation, as your loyalists think you've been slain; signal your continued will to fight. Fail and all players take actions on Rally. Regardless, all players must return to battle despite vicious, knock out, mishap or previous escape. **Difficulty:** 9 **Advantage:** Blade Heirloom (I)

Form Ranks 3: At least the bile and chaos of the engagement has sent all the enemy spellcasters scattering (or chanting ineffectively). Fail and suffer a vicious wound. Flair: if the adversary is Enchanted, the injury results in death. Regardless, every player character adds a half D8 steps on his tally of Warped Outcomes; just add the value, do not generate further event. If the war party has a contingency of the Longboat that represents the technique Longboat Pure No-Curse (J), Difficulty reduces by three. **Difficulty:** 7 **Advantage:** Swagger Mastery Shield (O)

Form Ranks 2: Grimace, making the enemy flinch off balance or switch from focus to fear. Make him think of the damage he will receive, rather than any wound he might inflict. Fail and suffer Shaken (penalty). **Difficulty:** 9 **Advantage:** Blade Eminent (E)

Form Ranks Ace: Sense as the enemy wanes; he has bashed and battered without success against your shield wall, any gain quickly evaporating. Success and all players take actions on Sunder Shield Wall. **Difficulty:** 7 **Advantage:** Blade Herculean (J)

Q&D Rally

Rally King: Be seen and comfort; the chosen still stand to defend the unfortunate. Success and all players take actions on

Skirmish. **Difficulty:** 8 **Advantage:** Mount Beautiful (A)

Rally Queen: Become the lynchpin of a newly established grouping of interlocked shields. Success and all players take actions on Form Ranks & Hold. **Difficulty:** 8 **Advantage:** Trait Bold

Rally Knight: Form the Schiltron, a circle of outward spears and knitted shields, only unfurling when the enemy begs off to assess his own counter formation. Success and all players take actions on Form Ranks & Hold. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 9 **Advantage:** Mount Talking (P)

Rally Knave: Darkness, often unnatural, portends doom. Fail and the battle is lost; all players must continue using Method Escape to fully flee this dire outcome. Ref may also assess losses to the loyal servitors (typically 25%) and to longboat techniques (lose half D8). If the war party has a contingency of the Longboat that represents the technique Longboat Treasure Laden (D), Difficulty reduces by three. **Difficulty:** 11 **Advantage:** Blade Scintillating (K)

Rally 10: Corral your own reeling forces, gathering them back into some semblance of front facing line troops. Fail and fall back in support; selecting player takes his next event at Rear Guard Actions. **Difficulty:** 14 **Advantage:** Mount Mystical (D)

Rally 9: Be the beacon, all know now to regroup, gathering the dispersed from far afield. Fail and fall back in support; selecting player takes his next event at Rear Guard Actions. **Difficulty:** 12 **Advantage:** Mount Radiant (F)

Rally 8: Shock your enemy as much as inspire your underlings; this contest is far from over. Fail and the battle is lost; all players must continue using Method Escape to fully flee this dire outcome. Ref may also assess losses to the loyal servitors (typically 10%) and to longboat techniques (lose one).

Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 10 **Advantage:** Swagger Battle Cry (A)

Rally 7: As the battle wages hour upon hour, everyone's vigor begins to wane. Fail and suffer a vicious wound. Flair: if the adversary is Heinous, the injury results in death. If the war party has a contingency of the Longboat that represents the technique Longboat Disease Free (I), Difficulty reduces by three. **Difficulty:** 8 **Advantage:** Skill Pugilist

Rally 6: Later discover your nicks, scratches and bruises number to a new personal record; your outfit is near tatters, as is your credit with the ship's tailor. Fail and the battle is lost; all players must continue using Method Escape to fully flee this dire outcome. Ref may also assess losses to the loyal servitors (typically 10%) and to longboat techniques (lose one). If the character has yet to check Ignoble Growth, he does so with the understanding that he is always in debt, living too extravagantly or too generous. **Difficulty:** 9 **Advantage:** Skill Brawler

Rally 5: Survey the line, occasionally deflecting an arrow or magical strike; no need yet to panic or weigh into the fray. Fail and fall back in support; selecting player takes his next event at Rear Guard Actions. **Difficulty:** 11 **Advantage:** Mount Serene (E)

Rally 4: Someone could get hurt or worse killed in this mess; open warfare is so much different than individual duels of honor. Fail and suffer a vicious wound. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 7 **Advantage:** Swagger Better Valor (B)

Rally 3: Momentarily sheath your sword—free a hand—to attend to a subordinate's note or injured page; bad timing. Fail and suffer a vicious wound. **Difficulty:** 6 **Advantage:** Swagger Wrestling Holds (T)

Rally 2: You've got the men back standing and formed, but you can see the resignation in their sunken eyes. Fail and the battle is lost; all players must continue using Method Escape to fully flee this dire outcome. Ref may also assess losses to the loyal servitors (typically 10%) and to longboat techniques (lose one). If the war party has a contingency of the Longboat that represents the technique Longboat Religiously Inspired (C), Difficulty reduces by three. **Difficulty: 7 Advantage: Skill Rabblrouser**

Rally Ace: Let your example be followed. Live and die for carnage. Success and all players take actions on Sunder Shield Wall. **Difficulty: 9 Advantage: Skill Berserker**



Q&D Rear Guard Actions

Rear King: Be the naysayer, you knew the first plan was less than perfect; group and use an alternate. Optional, success and all players continue at Form Ranks & Hold. **Difficulty: 7 Advantage: Blade Scheming (S)**

Rear Queen: Level some ranged destructive force right at the enemy line. Optional, success and all players continue at Skirmish. **Difficulty: 7 Advantage: Skill Artillerist**

Rear Knight: Turn the flanks into the center of a newly improved plan. Optional, success and all players continue at Full-On

Charge. **Difficulty: 8 Advantage: Mount Winged (B)**

Rear Knave: Stricken, blame your crest fall on magic, as you fight to retain some honor and sanity. Fail and player must use Method Escape going forward; he flees or hides from the larger engagement. If the war party has a contingency of the Longboat that represents the technique Longboat Charted Path (B), Difficulty reduces by three.

Difficulty: 14 Advantage: Blade Gladiatorial (R)

Rear 10: Bless the soldiers you restore to fighting spirit; some return despite multiple wounds. Success and all players gain a Fury Pip. **Difficulty: 9 Advantage: Blade Paladin (P)**

Rear 9: The servitor you patched-up had a brother; he vows to be your shield-bearer. Success and selecting player gains Catbird Seat. If the war party has a contingency of the Longboat that represents the technique Longboat Abundant Stores (M), Difficulty reduces by three. **Difficulty: 10 Advantage: Skill Barber (Chiurgeon)**

Rear 8: Tend to the supplies and baggage, ensuring the enemy does not circle about for opportunity pillage. Fail and suffer a vicious wound. Flair: if the adversary is Nasty, the injury results in death. If the war party has a contingency of the Longboat that represents the technique Longboat Orderly Kept (Q), Difficulty reduces by three.

Difficulty: 7 Advantage: Blade Biting (L)

Rear 7: Repel a squad of the enemy, who've infiltrated or broken through the lines. Fail and all players suffer Shaken (penalty). **Difficulty: 7 Advantage: Blade Meshed (Q)**

Rear 6: Deal with some wee folk, surfaced dwarves, who complain about the human dancing taking place. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, all players must return to battle despite vicious, knock

out, mishap or previous escape. **Difficulty:** 8
Advantage: Skill Delver

Rear 5: Reconnoiter the enemy rear and the enemy baggage to get a sense of how prepared they were for this engagement. Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. **Difficulty:** 8
Advantage: Skill Spy

Rear 4: Command the action; there was a plan, but direct changes. The enemy has not been static. Success and all players

gain Command Pip. **Difficulty:** 10
Advantage: Trait Methodical

Rear 3: Employ gallows humor to steel yourself, and several other men, who've been injured physically and mentally. Fail and suffer Shaken (penalty). **Difficulty:** 10
Advantage: Swagger Repartee (P)

Rear 2: Dispel a growing evil, which is forming in your midst. Fail and knocked unconscious. **Difficulty:** 9
Advantage: Blade Golden (T)

Rear Ace: From your refreshed vantage, notice a critical flaw in the enemy's battleplan. Optional, success and all players continue at Sunder Shield Wall. **Difficulty:** 9
Advantage: Blade Ingenious (A)

Legion v Citadels Quicklook Table				
	Sieges	Storm Walls	Defend	Magical Gates
King	Storm (10)	Win (9)	Win (10)	Shut (8)
Queen	Storm/Warp (8)	Win (11)	Win (13)	Shut/noSwag (8)
Knight	Storm (9)	Win/noSwag (8)	Win (12)	Shut (9)
Knave	Vic-- (7)	Decline (9)	Vic (11)	Shut (13)
10	Storm/Vic (10)	Vic (9)	Win (13)	noSwag (9)
9	DieUp (12)	DieSad (11)	Vic-- (9)	noSwag (7)
8	DieSad (10)	Vic-- (8)	DieSad-- (9)	Shut/Vic (11)
7	Warp-- (12)	Win/Warp (10)	Win/Vic (7)	Shut/Warp (14)
6	Vic (9)	Decline-- (15)	ArmyLoss (8)	Vic (9)
5	Storm/noSwag (13)	Warp++ (13)	NoSwag (10)	Shut (12)
4	DieSad (11)	NoSwag (9)	Win/DieSad-- (10)	Shut-- (9)
3	DieUp (12)	DieSad (9)	DieSad-- (8)	Shut (11)
2	NoSwag (9)	DieSad-- (8)	DieSad (9)	Shut-- (13)
Ace	Win (11)	Win (9)	Win/Warp (8)	Shut/ArmyLoss (7)

Key:		
	Vic	Avoid Vicious
	DieSad	Avoid Dice penalty
	DieUp	Gain Bonus Dice
	Warp	Avoid Magic Mishap
	noSwag	Avoid loss swagger
	Win	Chance Victory
	ArmyLoss	Lose Badly
	Storm	Go Storming
	Decline	Back Siege
	Shut	Close Gate
	--	Extra bad things
	..++	Extra nice things

Q&D Sieges

Sieges King: Assess the fortress' approaches, elevation and drainage to make an informed guess of their readiness, as you continue to hue the earth, snaking ditches and undermining the walls. Success and all players take actions on Storm Walls. If any character in the party has the Wizardry Spirit Guide (R), Difficulty decreases by three.

Difficulty: 10 **Advantage:** Skill Engineer-Sapper

Sieges Queen: Ensurge the enemy can count your numbers, see your strengths (never your weaknesses) and know their plight is hopeless. Success and all players take actions on Storm Walls. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If any character in the party has the Wizardry Thought Control (P), Difficulty decreases by three. **Difficulty:** 8 **Advantage:** Longboat Inhuman Watchdogs (R)

Sieges Knight: Maintain a continuous, round the clock, morale breaking bombardment of stone, corpses, flaming bales, etc. Success and all players take actions on Storm Walls. If any character in the party has the Wizardry Pyrotechnics (K), Difficulty decreases by three. **Difficulty:** 9 **Advantage:** Skill Artillerist

Sieges Knave: Rotate duty assignments, sharing the burden of hammering the foundation to bring down the walls from inside the tunnels dug by sappers; just not collapsed any on yourself. Fail and suffer a vicious wound. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 7

Advantage: Longboat Democracy (S)

Sieges 10: Recognize the subtle signs that the besieged city is suffering from critical shortages, sickness and desertion. Success and all players take actions on Storm Walls. But, fail and fall with a vicious wound. Regardless, every player character adds a half D8 steps on his tally of Warped Outcomes;

just add the value, do not generate further event. **Difficulty:** 10 **Advantage:** Longboat Disease Free (I)

Sieges 9: Prevent the enemy from supply; interdict every approach, while enjoying the captured spoils. Success and all players gain Tactics Pip going forward. Flair – if this takes place on an island, use Engagements Ship to Ship to defend a naval blockade; let success there generate a victory or a bonus Quest Pip. **Difficulty:** 12

Advantage: Longboat Abundant Stores (M)

Sieges 8: Respond immediately to the ear shattering screech of a chain pulley crossing through an iron winch, being used to raise the portcullis; the enemy is riding forth. (Next time he may grease that mechanism if his plan today isn't proven folly.) Fail and suffer Shaken (penalty). Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 10 **Advantage:** Longboat Battle Ready (H)

Sieges 7: Calm the eagerness of some associates who think this whole waiting game is a waste of time. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Flair – Ref may decide to use a modified Q&D Magical Gate to test whether the players gain Storming Actions. Regardless, all players must return to battle despite vicious, knock out, mishap or previous escape. **Difficulty:** 12 **Advantage:** Longboat Pure No-Curse (J)

Sieges 6: Thwart a traitor or assassin sent surreptitiously by the enemy. Fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Longboat Treachery Expunged (G)

Sieges 5: Continue to punish the eager; patience is required. The siege grinds on through many rains. The enemy towers have machicolations, slotted overhangs, which make a direct assault unwise; superb water drainage and collection slakes any enemy thirst, while keeping his platforms solid. His architect knew what he was doing.

Option to quit the siege as inconclusive. Else, risk a roll with success gaining further action on Storm Walls. But, fail and each player character loses one Swaggering Technique, starting with the dice roller. Any loss may be taken personally, or from a weapon, mount or magical ability. It may even be suffered collectively on the group's longboat (if present). A character with no techniques to lose is outright slain. If any character in the party has the Wizardry Psionics (B), Difficulty decreases by three. **Difficulty:** 13 **Advantage:** Longboat Vermin Free (N)

Sieges 4: Fortunately, the enemy has built his drawbridge to keep journeymen merchants inside; a pay to depart sort of arrangement. Unfortunately in response, many small gates and hacked tunnels were fashioned into beautifully built Roman walls. Now you have to watch them all to prevent mischief. Fail and all players suffer Shaken (penalty). Regardless, all players may select events for Storm Walls. **Difficulty:** 11 **Advantage:** Skill Equestrian

Sieges 3: Employ the enemy's own peasants to dig under the corner towers, swinging a ram from that mine's cross beams, and relentlessly whacking at the foundation stone. Success and gain a Tactics Pip going forward. If the character is Trait Clever, Difficulty decreases by three. **Difficulty:** 12 **Advantage:** Longboat Noble Allegiance (K)

Sieges 2: Caught sleeping on your watch; respond to recover your credibility. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. If the character has not checked Growth Ignoble, he does so now with the understanding that he's frivolous; he cannot take anything or anyone seriously. The whole party will eventually adopt his indolent ways or beat this silliness

out of him. **Difficulty:** 9 **Advantage:** Longboat Vigilant (E)

Sieges Ace: Parade your forces in their finest regalia, knowing this will demoralize the enemy and even bring mercenary turncoats to your side. Success and the siege is over; the enemy has surrendered. **Difficulty:** 11 **Advantage:** Longboat Treasure Laden (D)



Q&D Storm Walls (Towers)

Storming King: Pay a traitor to open the fortress' side door or even the main portcullis. Success and the battle has been won; the remaining enemy forces are broken and surrender. **Difficulty:** 9 **Advantage:** Skill Briber

Storming Queen: Follow an infiltration plan to break the cantilever on the drawbridge. Success and the battle has been won; the remaining enemy forces are broken and surrender. Flair – Ref may conduct this actual action using the regular combat rules against an enemy force double the size of the players (a one room battle to open the fortress entrance). **Difficulty:** 11 **Advantage:** Longboat Seasoned Crew (L)

Storming Knight: Finish the check-off of this part of your objectives and breach the enemy walls. Success and the battle has been won; the remaining enemy forces are broken and surrender. But, fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be

suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. **Difficulty:** 8 **Advantage:** Longboat Elite Goals (A)

Storming Knave: Your forces hesitate, as you reach the top, watching you fight to see how much spunk is left in the enemy. Fail and all players return to the Siege. If any character in the party has the Wizardry Demigod (A), Difficulty decreases by three. **Difficulty:** 9 **Advantage:** Skill Duelist

Storming 10: Charge the barbican with a squad of your bravest, only to discover the keep's passageway is honeycombed with murder holes. Fail and suffer a vicious wound. If the character is Trait Bold, Difficulty decreases by three. **Difficulty:** 9 **Advantage:** Skill Armorer-Smithy

Storming 9 Storming: Sacrifice a few lads to prevent the enemy from extending the hoardings, sitting atop the wall. If he gets that extra three feet, his flaming arrows or dropped stones may kill more than an initial few. Fail and suffer Shaken (penalty). If the character is Trait Methodical, Difficulty decreases by three. **Difficulty:** 11

Advantage: Longboat Comradery (P)

Storming 8: Feel the first cold viscous drop of what you realize is death; dash before the enemy's oil is ignited. Fail and suffer a vicious wound. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 8

Advantage: Skill Berserker

Storming 7: Contort and force your way through a sewer or drainage pipe; from there it's on to capture a secondary gate. Success and the battle has been won; the remaining enemy forces are broken and surrender. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If any character in the party has the Wizardry Shape Shifting (J), Difficulty decreases by three. **Difficulty:** 10

Advantage: Skill Acrobat

Storming 6: Take a ram to the main gate, one of the most tactically direct, but potentially disastrous methods of entrance; many could be lost driving the ram. Fail and all players return to the longer Siege. Regardless, lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. Lastly, for each pip of the dice under the target, the players have sacrificed five percent of their total servitor force of crew and soldiers. If the character is Trait Rugged, target Difficulty decreases by three. **Difficulty:** 15

Advantage: Longboat Battle Hard (T)

Storming 5: Set your ladder or grapnel and scale the walls. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, gain one Swaggering Technique of your choice. This may be taken in any form, including on your vessel. If any character in the party has the Wizardry Telekinesis (D), Difficulty decreases by three. **Difficulty:** 13

Advantage: Skill Mountaineer

Storming 4: Wrangle the belfry into position, hoping the freshly skinned deer hide cover on your climbing tower repels fire. Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 9 **Advantage:** Skill Brawler

Storming 3: The troops look forward to attacking on a holy day or anniversary of some festival; a wrong needs avenging. However, the enemy may also use this obvious date to his advantage. Fail and all players suffer Shaken (penalty). **Difficulty:** 9 **Advantage:** Longboat Religiously Inspired (C)

Storming 2: Personally, stack the bales and faggots of wood, to set the wall foundation to crack under the blaze. However, the sappers' mine was not correctly positioned; by error or magical counter is anyone's guess. Fail and suffer Shaken (penalty). Regardless, lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. If the character is Trait Energetic, Difficulty decreases by three.

Difficulty: 8 **Advantage:** Skill Pugilist

Storming Ace: Shatter an improvised buttress added by the enemy to keep a damaged wall from falling. Success and the battle has been won; the remaining enemy forces are broken and surrender. But, fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Skill Man-at-Arms

Q&D Defending Citadel

Defense King: Carefully count, store and guard the citadel or town's collective provisions. Success and enemy is driven away (though maybe a year later); the siege has been lifted. If any character in the party has the Wizardry Precognition (E), Difficulty decreases by three. **Difficulty:** 10 **Advantage:** Skill Steward



Defense Queen: Establish a hospital, not just for the wounded, but for the famished, weary and diseased. Success and enemy is driven away; the siege has been lifted. Regardless, all players must return to battle despite vicious, knock out, mishap or previous escape. **Difficulty:** 13 **Advantage:** Skill Barber (Chiurgeon)

Defense Knight: Selectively broach the enemy and establish a network of turncoats and opportunists, men who will help secure much needed victuals and profitable luxury items. Success and enemy is driven away in frustration; the siege has been lifted. **Difficulty:** 12 **Advantage:** Skill Spy

Defense Knave: Toss stone after stone, dump the oil and tactically ignite the moat, keep the enemy from reaching the walls, even if it takes digging your own intersecting attack tunnels. Fail and suffer a vicious wound. Against Large+ adversaries, the Difficulty increases by three. **Difficulty:** 11 **Advantage:** Skill Grit-Fortitude

Defense 10: Enact a silent rotation from post to post, punctuated by intermittent shouts and laughter, allowing you to make your small force appear as a gregarious army. Success and enemy is driven away in resignation; the siege has been lifted. If any character in the party has the Wizardry Illusions (I), Difficulty decreases by three. **Difficulty:** 13 **Advantage:** Longboat Orderly Kept (Q)

Defense 9: Reduce desertion by posting the penalties and punishing any talk of escape or surrender. Fail and suffer a vicious wound. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. If any character in the party has the Wizardry Paralysis (Q), Difficulty decreases by three. **Difficulty:** 9 **Advantage:** Skill Tormentor

Defense 8: Set tripwires and bell alarms to signal the enemy approach. Fail and raiders continue to achieve surprise; suffer Shaken (penalty). Regardless, lose any

Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. If any character in the party has the Wizardry Animate Objects (O), Difficulty decreases by three. **Difficulty: 9 Advantage:** Skill Houndsman (Beasts)

Defense 7: Sneak out to hunt local game, perhaps doing so numerous times as need arises. Success and enemy is driven away; the siege has been lifted. But, fail and suffer a vicious wound. **Difficulty: 7**

Advantage: Skill Hunter

Defense 6: Without causing a panic, know that your dwindling numbers require the sick and dying to continue their turns on the watchtowers. Fail and the citadel is lost; the defenders chose surrender over further depravation. If any character in the party has the Wizardry Necromancy (H), Difficulty decreases by three. **Difficulty: 8 Advantage:** Skill Slave Driver

Defense 5: Rove and appear as hundreds, firing through countless embrasures, while avoiding any pattern of detection. Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques is outright slain. **Difficulty: 10 Advantage:** Skill Bowman

Defense 4: Sally forth and rout the sappers, setting the enemy back months in his preparations to undermine the walls. Success and enemy is driven away by shortfalls; the siege has been lifted. But, fail and suffer Shaken (penalty). Regardless, the enemy will become desperate and use a magical portal; events should continue there, until the gate is closed. Against Large+ adversaries, the Difficulty increases by three. **Difficulty: 10 Advantage:** Skill Rabblouser

Defense 3: Desalinate a pool of brackish water; no one need go thirsty especially by the sea. Fail and all players suffer Shaken (penalty). Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty: 8**

Advantage: Skill Apothecary

Defense 2: Turn one pig into two, before the townsfolk seek to butcher a horse. Fail and suffer Shaken (penalty). If any character in the party has the Wizardry Conjunction (L), Difficulty decreases by three. **Difficulty: 9 Advantage:** Skill Farrier-Breeder

Defense Ace: Use every available plot of land to start growing vegetables – seed, sun and water, some blessed bluestones perhaps. Success and enemy is driven away; the siege has been lifted. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If any character in the party has the Wizardry Geomancy (C), Difficulty decreases by three. **Difficulty: 8 Advantage:** Skill Horticulturist



Q&D Magical Gates

Gates King: Test all the common passwords and protections, which might dispel the relocation sphere. Success and the enemy spellcasters were thwarted and broken. Upon failure, continue to try and close the gate. If any character in the party has the Wizardry Power Words (S), Difficulty decreases by three. **Difficulty: 8 Advantage:** Skill Delver

Gates Queen: Locate the internal power supply and shut the god-cursed contraption down. Success and the enemy spellcasters were thwarted and broken. But, fail and lose any Blade or Mount Technique. If none available on the selecting player, the lowest level character of the group suffers vicious injury. Upon failure, continue to try and close the gate. If any character in the party has the Wizardry Voltaic (N), Difficulty decreases by three. **Difficulty:** 8 **Advantage:** Skill Tinker

Gates Knight: Consult with mystics and lore guides, pray for divine or Zaire intervention. Success and the enemy spellcasters were thwarted and broken. Upon failure, continue to try and close the gate. **Difficulty:** 9 **Advantage:** Longboat Arcane Sentinel (F)

Gates Knave: Sing your song of six pence, dilly-dilly, hoping to alleviate tension. Fail and all players suffer Shaken (penalty). Regardless, other players must continue to try and stop the threat. If the character is Trait Gifted, Difficulty decreases by three.

Difficulty: 13 **Advantage:** Skill Minstrel

Gates 10: Follow a hunch, take a leap of faith, do what you once heard a guy in that place do that was supposed to be reliable. Fail and lose any Wizardry Technique. If none available, the character takes a vicious. Regardless, other players must continue to try and stop the threat. **Difficulty:** 9 **Advantage:** Skill Gambler

Gates 9: When performing counter magic, always best to be ready to greet something unworldly, which might peek out from forbidden realms. Fail and lose any Blade or Mount Technique. If none available, the character suffers vicious injury. Regardless, other players must continue to try and stop the threat. **Difficulty:** 7 **Advantage:** Skill Courty Grace

Gates 8: Speak the guttural tones made by mouths, whose shape has no lips, teeth or tongue. Success and the enemy

spellcasters were thwarted and broken. But, fail and suffer a vicious wound. Upon failure, continue to try and close the gate. If any character in the party has the Wizardry Hexes (M), Difficulty decreases by three. **Difficulty:** 11 **Advantage:** Skill Linguist

Gates 7: Circumvent the enemy's planned portal and connect the gate to another distant magical domain, usually deep in the Unending Gray. Success and the enemy spellcasters were thwarted and broken. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Upon failure, continue to try and close the gate.

Difficulty: 14 **Advantage:** Skill Cartographer

Gates 6: Twist your fingers and manipulate obscene controls within an oozing pocket or panel. Fail and suffer a vicious wound. Regardless, other players must continue to try and stop the threat. **Difficulty:** 9 **Advantage:** Skill Pickpocket

Gates 5: The amount of precious metals that bind the horizontal circle imply a path-bracelet of antiquity is being employed. Success and the enemy spellcasters were thwarted and broken. Upon failure, continue to try and close the gate. If any character in the party has the Wizardry Demonic (F), Difficulty decreases by three. **Difficulty:** 12 **Advantage:** Skill Goldsmith

Gates 4: Cover the entrance with something real and tangible; a ton of dirt and stone would be a nice start. Success and the enemy spellcasters were thwarted and broken. Upon failure, continue to try and close the gate. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 9 **Advantage:** Skill Prestidigitation

Gates 3: Assume this be one of them alien star-ways and act accordingly. Success and the enemy spellcasters were thwarted and broken. Upon failure, continue to try and close the gate. If any character in the party has the Wizardry Celestial (G), Difficulty

decreases by three. **Difficulty:** 11

Advantage: Skill Mariner

Gates 2: Eenie, meenie, miney, moe...there are many such gates in legend and lore; all have particular on-off switches. Success and the enemy spellcasters were thwarted and broken. Upon failure, continue to try and close the gate. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 13

Advantage: Skill Occult Scholar

Gates Ace: The gate may only be closed with a special symbol. However, the glyph is embossed in another part of the city. Transcribe what you need post haste. Success and the enemy spellcasters were thwarted and broken. But, fail and the battle is lost; the defenders chose surrender rather than being magically sacked. The players are often betrayed and captured. If any character in the party has the Wizardry Cosmic (T), Difficulty decreases by three. **Difficulty:** 7 **Advantage:** Skill Forger

Major Tarot Conflict of Arms

Conflict Arms Magician: The action has inspired a new NPC in play. This character is usually a grumbler, a person who complains on behalf of the soldiers or crew. To punish a grumbler is to risk further defiance. Best to perform well and give the pundit nothing to speak ill of. If the crew already has an established grumbler, that man has died in battle and is now replaced by an even more dynamic leader.

Inverted, if the group's vessel has Longboat Elite Goals (A), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms High Priestess: Following the battle, the selecting player receives any Wizardry technique as a bonus learned from the action. This bonus may not be used to make another technique locked as *Glorious*.

Inverted, if the group's vessel has Longboat Pure No-Curse (J), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Empress: The field battle loses all semblance of sides. The players will not select Rear Guard actions. Any player forced into the rear will instead take Method Escape.

Inverted, if the group's vessel has Longboat Orderly Kept (Q), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Emperor: Following the battle, the selecting player receives any Blade technique as a bonus learned from the action. This bonus may not be used to make another technique locked as *Glorious*. If this card was selected during Rear Guard Actions, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Noble Allegiance (K), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Hierophant: If the players are defending in a siege, they must try to prevent a Magical Portal from causing catastrophic loss. If they fail, the citadel is taken by the enemy. Ref must decide what happens to the players in the aftermath: escape, fight on from outside, off to Digressions, just three options of many?

Inverted, if the group's vessel has Longboat Religiously Inspired (C), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Lovers: The vanguard of the ship's crew has suffered a particularly devastating loss. There may be a master with a specific skill killed, or the overall casualties leave the ship short of rowers, sailors and soldiers. This limitation requires role-play to

mitigate. Sure, one of the player characters might sub-in and perform the role, but ideally, he will want to go off and adventure. Take note of the shortfall; apply a Quest Pip penalty should the shortfall not be corrected.

Inverted, if the group's vessel has Longboat Treasure Laden (D), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Chariot: Receive unrequested help from a third party force or rebellious troops of the enemy. Gain Tactics Pip.

Inverted, if the group's vessel has Longboat Inhuman Watchdogs (R), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Justice: Any stress on the longboat's techniques could be critical. From here on out, keep track of any three dice Advantage attempt or any event that mentions and utilizes one of the group's longboat techniques. After the battle, all those exploited techniques, one by one, will only be retained once the highest level player character of the group rolls success at Ordinary. If the boat is left crippled and foundering (no techniques), let the players attempt repairs for at least one salvageable technique. However, the mission's overall success could be imperiled if the party is left crippled in travel.

Inverted, if the group's vessel has Longboat Democracy (S), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Hermit: Discover a clue to the mission; this insight usually does not change the battle at hand but will aid the players going forward on the continuing adventure. Perhaps gain a Quest Pip as reward for this discovery, or move to an advantageous condition like Sunder Shields,

Storm Walls or even outright enemy abandons the siege allowing the player characters to exit.

Inverted, if the group's vessel has Longboat Treachery Expunged (G), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Wheel of Fortune: Shuffle the deck and continue.

Conflict Arms Force: Following the battle, the selecting player receives any personal swaggering technique as a bonus learned from the action. This bonus may not be used to make another technique locked as *Glorious*. If this card was selected during a field battle Full-Out Charge, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Battle Ready (H), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Hanged Man: The ship blames a particular person for a loss, or after the battle decides someone was cowardly. Take note and continue. This scapegoat should be given a name. Rarely, a player character has the role, but the Ref may consider the dice results in the battle so far and decide otherwise. If the scapegoat does not redeem himself, he will probably be found murdered. If so, what do the players do then?

That should result in a Quest Pip penalty. This event will have lingering negative consequences and may become a series of random people blamed for mishaps beyond anyone's control. The whole crew may need to be punished or replaced.

Inverted, if the group's vessel has Longboat Undamaged (O), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Death: The servitor soldiers plead for staid leadership. The players may not select Full-Out Charge actions; ignore any result that would move there.

Inverted, if the group's vessel has Longboat Abundant Stores (M), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Temperance: After the battle, if possible, the group will return to sea voyages; the group will avoid travel overland, even if it means a long circuitous route. If that proves to be impractical in the campaign, or for the objectives of the mission, then the group should at the very least abstain from further land battles. For the rest of the adventure, any such action starts with all players Shaken (penalty). If this card was selected during Form Ranks & Hold, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Comradery (P), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Devil: Selecting player character adds a full D8 to his Warped Outcome Tally and suffers that event. If this card was selected during Skirmish, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Arcane Sentinel (F), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Tower: The vanguard is exhausted; the battle cannot be continued. No matter where the players are on the tables, they immediately stop and escape with losses determined by the Ref. Maybe ten percent, unless the result happened during Rally (then 25%). Whether morale can be restored, and the enemy can be attacked yet again in a

critical part of the climax, is also entirely up to the Referee.

Inverted, if the group's vessel has Longboat Battle Hard (T), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Star: The enemy calls up a legion's worth of reinforcements. Move all players to Rally and continue from there. If involved in any part of siege, continue instead as Shaken (penalty).

Inverted, if the group's vessel has Longboat Charted Path (B), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Moon: For the remainder of the adventure, the selecting player will not apply one of his character's traits (his choice) in any situation or combat. The Trait returns to normal, once the adventure ends and before beginning the next one.

Inverted, if the group's vessel has Longboat Vermin Free (N), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Sun: If the next event result is a success, the player may select any Longboat technique (A) to (T) as an additional reward. This technique may be brought with the vanguard off the vessel.

Conflict Arms Judgment: Following the battle, the selecting player receives any Mount technique as a cautionary bonus. This bonus may not be used to make another technique locked as *Glorious*. If this card was selected during Sunder Shield Wall, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Vigilant (E), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms World: The action moves from siege to open land battle. If the land battle is won, the siege too is ended in triumph (from either outside or in to the players' benefit). If the players were already in a land battle, some how they are caught inside of a siege, even by taking refuge in a crumbling castle or abandoned stockade.

Inverted, if the group's vessel has Longboat Disease Free (I), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

Conflict Arms Fool: Following the battle, the selecting player loses one skill

from atrophy or neglect. He should select something his character has not attempted in some time. As with other losses of importance, either the Trait Bold or Clever shall be applied to immediately cancel this penalty. If this card was selected during Rally, the player character is knocked unconscious.

Inverted, if the group's vessel has Longboat Seasoned Crew (L), a failed result on the next event means that technique is also lost. This loss may occur, even if that technique is not part of the vanguard's subset.

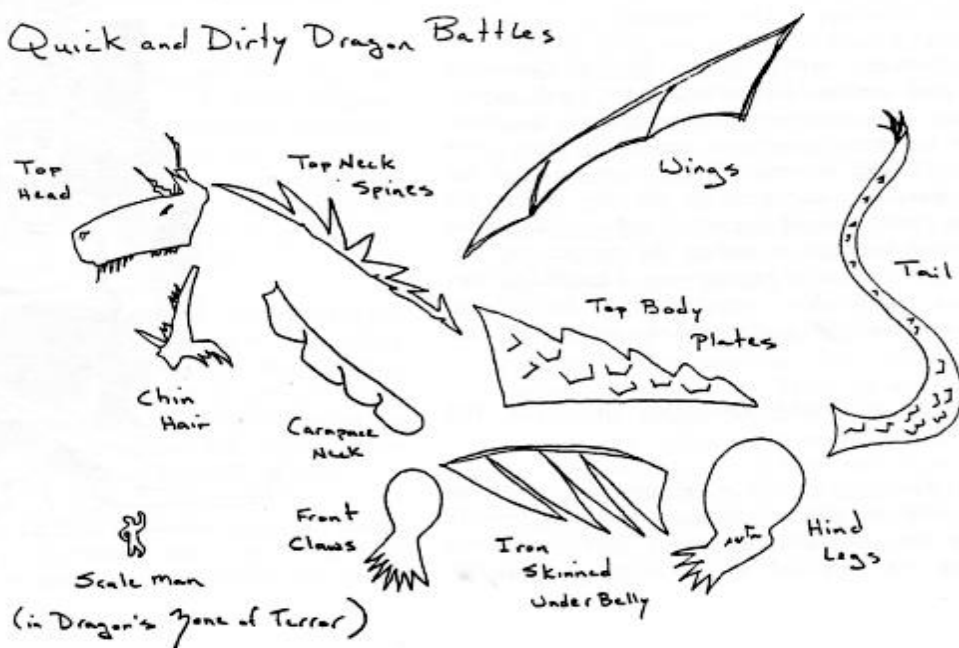


Q&D Dragon Battles

When the players attack a dragon, it is not as simple as battling a man or by that matter a common beast. The dragon is so powerful, invulnerable, enchanted and dare say so wonderfully fantastic that the battle would not be simply an exchange of blows. The player characters would improvise; there's no way to plan such a thing as killing a dragon.

All characters start inside the monster's Zone of Terror, subject to the dragon's fiery breath. Common soldiers and servitors either freeze in fright to be quickly vanquished or rout away, often never to be seen again. Only player characters may generate actions to battle a dragon. Each player is on his own, keeping track of where he's located around or on the beast.

Quick and Dirty Dragon Battles



The dragon's Top Head and Chin Hair are considered cramped and restricted to one character there at a time. When instructed to move to an already occupied *Cramped Area*, a harrowing place that only allows one person to grapple, the lower level character instead is placed back at the Zone of Terror. At the Referee's option the displaced character gets one more action, before being tossed. He could gain the kill opportunity and end this. Or, this could give the player a chance to move his character someplace else. All depends on his next event roll, or else he effectively starts over in the Zone of Terror.

The Ref may decide that any area is Cramped. Even when some of these places, like limbs, seem to have spots for multiple players, the Ref's restriction applies. A twenty legged dragon might still only allow one player on its hindquarters. Anymore and it panics, takes to the air, flies to twenty thousand feet and waits for the characters' lungs to run out of air. Perhaps that explains why it's best to fight these monsters inside of vaulted lairs.

Should the dragon be slain, all player characters must each generate one final result to survive the dragon's Dance of Death. This event might even kill a few player characters, especially any who have already received a wound in this or a previous battle.

Since most dragons will be hunted into a lair, the players will not gain benefit from either Mount or Longboat techniques. Magic is also very dangerous; that too is



reflected in these tables, but also, no Wizardry technique will substitute for Blade or Personal swaggering.

Do not apply a Defensive Modifier on this table; the rolls have already been weighted. The party is in for a fight. If the Ref wishes to make the battle more dangerous, he can let the monster ignore its first kill.

After defeating it the first time, do not follow with the Dance of Death (yet). All players are put back in the Zone of Terror for a second series of rounds. Maybe the mother (of all dragons) shows up. Continue on the tables for the true kill (and Dance of Death).

Dragon Battles Quicklook Table				
	Zone of Terror	Tail	Hind Leg	Wing
King	Move (13)	Move (8)	Move (13)	DieUp (9)
Queen	Move (14)	Move (9)	Move (14)	Move (13)
Knight	Move (13)	Move/Vic (8)	Move/Vic++ (11)	Move/Vic (12)
Knave	DieSad (9)	Toss (10)	Toss (11)	Toss (13)
10	Move/Vic (10)	Move/Vic (11)	Move/Vic-- (11)	Move/Vic (10)
9	DieUp (13)	DieUp (13)	DieUp (13)	DieUp (13)
8	DieSad (11)	DieSad (12)	DieSad (10)	Vic (12)
7	DieUp/Vic (11)	DieUp/Vic (10)	DieUp/Vic (9)	DieUp/Vic (12)
6	Vic (9)	Vic (12)	Vic (7)	Vic (11)
5	Warp-- (11)	Toss (9)	Toss (7)	Toss (11)
4	Vic++ (12)	Vic (11)	Vic (6)	Vic (12)
3	Move/Vic (13)	Move/Vic (9)	Move/Vic (7)	Toss (12)
2	nSwag (11)	Toss (8)	Toss (8)	Toss (13)
Ace	Move (9)	Move (7)	Move (7)	Move (11)

	Body Plates	Underbelly	Front Claw	Neck Carapace
King	Move (6)	Move (11)	Move (12)	Move (10)
Queen	Move (7)	Kill (12)	Move (12)	Move (11)
Knight	Move/Vic (7)	Move/Vic (9)	Move/Vic (12)	Move/Vic (11)
Knave	Toss (7)	Toss (11)	Toss (12)	Toss (9)
10	Move/Vic (8)	Move/Vic (10)	Move/Vic (13)	Move/Vic (12)
9	DieUp (9)	DieUp (11)	DieUp (13)	DieUp (13)
8	DieSad (7)	DieSad (10)	Vic-- (12)	DieSad (12)
7	noSwag (8)	noSwag (9)	DieUp/Vic (13)	Toss (11)
6	Vic (6)	Vic (9)	Vic (11)	Vic (11)
5	Move/Vic (8)	Move/Vic (9)	Toss (10)	noSwag-- (12)
4	Vic (7)	Vic (10)	Vic (12)	Toss (9)
3	Move (8)	Move/Vic (10)	Vic (13)	Move (15)
2	Warp (9)	Warp (12)	Toss (14)	Warp (9)
Ace	Move (7)	DieUp/Vic (13)	Move (11)	Move/Toss (9)

	Neck Spines	Chin Hair	Top Head	Dance of Death
King	Kill (14)	Kill (13)	Kill (9)	Safety (11)
Queen	Move (9)	Move (12)	Move/Vic (7)	Warp (12)
Knight	Move/Vic (10)	Move/Vic (12)	Kill (10)	noSwag (12)
Knave	Toss (8)	Toss (13)	Toss (7)	Vic (9)
10	DieUp-- (9)	DieUp (13)	DieUp (10)	Warp (11)
9	DieUp (10)	DieUp (13)	DieUp (11)	noSwag (10)
8	Vic++ (9)	Vic (7)	Vic (7)	Vic (10)
7	noSwag (9)	noSwag (7)	noSwag (7)	Warp (11)
6	Vic (10)	Vic (8)	Vic (8)	Vic (11)
5	Toss (10)	Toss-- (8)	Toss (8)	noSwag (11)
4	Vic (11)	Vic (9)	Vic (9)	Vic (12)
3	Move&DieUp++ (11)	Move/Warp (10)	Move/Vic (7)	Warp (12)
2	Warp (11)	Warp++ (7)	Warp (9)	Vic (12)
Ace	Move (9)	Kill (12)	Kill (7)	Safety (9)

Key:		
	Vic	Avoid Vicious
	DieSad	Avoid Dice penalty
	DieUp	Gain Bonus Dice
	Warp	Avoid Magic Mishap
	noSwag	Avoid loss swagger
	Kill	Chance Victory
	Move	Change Position
	Toss	Back to Start
	Safety	Save Another
	--	Extra bad things
	++	Extra nice things

Note, these tables have been adapted several times for various systems and even as an article for Space Gamer magazine. Each time I think they get a bit better. Yet that's my vanity speaking. Again, all combat begins in the Dragon's Zone of Terror.

Q&D Zone of Terror

Zone Terror King: Flatter the great beast and get it to nod or laugh. Success and move to the Neck Carapace. **Difficulty:** 13 **Advantage:** Swagger Repartee (P)

Zone Terror Queen: Slowly circle and induce the beast to turn and face an ally or an unseen host. Success to move to the Hind Legs. **Difficulty:** 14 **Advantage:** Trait Clever

Zone Terror Knight: Harpoon or grapple the thing and haul yourself up the drag line. Success to move to the Wings. **Difficulty:** 13 **Advantage:** Swagger Chiasmic Action (D)

Zone Terror Knave: Shout and inspire, get all to see this as just another animal that needs killing. Fail and all players suffer Shaken (penalty). **Difficulty:** 9 **Advantage:** Skill Rabblrouser

Zone Terror 10: Struck by the swipe of a horned tipped tail. Success and move to the Tail. But, fail and suffer a vicious wound. **Difficulty:** 10 **Advantage:** Trait Rugged

Zone Terror 9: Poke some holes in the webbed wings and prevent them from creating a tornado by fanning the area. Success and all players gain a Tactics Pip for the rest of the action. **Difficulty:** 13 **Advantage:** Skill Bowman

Zone Terror 8: Taunt and command the beast to deal with you first. Fail and selecting player suffers Shaken (penalty). **Difficulty:** 11 **Advantage:** Trait Bold

Zone Terror 7: Find something in the surroundings to deflect the lash of flame. Success and selecting player gains Fury Pip. But, fail and suffer a vicious wound. **Difficulty:** 11 **Advantage:** Blade Ingenious (A)

Zone Terror 6: Avoid the flaming breath of the monster by protecting yourself behind cover and staying clear of the path of the dragon's swinging neck. Fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Swagger Better Valor (B)

Zone Terror 5: Numb the pain of a sever burn. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, player is Shaken (penalty). **Difficulty:** 11 **Advantage:** Skill Barber (Chiurgeon)

Zone Terror 4: Overcome the impulse to treat the dragon's actions as instinctive; there is a pattern to its attacks. Fail and suffer a vicious wound. Regardless, all players gain Fury Pip. **Difficulty:** 12 **Advantage:** Trait Methodical

Zone Terror 3: Swiped up in a claw; struggle to prevent the creature from merely crushing you. Success and move to the Front Claws. But, fail and suffer a vicious wound. **Difficulty:** 13 **Advantage:** Trait Gifted

Zone Terror 2: Experience the inferno, when swatted to the side of the arena by the combined strike of claw, neck and tail. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. **Difficulty:** 11 **Advantage:** Blade Defender (F)

Zone Terror Ace: Triple jump from the floor, to step up on the claw, to leap fully on the back of the beast. Success to move to the Top Body Plates. **Difficulty:** 9 **Advantage:** Trait Energetic

Q&D Grapple Tail

Tail King: Use the natural flex of the tail to bring, fling or flick you forward. Success and grapple on the Top Body Plates. **Difficulty:** 8 **Advantage:** Trait Energetic

Tail Queen: Slide down toward the animal's rump and take hold of a massive femur. Success and grapple on the Hind Legs. **Difficulty:** 9 **Advantage:** Trait Gifted

Tail Knight: Navigate through the creature's thorny dorsal blades, passing the

pelvis and onto the thoracic vertebra, without getting punctured. Success and grapple on the Top Body Plates. But, fail and suffer vicious wound. **Difficulty:** 8 **Advantage:** Blade Herculean (J)

Tail Knave: Interlock your fingers and hold on tight. Fail and continue next round in the Zone of Terror. **Difficulty:** 10 **Advantage:** Skill Pugilist

Tail 10: Loop a muscular tail around a powerful tarsal; you won't be able to keep the two fused for long, before the dragon spins and snaps. Success and grapple on the Hind Legs. But, fail and suffer vicious wound. **Difficulty:** 11 **Advantage:** Skill Brawler

Tail 9: Puncture a hole through a pelvic scale and use it to thread a stay line around the beast's tail. Success and all players gain a Tactics Pip bonus for the remainder of combat. If the character is Skill Mariner, Difficulty decreases by two. **Difficulty:** 13 **Advantage:** Blade Bounding (C)

Tail 8: Feel your joints crack as the creature tries to violently wrest you loose. Fail and selecting player suffers Shaken (penalty). **Difficulty:** 12 **Advantage:** Trait Rugged

Tail 7: Shout defiantly and draw the dragon's focus, twisting back toward its own tail. Success and selecting player gains Fury Pip. But, fail and suffer a vicious wound. **Difficulty:** 10 **Advantage:** Trait Bold

Tail 6: Perhaps you now realize that hanging on the beast holds as much peril as skittering about its lair. Fail and suffer a vicious wound. Optional, character may release his grip and return to the Zone of Terror to avoid failing this action. **Difficulty:** 12 **Advantage:** Trait Clever

Tail 5: Even if what you tackle isn't a neck, it has the shape required to apply a full nelson. Fail and tossed back into the Zone of Terror. **Difficulty:** 9 **Advantage:** Swagger Wrestling Holds (T)

Tail 4: Not sure if your hands are wet from your own sweat or from discovery that the worm is slimy; consider you're at the other end from how it eats? Fail and suffer vicious wound. **Difficulty:** 11 **Advantage:** Skill Acrobat

Tail 3: While treating the entire tail as one long slashing sword, determine that your block and parry are diminished. Success and grapple on the Hind Legs. But, fail and suffer vicious wound. **Difficulty:** 9 **Advantage:** Blade Fantastic (D)

Tail 2: Time the recoil of the snapping tail, as you would the sling of a trebuchet. Fail and tossed back into the Zone of Terror. **Difficulty:** 8 **Advantage:** Skill Artillerist

Tail Ace: Climb in reverse; instead of down, go up the length – use the bent tail as a stair to a leveraged position. Success and grapple on the Top Neck Spines. **Difficulty:** 7 **Advantage:** Trait Methodical

Q&D Grapple Hind Leg

Hind Leg King: A study in monstrous anatomy – the tail bone is connected to the leg bone; the leg bone connects where? Success and continue grappled to the Top Body Plates. **Difficulty:** 13 **Advantage:** Trait Methodical

Hind Leg Queen: Forget about any patient course, find or fashion yourself a toe hold and shimmy up this thing, but quick. Success and continue grappled to the Top Body Plates. **Difficulty:** 14 **Advantage:** Trait Clever

Hind Leg Knight: Cleave off the dragon's leg; it has several but give the beast a taste of its impending doom. Success and continue grappled to the Top Body Plates. But, fail and suffer vicious wound. Regardless, all players gain Tactics Pip going forward. **Difficulty:** 11 **Advantage:** Blade Gladiatorial (R)

Hind Leg Knave: Stab, but you're only a flea on a scratching cur, a very grand

dog perhaps. Fail and continue next round in the Zone of Terror. **Difficulty:** 11
Advantage: Trait Rugged

Hind Leg 10: Discover the rear paws will articulate and grasp as dexterous as the front claws. Success and continue grappled to the Tail. But, fail and suffer vicious wound. Regardless, all players suffer Shaken (penalty). **Difficulty:** 11 **Advantage:** Skill Berserker

Hind Leg 9: From the vantage, spear the thing in its genitals. Success and gain Command Pip. **Difficulty:** 13 **Advantage:** Skill Duelist

Hind Leg 8: Scream as you slip too far, finding yourself squashed between the dragon's stomping foot and the ground. Fail and selecting player suffers Shaken (penalty). Flair – in the Underworld, the typically hardened stone surfaces should inflict a vicious wound upon failure. **Difficulty:** 10
Advantage: Trait Bold

Hind Leg 7: Use this vantage—astride a knee—to assess the monster's age and scale integrity. Success and selecting player gains Catbird Seat. But, fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Swagger Speed & Guile (R)

Hind Leg 6: Pinned between two toes, brace and spread the sinewy phalanges. Fail and suffer a vicious wound. **Difficulty:** 7
Advantage: Blade Lithe (H)

Hind Leg 5: Wriggle and adapt to the creature as it shifts, hips and rolls to knock you loose. Fail and tossed back into the Zone of Terror. **Difficulty:** 7 **Advantage:** Trait Energetic

Hind Leg 4: Lighten your weight, apply just the faintest of touch to clench and conceal yourself in a leathery fold. Fail and suffer a vicious wound. **Difficulty:** 6
Advantage: Trait Gifted

Hind Leg 3: While roping and restraining one armored leg, bat away and deal with the other (or five others on some beasts). Success and continue grappled to the

Tail. But, fail and suffer vicious wound. **Difficulty:** 7 **Advantage:** Skill Armorer-Smithy

Hind Leg 2: Apply your arms with strength and shield with skill. Fail and tossed back into the Zone of Terror. If character has Swaggering Mastery Shield (O), Difficulty decreases by three. **Difficulty:** 8 **Advantage:** Skill Man-at-Arms

Hind Leg Ace: Restrain the leg and force the monster to widen its stance for stability. Success and continue grappled to the Iron Skinned Underbelly. Flair – on your very next selection of Underbelly (only) treat Knave as Queen. **Difficulty:** 7 **Advantage:** Blade Meshed (Q)

Q&D Grappled Wing

Wing King: Shred the interfemoral membrane. Success and all players gain Tactics Pip. **Difficulty:** 9 **Advantage:** Blade Biting (L)

Wing Queen: Use your examination of lifeless creatures, to understand the webbing as interconnected exaggerated fingers, articulated like a bat. Success and continue grappled to the Top Body Plates. **Difficulty:** 13 **Advantage:** Skill Delver

Wing Knight: Drop down, rather than being haphazardly flung, between the back scales and spine plates. Success and continue grappled to the Top Body Plates. But, fail and suffer vicious wound. **Difficulty:** 12
Advantage: Swagger Charismatic Style (C)

Wing Knave: Hold on to the abductor (thumb claw) like the pommel of a saddle and ride out the flap as you would to tame a bucking horse. Fail and continue next round in the Zone of Terror. **Difficulty:** 13
Advantage: Skill Equestrian

Wing 10: Nauseated by the contortions of angular flaps, leap backward to a less erratic position. Success and continue grappled to the Tail. But, fail and suffer vicious wound. Flair – the vicious wound is received from falling on a back spine; the

player may continue from Top Plates, provided he is Rugged and ignores the wound. **Difficulty:** 10 **Advantage:** Trait Energetic

Wing 9: Survey the entire creature and even amuse yourself and others by enjoying the wild ride. Success and gain Command Pip and Catbird Seat. If character has technique Mount Winged (B), Difficulty decreases by three. **Difficulty:** 13

Advantage: Trait Bold

Wing 8: Enveloped in the webbing, the wing's muscles constrict and suffocate like a massive python. Fail and suffer a vicious wound. **Difficulty:** 12 **Advantage:** Trait Gifted

Wing 7: Stab the wing and lift your feet; descend as if you're ripping a piece of sail cloth. Success and selecting player gains Fury Pip, and all gain Tactics Pip. But, fail and suffer a vicious wound. **Difficulty:** 12 **Advantage:** Swagger Uncontested Dagger Thrust (S)

Wing 6: Blinded momentarily by a swirl of debris about the area, find a way to cleanse your eyes, while dodging snapping jaws. Fail and suffer a vicious wound.

Difficulty: 11 **Advantage:** Trait Clever

Wing 5: Pry open the wings as they fold into the creature's body, providing little to grip. Fail and tossed back into the Zone of Terror. Optional, if the player is willing to risk his character's vicious injury, he may instead roll success to move to the Top Plates, but is wounded upon fail. **Difficulty:** 11 **Advantage:** Trait Rugged

Wing 4: Scan for a torn hand hold on the draconis dactylopatagium brevis (flap of skin), all the while wary of the shadow of the dragon's stabbing tail. Fail and suffer a vicious wound. **Difficulty:** 12 **Advantage:** Trait Methodical

Wing 3: Hold on tight without fumbling your blade; to do so would force a retreat off the beast for retrieval. Fail and tossed back into the Zone of Terror.

Difficulty: 12 **Advantage:** Blade Eminent (E)

Wing 2: Apply Platonic understanding of force, to note the folds of skin are thicker on the top than on the bottom, to turn the dragon's own wing into a shielding surface. Fail and tossed back into the Zone of Terror. **Difficulty:** 13 **Advantage:** Skill Occult Scholar

Wing Ace: Wave your blade—beguile the serpent—twisting the metal to create flashes of distracting hypnotic light. Success and continue grappled to the Top Neck Spines. **Difficulty:** 11 **Advantage:** Blade Golden (T)

Q&D Grappled Top Body Plates

Top Body King: Crouch and leap imbued with divine ferocity. Success and continue grappled to the Top Head.

Difficulty: 6 **Advantage:** Trait Gifted

Top Body Queen: Charge past the spines as you would gallantly run past so many spear tips of a phalanx. Success and continue grappled to the Top Neck Spines.

Difficulty: 7 **Advantage:** Trait Bold

Top Body Knight: Fire at your feet, planting several arrows into the back of the beast, knowing it must recoil if it feels pain. Success and continue grappled to the Top Neck Spines. But, fail and suffer vicious.

Difficulty: 7 **Advantage:** Skill Bowman

Top Body Knave: Shelter in place will get you killed; keep moving if only sidestepping the impact of a snapping tail. Fail and continue next round in the Zone of Terror. **Difficulty:** 7 **Advantage:** Trait Energetic

Top Body 10: Neutralize or cleanse a scarf or gloves coated in toxic dragon's blood. Success and continue grappled to the Carapace Neck. **Difficulty:** 8 **Advantage:** Skill Apothecary

Top Body 9: Rend some long fissures into the sides of the beast, wishing you had an

ax. Success and selecting player gains Fury Pip. If character is Berserker and uses an ax; he also gains Catbird Seat for next round's action. **Difficulty:** 9 **Advantage:** Skill Man-at-Arms

Top Body 8: Smash the cacti-like needles off the scales, before you suffer death by a thousand pinpricks. Fail and selecting player suffers Shaken (penalty). **Difficulty:** 7 **Advantage:** Swagger Heroic Swordplay (K)

Top Body 7: Feels like you're caught in a venomous briar with no space to turn around and defend. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. **Difficulty:** 8 **Advantage:** Blade Mucilage (B)

Top Body 6: Monster is able to flex its muscles, grind scales and retract dorsal spikes, as if you're standing on a row of gnashing teeth. Fail and suffer a vicious wound. **Difficulty:** 6 **Advantage:** Trait Methodical

Top Body 5: Beat away the claws as it racks its back to loosen the human fleas. Success and continue grappled to the Front Claw. But, fail and suffer vicious wound. **Difficulty:** 8 **Advantage:** Blade Hellish (M)

Top Body 4: Two hands may not be enough to block and thwart the dragon's defensive actions to dislodge you from its shoulder blades. Fail and suffer a vicious wound. **Difficulty:** 7 **Advantage:** Swagger Effective Spurning (H)

Top Body 3: The path forward toward the neck looms as an impenetrable field of spines. Fail and drop back grappled to your choice of the Wings or Tail. **Difficulty:** 8 **Advantage:** Trait Clever

Top Body 2: Cover your nostrils, but the ammonia stench is only in your head. Fail and add a half D8 steps toward oblivion on

your tally of Warped Outcomes. **Difficulty:** 9 **Advantage:** Skill Grit-Fortitude

Top Body Ace: Take advantage of the dragon's barrel roll to arrive at the better place of attack. Success and continue grappled to the Iron Skinned Underbelly. **Difficulty:** 7 **Advantage:** Trait Rugged

Q&D Grappled Underbelly

Underbelly King: Wriggle loose of your position and slug your way to a scaly vantage. Success and continue grappled to the Neck Carapace. **Difficulty:** 11 **Advantage:** Skill Brawler

Underbelly Queen: Locate the spot where a scale has recently molted. Success and slay the dragon; continue with the Dance of Death for all players. **Difficulty:** 12 **Advantage:** Skill Delver

Underbelly Knight: Tackle the beast so that it rolls its weight off your pinned leg. Success and continue grappled to the Top Body Plates. But, fail and suffer vicious wound. **Difficulty:** 9 **Advantage:** Skill Armorer-Smithy

Underbelly Knave: Trying to loosen a scale, you provoked the beast with its own inhuman fury. Fail and continue next round in the Zone of Terror. Flair – if this event happens a second time in the same engagement, treat instead as a Queen. **Difficulty:** 11 **Advantage:** Trait Gifted

Underbelly 10: The pummeling you're taking is too much; you must try to retreat. Success and continue grappled to the Hind Legs. But, fail and suffer vicious wound. **Difficulty:** 10 **Advantage:** Trait Rugged

Underbelly 9: From your guarded vantage, unseen for the moment from the dragon, lash out and slice off one of its toes. Success and all players gain Tactics Pip for the remainder of combat. **Difficulty:** 11 **Advantage:** Trait Methodical

8 Underbelly: Stop, take a breath and reconsider, all you're doing at the moment is

dulling your blade, wailing away. Fail and selecting player suffers Shaken (penalty).

Difficulty: 10 **Advantage:** Swagger Killer Instinct (N)

Underbelly 7: Struggle to gasp as the monster presses downward; you search between two scales to find a pocket of breathable air. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. **Difficulty:** 9 **Advantage:** Skill Grit-Fortitude

Underbelly 6: Avoid being pulverized between the dragon's heated scales and the ground. Fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Blade Impetus (N)

Underbelly 5: Change tactics, you must realize you're not making a dent in the dragon's scales. Success and continue grappled to the Front Claw. But, fail and suffer vicious wound. **Difficulty:** 9 **Advantage:** Trait Energetic

Underbelly 4: Bench press the beast for space to draw breath, will take nearly superhuman strength or a pure adrenalin rush. Fail and suffer a vicious wound. If character has Wizardry Demigod (A), Difficulty decreases by three. **Difficulty:** 10 **Advantage:** Skill Berserker

Underbelly 3: Start to panic; what were you thinking reaching here? Now try to extricate yourself. Success and continue grappled to the Tail. But, fail and suffer vicious wound. **Difficulty:** 10 **Advantage:** Trait Bold

Underbelly 2: Let your eyes adjust, while positioned in the beast's shadow. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 12 **Advantage:** Trait Clever

Underbelly Ace: Since the female of the species is more deadlier than the male, better to know which you're facing. Success and gain Command Pip. But, fail and suffer a vicious wound. **Difficulty:** 13 **Advantage:** Skill Farrier-Breeder

Q&D Grappled Front Claw

Front Claw King: Bend one of the fingers back and use it as a springy launch. Success and continue grappled to the Top Body Plates. **Difficulty:** 12 **Advantage:** Skill Acrobat

Front Claw Queen: Let it think you've been crushed unconscious; but then when you feel the grasp weaken, scramble up the beast. Success and continue grappled to the Neck Carapace. **Difficulty:** 12 **Advantage:** Trait Rugged

Front Claw Knight: Immobilize the dragon's claws, enveloping your body around its clenched fist. Success and continue grappled to the Top Body Plates. But, fail and suffer vicious wound. **Difficulty:** 12 **Advantage:** Trait Bold

Front Claw Knave: To stay attached and not nipped, favor your experience at trimming nails and cleaning paws. Fail and continue next round in the Zone of Terror. **Difficulty:** 12 **Advantage:** Skill Houndsman (Beasts)

Front Claw 10: Time your actions; the creature will eventually bare a throat as it tries to mince you with its teeth. Success and continue grappled to the Neck Carapace. But, fail and suffer vicious wound. **Difficulty:** 13 **Advantage:** Trait Gifted

Front Claw 9: Swordarm pinned to your side, strike the thick part of its thumb, as if you were punching a speed bag. Success and selecting player gains Fury Pip. **Difficulty:** 13 **Advantage:** Skill Pugilist

Front Claw 8: Play cat and mouse, as it bats at you, while you scoot side to side across its coarse leather paw. Fail and suffer a vicious wound. Regardless, character is back

in the Zone of Terror. **Difficulty:** 12

Advantage: Trait Energetic

Front Claw 7: Snap and dislocate one of the creature's knuckles. Success and gain Tactics Pip. But, fail and suffer a vicious wound. **Difficulty:** 13 **Advantage:** Swagger Irregular Tricks (M)

Front Claw 6: Trapped on the defensive; seems like you're in swordplay with four watch sergeants, one for each claw. Fail and suffer a vicious wound. **Difficulty:** 11 **Advantage:** Skill Duelist

Front Claw 5: Prevent the dragon from raising its arm, lest it wind up and hurl you to the ground or across of the area. Fail and tossed back into the Zone of Terror.

Difficulty: 10 **Advantage:** Trait Clever

Front Claw 4: Connect and stun the creature right to its very joints, as you spar. Fail and suffer a vicious wound. **Difficulty:** 12 **Advantage:** Blade Paladin (P)

Front Claw 3: Bat away a second paw as it tries to pull you like taffy. Fail and suffer a vicious wound. **Difficulty:** 13

Advantage: Swagger Mastery Shield (O)

Front Claw 2: Secure yourself as the dragon shakes its paw and tries to get you to release your savage grip. Fail and tossed back into the Zone of Terror. **Difficulty:** 14

Advantage: Skill Equestrian

Front Claw Ace: Relocate on the dragon as it seems distracted, preoccupied formulating a priority for its next action or prey. Success and continue grappled to the Iron Skinned Underbelly. **Difficulty:** 11 **Advantage:** Trait Methodical

Q&D Grappled Neck Carapace

Carapace King Neck: Now is the time for insane action; there may never be a better moment if you hesitate not. Success and continue grappled to the Top Neck Spines. **Difficulty:** 10 **Advantage:** Skill Berserker

Carapace Queen Neck: Lean backward and bat away the monster's jaw.

Success and continue grappled to the Chin Hair. **Difficulty:** 11 **Advantage:** Trait Clever

Carapace Knight Neck: Leap backward, releasing your grip and grabbing hold of the whiskers attached to its face.

Success and continue grappled to the Chin Hair. But, fail and suffer vicious wound. **Difficulty:** 11 **Advantage:** Swagger Ferocity (J)

Carapace Knave Neck: Position your sword against the beast's throat; any bashing and thrashing of the monster might sink the steel. Fail and continue next round in the Zone of Terror. **Difficulty:** 9 **Advantage:** Trait Bold

Carapace 10 Neck: Follow a rivulet of resin, an old scar perhaps, formed between a pattern of weakened scales. Success and continue grappled to the Iron Skinned Underbelly. But, fail and suffer vicious wound. **Difficulty:** 12 **Advantage:** Skill Goldsmith

Carapace 9 Neck: Lock your thighs, choke the beast, determined not to be dislodged. Success and selecting player gains Fury Pip. **Difficulty:** 13 **Advantage:** Skill Equestrian

Carapace 8 Neck: Forced to sheath your sword, momentarily, rather than lose your grip on this location, which seems expedient to the monster's demise. Fail and selecting player suffers Shaken (penalty).

Difficulty: 12 **Advantage:** Trait Gifted

Carapace 7 Neck: Second guess its actions, as it ungulates and retracts, trying to dislodge you from its throat. Fail and tossed back into the Zone of Terror. **Difficulty:** 11 **Advantage:** Trait Methodical

Carapace 6 Neck: Hunker down and shake off the flailing arms of the creature, as it struggles to open its airway. Fail and suffer a vicious wound. **Difficulty:** 11 **Advantage:** Skill Brawler

Carapace 5 Neck: Strangling the monster seems ineffective. It has not a typical respiratory; how could it, it belches fire? Fail

and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. Regardless, all players suffer Shaken (penalty). **Difficulty:** 12 **Advantage:** Trait Rugged

Carapace 4 Neck: Recognize the natural hand and toe holds, a tongue and groove fitting, which holds the monster's scales tight in a lattice. Fail and tossed back into the Zone of Terror. **Difficulty:** 9 **Advantage:** Skill Tinker

Carapace 3 Neck: Grab hold of one of the creature's horns and hoist verily. Success and continue grappled to the Top Head. **Difficulty:** 15 **Advantage:** Skill Acrobat

Carapace 2 Neck: Witness the spectacle, sense myriad sets of astral eyes watching your ascent of the beast. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 9 **Advantage:** Blade Heirloom (I)

Carapace Ace Neck: Slip and fall; scramble to find a position away from the spewing flame. Success and continue grappled to the Iron Skinned Underbelly. But, fail and return to the Zone of Terror. **Difficulty:** 9 **Advantage:** Trait Energetic

Q&D Grappled Top Neck Spines

Top Neck King: Cut off it's ruddy head with a masterful stroke across the dragon's gullet. Success and slay the dragon; continue with the Dance of Death for all players. **Difficulty:** 14 **Advantage:** Blade Knightly (G)

Top Neck Queen: One last vantage to obtain, you can see where you need to be tactically and tacitly. Success and continue

grappled to the Top Head. **Difficulty:** 9 **Advantage:** Skill Duelist

Top Neck Knight: Repel short and caught on a noxious spike, which has pierced your greave. Break loose without piercing your skin. Success and continue grappled to the Top Head. But, fail and suffer vicious wound. **Difficulty:** 10 **Advantage:** Skill Mountaineer

Top Neck Knave: Slip on muck accumulating between the teeth of this monstrous comb. Fail and continue next round in the Zone of Terror. **Difficulty:** 8 **Advantage:** Swagger Seize Swordarm (Q)

Top Neck 10: Succeed where others have failed; notice the decayed impaled remains of a bygone warrior. Success and gain Fury Pip. Regardless, all other players in battle suffer Shaken (penalty). **Difficulty:** 9 **Advantage:** Skill Grit-Fortitude

Top Neck 9: Espy with hope the summit, a spot on the dragon's head where you might both stand fixed and have room to swing. Success and selecting player gains Catbird Seat. **Difficulty:** 10 **Advantage:** Trait Methodical

Top Neck 8: Take a shot for the dragon's eye, but it only pings off and focuses the monster on you. Fail and suffer a vicious wound. Regardless, all other players in the battle may move immediately to the dragon's Top Body Plates. **Difficulty:** 9 **Advantage:** Skill Bowman

Top Neck 7: Dragon rotates and shows its neck can spin fully in a circle, repeatedly, like a jointed doll. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. **Difficulty:** 9 **Advantage:** Skill Armorer-Smithy

Top Neck 6: Swooning, the heat radiating off the beast's throat makes the

surrounding air unbreathable. Fail and suffer a vicious wound. **Difficulty:** 10 **Advantage:** Trait Gifted

Top Neck 5: Secure yourself as the dragon bucks and twists violently; it knows not to let you climb further. Fail and tossed back into the Zone of Terror. **Difficulty:** 10 **Advantage:** Trait Clever

Top Neck 4: Stand tall, almost pose, trying to inspire others. Fail and suffer a vicious wound. If character has yet to check Growth Ignoble, do so with the understanding that he is now pompous, boastful, preening and vain (but only if he succeeds here).

Difficulty: 11 **Advantage:** Trait Bold

Top Neck 3: The head itself is thrashing, an unsteady foothold to say the least, but there appears to be some strategy in moving close to the juggernaut's mouth.

Success and continue grappled to the Chin Hair. Plus on success, continue with Fury Pip. Regardless, player now treats Knaves a Knights in the continuing action. **Difficulty:** 11 **Advantage:** Skill Man-at-Arms

Top Neck 2: Hear the exotic singing of the dragon in every language. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 11 **Advantage:** Trait Rugged

Top Neck Ace: Make a last sprint up the ungodly stair without touching the mephitic bannister. Success and continue grappled to the Top Head. **Difficulty:** 9 **Advantage:** Trait Energetic

Q&D Grappled Chin Hair

Chin Hair King: Puncture the dragon's nasal cavity straight through to the brain, by stabbing into the creature's pallet. Success and slay the dragon; continue with the Dance of Death for all players. **Difficulty:** 13 **Advantage:** Blade Amalgam (O)

Chin Hair Queen: Not the most fastidious of monsters, blend in as just another hunk of decayed flesh hanging off the gums. Success and continue grappled to the

Top Head. **Difficulty:** 12 **Advantage:** Skill Spy

Chin Hair Knight: Take hold of a serrated tooth and swing up to the beast's eyelid. Success and continue grappled to the Top Head. But, fail and fall with vicious wound. **Difficulty:** 12 **Advantage:** Trait Bold

Chin Hair Knave: Avoid the scalding drool, seeping down from the fiery maw. Fail and continue next round in the Zone of Terror. **Difficulty:** 13 **Advantage:** Skill Grit-Fortitude

Chin Hair 10: Rope a harness into and around the creature's teeth. Success and selecting player gains Catbird Seat.

Difficulty: 13 **Advantage:** Trait Rugged

Chin Hair 9: Perforate the submaxillary triangle to anchor yourself as the lower mandible snaps open and closed. Success and selecting player gains both Command and Fury Pip. **Difficulty:** 13 **Advantage:** Skill Equestrian

Chin Hair 8: Avoid the beast's forked tongue, sniffing and lapping at its jawline. Fail and suffer a vicious wound. **Difficulty:** 7 **Advantage:** Trait Energetic

Chin Hair 7: Defend yourself as you loosen your jammed blade from a ruptured tooth. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. **Difficulty:** 7 **Advantage:** Swagger Hilt Punch (L)

Chin Hair 6: Lock your arm around the stabbing, probing tongue and beat it swollen and bloody. Fail and suffer a vicious wound. **Difficulty:** 8 **Advantage:** Skill Pugilist

Chin Hair 5: Find yourself being restrained and strangled by the dragon's beard, which suddenly appears to be

articulating and alive. Fail and tossed back into the Zone of Terror. Regardless, all further actions for any character in the Chin Hair are made as Shaken (penalty).

Difficulty: 8 **Advantage:** Trait Gifted

Chin Hair 4: Cross the mouth; you may not have had a choice and were dragged inside by the malevolent tongue. Fail and suffer a vicious wound. **Difficulty:** 9

Advantage: Swagger Feigns (I)

Chin Hair 3: Not sure how – exit through the nostril and escape to here or there. Success and continue grappled to the Top Head. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. If character has Wizardry Cosmic (T), Difficulty decreases by three. **Difficulty:** 10 **Advantage:** Trait Clever

Chin Hair 2: Takes most of your strength and both of your hands, rather than just a few fingers, but apply a welt raising lip pinch. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, gain a Tactics Pip. **Difficulty:** 7 **Advantage:** Skill Brawler

Chin Hair Ace: Savagely slice at the flap of its gill, causing it to drown in its own blood. Yes, gill? Don't think it breaths fire alone; it needs air for combustion too. Success and slay the dragon; continue with the Dance of Death for all players. **Difficulty:** 12 **Advantage:** Trait Methodical

Q&D Grappled Top Head

Top Head King: Drive all your weight down on the pommel of your sword to pierce the thing's brain. Success and slay the dragon; continue with the Dance of Death for all players. **Difficulty:** 9 **Advantage:** Trait Rugged

Top Head Queen: Take up your sword in two hands and begin to strike, only to find your footing lost by the dragon's contrivance. Success and continue grappled to the Chin Hair. But, fail and fall with vicious

wound. **Difficulty:** 7 **Advantage:** Skill Berserker

Top Head Knight: Start a one handed overhead swing, yet join the second arm and hand, as the impact is made to the beast's brow. Success and slay the dragon; continue with the Dance of Death for all players.

Difficulty: 10 **Advantage:** Swagger Crushing Blow (G)

Top Head Knave: Don't let cruel fate prevent your chance for ending this. Fail and continue next round in the Zone of Terror.

Difficulty: 7 **Advantage:** Trait Clever

Top Head 10: Distract the beast by screaming obscenities and challenges into its ear. Success and selecting player gains Fury Pip. **Difficulty:** 10 **Advantage:** Trait Bold

Top Head 9: Though impossible to penetrate the dragon's crystalline eye, still blind the thing by covering it over or painting it with blood. Success and gain a Tactics Pip for the remainder of combat. **Difficulty:** 11 **Advantage:** Blade Scintillating (K)

Top Head 8: Formulate a plan after finding the skull as dense and resilient as the rest of the beast. Fail and suffer a vicious wound. **Difficulty:** 7 **Advantage:** Trait Methodical

Top Head 7: Wishing you had a mining pickax to fracture this crag, you realize you can hammer your pommel for the same effect. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. **Difficulty:** 7 **Advantage:** Skill Man-at-Arms

Top Head 6: Identify what you thought were horns to be actually fissures of molten resin, which erupt from the fiend's scalp. Fail and suffer a vicious wound. **Difficulty:** 8 **Advantage:** Trait Gifted

Top Head 5: Perhaps bad form – determined to collect a choice souvenir by lopping off an ear. Fail and tossed back into the Zone of Terror. If the character has yet to check Growth Ignoble, do so with the understanding that you are now sarcastic, disinclined to urgency and a contrarian to authority. **Difficulty:** 8 **Advantage:** Skill Duelist

Top Head 4: Struck by falling debris or some other artifice of the beast, take a knee, but keep your stance sound. Fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Skill Pugilist

Top Head 3: Tossed high, to fall into a gapping hole, as it intends to swallow you whole. Success and continue grappled to the Wings. But, fail and fall with vicious wound. On a result of snake-eyes on this roll, regardless of any die modifier, the character is indeed swallowed; roll Death Digression. **Difficulty:** 7 **Advantage:** Trait Energetic

Top Head 2: Touch a symbol, carved on the beast or painted indelibly as a curse, left by another who reached this point, but who failed to kill the monster. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 9 **Advantage:** Skill Delver

Top Head Ace: Listen for a gasp or pant of inhalation, then strike to seal top jaw into bottom; the resulting trapped fiery exhale should explode open the dragon's head. Success and slay the dragon; continue with the Dance of Death for all players. Flair – if this player does indeed fell the creature, he is Shaken (penalty), which subsequently could cause his character injury. **Difficulty:** 7 **Advantage:** Swagger Concentration (E)

Q&D Dance of Death

Dance Death King: It's dead, so maybe engage in some protective spellcraft? Success and save someone else from the dragon's final acts; player may select anyone to completely protect. Regardless, you are

safe. If character has Wizardry Geomancy (C), Difficulty lowers by five. **Difficulty:** 11 **Advantage:** Trait Gifted

Dance Death Queen: Warn the others of the ghosts and baneful spirits, which might be freed and roaming the area; especially avoid the souls, even gins, trapped in the teeth. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 12 **Advantage:** Swagger Battle Cry (A)

Dance Death Knight: Certainly, a wounded animal is unpredictable and dangerous, so give it time to die. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. **Difficulty:** 12 **Advantage:** Skill Hunter

Dance Death Knave: Predict and stay one step ahead of the thrashing monstrosity. Fail and suffer a vicious wound. **Difficulty:** 9 **Advantage:** Blade Scheming (S)

Dance Death 10: Put a few extra arrows down its throat and into its ribs; best to double tap this monster and ensure it's perished. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 11 **Advantage:** Skill Bowman

Dance Death 9: Smacked to the side, recover and move quickly before you're struck again by a recoil of limbs. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. **Difficulty:** 10 **Advantage:** Trait Rugged

Dance Death 8: Avoid the venting fissures and noxious vapors erupting out of the deflating dragon. Fail and suffer a vicious

wound. **Difficulty:** 10 **Advantage:** Trait Energetic

Dance Death 7: Avoid magical cavities, which seem to bubble in the fabric of reality, before popping back to normal. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 11 **Advantage:** Skill Acrobat

Dance Death 6: Crouch and cover, no place is truly safe. Fail and suffer a vicious wound. If character has Swaggering Mastery Shield (O), Difficulty reduces by two. **Difficulty:** 11 **Advantage:** Skill Armorer-Smithy

Dance Death 5: Stand tall and bear witness; this is an event few if any have ever seen. Fail and lose any Swaggering Technique. This loss may be taken personally, or from your weapon or magical abilities. It may not be removed from your Mount nor suffered collectively on the group's longboat (if present). A character without appropriate techniques to lose is outright slain. Flair – if any player wants to check off a character's Ignoble from this battle, he too must attempt this roll in addition to his own event. **Difficulty:** 11 **Advantage:** Trait Bold

Dance Death 4: Instinctively you know not to linger; even treasure should be collected only after all twitching stops. Fail and suffer a vicious wound. Flair – a failed roll may also be interpreted by the Ref as meaning any treasure is cursed and will need further magic display or an entire quest to render safe. **Difficulty:** 12 **Advantage:** Skill Delver

Dance Death 3: In the confusion, only you might be cognizant that you sheltered behind an ally; perhaps that was expected. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 12 **Advantage:** Trait Clever

Dance Death 2: Render a possessed and groping claw safe by cleaving it off the frame of the beast. Fail and suffer a vicious

wound. **Difficulty:** 12 **Advantage:** Swagger Disarming Blow (F)

Dance Death Ace: Finish the end game with the same panache that you exhibited throughout. Success and save someone else from the dragon's final acts; player may select anyone to completely protect. Regardless, you are safe. **Difficulty:** 9 **Advantage:** Trait Methodical

Dragon Battles Major Tarot

Dragon Magician: Dragon attempts magic or mischief to seal the area or wall off certain attackers. It may decide to fight just half of the group for now, or just prevent the highest level character from fighting (again for now). Ref must decide details. Since many players are not comfortable watching (a long battle), perhaps just select half the party to suffer Shaken (penalty). Else, let the select few skip one or more rounds, until they roll Difficult Task Resolution.

Dragon High Priestess: Enveloped in the aura of the dragon, the character is endowed with new powers; gain a random Wizardry technique, but this new power is still not usable for direct Recitation actions here.

Dragon Empress: Until the deck reshuffles, ignore the affects of any Major Tarot picked.

Dragon Emperor: If any character is at position Front Claw, he either suffers Shaken (penalty) going forward, or must immediately retreat back to the Zone of Terror.

Dragon Hierophant: Striking the creature has empowered your sword; gain a random Blade technique.

Dragon Lovers: Dragon appears distracted by something other than the party of player characters. Players have the option to instantly escape as a group from the area, meaning combat is over. Else continue with everyone gaining Tactics Pip. This condition only last until the deck reshuffles.

Dragon Chariot: If any character is at position Wing, he either suffers Shaken (penalty) going forward, or must immediately retreat back to the Zone of Terror.

Dragon Justice: Dragon is out of breath attacks. Until the deck reshuffles, and it regains its tremendous fire, ignore any result, which causes vicious wound in the Zone of Terror. Only the Zone of Terror is rendered safe(r).

Dragon Hermit: Discover dragon has a soft spot or other vulnerability. The Referee picks an area like Top Head, Chin Hair, Carapace Neck, Underbelly, etc. someplace that has the Kill result. Any character entering that area automatically is successful if the result will slay; however, the player must still generate the event yielding that result.

Dragon Wheel of Fortune: Shuffle the deck and continue.

Dragon Force: If any character is at position Hind Leg, he either suffers Shaken (penalty) going forward, or must immediately retreat back to the Zone of Terror.

Dragon Hanged Man: Fate is less than kind. Add an extra card to the Dragon Dance of Death. Each player will take two adverse events; however, the King and Ace will still allow complete safety. This condition only lasts until the deck reshuffles.

Dragon Death: Dragon turns its breath on itself. Ref should roll random among spots occupied by the player characters. All players grappled to that area are vulnerable. If the player is vulnerable and fails his next roll, his character takes an extra vicious wound. Only characters in the vulnerable area are at risk. Yet the dragon usually doesn't do this, because it too might be injured. All players gain Fury Pip.

Dragon Temperance: The selecting player has a choice to flee the battle immediately, leaving his friends behind. Else, he may not utilize any of his character's combat Trait bonuses for the remainder of this battle. He may not ignore a vicious, add

to dice rolls, sacrifice a swaggering to gain benefit, etc.

Dragon Devil: Dragon's lair is mesmerizing and greed inducing. All players are Shaken (penalty) going forward, until the deck reshuffles.

Dragon Tower of Destruction: Dragon is now magically enchanted such that it can not die from actions at one normally fatal position. Usually this is the Top Head, but Ref may decide Underbelly, Chin Hair or Neck Spines instead.

Dragon Star: Experience of this unique struggle proves valuable on the spot; gain a random personal swaggering technique.

Dragon Moon: Treat the next card selected as a Great Monster Bane. If the result diminishes the dragon (to Heinous), all players gain Tactics Pip going forward.

Dragon Sun: Dragon seems fatigued, perhaps from a previous battle. Until the deck reshuffles, ignore all Knaves; if selected treat as Knights.

Dragon Judgment: Until the deck reshuffles, no player may use a make-roll to succeed in his action.

Dragon World: Receive support from an elite detachment of the group's crew, or in rare cases from dwarves or a company of delvers. Ref decides specifics. However, this extra help will be short-lived. Until the deck reshuffles, the players gain collectively a D8 longboat techniques that they can apply to their own events to gain Advantages. Select the number of techniques and continue. If these are coming from the group's vessel and crew, all techniques are lost if the battle is not won before the deck reshuffles. At shuffle, the supporting group is destroyed, and the supporting techniques are no longer there to aid the players.

Dragon Fool: If any character is at position Tail, he either suffers Shaken (penalty) going forward, or must immediately retreat back to the Zone of Terror.

Discovering a Dragon

Because of the incredible sensing powers of a dragon, often the dragon finds the party and attacks before the players know the danger. However, players observing from a distance or reading signs, might discover the dragon first. If so, players must instantly decide to Retreat or Stand Firm. If they retreat, so be it. Though the dragon can perhaps pursue, more likely the players are now faced with a rather mighty obstacle to their path.



If the group decides not to retreat, they each can attempt usually one action, before the dragon will sense danger and respond to the threat. All such activities are handled as Task Resolution with the Referee setting the Degree. Possibilities include sneaking through the area, stealing from treasure, while dragon is away, hiding, running past, screaming, charging at beast. Perhaps

gaining Fury Pip in first round, fainting, yelling to attack, then running in terror, or even using magic to cross the area, but usually nothing threatens or harms the dragon outside of the table. Dragons are highly resistant to magical manifestations; else the Zaires might have systematically slain them all. Malevolent, hungry, wicked, no one cries when the beast dies.

When a dragon is near, the referee should make the players be silent; they could not converse except with hand signals or written messages. Any movement toward the dragon will make noise, or intensify the player characters' smell, causing the dragon to attack. Any Brash act or ill-thought action will provoke the dragon. If players try to talk with the dragon, only one person should speak for the party; the rest of the group should remain still and quiet. The dragon must consider the group orderly, else it will not risk chance of a deception hidden by conversation. Only the Referee will deem when a dragon will talk, so in most cases continue straight to combat. Dragons are evil, covert riches and hate mankind. Any deal one might make would be forced or only followed to a narrow limit of terms. Dragons typically hold grudges forever, not just on one person, but his clan and race.

Making a Q&D

Soon you'll want to make your own specialized Quick and Dirty tables. Here's roughly how I approach them. First start with a template.

Q&D MMM Method

MMM King: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 9 Advantage:**
ZZZ

MMM Queen: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 9 Advantage:**
ZZZ

MMM Knight: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 9 Advantage:**
ZZZ

MMM Knave: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 9 Advantage:**
ZZZ

MMM 10: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM 9: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM 8: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM 7: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM 6: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM 5: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM 4: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM 3: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM 2: ?Event? ?Result? ?Flair?
?Modifier? **Difficulty: 9 Advantage: ZZZ**

MMM Ace MMM: ??Event?
?Result? ?Flair? ?Modifier? **Difficulty: 9**
Advantage: ZZZ

The *MMM* is something you must know. You can put your decision in now. Electronically it may be a bit tough to Cut&Paste right out of this pamphlet. But the material is easy enough to type as a start. Thereafter you can use your

Q&D MMM template; as a start replace each MMM. For ease of reading try to keep the title under three words. Even if your Q&D simulates Opening a Powerful Gate at Night, call it *Q&D Nite Gate*, not *Q&D Opening a Powerful Gate at Night*.

You can also expand the number of events generated. Add all the Suits and all the inverted cards (as Banes). Start small, less is more. You're going to put forth some effort, and don't want most of it wasted, should the Q&D not appear often in play. If the encounter is only going to be used in one climax, fourteen events will often cover a group of players.

The party may repeat a few selections, but that means it's not linear, which is good. If you're only telling a story, you're not letting good and bad luck influence the game. The players' actions will create changes to the situation or the campaign. Yet please, let them roll some dice!

Q&D Build Example (Sea Shallows Mishap)

Shallows Mishap King: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty: 9**
Advantage: ZZZ

Shallows Mishap Queen: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty: 9**
Advantage: ZZZ

Shallows Mishap Knight: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty: 9**
Advantage: ZZZ

Shallows Mishap Knave: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty: 9**
Advantage: ZZZ

Shallows Mishap 10: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 9
Advantage: ZZZ

Shallows Mishap 9: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
ZZZ

Shallows Mishap 8: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
ZZZ

Shallows Mishap 7: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
ZZZ

Shallows Mishap 6: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
ZZZ

Shallows Mishap 5: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
ZZZ

Shallows Mishap 4: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
ZZZ

Shallows Mishap 3: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
ZZZ

Shallows Mishap 2: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
ZZZ

Shallows Mishap Ace: ??Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 9
Advantage: ZZZ

Set the Difficulty

See that nine in all the events; that's got to vary. You'll need to decide who most likely will use the table. The group's average level is a good indicator. If you have a mixed group of high levels and fresh meat, skew toward making things harder. If you do the opposite, the young bloods get a free ride as the experienced complete the objectives contained within. e.g. kill the bad guy, open the gate, brave the storm, discover the traitor, find the clue to the treasure.

The rank of the card also has a tendency toward ease or effort. Follow the guide below:

Players Levels 0, 1 or 2: Reduce all nines to sevens, or six in a counterpart set of Banes.

Players Levels 3 or 4: Keep nines.

Players Levels 5 or 6: Replace with elevens.

Players Levels 7 and up: Replace with thirteens.

Rank Corrections

Kings, Queens, Knights, Knaves: Subtract zero to two from total. (Yes, a D6 if you're not letting whimsy just let numbers pop into your head.) If the table starts at sevens, you can wimp out and subtract zero to three. (Half a D8, feels better.)

10, 9, 8: Subtract one, do nothing or add one for each.

7, 6, 5, 4: Add one, two or three to each. The six should be the worst event, but that doesn't always mean the highest roll.

3: Subtract one.

2: Leave alone or make sixteen. No, leave it be.

Ace: Subtract three.

Q&D Mishap at Sea for Beginners

Shallows Mishap King: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 6
Advantage: ZZZ

Shallows Mishap Queen: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 7
Advantage: ZZZ

Shallows Mishap Knight: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 5
Advantage: ZZZ

Shallows Mishap Knave: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 6
Advantage: ZZZ

Shallows Mishap 10: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 8
Advantage: ZZZ

Shallows Mishap 9: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 7 Advantage:**
ZZZ

Shallows Mishap 8: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 7 Advantage:**
ZZZ

Shallows Mishap 7: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 8 Advantage:**
ZZZ

Shallows Mishap 6: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 8 Advantage:**
ZZZ

Shallows Mishap 5: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 9 Advantage:**
ZZZ

Shallows Mishap 4: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 10 Advantage:** ZZZ

Shallows Mishap 3: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 6 Advantage:**
ZZZ

Shallows Mishap 2: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty: 7 Advantage:**
ZZZ

Shallows Mishap Ace: ??Event?
?Result? ?Flair? ?Modifier? **Difficulty: 4 Advantage:** ZZZ

Last Check

If any Difficulty exceeds sixteen, lower the entire table of values by an amount needed to bring the most egregious down to fifteen. If that seems to make some numbers fall too far, bump them back to four. So, what I'm trying to say, is you're not wrong keeping everything between six and fifteen. If you want you can even set a Difficulty above sixteen, a seemingly impossible roll. The character will need the Advantage. You can even set a number beyond twenty-four, so Advantage and a dice bonus are both needed for any success chance.

Anything might be had with a make-roll. But why not instead just skip the Q&D, toss out some wounds, and then replace the

Ref. Are you trying to entertain or win? Refs should not try to win – stop rooting for the monsters.

Other Considerations

These numbers might change. If an event gives the player a Flair award, raise the Difficulty. If it has injury, subtracting one is usually required. The statistics of play are in your favor if you hate your players. Please don't. Even if the roll requires three, someone eventually is going to die that cruel fate. Strive to make the players moan, but also be rewarded well for success.

Sometimes the modifiers make the Difficulty a gimme. Good for the team. Sometimes the roll becomes *dice don't go that high*. So, is it make-roll time? But do not set your Difficulties to force the use of make-rolls. If you want to cull make-rolls, take them away from powerful players doing simple things. Else, taunt them. Most can be convinced to forego the sure thing, simply to satisfy an intrinsic need to see the dice tumble. I've been at the last roll of an adventure's climax, where every player has make-rolls left, and still no one just burns one to end the thing. It's only a five? Really, you would make-roll that. But, I digress.

Adding Advantages

So, fourteen events can be daunting. You may have a couple of thoughts right on the top of your head. Sketch in notes if you don't trust your memory, but the most important thing next is the Advantages. These help steer the events. So, consider what it is the players are using the Q&D for? What actions in your mind help that.

Next pick fourteen Advantages from these:

* Traits Bold, Clever, Energetic, Gifted, Methodical, Rugged

* Combat Slanted Skills: Acrobat, Armorer-Smithy, Berserker, Bowman, Brawler, Delver, Duelist, Equestrian, Grit-Fortitude, Man-at-Arms, Pugilist

* Personal Swaggering (A) to (T)

* Specialized skills, like Apothecary or Occult Scholar. There are twenty-seven other skills besides the eleven combat oriented ones. On a long Q&D, try to use them all.

* Wizardry (A) to (T)

* Mount (A) to (T)

* Blade (A) to (T)

* Longboat (A) to (T)

The sheer number may seem impossible to distill. That's okay, each character's trait, skill and swaggering is meant to have some overlap. Yet try to pick Advantages that remind you of events that seem useful and practical in the table.

Q&D Mishap at Sea

Shallows Mishap King: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 6
Advantage: Trait Clever

Shallows Mishap Queen: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 7
Advantage: Trait Bold

Shallows Mishap Knight: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 5
Advantage: Trait Energetic

Shallows Mishap Knave: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 6
Advantage: Trait Methodical

Shallows Mishap 10: ?Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 8
Advantage: Longboat Disease Free (I)

Shallows Mishap 9: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 7 **Advantage:**
Skill Grit-Fortitude

Shallows Mishap 8: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 7 **Advantage:**
Skill Bowman

Shallows Mishap 7: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 8 **Advantage:**
Longboat Comradery (P)

Shallows Mishap 6: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 8 **Advantage:**
Skill Armorer-Smithy

Shallows Mishap 5: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 9 **Advantage:**
Blade Defender (F)

Shallows Mishap 4: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 10
Advantage: Swagger Battle Cry (A)

Shallows Mishap 3: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 6 **Advantage:**
Trait Rugged

Shallows Mishap 2: ?Event? ?Result?
?Flair? ?Modifier? **Difficulty:** 7 **Advantage:**
Skill Berserker

Shallows Mishap Ace: ??Event?
?Result? ?Flair? ?Modifier? **Difficulty:** 4
Advantage: Trait Gifted

Repeating Advantages

Can a table have two different events with the same Advantage. Of course, it could set every event as Brawler if it's the Brawler Q&D. Yet, no one thinks that's any fun. Players really want to see swaggering techniques, something they can additionally win, be the Advantage.

General thoughts

Traits should apply to easier Difficulties, or default on the royal cards: King, Queen, Knight and Jack. Traits are most selective, since not all players have them. A skill can be selected, so the player will feel he had a chance to gain those. But Traits seem special and reserved. Though you'll find Warped Outcomes have a habit of adding things.

Swaggering, et al, should be used as Advantage for the hardest rolls. The fact the technique is earned as a benefit for success, adds to the need for more challenge. If a table

will be used many times, like one for negotiating with nobility in city-states, the fact characters will grow and gain Advantages by play represents a great learn by doing aspect of Q&Ds. Prioritize to Personal techniques over Blades, over Mounts, over Longboat, with magic appearing anywhere. With Calculated and Recitation Methods, these will come and go. It's okay to be generous. But a table should tend to only have a few swaggering based on what seems to fit the challenge.

Skills should fill in the rest. You'll get an idea of what's popular in your group. Those skills should be avoided. Why? You want the players to see other options. Events (you'll later write, let's not get off track) will help clarify what a skill actually does.

When you have an event, say, that involves stamina and you use Pugilist as the Advantage, you are telling the group that prize fighters are tough and have good lungs. But there's a skill fortitude? Sure, and it's good; but here you need more, and the *Pugilist* implies so much more. Players will try to bully you into making their skill fit the advantage—but I'm a Minstrel—okay, not of consequence right here.

Ref Red says never hold me to any staid practice. I'm the Mad-Man Morgan of Q&D. If I want to make every Advantage be Rabblouser, well, next time don't whine at me. You can see from my *Mishap at Sea* example I was not a stickler for all the heuristics.

Avoiding Strange~WTF Advantages

Not sure what *Scintillating* or *Mucilage* has to do with your *Haggle Q&D*? When it doubt, leave it out. The Advantage default is a Trait, very loose interpretation, easy to accept.

You can look at the letter associated with the swaggering techniques. Ps tend to be Ps and Qs act like Qs. That doesn't mean in every table you need every letter. In fact, you don't, since the techniques, you may recall, do cover each other. If you understand what a Hilt Punch seems to be, then you have some idea how Mount Pure (L) and Blade Biting (L) act accordingly. It isn't supposed to be perfect. Sometimes a Golden Blade (T) or Beautiful Mount (A) is just that, awe inspiring. Sometimes one technique may work, but the same letter in another category strains logic or fairness. Note, those techniques, Golden and Beautiful, do not share a letter.

Q&D Advantages are not a logic puzzle with only one solution. Adding swaggering causes players less to question why it's the Advantage, and more make them look forward to gaining the technique. Many make-rolls are used to grab swaggering. Be aware of this as well. If you offer a table of nothing but easy techniques to grab, you're creating too many ubermensch. One player character should not be the same as every other; keep the process of gaining swaggering tight and fun, not liberal and evenhanded.

On the other side, how does *Artillerist* allow one to ford a river? Actually, you may have some ideas on that one. Hint, rope and solid projectiles? So how does Swagger Seize Swordarm (Q) or Mount Ominous (S) even work to ford a river? Better yet how does Skill Minstrel ever come logically into play. I use that because I know many annoying gaming songstresses. Some things have to be built based on your own campaign and players. Not even the guys, my regular players, that for over thirty years have seen my tables and logic puzzles, are beyond grousing at my choice of Advantages. All in good fun.

Handling ?Result?

Finished with the Difficulty numbers and the Advantages? Move on to the results. Nope, not events next. Writing the verbiage to sell it all comes last. The result is what happens in success and failure. Every event has both, but the implied default is go to the next player's turn. A result with only a fail means success is the chance to try again when your turn arrives. Success without a specific on failure is chance to do well or better luck next time. Fill your fourteen with versions of the examples below

Typical Results

Success and dispatch a half D8 opponents or one Large+ adversary.

Success and dispatch one opponent.

Optional, success and half a D8 opponents run away.

Optional, success and one opponent runs away.

Success and all opponents surrender.

Success and one opponent surrenders.

Success and escape from the battle; player may stay in the action and gain the Fury Pip to his rolls.

Success and any and all players have the option to escape; each player may opt to stay in the action and gain a Fury Pip to his rolls.

Optional, success and escape area, but next player automatically follows with a Bane Result; his next card is treated as inverted.

Success and gain Fury Pip.

Success for Swagger is reward enough.

Success and gain Command Pip.

Success and all players gain Tactics Pip.

Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished.

Success to end the overall event.

But, fail and fall w/ vicious wound.

But, fail and knocked unconscious.

But, fail and player must select Escape going forward.

But, fail and must select Irregular as method in next round's attack.

But, fail and next round the player must change to a different attack Method.

But, fail and suffer Shaken.

Fail roll and suffer a vicious wound.

Fail roll and knocked unconscious.

Fail roll and player must select Escape going forward.

Fail roll and must select Irregular as method in next round's attack.

Fail roll and next round the player must change to a different attack Method.

Fail roll and suffer Shaken (penalty).

Fail roll and you surrender, taken as a captive.

Fail and catastrophe.

Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. A definition of your magical ability – Good at times, but rapidly grows to something very bad.

Fail roll and lose any Swaggering Technique. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques takes vicious or is outright slain.

Fail roll and you surrender as a captive.

Unless the battle is resolved next round, the captured player character will continue with Digressions. Even if his allies much later win, he has been shuffled away for nefarious motives.

Q&D Mishap at Sea

Shallows Mishap King: ?Event? Fail and suffer a vicious wound. ?Flair?

?Modifier? **Difficulty:** 6 **Advantage:** Trait Clever

Shallows Mishap Queen: ?Event? Optional, success and all players gain a Tactics Pip to dice. But, fail and knocked unconscious. ?Flair? ?Modifier? **Difficulty:** 7 **Advantage:** Trait Bold

Shallows Mishap Knight: ?Event? Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. ?Flair? ?Modifier? **Difficulty:** 5 **Advantage:** Trait Energetic

Shallows Mishap Knave: ?Event? Fail and suffer a vicious wound. ?Flair? ?Modifier? **Difficulty:** 6 **Advantage:** Trait Methodical

Shallows Mishap 10: ?Event? Success for swaggering only. But, fail and lose any swaggering. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques takes vicious or is outright slain. ?Flair? ?Modifier? **Difficulty:** 8 **Advantage:** Longboat Disease Free (I)

Shallows Mishap 9: ?Event? Success for Fury Pip. ?Flair? ?Modifier? **Difficulty:** 7 **Advantage:** Skill Grit-Fortitude

Shallows Mishap 8: ?Event? Success for Command Pip. ?Flair? ?Modifier? **Difficulty:** 7 **Advantage:** Skill Bowman

Shallows Mishap 7: ?Event? Fail and knocked unconscious. ?Flair? ?Modifier? **Difficulty:** 8 **Advantage:** Longboat Comradery (P)

Shallows Mishap 6: ?Event? Fail and suffer a vicious wound. ?Flair? ?Modifier? **Difficulty:** 8 **Advantage:** Skill Armorer-Smithy

Shallows Mishap 5: ?Event? Fail and knocked unconscious. ?Flair? ?Modifier? **Difficulty:** 9 **Advantage:** Blade Defender (F)

Shallows Mishap 4: ?Event? Fail and add a half D8 steps toward oblivion on your

tally of Warped Outcomes. ?Flair? ?Modifier? **Difficulty:** 10 **Advantage:** Swagger Battle Cry (A)

Shallows Mishap 3: ?Event? Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. ?Flair? ?Modifier? **Difficulty:** 6 **Advantage:** Trait Rugged

Shallows Mishap 2: ?Event? Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. But, fail and knocked unconscious. ?Flair? ?Modifier? **Difficulty:** 7 **Advantage:** Skill Berserker

Shallows Mishap Ace: ??Event? Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. ?Flair? ?Modifier? **Difficulty:** 4 **Advantage:** Trait Gifted

Is there a pattern on Ranks?

Yes and no, even numbers tend to be bad. Knaves are usually the worst card to pick; Aces are the best. But tailor the results to the Difficulty. If for instance the wounds are at the highest Difficulty, then this Q&D has a bad fate. Some would prosper, but an unlucky person with the worst event would not.

Nothing is Ever Wrong

But sometimes a table is just mean. I once had a table, not well received, which a failed result wounded a half D8 player characters. It was too much. Stand by your efforts, but maybe change a Q&D after the first test. Not every event should wound. Yet a player character may be pushed into crisis by other events. e.g. Fail roll and go to the bad set of tables.

Secondary Objectives

Using these two words gives completion and purpose to any Q&D. If you want the players to survive event after event, until some trigger, then add a few Secondary Objectives.

These may be used for anything, but the main feature of the term is for closure. The secondary objective might be adventure specific, have campaign consequences, signal the move to another Q&D, bring on the rival, add a twist, etc.

Power of *Regardless*

Any and all of these can happen *Regardless*. *Regardless* is a powerful thing to add to Q&D events. *Regardless* will give rewards. It might also force a penalty, one that has no saving throw. The event's rank itself is chance and has put the player up or down. That was his saving throw. The result itself was randomized. Yet *Regardless* is another chance to make the player feel some brief relief or undeserved pain. It seems always to be undeserved.

Regardless often adds results that reach past one player and effects the group. If you play with a large party, the Q&D needs *Regardless* to balance the statistics of those extra dice rolls each round. It's easier to win a Q&D with seven players; some of them are bound to get those easy to make events or even just get lucky. Some might suffer mishap, but the rest will keep going. Large groups don't have a *do or die*, like trios, pairs and solo adventures. Even a knock out result may be the easy way to generally survive and still get Ignobles. It's harder to complete any table with few. Unfortunate events might dominate. *Regardless, anyone who is presently knocked out* suffers a vicious wound (or is captured). That should wake people up.

The balance is tough to achieve. You may apply relief or restitution in the aftermath. I've written my share of Q&D that have wiped a party. I still feel they might have won or run—they share culpability—players get too accustomed to winning. What you don't want is for anyone ever to say, I can always roll a new character. Some players

will say this, but the majority should be fighting to live, grow and thrive.

Anything under the typical results can be worded as *Regardless*. Err on the side of adding less of them, even if you later feel the narrative of the event implies the boon or slap.

Regardless, select Magical as Method next round.

Regardless, all players must return to battle despite vicious, knock out, mishap or previous escape.

Regardless, player must select Irregular as method in next round's attack.

Regardless, next round the player must change to a different attack Method.

Regardless, suffer Shaken (penalty).

Regardless, all players must select Irregular as method in next round's attack.

Regardless, next round all players must change to a different attack Method.

Regardless, all players suffer Shaken (penalty).

Regardless, unless the player character also has the skill Brawling, he falls with a vicious wound.

Regardless, gain one Swaggering Technique of your choice. This may be taken in any form, including on your vessel.

Regardless, the difficulty of all banes, inverted cards, the player receives in the continuing action are increased by two. *Regardless*, player ignores all negative dice roll modifiers; nothing adversely changes the Difficulty of his rolls for the remainder of this battle.

Regardless, player ignores card inversion; for the rest of this battle, he no longer suffers bane results.

Regardless, enemy NPCs no longer gain defensive modifiers for the remainder of this action.

Regardless, one other player character on your side falls with a vicious wound. Ref decides victim, usually the lowest level and least skilled of the group. If player is alone, he injures and is injured.

Handling ?Modifier?

Sometimes the Advantage won't cover it all. After you've written the events, you might look at the wording and decide a few more Traits, skills and swaggering would definitely help a character survive the roll. You don't need to sweat all details. The Advantage will be what's needed. But when the table is written for characters above level four, you may need to ensure they are not facing a roll above ten without some extra justification. If you just had the skills AAA, BBB or CCC; that would have saved you?

In the examples to follow, notice that a word or phrase has been added after the modifier in parenthesis. These are helpful cues to what sort of events are going to be prompted.

===*This or that pairings*===

If the character is Skill Delver or Trait Bold, the Difficulty reduces by two for each. (Stalwart)

If the character is Skill Duelist or Trait Clever, the Difficulty reduces by two for each. (Trickster)

If the character is Skill Equestrian or Trait Energetic, the Difficulty reduces by two for each. (Speedy)

If the character is Skill Berserker or Trait Gifted, the Difficulty reduces by two for each. (Lucky)

If the character is Skill Delver or Trait Methodical, the Difficulty reduces by two for each. (Patient and Cunning)

If the character is Skill Armorer-Smithy or Trait Rugged, the Difficulty reduces by two for each. (Protected)

If the character is Skill Acrobat or Equestrian, the Difficulty reduces by two for each. (Balanced)

If the character is Skill Pugilist or Grit-Fortitude, the Difficulty reduces by two for each. (Takes a wallop)

If the character is Skill Bowman or Man-at-Arms, the Difficulty reduces by two for each. (Legion Trained)

If the character is Skill Berserker or Brawler, the Difficulty reduces by two for each. (Rough and Strong)

If the character is Skill Duelist or Man-at-Arms, the Difficulty reduces by two for each. (Killer)

If the character is Skill Armorer-Smithy or Grit-Fortitude, the Difficulty reduces by two for each. (Tough)

If the character is Skill Acrobat or Bowman, the Difficulty reduces by two for each. (Dexterous)

If the character is Skill Brawler or Pugilist, the Difficulty reduces by two for each. (Striker One-Punch)

===*Second Useful Pairings*===

If the character is Skill Berserker or Trait Bold, the Difficulty reduces by two for each. (Fearless)

If the character is Skill Bowman or Trait Clever, the Difficulty reduces by two for each. (Opportunist)

If the character is Skill Acrobat or Trait Energetic, the Difficulty reduces by two for each. (Dodger)

If the character is Skill Delver or Trait Gifted, the Difficulty reduces by two for each. (Arcane)

If the character is Skill Armorer-Smithy or Trait Methodical, the Difficulty reduces by two for each. (Prepped & Ready)

If the character is Skill Grit-Fortitude or Trait Rugged, the Difficulty reduces by two for each. (Durable)

If the character is Skill Brawler or Equestrian, the Difficulty reduces by two for each. (Grapple for Dear Life)

If the character is Skill Berserker or Pugilist, the Difficulty reduces by two for each. (Bare Knuckle)

If the character is Skill Equestrian or Duelist, the Difficulty reduces by two for each. (Scout)

If the character is Skill Acrobat or Brawler, the Difficulty reduces by two for each. (Roll with the Blow)

If the character is Skill Armorer-Smithy or Man-at-Arms, the Difficulty reduces by two for each. (Tank)

If the character is Skill Man-at-Arms or Grit-Fortitude, the Difficulty reduces by two for each. (Soldier)

If the character is Skill Delver or Bowman, the Difficulty reduces by two for each. (Exotic Hunter)

If the character is Skill Duelist or Pugilist, the Difficulty reduces by two for each. (Streetwise Parry-Dodge)

====*Third useful Pairing*====

If the character is Skill Man-at-Arms or Trait Bold, the Difficulty reduces by two for each. (Leadership)

If the character is Skill Pugilist or Trait Clever, the Difficulty reduces by two for each. (Unexpected)

If the character is Skill Brawler or Trait Energetic, the Difficulty reduces by two for each. (Speed Attack)

If the character is Skill Grit-Fortitude or Trait Gifted, the Difficulty reduces by two for each. (School o' Knocks)

If the character is Skill Bowman or Trait Methodical, the Difficulty reduces by two for each. (Supreme Aim)

If the character is Skill Berserker or Trait Rugged, the Difficulty reduces by two for each. (Raw Pain Rage)

If the character is Skill Delver or Equestrian, the Difficulty reduces by two for each. (Beast Whisperer)

If the character is Skill Acrobat or Berserker, the Difficulty reduces by two for each. (Insane Leap)

If the character is Skill Brawler or Duelist, the Difficulty reduces by two for each. (Dirty Blows)

If the character is Skill Acrobat or Duelist, the Difficulty reduces by two for each. (Contort Oblique Strike)

If the character is Skill Armorer-Smithy or Equestrian, the Difficulty reduces by two for each. (Knight)

If the character is Skill Delver or Grit-Fortitude, the Difficulty reduces by two for each. (Hard to Poison, Intoxicate)

If the character is Skill Armorer-Smithy or Bowman, the Difficulty reduces by two for each. (Janissary)

If the character is Skill Man-at-Arms or Pugilist, the Difficulty reduces by two for each. (Prize Fighter)

Handling ?Event?

Try to word these as declarative sentences. Start with a verb. Consider you have the result and the advantage, you'll need to make an event that kinda sort of satisfies those two. You'll get better with practice. As always, nothing is wrong. The mechanics flow from the Result, Difficulty and Advantage. This is just your chance to be creative. Try to keep things short, but that's not the goal. Try to be clear, but that's not the goal. Have fun.

Q&D Mishap at Sea

Shallows Mishap King: Respond to the general alarm right as you fall asleep exhausted or after downing several pints of ale. Fail and suffer a vicious wound.

Difficulty: 6 **Advantage:** Trait Clever

Shallows Mishap Queen: Take charge; the crew needs your leadership and direction. Optional, success and all players gain Tactics Pip to dice. But, fail and knocked unconscious. If the character is Skill Armorer-Smithy or Trait Methodical, the Difficulty reduces by two for each.

Difficulty: 7 **Advantage:** Trait Bold

Shallows Mishap Knight: Put away your blade to free your hand to work; the monster has probably done his worse and is gone. Monster? Yes, not all rocky protrusions under the water are inorganic. Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. **Difficulty:** 5 **Advantage:** Trait Energetic

Shallows Mishap Knave: Tumble as your ship scrapes bottom (or something strikes the hull underwater); brace yourself to keep from cracking your head on the rail. Fail and suffer a vicious wound. **Difficulty:** 6 **Advantage:** Trait Methodical

Shallows Mishap 10: Cover your face as the water seethes and flies swarm all over the vessel; something evil lurks below. Success for swaggering only. But, fail and lose any swaggering. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques takes vicious or is outright slain. **Difficulty:** 8 **Advantage:** Longboat Disease Free (I)

Shallows Mishap 9: Swallow sea water or stagnant river wash, as an unnatural wave rises and envelops the ship. Success for Fury Pip. **Difficulty:** 7 **Advantage:** Skill Grit-Fortitude

Shallows Mishap 8: Harpoon the denizen as you see its shadow cross under the vessel. Success for Command Pip. **Difficulty:** 7 **Advantage:** Skill Bowman

Shallows Mishap 7: Resist the urge to call for the ship to be abandoned and every soul for himself. Fail and knocked

unconscious. **Difficulty:** 8 **Advantage:** Longboat Comradery (P)

Shallows Mishap 6: Struck by a mast yard, which fractured under the weight of saturated sail cloth. Fail and suffer a vicious wound. **Difficulty:** 8 **Advantage:** Skill Armorer-Smithy

Shallows Mishap 5: Shrink back and repel a set of tentacles, which slither over the rail and throttle your neck. Fail and knocked unconscious. If the character is Skill Pugilist or Grit-Fortitude, the Difficulty reduces by two for each. **Difficulty:** 9 **Advantage:** Blade Defender (F)

Shallows Mishap 4: Command the dark forces to leave you and this vessel alone – return to hell, demonspawn! Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 10

Advantage: Swagger Battle Cry (A)

Shallows Mishap 3: Take the tiller from a downed crewman and set a course to the safety of open water. Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. **Difficulty:** 6 **Advantage:** Trait Rugged

Shallows Mishap 2: To arms, but only you respond to your own call for steel. Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. But, fail and knocked unconscious. **Difficulty:** 7 **Advantage:** Skill Berserker

Shallows Mishap Ace: Bless the men and get them steady; they'll be far worse encountered before the trek ends. Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. **Difficulty:** 4 **Advantage:** Trait Gifted

Handling ?Flair?

Perhaps, I lied, Flairs come last not writing the events. By now you're probably tired of thinking. In most cases don't add any Flairs.

Yet look at the tables for Methods or the Monsters. They are filled with *Flairs* and *Regardless* results. Flairs tend to activate on settings or circumstances. If you want your table to have longer use, you have to add Flairs into it. Q&D Surviving Magical Chambers sort of implies underworlds, but these could be in palaces, harems, prisons, ice castles and Saurian egg chambers.

So, when you specifically say, *Flair – in the underworlds* such and such must happen. Think ahead for that time when the event actually happens. I play countless adventures in what-if, as I write tables. What's more, the players read the Q&D narratives often to peek ahead in our *what's next your own adventure* series. Even if the flair doesn't apply now, it generates dread. *Flair – in ice places of the tundra giants, the character's Blade is destroyed.* Makes them sort of stay in warmer climes.

Not all flair need be added with the intent they ever come into play. I do hope no one ever is slain for *lack of a technique* to lose. But I know some characters will be. Plus, the players must understand that the campaign is not a musical, in which, you want to see all three acts. No one should want to experience every Q&D event. You as a Ref might want that, to display your work. But if I as a player never again read a Knaves, I'm good. The flairs make all understand (foreshadow) some real dangers and potential loss of characters.

Common Flairs

Against Large+ adversaries, the Difficulty increases by three.

Flair – if the adversary is Nasty, the injury results in death.

Flair – if the adversary is Horrible, the injury results in death.

Flair – if the adversary is Enchanted, the injury results in death.

Flair – if the adversary is Foul, the injury results in death.

Flair – if the adversary is Invincible, the injury results in death.

Flair – if the adversary is Heinous, the injury results in death.

Flair – if the adversary is Great, the injury results in death.

Flair – action may be repeatedly attempted, until you fail or all opponents fall.

Flair – sacrifice something of value, like your obligatory purse of coins.

Flair – If someone in the party has Wizardry XYZ, then more bad things or loss of technique.

Flair – In the underworlds...such and such, always bad.

Flair – if the selecting character has yet to check Growth Ignoble, he does so (with further explanation).

Q&D Mishap at Sea (*Fini*)

Shallows Mishap King: Respond to the general alarm right as you fall asleep exhausted or after downing several pints of ale. Fail and suffer a vicious wound.

Difficulty: 6 **Advantage:** Trait Clever

Shallows Mishap Queen: Take charge; the crew needs your leadership and direction. Optional, success and all players gain Tactics Pip. But, fail and knocked unconscious. If the character is Skill Armorer-Smithy or Trait Methodical, the Difficulty reduces by two for each. Flair – if all other players are unconscious or wounded, Difficulty decreases by three. **Difficulty:** 7 **Advantage:** Trait Bold

Shallows Mishap Knight: Put away your blade to free your hand to work; the

monster has probably done his worse and is gone. Monster? Yes, not all rocky protrusions under the water are inorganic. Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. Flair – if the selecting character has yet to check Growth Ignoble, he does so with the understanding that his character is overly optimistic; he will tend not to take precautions nor suspect the worst of strangers. **Difficulty:** 5 **Advantage:** Trait Energetic

Shallows Mishap Knave: Tumble as your ship scrapes bottom (or something strikes the hull underwater); brace yourself to keep from cracking your head on the rail. Fail and suffer a vicious wound. **Difficulty:** 6 **Advantage:** Trait Methodical

Shallows Mishap 10: Cover your face as the water seethes and flies swarm all over the vessel; something evil lurks below. Success for swaggering only. But, fail and lose any swaggering. This loss may be taken personally, or from your weapon, mount or magical abilities. It may even be suffered collectively on the group's longboat (if present). A character with no techniques takes vicious. **Difficulty:** 8 **Advantage:** Longboat Disease Free (I)

Shallows Mishap 9: Swallow sea water or stagnant river wash, as an unnatural wave rises and envelops the ship. Success for Fury pip. **Difficulty:** 7 **Advantage:** Skill Grit-Fortitude

Shallows Mishap 8: Harpoon the denizen as you see its shadow cross under the vessel. Success for Command Pip. **Difficulty:** 7 **Advantage:** Skill Bowman

Shallows Mishap 7: Resist the urge to call for the ship to be abandoned and every soul for himself. Fail and knocked unconscious. **Difficulty:** 8 **Advantage:** Longboat Comradery (P)

Shallows Mishap 6: Struck by a mast yard, which fractured under the weight of saturated sail cloth. Fail and suffer a vicious wound. **Difficulty:** 8 **Advantage:** Skill Armorer-Smithy

Shallows Mishap 5: Shrink back and repel a set of tentacles, which slither over the rail and throttle your neck. Fail and knocked unconscious. If the character is Skill Pugilist or Grit-Fortitude, the Difficulty reduces by two for each. **Difficulty:** 9 **Advantage:** Blade Defender (F)

Shallows Mishap 4: Command the dark forces to leave you and this vessel alone – return to hell, demonspawn! Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 10 **Advantage:** Swagger Battle Cry (A)

Shallows Mishap 3: Take the tiller from a downed crewman and set a course to the safety of open water. Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. **Difficulty:** 6 **Advantage:** Trait Rugged

Shallows Mishap 2: To arms, but only you respond to your own call for steel. Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. But, fail and knocked unconscious. Regardless, suffer a Quest Pip penalty for the remainder of the adventure; the crew is ignoring your authority. **Difficulty:** 7 **Advantage:** Skill Berserker

Shallows Mishap Ace: Bless the men and get them steady; they'll be far worse encountered before the trek ends. Success and an obstacle or impediment of battle is removed or important task in the mission is accomplished. **Difficulty:** 4 **Advantage:** Trait Gifted

Now that I walked you through one, get started on your own. If you care to share, post your tables in the Space Gamer Vox. URL www.spacegamer.com (spam

and hacker free forever, cross fingers). Also, more importantly, you can recycle oft used, stale Q&D and use what you've already written as the starting point for your next game changer. Opening a magical gate is also getting peasants to support a war. Well, it will be once you start attacking the text.

Become furious! There is no way to make mistakes. Well, the players may disagree, but here's love to all my dastardly children, my Q&D.



Example Campaign

Here's a jumpstart campaign, a digest of my own, to get you off ad hoc to adventure or build upon as the straw man for your own ideas. Each game starts for most characters in Constantinople. A



labyrinth almost impossible to fully describe and map. The largest fortified walls ever created, and a hub for every religious idea ever dreamed or inspired. The ruling emperor changes quite often, young princes, old wizards, ambitious priests, military oligarchs, rich fanatics, etc.



From the capital of the eastern Roman Empire, the players will be tasked with missions in the civilized realms and into the green frontiers. Only when the characters get higher in level will I send them outside the frontiers. I wouldn't even send them home; *Sigtuna* is not a safe place.

Later I add adventure ideas for three of the map's city-states. But first some rough ideas of the politics and intrigues, first order and usurpers, which are looking for men like the player characters to serve them loyally and for mercenary wages.

Where Am I?

The map is a good indication of where danger lies. Let's review a few areas. The red part is for lower level adventures. The lighter green for later play. That's subjective. As Ref, you can take the players anywhere and add monsters and situations to match the player characters' abilities. Yet most players want a sense of exploration and will see any campaign map as regions of increasing danger.



Dark Blue Sea Rovers are Varangian kinsmen, mostly problems the characters left behind; these raiders are even more ruthless than the players might be. The light blue has both a survival aspect of freezing (use your magic), and the added danger



of the giants frozen there. Those monsters may not be able to roam south, but they are as large as mountains and will be hard to tell from crags and glaciers. A safe cave may turn out to be a mammoth mouth.



Giants

These monsters were driven to the Tundra by the Zaires; many remain frozen in the ice. Most are too cold to speak. Yet, some of the clever ones have escaped to built new realms in the clouds. Looking down from tens of thousands of feet, they mostly ignore man. Others were slain, and where they fell mountains formed. Giants need a cool Q&D like Dragons. (I have one, of course, but for a later corporate product.)



Dwarf

Where giants died, the dwarves now infest. Worse than field rats in a silo, dwarves carve out tunnels from each fallen giant's enchanted marrow. All the while the imps hide the byproducts—silver and gems—which they know mankind craves; hiding precious metals makes dwarves weep with joy. Dwarves rarely travel above ground. If they even choose to meet human bargainers, they do so in cellars below cities. They shun the light, even moonlight.



The foot tall dwarves, unless they deceive by stacking one upon the next and cloak their deceptions with magic, live in constant revelry. They enjoy brewing alcohol, so potent, it drives men mad or puts them to sleep for an age. Prone to rash anger and insult, dwarves are moody and maudlin, creatures without true purpose (by mortal terms). They will deal with man, but any contract must be written and obeyed to the intent of the codicils. They like to offer riches, in exchange for one day collecting the dead man's body. Blood makes a good fine dwarven beer.



They do not twist the words, seek the soul, as a demon might. But they will only agree to a deal that suits them and benefits their goals. Yet those aims appear as

whimsy. Many silly dwarves suddenly turn twisted, when frustrated or betrayed, transforming into the larger, meaner, completely uncivil, goblins.

Worse Things East

The yellow region of nomads and dark green lizard men would require special tables of events. The Hunnic peoples are not trying to conquer the west anymore, but they still are quite formidable. Probably each raider commander has a Mount with all twenty techniques. The lizard chiefs will carry Blades with all twenty techniques. Both will require long swagger vs swagger exchanges, before even getting to other Method types of battle.



The Saurians seem content to pile filth under the sun to release magical ether out of the soil, at least so they believe. If their domains are violated, they do kill. Yet



they prefer to collect human slaves to do this digging and piling. The exhausted dead are traded or gifted to the dwarves (to make beer). Saurians will raid along the Caspian Sea, Barda and Itil, as well as striking out to Tiflis and Tmutarakan. But they do not desire to conquer and lord inside any

structure. Like the dwarves, their motives are all too strange for a character to understand. The only logical thing about them is that when cut they bleed, and when sliced, they fight (as Large).

Magic is Draining Away

Unspoiled rivers once all connected to the Styx. But now, slowly tainted by cleansing sea water, the rivers are losing their ability to nourish the lands and fabled creatures of old. The lost Fae may all be dead. If any survive, their enchanted glens will be hidden by relics of magic.



The further eastern lands are dry of magic. Wizardry will fail more, the further east one travels. Yet Warped Outcomes will increase – a sad paradox of magic slowly evaporating from the fantasy world. Likewise, as the players start to drift south past the dwarven kings, off the map, they will reach the Arab Lands, where the ginnns control all mana.



world of magic. Yet not all ruins below ground are theirs. An older age was buried and rebuilt upon.

Underworlds

The underworld is filled with ancient palaces and cities, which were pulled below or covered from above. Do not think in terms of a graph paper sized connection of rooms. Underworlds are whole cities, counties of chambers of the natural, the man made and of unearthly form.

Huge amounts of mana were expended to sink whole countries. Atlantis was not sunk below a sea, it may just have become part of the growing underworld. A single blast from the Alpha Zaire killed a million giants and made the mountains of the Balkans, Taurus, Pontic and Caucuses, burying



almost all those regions' towns and villages beneath the fallen stony host. Or, special places were created as prisons to cell the mighty and the sinister. Many forgotten yet still evil forces remain locked inside of arcane temples and seemingly insignificant artifacts.

The underworlds are divided into strata. These are given names by delving companies. Places like the Tombs of the First Kings, the Spawning Ground of Beasts, or Womb of Gems, all hellish domains that no small party of player characters should enter. Yet they will.



The monsters, there in, are simply vile. Just a few

of their aspects:

Acidic, Ancient, Armored, Beetle Shelled, Berserk
Bloodsucking, Camouflaged, Cold Emitting, Crushing Jaws, Dragon Kin
Eater of Dead, Egg-Layer, Elephantine Crush, Energy-Wielding, Enchanted
Famished, Ferocious, Fire-breathing, Fluid-Liquefied, Formidable
Foul, Fungus-Spores, Gargantuan, Ghost-like, Godling
Great, Heinous, Hideous, Hive Culture, Horrible
Howling, Illusionary, Impersonating, Insane, Inter-dimensional
Invincible, Light Bending, Magical, Mandible Pinchers, Mechanoid
Metal Corrosive, Mimicry, Mind Controlling, Mindless, Multi-brained
Multi-limbed, Nasty, Obsessed, Paralyzing, Perverted
Poisonous, Psionic, Robotic, Single-minded, Smothering, Snake Kindred
Soul Stealing, Stifling in Odor, Stone-skin, Tentacles, Terrifying
Thieving, Unshakeable, Winged, Withering, Xenophobic

Use this list as fodder for Q&D or to hinder player actions. Describe again, just how does your Voltaic spell hurt the Liquefied Godling?

Emperor and Constantinople

The eastern roman empire may not be as grand, but it survives. The capital is Constantinople; will be quite some time before it is renamed Istanbul. The emperor is above the law, but indifferent. He does not seek to make decrees, anymore. The law is already well established and debated constantly for interpretation. All this bores him. He has a harem and resides in a magically warded palace. His name? What you don't know how to wiki? Heraclius works fine. He dropped Latin for Greek. Or Leo, there were lots of Leo.



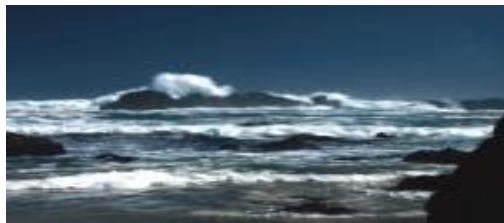
His zoo contains nothing living but is a fine collection of the bones of dead beasts, many of them extinct like the unicorn. Perhaps the players might need to study there, before they go hunting for exotic prey. How to gain an audience, when all your skills are marshal?

Legions

Eastern Roman guards still garrison forts on rivers in the Outlands, collecting tolls from commercial ships. They seldom venture out to raid, except when they are starving. Supply and reinforcement transports are waning.



The Janissary are the emperor's monster hunters. They form an elite corps, which might be met or might recruit the players. The nobles are formed as armored



cavalry, the Cataphract. Ancillary, barbaric troops are mostly used as archers, slingers and javelineers. Some of the players, from their character backgrounds, will have served in the legions as missileers. The Khazar, river folk, are often employed as scouts and guides in the

Outlands. Soon the players will learn to trust their own abilities and seek fortune where they may.

Elite Romans

The emperor is advised by the Curia, a body of scholars. Yet magic is seldom used in the workings of that once great state. Now, the region city-state lords are given authority. They pay tribute, large and small, to be left to their own devices. The player character would never meet the emperor, any member of the curia and hardly ever any leader or ruler of a city-state. Player missions would come from underlings of the powerful. Even if the player characters prove worthy, all Vikings are feared as men of ability with murderous impulse.



Zaires

Most of the twenty protectors of magic are needed in the far western lands where magic is free form and remains undiminished. Yet at least one of the wizardly protectors is somewhere in the campaign at any time. The so assigned considers this plebe work, and his own great magic is often stunted. Still if any



player character goes wild with magical action, trying to permanently warp the world, the Zaire will stop him as he acts. Can any Zaire be defeated? Sure, and then the player character doing so takes his place and is removed from the campaign. Hand him over, chump.

Economy

The main source of wealth comes from the strategic position of being the middlemen between Indian spices brought via the Arabia Sea (very far south) and the luxury



desires of the western barons (again off the map). No one has any clue that the actual pepper and dyes are grown by oriental superpowers still further to the far east. Magic there is gone, except what remains in a few great artifacts of guarded power. How many people must be slain to restore the

Eastern Empire to former riches? The humor of the question is hopefully apparent. No player character would have such a goal.

City-State of Varna

Representing the last river hub into the Black Sea, Varna is an ancient colony of both the Hellenic and Roman world. All trade inland must pass through its magically chained harbor. Varna is a carnival of travelers, all seeking wealth and adventure in the Frontiers. The taverns are full of gossipmongers and legend tellers. Stock up as you may and head out on your journey.

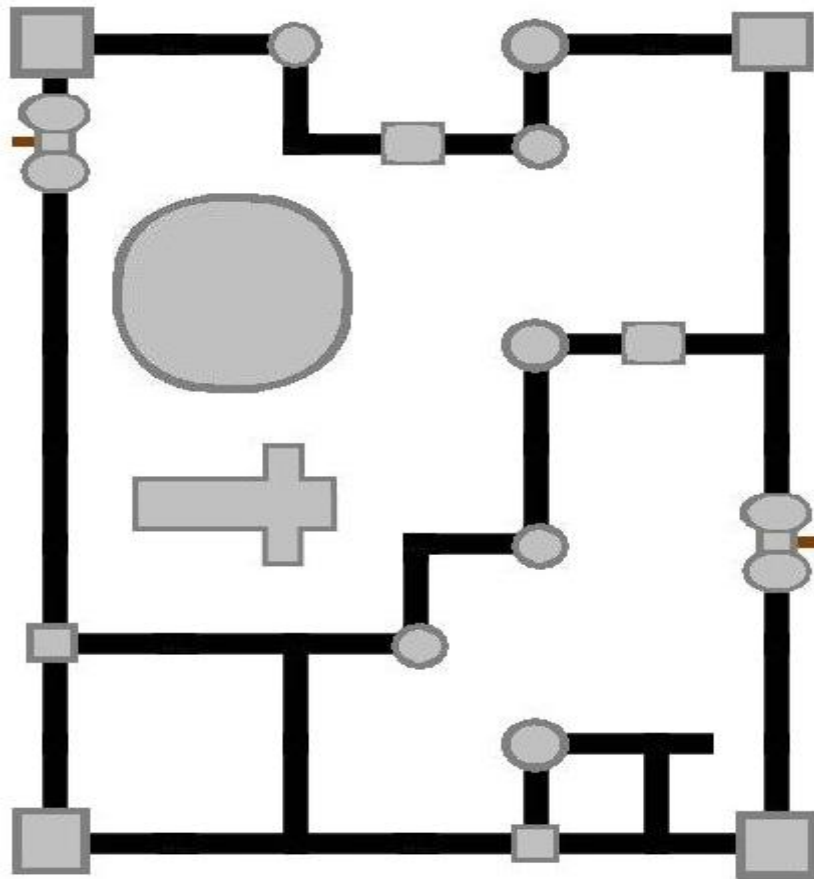


Population: 7420

Ethnicity: Greek 35%, Khazar 20%, Rus 40%, Varangian 5%

Ruler: Lord Julian is controlling and demanding, openly feared and hated, aggressive and prone to fits. He may be effective and right in most situations, but most who meet him can't wait for him to fail. Almost everyone is driven to undermine his plans, since all instinctively hate such an egotistical know-it-all.

The Layout of the Battlements



Good Traits:

Peaceful – Seasons cannot be changed; no magic is that powerful. So, planting and harvesting must have a cycle. If that cycle is disturbed, then not just the peace may be lost. Civil unrest and even superstition can cause disorder. An omen of disaster may be far more damaging than an actual giant. If the lord refuses to accept local customs, he may never live in an orderly peaceful domain. Thus, peace is fleeting.

Patriotic – A body of constables enforces the peace and keeps the city walls secure. The men of the garrison are brave and time honored, commanding so much respect that many of the servitors of the players' crew might desert to stay here as recruits.

Civil – Measure of the cleanliness of the land and buildings. Free of disease, pestilence and apathy. The place is immaculate.

Bad Traits:

Ransacked – The streets are swept clear, but most of the defenses have been taken down. As the city grew, the wall stones were used to make the houses of the nobles. May not be a problem, so deep within the civilized lands. Yet this also implies Varna

needs a planning architect, since older civil structures—the market, fresh water aqueduct, the odium, the temples—are in danger of collapse.

Famine – The farms are failing, and the city is chronically short of food. All provisions must be brought from other more prosperous cities, and the prices of all foodstuffs are soaring. The land outside the city walls may suffer from an ancient curse. It may just need fertilizer. Many have attempted to lift the bane, but none have succeeded. Tell the players, better mages than they have tried. But? There could be quest work to figure this out.

Region Flaw – Undead: Wandering souls or spirits can be seen in the area. The site of an ancient battle or magical mishap, the place is simply spooky. The undead may also be killing the crops with cold steps. Yet the locals have grown accustomed to the site of their dead relatives. Most think these visits are a blessing, so the players better not interfere in the status quo. For the adventuring players, they may be blamed for angering the spirits or face avenging souls from their defeated enemies. Just not a nice place to live, but not so alarming in a fantasy world as to justify moving.

Cast of Characters in the Varna’s Ruling Court

Champion Rodney, Loyalists, Prime Patron for Quests

Duties: Shield bearer, squire and prime bodyguard of the ruling lord. Rodney also fights Lord Julian’s duels. Common to find him with battle injuries, ones he refuses to discuss. The champion will often practice at arms with his lord. As the lord fumbles, the champion must grin through the pain. As a surrogate in a duel, Rodney, is not bound to fight to his own death. But if he loses by surrender, his master’s life is forfeit. How well this man might hide his intent to throw a match remains to be seen. Actually, this loyal servant, Rodney, has disappeared before many a challenge, leaving Julian to appoint on the spur a replacement.

Armorer MacGregor, Loyalists, Prime Patron for Quests

Duties: Manages the arms and armor of the garrison, assisted by ironmongers, tinkers, tanners, etc. Binds magical properties into metals; cares for the greatest of relics. He is one of the few talented people who can modify a damaged player character Blade. His expenses will depend greatly on what is asked. He will not create new enchantments, but he may be able to recover lost powers or lock virtues a *Glorious*. Every manor will have its share of tinkers and smiths, so by generating a special armorer as a courtier, this fellow’s reputation is wide-spread. True relics are never sound of spirit. Most will hold ginns, which roam and wish to find new owners. Relics also tend to be forgotten over the ages, and their importance is

debated by Occult Scholars. Macgregor is always in need of vinegar, which he uses to keep away rust. A good starting gift, perhaps?

Chaplain Davi, Loyalists, Prime Patron for Quests

Duties: In my mixed pagan with the One True Faith campaign, here simply is a temple priest of the hedonistic majority. This fellow handles the spiritual needs of the serfs, the common people. He controls them pretty thoroughly. He may be hated by all the other courtiers for this influence. Yet if Davi declares something blasphemy, it will signal a riot. Many have tried to discredit him, accusing him of hypocrisy and worse. Yet, there never has been any proof of any crime or corruption. He may be an honest zealot. Shutter.

Emissary John, Antagonist, Prime Rival for Quests

Duties: An attorney who takes grievances to other lords or argues point of law before a higher authority in Constantinople. The arcane nature of laws means that John is someone who does little but study past cases and the mindset of each judge that he might face. There is always trial by combat in a criminal case or accusation. But right of title and rents, or even where the lord is quartered during ceremonies, are acts negotiated by the emissary. John maintains numerous allies among the worshipers of the One True Faith, especially Davi. Since many cases can turn on single phrases and witticisms, John is a capable sophist able to convince a common man or peer jurist that the sun in fact does not rise in the east as clearly would be seen if all evil perished. John wants to be ruler of Varna but is not skilled at personal arms. He would raise an army but feels he might be betrayed or reviled. Instead he waits for a grand mishap, planning to use that as an excuse to become savior of the city.

Astrologer Jane, Antagonist, Prime Rival for Quests

Duties: Predict the future, a hopeless activity. The court charlatan, forecasting is always a random process beginning with the weather. Yet even as the ruling prince, Lord Julian, knows this, he cannot go a day without consulting her. She is also quite comely, and Lord Julian's attentions are amorous. Someone who truly can tell the future will tend to see nothing but the bad. Even the littlest of mistakes can become major moments of uncertainty and cause a ripple of time-fractured events. A run of events predicted by the astrologer is a mishap in its own right. Compounding everything is the simple truth that Jane is totally inept; she believes she is highly skilled, but constantly blames others for her failure to predict anything. She has no Wizardry techniques, and it could be amusing to take her out into the field to see what her first developed power would be. She will then try to use it to destroy the party. Lots of fun. She has gold?

Master Hounds Jonah, Antagonist, Prime Rival for Quests

Duties: The keeper of the kennels. Hounds being just a colorful way of saying beasts with moat creatures and all manner of denizens under his control. He keeps wolves in pens and has more dangerous species he's trying to breed. He is rumored, unproven to shape-shift. His arms are covered in scars, and he does not like formal company, even though he is a member of the court. All such masters of the hounds are totally mad and antisocial. But the ability to release exotic beasts to quell uprisings or steal forth to do his bidding, makes him a valued servant. Too bad he hates the ruler; if inquiries are made, he is an heir himself to the local throne of the city, a cousin of Julian.

Captain Watch Erik, Antagonist, Prime Rival for Quests

Duties: A sergeant at arms charged with setting the rotation of the guards. Try standing a post for eight or twelve hours straight. This guy's diligence and aggression keep the rank and file in line. With the city walls a tatter, he keeps Varna from being runover by the mob of the criminal and smallminded. Always hated in peace, admired in war, the captain has formed a legion quality garrison, elite by all standards and the envy of other city-state lords. He has been offered employment elsewhere but is being blackmailed to stay. Left to each Ref to choose the scandal. Since these walled estates are socially restrained, there are many affairs both unrequited and passionate, which Erik knowingly controls. For he controls when and where lovers may rendezvous at least at court. Erik is also a Varangian, a Viking like the player characters.

Confessor Paul, Antagonist, Prime Rival for Quests

Duties: To explain, the confessor is the person who absolves the sins of Lord Julian. The lord is not forced to tell his sundry deeds and plots to just any county chaplain, like Davi. The ruler has his own man, Paul, to ensure his admittance to heaven. Most lords take more earnestly to religion later in life. Each noble will one day regret the means he used to advance in power. So hence Julian has a confessor hear his prayers and grant forgiveness. Guilt relieved. Julian has paranoid fits and often decides that his confessor, Paul, is plotting against him. In fact, that is true. Paul is an agent of the overlord in Constantinople and sends regular reports back to the eastern princeps. Varna is too important to leave to a mad man's unhinged control.

Recent Post Vacancy – Jailer died mysteriously and magically.

Pending Mishap – Alderman will be found drown in the river; his mistress will be blamed (correctly).

Prime Skullduggery – Captain Watch Erik is hated because he is a barbarous outsider. Almost everyone in court is wishing him dead and one of those unintended and intended spells may soon manifest in greater evil.

City-State of Ryazan

A crossroads of the last, supposedly, civilized city and the start of the frontier baronial rulers, the city remains a sleepy place even though it is well situated for trade and adventure. Ryazan is a place where stronger groups of players arrive as a waypoint toward more dangerous travels.



Many differing factions and motives exist in Ryazan, but the governor, a Lord High Mayor by virtue of his immense wealth, though not his ignoble heritage, wants everyone to mind their own business and not victimize the locals. Gambling is outlawed, as is prostitution. The ratio of men to woman is off kilter, and most everyone who arrives quickly wants to leave.

The mayor prides himself on keeping a quiet town, no drink outside of homes. A small fortune has been spent hunting down past transgressors. Every shop door and horse hitching post has a flyer listing the latest most wanted fiend. Few call Ryazan home, even as the city has grown in size to nearly five-thousand long term residents. Individual fortunes are made; the reprobates usually change name and head west with their gold for more staid lands.

Northwest of Ryazan the river appears to end. But actually, there is a magic portal, built in antiquity, which connects the river to the branch near Divina. Both sides of the portal flow outward, more magic, yet most vessels easily sail across and onward. The compass direction changes; the distance difference sometimes makes the portal appear dark, while the sun is still out, or it will illuminate the river better than moonlight. Rarely it has been reported that the portal glitches and takes the user someplace far, far away or very, very deep.

Population: 4970, anomaly 85% male

Ethnicity: Avar 5%, Khazar 40%, Rus 55%

Ruler: Mayor Lyev is repulsive, uncouth, unloved, hated by the beautiful aristocrats of his court, and he has no chance of rising in station. The lord is marred by battle scars, which can attest to his combat ability. But he is a fool in the social graces. His gentle wife will usually mock him openly, flaunt her lovers and seek to make the player characters new pawns in her game. Lord High Mayor Lyev will hear no slander against his wife nor understand in his simplistic mindset that he is just a bumpkin in his court's eyes. Loving his wife beyond all else, he lives in denial. He will banish or kill the person, who opens his eyes to his cuckold stature.

Good Traits:

Magazine – Stocks of arms and supplies, the ability to withstand siege and even wage war on a neighbor. The magazine is the easiest attribute of a city to create and exhaust. Invest or plunder another and see the windfall. Fight a war and lose, and it is gone.

Fruitful – Though meaningless to the lord and player characters, who usually eat their fill, the serfs are the ones who need this trait. The land is fertile, and the forest has game and wild nuts. A good place to stock up on Longboat supplies.

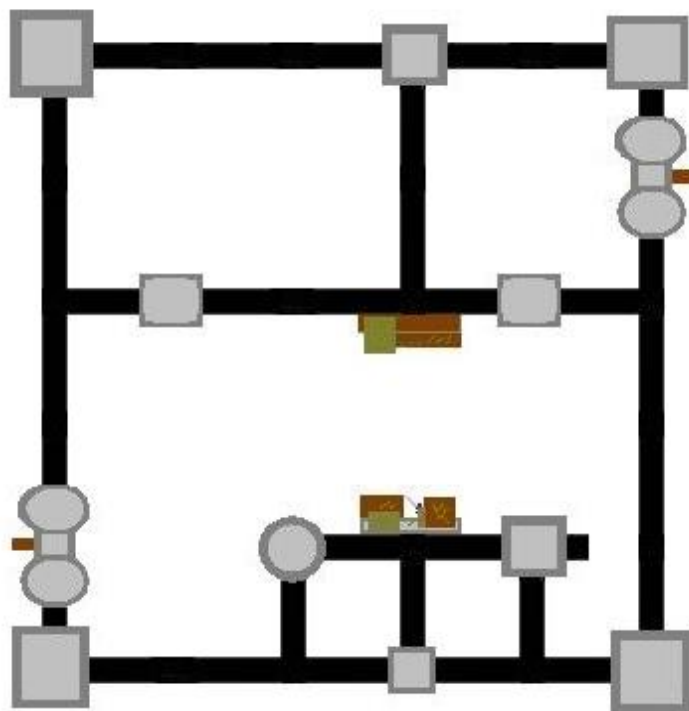
Justice – Lawfulness of the realm and honesty of the courtiers. Almost free of graft.

Bad Traits:

Plagued – The health of the serfs is poor. The river breeds malaria. The longboat crew may also contract disease if they do not press on.

Pestilence – Flies, rodents and filth, dominate. The place needs a Roman sewer, bath and aqueduct. Pestilence will occur more from apathy or act of defiance. But who can say? Pestilence may also be a sign of monsters in migration. The local river bugs sometimes are seasonally a hundred feet long. The eighteen year locus are the size of dragons. (perhaps use the supplement game table

The Layout of the Battlements



at Difficulty minus three, and wounds treated as knocked out in the Zone of Terror, and finally no Dance of Death.)

Region Flaw – Heretics: The region is dominated by a strange radical pagan religion, a cult of fertility and the forest. The minds of many local women are charmed to serve the higher devilish master. An ancient alter still holds Fae power and corrupts the region. The vine covered ruin has beguiled many attempts to unlock the secret or end the bane. Besides the cultists, there are goblins that enjoy the magic and the charmed flesh to consume.

Cast of Characters in the Ryazan’s Ruling Court

Sheriff Ethan, Loyalists, Prime Patron for Quests

Duties: The absolute authority in the area in regard to the prevention of crimes and apprehension of criminals. The accused will be delivered to the Lord High Mayor’s court for punishment, but the sheriff’s word is hardly questioned. The court is simply to ascertain any secondary events of the punishment. Is the criminal a fellow lord and should be fined? Or is he a nobody and will be summarily executed. It’s dangerous work, enforcing the law. His position is prone to accidents resulting from chase on horseback. Ethan is also openly known as a Master of illusions. On initial meeting he will disguise himself as an elderly rake.

Herald Hannah, Loyalists, Prime Patron for Quests

Duties: Announces the good deeds of the lord, monitors his travel and itinerary. The herald is the sage who keeps the records of the land. She also posts the court docket of petitions made by the serfs or proclaims the latest Grand Thief of the realm. She hates her job and hopes to find someone who can escort her back to civilization. The Lord High Mayor would see that as corrupting his servant, a capital offense. Hannah is no sweetheart herself, though she’ll pretend to be the ingénue. She has fabricated records and crimes against lovers who spurned her or women who have looked cross at her. See Mary below. No good deed goes unpunished.

Jailer William, Antagonist, Prime Rival for Quests

Duties: Besides the obvious, let’s ask ourselves how psychotic it must be to run a medieval torture chamber, which is certainly what this man manages. A pure sadist, the jailer is the type of man who delights in suffering and never tires of pleas for mercy. The players instinctively, even those themselves of evil inclination, will despise William. Need more invective? Anyone in the presence of this jailer should be Shaken (penalty) on rolls for skills and social grace. That should stress the message that he’s no one’s friend.

Steward Alain, Antagonist, Prime Rival for Quests

Duties: Handles the staff of servants who cook, clean and make the manor livable. Most castles will become pretty foul in a manner of weeks, even with a staff. Lords usually move between several houses to allow the filth to dissipate in one place, while they pollute another. But with magic these delicacies need not be considered. So why recognize the steward here as a special courtier? The only reason would be if he is not human. As such he is extraordinary, a cook of renown and master of efficiency. Yet his actions will be always suspect, since he isn't human. He will appear human, but he may be Saurian, Dwarvish or something even more monstrous, polymorphed Dragon or Giant. Exact race is left to the Ref. Alain's motive is not treachery; he is hiding from something outside of Ryazan, perhaps a Zaire. Even though he runs the city well, see Magazine and Fruitful among the traits, he is also responsible for the place being Plagued and Pestilent. Baneful side effects of his magic, which he cannot control.

Forester Mary, Antagonist, Prime Rival for Quests

Duties: The sheriff of the wild lands, the forester in a traditional sense stops poaching. She is the resident monster hunter. She will know the signs, tracks, dung, odors, destruction, which monsters leave behind. She likes her role and delights in the hunt. But she is slighted at court for being ruddy and not feminine. A recent sighting has her worried. There are markings left by an unknown beast. She is at odds with Hannah, who says monsters are an outside problem. The two were lovers as teens; both will claim to have ended the affair, but both also fantasize about a reconciliation. Country girl and city girl, the romance is forever doomed.

Alderman Ahab, Antagonist, Prime Rival for Quests

Duties: The representative of the guilds and another sign that the lord is sharing power with outside forces. The worst of alderman will be those who represent magic purveyors or even worse the grandfather of the delvers. The man is not directly involved in underworld expeditions, but he benefits from them. He sought asylum inside the protection of Ryazan's keep. He has many enemies in more civilized domains. The ruling baron protects his friends or else he will be seen as no friend to others. Yet new enemies are being made by Ahab. His own intrigues usually spill over into Ryazan's court, but so far, he has shifted the blame. Newcomers like the player characters are good scapegoats. Ahab is conversant in numerous foreign languages and customs. This could be a give away that he is a powerful man of magical means. If he wanted to replace the current Lord Mayor, he could with a snap of his fingers. Yet he hasn't in seven years of domestic living. By the law of the delvers, no grudge may be held past nine years.

Barber Caleb, Antagonist, Prime Rival for Quests

Duties: The medieval barber was also the doctor. Leeching actually worked to reduce high blood pressure. So, a salt filled diet and stressful lifestyle needs some moments of relaxation in the barber's chair. Maybe the lord will get a hair cut or beard trim as well. The lord who has a barber in court will swear by the man's cure-alls and methods. The player characters may have to submit to treatment if they complain of aches (and who doesn't at times). A bit too much blood loss can lead to anemia. Though someone would hardly be bled-dry. Caleb will have magical healing ability, which can be employed in good faith. When it isn't, or when the magic is misapplied, then arises animosity and malfeasance. Caleb is old and worries after his last Magical Warped Outcome; he may be telling himself he's gone cold turkey, but he still uses magic daily.

Exchequer Carlos, Antagonist, Prime Rival for Quests

Duties: The person who coins the coins and keeps the bank records. A number of his ledgers have gone missing. He may be senile, as he is very old. But the accounts all related to Lord High Mayor Lyev's allowance for his wife. (Notice I never name her – that honor goes to each Ref.) The ever frugal Carlos has also been hoarding real gold, which if known would attract raiders, delvers and monsters. (Perhaps thieving player characters too.) He has a genuine *rainy day* fund. In his position, a certain amount of graft and lost collection fees are expected; most think Carlos is a thief. He seems to dress and live more lavishly than anyone else. Yet he is guilt free and uses magic to make his outfits and furnish his home. If those spell abilities were taught, the city-state would have yet another reason to prosper. Yet being magic, such resulting effect may only function to dandy the exchequer. Carlos would be considered an Antagonist, because of his advanced age and infirmities, not because he is openly fractious or corrupt. He does hate waste and looks forward to outliving the current civil authority. Through magic, he just might.

Recent Post Vacancy – A trusted companion and agent of Lord Lyev was banished by the ruler for besmirching his wife. Many at court speak fondly of the man and Lyev himself is looking for someone to find his friend and convince him to return. In a twist, no one can recall the man's name, since it was magically removed from everyone's mind. All that is left is a longing.

Pending Mishap – Jailer has overcrowded his cells, and the prison will soon erupt in a riot. One or more players may be inside awaiting trial or serving a short two day sentence for an infraction, when the chaos ensues.

Prime Skullduggery – The steward suspects that Barber Caleb knows his secret, that he causes the city’s diseases and rats. Caleb suspects the vermin and illness is from Alain’s witchery, but seeks definitive proof. This curiosity will be his undoing.

City-State of Bulgar

Situated with a river on either side, Bulgar is at the extreme limits of the Frontier. The ancient Romans colonized and soon fled from the region long ago. Yet Bulgar remains as an important trade center, which has even maintained cordial relations with neighboring kingdoms of dwarves. The ever raiding Huns are another matter. The ruling prince does not like Varangian visitors, because they tend to create a gold-rush effect with wild tales of treasure and monster loot.



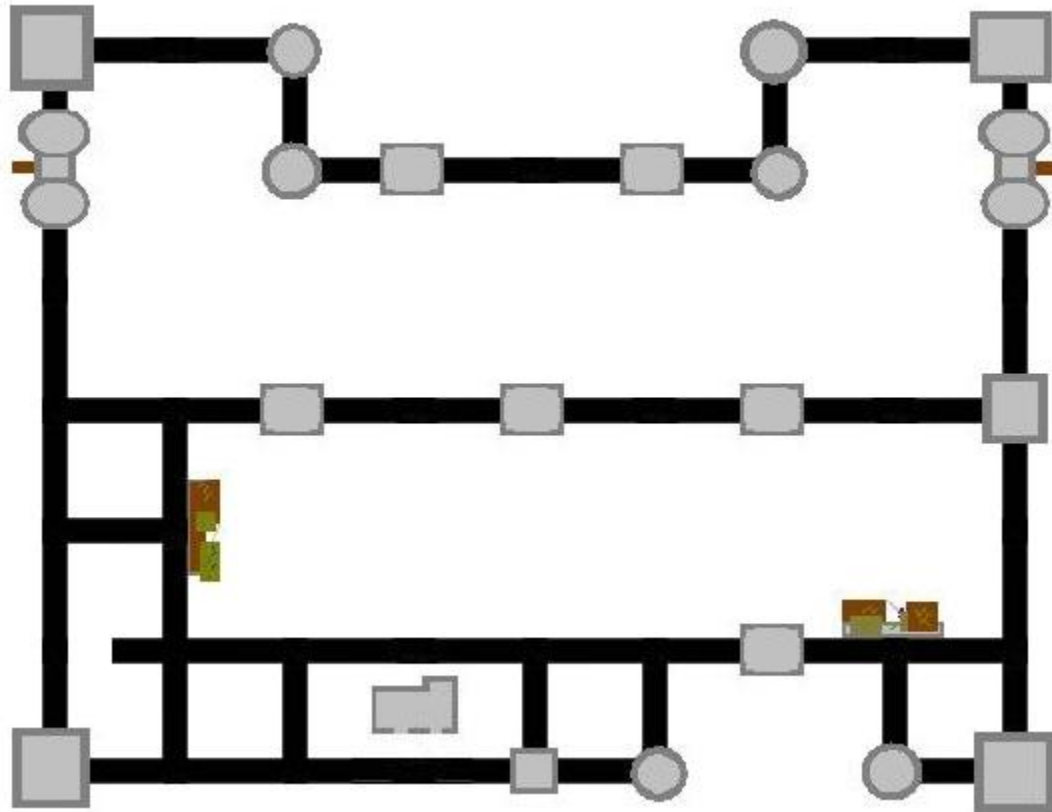
Population: 1750, anomaly majority of men are Rus, majority of women are not.

Ethnicity: Avar 5%, Bulgar 10%, Hunnic 5%, Khazar 30%, Lezgin 5%, Ossetia 5%, Rus 40%

Ruler: Prince Trofim is a dilettante and noble of long lineage; the lord has no outward security and a cast of heartless social climbers in his court. He will not deal with any problems. Yet do not underestimate the agents of such an arrogant patrician. His guards may be angelic toy soldiers and comical diminutive gladiators, but usually just out of sight are the most wicked of supernatural protectors.



The Layout of the Battlements



Good Traits:

Strong – Having a wide array of forces and impressive ramparts. The city has sound structural integrity. This is the garrison's ability, but not a measure of its honor. The men are formidable, but as will be seen they aren't well fed, paid or appreciated. Any one of them could slay dozens, but they are just as likely to watch and serve the next ruler to claim the city's gate keys.

Bad Traits:

Rebellious -- A body of soldiers enforce the law and keep the place secure. Yet many a gate has been handed over by the garrison for small reward. This garrison is on the verge of deserting for numerous reasons. If it does so, a new master will enter and seize control. Seldom will a foreign power claim the city, but a new Rus or Khazar leader will be installed.

Unruly -- The couriers are bored and apathetic to the mishaps and lack of a loyal protector. Many have been bribed by outside agents to undermine the garrison. Among the wives of the region's nobles are many foreign agents; most of these women far capable, more so, than the husbands they dupe.

Depleted – The stocks of arms and supplies have been mismanaged and depleted. There will be little for the players to purchase for their longboat. Gold trinkets have mostly lost all value here.

Region Flaw – Guilds: A cabal controls trade in the area. This controlling body secretly owns all the debts of everyone in the region. The local lords are unable to pay off loans, because the payments are based on favors. Gold has little or no value in Bulgar. Adventuring players may have skills, which the guild needs. Often they have skills, which the cabal will find threatening. How far will the cabal go to keep from being exposed? Even if revealed, who has any power to stop their plots?

Cast of Characters in the Bulgar’s Ruling Court

Knight-Errant Tyler, Loyalists, Prime Patron for Quests

Duties: Not truly a post as much as a bachelor who rents a place to stay, paying usually in services. In a fantasy world, there is many a monster to slay. Yet also many a war. The knight will often take the lord’s place in foreign battles of duty. This man’s past may catch up with him, and all manner of demon and monster may come seeking revenge on the servant as well as any who harbor him. Tyler is also a notorious philanderer at court, overspending his allowance and generally making mischief with other men’s wives and mistresses. He falls in and out of favor with Prince Trofim, but Tyler does not seek royal authority, shunning true responsibility as a curse.

Herbalist Jude, Loyalists, Prime Patron for Quests

Duties: Humble gardener, hardly, full blown alchemist most likely, with a huge array of labs and experiments taking place in the lower recesses of the castle dungeons. But let’s not get hasty into the intrigue. The local lord, Trofim, is an addict, either benign or outright unstable. The herbalist is his pusher. Yet to end the vernacular, and say the obvious, the herbalist has some drug, which the princely lord and many nobles at court crave. The drug may be social, simply an acquired taste, or more often a curative that allow a user to survive. Men in power seek immortality, and Jude may have the potions to keep someone alive long past his children or his children’s children.

Jester Norman, Loyalists, Prime Patron for Quests

Duties: We all need comic relief. Yet the jester usually gets his laugh at the expense of other members at court. He likes to perform in a variety of creepy masks. Only the lord will find this twitchy character amusing. The rest will find the mockery too close to the truth. By listening to the jester, the local politics of the court, the dirt on everyone, can be unearthed. Norman often gets carried away and insults the lord

himself or a favorite. Any skilled man-at-arms will see the muscular acrobat moves with agility honed in combat. He is also very young in appearance, so his Blade or Mount must also be magical and helping disguise his true age or identity.

Artificer Frederica, Antagonist, Prime Rival for Quests

Duties: The most hated woman of the current ruler, Frederica has the secret power to decide the order of succession. She may even declare a monarch unfit. Frederica is over seven centuries old, though she shows none of those years. She has seen every ruler, since the Romans first arrived. She may even be immortal to wounds, yet no one truly knows. As a mystical teacher and wet nurse to every princely lord's child, she has her favorites. Her ultimate motive is unknown. She may not even be human. Her secrets start intrigues. A princely child has recently died; in fact, the child under her care was kidnapped. Did she allow this, a payment to evil?

Vizier Sarah, Antagonist, Prime Rival for Quests

Duties: Chief counselor to the lord, the one who has the ability to tell the lord "no" without fear. The vizier is the true power in Bulgar. Yet if Trofim dies, Sarah will be in a panic. She is in danger of losing all she has to the next heir offered by the Artificer Frederica, or a worse fate from an outside usurper. Yet Sarah will not wish to be the focus of any attention. Content to play kingmaker, the vizier stays in the shadows in private console with Trofim. Sarah is hardly one to discredit. If she was wrong or lacked conviction, then she'd hardly be a trusted vizier. Many a usurper has tried to replace Trofim but has failed. Suggests Precognition is at work. Recall, no one may read minds directly.

Recent Post Vacancy – The royal Barber was poisoned by the herbalist Jude.

Pending Mishap – The Jester will wear out his welcome and be knifed at court by Prince Trofim. His action is truly criminal; he has no divine right to kill his servants. Yet how will the rest of the court react. The players should be there for this turmoil.

Prime Skullduggery – Vizier is seeking a way to remove the Artificer. The Artificer knows this and is the more powerful.

Recall, here's a way to put a damper on all those extra Longboat Techniques that larger parties of players acquire through Methodical trait. As the players wander the map along the rivers, they must stop at city-states. Their crew will insist. When the party docks, even inconsequentially just to take on provisions and sell a few trinkets, impose these restrictions to improvement and losses to techniques.

Longboat Techniques Barter-Mishap

Populous (Plagued) – Purchase (or lose): Religiously Inspired (C) or Disease Free (I)
Magazine (Depleted) – Purchase (or lose): Vigilant (E) or Battle Ready (H)
Strong (Ransacked) – Purchase (or lose): Treasure Laden (D) or Noble Allegiance (K)
Peaceful (Disorder) – Purchase (or lose): Pure w/o Curse (J) or Battle Hard (T)
Patriotic (Rebellious) – Purchase (or lose): Elite Goals (A) or Charted Path (B)
Fruitful (Famine) – Purchase (or lose): Abundant Stores (M) or Democracy (S)
Civil (Pestilence) – Purchase (or lose): Vermin Free (N) or Undamaged (O)
Prosperous (Pillaged) – Purchase (or lose): Arcane Sentinel (F) or Seasoned Crew (L)
Justice (Corrupt) – Purchase (or lose): Treachery Exp. (G) or Inhuman Watchdogs (R)
Entertained (Unruly) – Purchase (or lose): Comradery (P) or Orderly Kept (Q)

As an example, consider Bulgar (listed above):

Strong there means the group might gain Treasure Laden (D) or Noble Allegiance (K). Yet being **Rebellious, Unruly, Depleted** should force the loss of Elite Goals (A) or Charted Path (B), Comradery (P) or Orderly Kept (Q), and finally, Vigilant (E) or Battle Ready (H). How? Why? Perhaps let the players tell that mishap tale, to reward some Ignobles or generate some Task Resolution rolls to prevent the losses. Display your traits, skills and swaggering and make a difference. All entirely up to the Ref.

To gain a technique requires, of course, a purse. Hand it over and work to get a prize someplace else. Yet the automatic losses implied should just occur. The players may find they can buy three techniques but lose four. I'd probably as a Ref never take their



last one outside of a Q&D or Task roll. Also, the city-state's negative Traits, like Pestilence, might be cured (at least momentarily) by display of magic. Necromancy helps against pestilence of course. The ever growing list of what you got and what you can lose and what you need should never be static. To truly eliminate a problem anywhere would be cause for adventure. If it's any consolation, you can't lose what you don't have. So, if the players are exploring in a leaking, rat infested scowl, yet she's treasure laden, hip-hip, hooray.