



Rather Useful Tables
for
Chronicles of the Outlands

Rather Useful Tables for Chronicles of the Outlands

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Digressions

These offer a simplified way to continue a scenario after a mishap of the following:

- A. Adrift at Sea
- B. Facing Monstrous Beast
- C. Captured by Cult
- D. Impressed Galley Slave
- E. Confronted by Dwarves (Goblins)

- F. Evading in Underworld
- G. Unconscious Away from Others
- H. Captured by Forces of Rival
- I. Slave in Mines
- J. Ship Engagement

- K. Taken Before Rival
- L. Lost in Underworlds
- M. Marooned
- N. Lost in Unfamiliar Lands
- O. Confronted by Raiders

- P. Prisoner in Transit
- Q. Trial before Lordly Authority
- R. Road Home Alone
- S. Conscripted into Legions
- T. Clash of Legions

- U. Every Man for Himself (Rout)
- V. Vigilante Justice
- W. Sea Voyages (between distant lands)
- X. Death of Character (Or is He?)
- Y. Refusing Requests (of Dark and Dangerous)
- Z. Escape Digressions



Digressions offer a system to resolve short affairs that will happen during the scenario sequence and might otherwise consume time, disrupt flow, or become major events of their own. They do not replace the normal travel encounters for the group; rather, these allow a character, separated from the whole, to quickly recover and join

the other players at a convenient time, location and setting of the scenario. That is to say, when the group meets raiders, the resolution is not automatically handled with Digression rolls. Most of the tables are provided to add fullness to the Digressions themselves.

Characters may not check Ignobles from action generated using a Digression table. Make-rolls could apply as the Referee allows. Perhaps let the player pick one desired outcome from those listed or gain the eight as a roll.

All Digression rolls are a single D8, but level does become a factor. Use the following table to decide how many dice the character rolls:

Digression Number of Dice

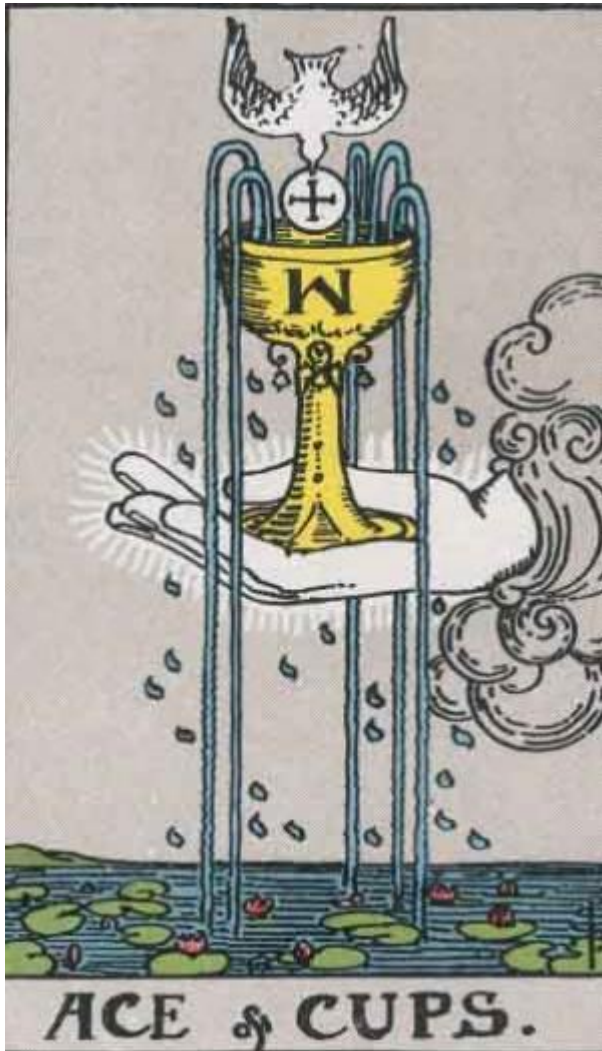
- ~ Level 0 to 4: one.
- ~ Level 5 to 7: two.
- ~ Level 8 or above: three.

The character rolls the stated number of dice and from these selects any of their results. The highest is usually the most desired, but the player may have other motives (perhaps a death wish). Example, a Hirðmenn might roll two dice for results: three and seven. He may then consider at his option his result roll as three or seven, when comparing the result to the tables. Thus, a higher level character will need to roll several results the same to be forced into taking a very bad outcome like Death of Character. It might still happen, and Digressions are usually something to fear.

When several player characters use these tables, roll each separately – they will physically separate very quickly from each other. But when all finally escape the Digression tables—usually at result Z—all will rejoin each other to continue the mission. Fate brings them back together. Else, start new player characters to replace those meeting with final misfortune. Other characters somehow sense when their comrades have died and will never return. Remember, the Digression is designed to move the characters back to the scenario sequence (with only the loss of some time).

In the tables that follow, the expression */?any statement/* refers to a question or an option that is selected before further rolls are made. The term *Days Pass* signifies the advance of time, usually a week. Time will not influence the number of encounters, but it may result in mission impact because of long delay.

Digressions can bring a player character face-to-face with adventure's Rival or a previous enemy. Only use the options presented on the table. Interaction beyond



these results must only be made during the scenario sequence, not within the Digressions. Note however, a dangerous but assured method of reaching rival is to surrender to his agents. e.g. Knave encounter. Dead or alive, the player characters will reach the rival. High level characters can tempt fate, like in many stories, and become captured without much fight. Later before the rival, they'll hear him boast his plan.

At any time, the player may also stop generating his results. He is left in limbo. The character may not be played further; however, the character may become the subject of an upcoming adventure (his rescue or recovery). The Ref may also allow rescue as part of the current mission (if that seems practical) or allow escape and return to the party during Downtime (if the journey is more a matter of time not danger). Always keep handy some low level alternates to grab as roles and add into play. No one should have to drop fully from a mission. If the

outcome suggests Every Man for Himself for the entire party, well the mission typically ends in failure. The group will meet again in the Epilog.

Digression A – Adrift at Sea

? / character Rugged /			
1	Eaten by Monster (DG#X)		
2	Days Pass (DG#A)		
3 - 5	Rescued from Water		
	1	Rival's Ship	
		1 - 5	Recognized
		1 - 3	Executed (DG#X)
		4 - 6	Taken to Master (DG#H)
		7 - 8	Enslaved and Forgotten (DG#D)
		6 - 8	Just another Swamp Rat
		1 - 3	Impressed to Row (DG#D)
		4 - 8	Join Crew (DG#W)
	2 - 7	Neutral Vessel	
		1 - 3	Impressed to Row (DG#D)
		4 - 8	Join Crew (DG#W)
	8	Allied Ship (DG#Z)	
6 - 7	Wash Ashore		
	1 - 5	Marooned Isle (DG#M)	
	6	Lost Unfamiliar Place (DG#N)	
	7 - 8	City-State Ally (DG#Z)	
8	Sea God Miracle (DG#Z)		
? / character NOT Rugged /			
1	Eaten by Monster (DG#X)		
2	Drown exhausted (DG#X)		
3	Days Pass (DG#A)		
4 - 6	Rescued from Water		
	1	Rival's Ship	
		1 - 5	Recognized
		1 - 3	Executed (DG#X)
		4 - 6	Taken to Master (DG#H)
		7 - 8	Enslaved and Forgotten (DG#D)
		6 - 8	Just another Swamp Rat
		1 - 3	Impressed to Row (DG#D)
		4 - 8	Join Crew (DG#W)
	2 - 7	Neutral Vessel	
		1 - 3	Impressed to Row (DG#D)
		4 - 8	Join Crew (DG#W)
	8	Allied Ship (DG#Z)	
7 - 8	Wash Ashore		
	1 - 5	Marooned Isle (DG#M)	
	6	Lost Unfamiliar Place (DG#N)	
	7 - 8	City-State Ally (DG#Z)	

Digression B – Facing Monstrous Beast

(Attempt only one option from the four highlighted.)

? / Magic /

? / character Gifted /

- 1 - 2 Utterly destroyed (DG#X)
- 3 - 6 Escape, w/ amnesia (DG#F)
- 7 - 8 Triumph (DG#Z)

? / character NOT Gifted /

- 1 - 5 Utterly destroyed (DG#X)
- 6 - 7 Escape, w/ amnesia (DG#F)
- 8 Triumph (DG#Z)

? / Hide /

? / character Clever /

- 1 - 3 Devoured (DG#X)
- 4 - 7 Escape for now (DG#L)
- 8 Days Pass (DG#B)

? / character NOT Clever /

- 1 - 3 Devoured (DG#X)
- 4 - 5 Escape for now (DG#L)
- 6 - 8 Days Pass (DG#B)

? / Flee /

? / character Energetic /

- 1 Caught, mauled (DG#X)
- 2 - 4 Trapped by minions (DG#E)
- 5 - 8 Escape for now (DG#L)

? / character NOT Energetic /

- 1 - 2 Caught, mauled (DG#X)
- 3 - 7 Trapped by minions (DG#E)
- 8 Escape for now (DG#L)

? / Attack /

? / character Bold /

- 1 - 3 Downed (DG#X)
- 4 Broken (DG#F)
- 5 - 8 Victorious (DG#Z)

? / character NOT Bold /

- 1 - 5 Downed (DG#X)
- 6 Broken (DG#F)
- 7 - 8 Victorious (DG#Z)

Digression C – Captured by Cult

1 - 2	Sacrificed (DG#X)
3	Tortured
	? / character Rugged /
1	Exsanguinated (DG#X)
2 - 7	Survive, barely (DG#C)
8	Rescued by delvers (DG#Z)
	? / character NOT Rugged /
1 - 4	Exsanguinated (DG#X)
5 - 7	Survive, barely (DG#C)
8	Rescued by delvers (DG#Z)
4	Sold (DG#)
5 - 6	Held as prisoner
	? / attempt escape /
1 - 3	Dispatched by guards (DG#X)
4	Days Pass, recaptured (DG#C)
5	Escape into underworld (DG#L)
6	Escape, but lost (DG#N)
7 - 8	Escape harrowing to reach friends (DG#Z)
	? / attempt NO escape /
1 - 5	Days Pass (DG#C)
6 - 8	Freed without explanation (DG#Z)
7 - 8	Offered chance to serve
	? / accept /
1 - 3	Toying with you; gain personality flaw (DG#C)
4 - 8	Mark debt owed to cabal, yet free (DG#Z)
	? / refuse /
1 - 5	Days Pass (DG#C)
6 - 7	Cult implodes internally (DG#N)
8	Cult defeated externally (DG#Z)
	? / lie to escape /
1 - 2	Sense lack of sincerity (DG#X)
3 - 4	Released into underworld (DG#L)
5 - 8	Mark cabal as an enemy, yet free (DG#Z)

Digression D – Impressed Galley Slave

? / character Rugged /	
1	Perish under harsh conditions (DG#X)
2 - 5	Days Pass (DG#D)
6 - 8	Action
1	Battle speed, chained to an oar
1 - 2	Ship set ablaze (DG#X)
3 - 4	Ship celebrates win
1 - 3	Depleted by action (DG#X)
4 - 6	Back to status quo (DG#D)
7 - 8	Rewarded for acts (DG#W)
5 - 8	Captured and judged
1 - 3	Remain slave (DG#D)
4 - 8	Join crew (DG#W)
8	Mutiny (DG#J)
? / character NOT Rugged /	
1 - 2	Perish under harsh conditions (DG#X)
3 - 4	Days Pass (DG#D)
5	Days Pass; gain Rugged Trait (DG#D)
6 - 8	Action
1	Battle speed, chained to an oar
1 - 2	Ship set ablaze (DG#X)
3 - 4	Ship celebrates win
1 - 4	Depleted by action (DG#X)
5 - 7	Back to status quo (DG#D)
8	Rewarded for acts (DG#W)
5 - 8	Captured and judged
1 - 4	Remain slave (DG#D)
5 - 8	Join crew (DG#W)
8	Mutiny (DG#J)

Digression E – Confronted by Dwarves (Goblins)

1 - 2	Feast on your flesh (DG#X)		
3	Pitted against vile creature (DG#B)		
4	Sold to a cult (DG#C)		
5 - 6	Kept imprisoned		
	? / attempt escape /		
1 - 3	Twas a trap (DG#X)		
4 - 8	Deeper into the depths (DG#L)		
	? / attempt NO escape /		
1 - 3	Days Pass (DG#E)		
4 - 8	Altered; gain Gifted Trait (DG#E)		
7 - 8	Audience before King		
1	Sold to rival or enemy (DG#K)		
2 - 3	Mocked; gain enemy of Dwarf King (DG#I)		
4	Tossed out of his presence (DG#L)		
5 - 8	Lauded for wicked deeds		
1 - 3	Sarcastically (DG#L)		
4 - 5	Guided to surface (DG#D)		
6 - 7	Teleported home (DG#Z)		
8	Given gifts; gain Clever Trait (DG#Z)		
8	Freed by delvers (DG#Z)		



Digression F – Evading in Underworld

(Attempt either option, not both.)	
? / outdistance threat /	
? / character Energetic /	
1	Tragic mishap (DG#X)
2 - 3	Fall into trap
1 - 4	Ancient ward (DG#X)
5	Lured by monster (DG#B)
6	Seduced by cult (DG#C)
7 - 8	Ensnared by imps (DG#E)
4 - 8	Escape, but to where (DG#L)
? / character NOT Energetic /	
1 - 2	Tragic mishap (DG#X)
3 - 4	Fall into trap
1 - 4	Ancient ward (DG#X)
5	Lured by monster (DG#B)
6	Seduced by cult (DG#C)
7 - 8	Ensnared by imps (DG#E)
5 - 8	Escape, but to where (DG#L)
? / seek fallback sanctuary /	
? / character Methodical /	
1	Tragic mishap (DG#X)
2	Run right into clutches of rival or enemy (DG#H)
3	Fall into trap
1 - 2	Ancient ward (DG#X)
3 - 4	Lured by monster (DG#B)
5 - 6	Seduced by cult (DG#C)
7 - 8	Ensnared by imps (DG#E)
4 - 5	Escape, but to where (DG#L)
6 - 8	Escape to rescue (DG#Z)
? / character NOT Methodical /	
1 - 2	Tragic mishap (DG#X)
3 - 4	Run right into clutches of rival or enemy (DG#H)
5	Fall into trap
1 - 2	Ancient ward (DG#X)
3 - 4	Lured by monster (DG#B)
5 - 6	Seduced by cult (DG#C)
7 - 8	Ensnared by imps (DG#E)
6	Escape, but to where (DG#L)
7 - 8	Escape to rescue (DG#Z)

Digression G – Unconscious Away from Others

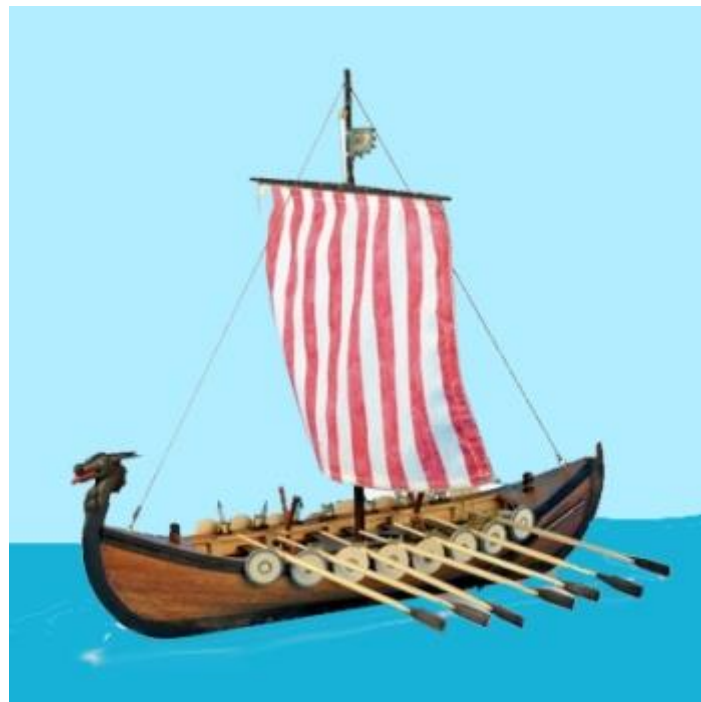
1	Murdered (DG#X)
2	Wake in chains, a prisoner
	1 in front of rival or enemy (DG#K)
	2 - 7 sold as slave (DG#I)
	8 in transit (DG#P)
3 - 4	Drugged, taken by fanatics (DG#C)
5	Wake, charged with crimes
	1 - 4 Vigilante (DG#V)
	5 - 8 Noble court (DG#Q)
6	Wake, at sea
	1 - 6 rowing (DG#D)
	7 - 8 part of different crew (DG#W)
7	Amnesia, Days Pass, but eventually recover (DG#Z)
8	Arouse to good company (DG#Z)

Digression H – Captured by Forces of Rival

(Attempt only one option from the three highlighted.)	
? / Ransom-Bribe for freedom /	
1 - 5	Offer refused; severely beaten (DG#X)
6 - 8	Money exchanged, released (DG#Z)
? / Surrender, bide time /	
1 - 3	Terrible ordeal (DG#X)
4 - 5	Sham justice follows (DG#V)
6 - 8	Off to the master (DG#P)
? / Fight on, never surrender /	
1 - 8	Kill many, but not all (DG#X)

Digression I – Slave in Mines

? / character Rugged /							
1	Toil without sustenance (DG#X)						
2 - 6	Days Pass (DG#)						
7 - 8	Escape chance						
	1 - 3	Encounter ancient obstacle (DG#X)					
	4	Immediately recaptured					
		1 - 5	Made a cruel example (DG#X)				
		6 - 8	Right back where you were (DG#)				
	5 - 6	Wandering in underworld (DG#L)					
	7 - 8	Find path to surface (DG#Z)					
? / character NOT Rugged /							
1 - 3	Toil without sustenance (DG#X)						
4 - 6	Days Pass (DG#)						
7 - 8	Escape chance						
	1 - 3	Encounter ancient obstacle (DG#X)					
	4	Immediately recaptured					
		1 - 5	Made a cruel example (DG#X)				
		6 - 8	Right back where you were (DG#)				
	5 - 6	Wandering in underworld (DG#L)					
	7 - 8	Find path to surface (DG#Z)					



Digression J – Ship Engagement

(Decide if part of mutiny or ship to ship.)	
? / Mutiny /	
? / support commander /	
1 - 2	Die in the clash (DG#X)
3 - 4	Knocked overboard (DG#A)
5 - 6	Mutineers win, exiled (DG#M)
7 - 8	Triumph and rewarded (DG#Z)
? / support crew /	
1 - 3	Die in the clash (DG#X)
4 - 5	Mutiny is quashed (DG#D)
6 - 8	Victory; make a friend (DG#Z)
? / Ship to Ship /	
(Attempt only one option of the three highlighted.)	
? / use winds and distance /	
1	Bad luck (DG#X)
2	Slip overboard (DG#A)
3	Overtaken and rammed (DG#D)
4 - 7	Fight to stalemate (DG#W)
8	Victory and honor (DG#Z)
? / ramming speed /	
1	Bad luck (DG#X)
2 - 3	Knocked overboard (DG#A)
4	Lose boarding action (DG#D)
5 - 8	Victory and honor (DG#Z)
? / flaming arrows /	
1 - 2	Bad luck (DG#X)
3	Overtaken and rammed (DG#D)
4 - 5	Fight to stalemate (DG#W)
6 - 8	Victory and honor (DG#Z)

Digression K – Taken Before Rival

1 - 2	Throat slit (DG#X)
3	Tormented with magic
1 - 5	Obliterated (DG#X)
6 - 8	Survive and grow stronger; gain Gifted trait (DG#K)
4	Sold as slave
1 - 3	to pirates (DG#D)
4 - 6	to dwarves (DG#I)
7 - 8	to cult (DG#C)
5 - 6	Held as hostage
? / attempt escape /	
1 - 3	Overwhelmed and cut down (DG#X)
4	Escape, but recaptured
1 - 3	Judged too dangerous (DG#X)
4 - 8	Humiliated and jailed (DG#K)
5	Success, but bewildered (DG#N)
6	Success, and find help (DG#Z)
7 - 8	Success, move all players to climax (DG#Z)
? / attempt NO escape /	
1 - 3	Days Pass (DG#K)
4 - 8	Barely recover before judgment (DG#K)
7	Ransom paid by allies (DG#Z)
8	Choice offered: reward for betrayal
? / change loyalty /	
(Results in adventure minus Quest Pip; gain Traitor character flaw.)	
1 - 3	Uses you for laughs (DG#K)
4 - 8	Drop out adventure; reconcile in Epilog (DG#Z)
? / refuse /	
1 - 5	Off to executioner (DG#X)
6 - 8	Admires your convictions, but also suspicious (DG#K)
? / Lie, to escape /	
1 - 3	Sense lack of sincerity (DG#X)
4 - 6	Released without further delay (DG#Z)
7 - 8	Success, move all players to climax (DG#Z)

Digression L – Lost in Underworlds

(Attempt the option that specifically applies.)		
? / character Clever /		
1 - 2	Ambush or trap	
	1 - 2	Ancient puzzle (DG#X)
	3 - 4	Captured by rival or enemy (DG#H)
	5	Violate a lair (DG#B)
	6 - 7	Make merry with dwarves (DG#E)
	8	Sacrifice of a cult (DG#C)
3 - 5	Days Pass (DG#L)	
6 - 7	Passage to surface (DG#N)	
8	Rescued by delvers (DG#Z)	
? / character Methodical /		
1	Ambush or trap	
	1 - 2	Ancient puzzle (DG#X)
	3 - 4	Captured by rival or enemy (DG#H)
	5	Violate a lair (DG#B)
	6 - 7	Make merry with dwarves (DG#E)
	8	Sacrifice of a cult (DG#C)
2 - 5	Days Pass (DG#L)	
6	Passage to surface (DG#N)	
7 - 8	Rescued by delvers (DG#Z)	
? / character Clever & Methodical /		
1	Ambush or trap	
	1 - 2	Ancient puzzle (DG#X)
	3 - 4	Captured by rival or enemy (DG#H)
	5	Violate a lair (DG#B)
	6 - 7	Make merry with dwarves (DG#E)
	8	Sacrifice of a cult (DG#C)
2 - 4	Days Pass (DG#L)	
5 - 6	Passage to surface (DG#N)	
7 - 8	Rescued by delvers (DG#Z)	
? / character NOT Clever nor Methodical/		
1 - 3	Ambush or trap	
	1 - 2	Ancient puzzle (DG#X)
	3 - 4	Captured by rival or enemy (DG#H)
	5	Violate a lair (DG#B)
	6 - 7	Make merry with dwarves (DG#E)
	8	Sacrifice of a cult (DG#C)
4 - 6	Days Pass (DG#L)	
7	Passage to surface (DG#N)	
8	Rescued by delvers (DG#Z)	

Digression M – Marooned

(Attempt only one or the other option.)			
? / Watch and wait /			
1 - 6	Days Pass (DG#M)		
7 - 8	Rescued by a ship		
	1	Rival's or enemy's vessel	
		1 - 5	Recognized
		1 - 3	Executed (DG#X)
		4 - 6	Taken to Master (DG#H)
		7 - 8	Enslaved and Forgotten (DG#D)
		6 - 8	Just another Swamp Rat
		1 - 5	Impressed to Row (DG#D)
		6 - 8	Join Crew (DG#W)
	2 - 7	Neutral Vessel	
		1 - 3	Impressed to Row (DG#D)
		7 - 8	Join the crew (DG#W)
	7 - 8	Taken to a friendly port (DG#Z)	
? / Travel and explore /			
1	Dire mishap or monsters (DG#X)		
2 - 4	Days Pass (DG#M)		
5 - 6	Rescued by a ship		
	1	Rival's or enemy's vessel	
		1 - 5	Recognized
		1 - 3	Executed (DG#X)
		4 - 6	Taken to Master (DG#H)
		7 - 8	Enslaved and Forgotten (DG#D)
		6 - 8	Just another Swamp Rat
		1 - 5	Impressed to Row (DG#D)
		6 - 8	Join Crew (DG#W)
	2 - 7	Neutral Vessel	
		1 - 3	Impressed to Row (DG#D)
		7 - 8	Join the crew (DG#W)
	7 - 8	Taken to a friendly port (DG#Z)	
7 - 8	Days Pass, then realize the obvious		
	1 - 6	Not on an isle (DG#N)	
	7 - 8	Recognize where you are (DG#R)	

Digression N – Lost in Unfamiliar Lands

(Attempt the option that specifically applies.)		
? / character Clever /		
1 - 2	Incidents and accidents	
	1 - 2	Ambushed by rival or enemy (DG#H)
	3 - 4	Confronted by raiders (DG#O)
	5	Accused by angry foreign mob (DG#V)
	6 - 7	Drafted to serve (DG#S)
	8	Take to the sea in a crew (DG#W)
3 - 5	Days Pass (DG#N)	
6 - 7	Outfitted with directions and supplies (DG#R)	
8	Arrive friendly city-state (DG#Z)	
? / character Methodical /		
1	Incidents and accidents	
	1 - 2	Ambushed by rival or enemy (DG#H)
	3 - 4	Confronted by raiders (DG#O)
	5	Accused by angry foreign mob (DG#V)
	6 - 7	Drafted to serve (DG#S)
	8	Take to the sea in a crew (DG#W)
2 - 5	Days Pass (DG#N)	
6	Outfitted with directions and supplies (DG#R)	
7 - 8	Arrive friendly city-state (DG#Z)	
? / character Clever & Methodical /		
1	Incidents and accidents	
	1 - 2	Ambushed by rival or enemy (DG#H)
	3 - 4	Confronted by raiders (DG#O)
	5	Accused by angry foreign mob (DG#V)
	6 - 7	Drafted to serve (DG#S)
	8	Take to the sea in a crew (DG#W)
2 - 4	Days Pass (DG#N)	
5 - 6	Outfitted with directions and supplies (DG#R)	
7 - 8	Arrive friendly city-state (DG#Z)	
? / character NOT Clever nor Methodical/		
1 - 3	Incidents and accidents	
	1 - 2	Ambushed by rival or enemy (DG#H)
	3 - 4	Confronted by raiders (DG#O)
	5	Accused by angry foreign mob (DG#V)
	6 - 7	Drafted to serve (DG#S)
	8	Take to the sea in a crew (DG#W)
4 - 6	Days Pass (DG#N)	
7	Outfitted with directions and supplies (DG#R)	
8	Arrive friendly city-state (DG#Z)	

Digression O – Confronted by Raiders

(Attempt either option, though sometimes skip to Challenge.)	
? / obediently bow and serve /	
? / character Clever /	
1 - 3	Accused of magic treachery; make an enemy of the Huns (DG#V)
4	Unconvinced of sincerity; challenge leader (below)
5 - 8	Raid with the group (DG#T)
? / character NOT Clever /	
1 - 5	Unconvinced of worthiness; challenge leader (below)
6 - 8	Raid with the group (DG#T)
? / challenge for leadership /	
? / character Bold /	
1 - 2	Outmatched and fall (DG#X)
3 - 4	Beaten and left to die; suffer vicious (DG#G)
5	Overwhelmed and sold to even darker forces (DG#I)
6 - 8	Win and proclaimed Warchief
? / Ride under new banner /	
(Return to play after current mission; check Growth for new allies.)	
? /Desert at first opportunity /	
(Return to current mission, DG#Z)	
? / character NOT Bold /	
1 - 4	Outmatched and fall (DG#X)
5	Beaten and left to die; suffer vicious (DG#G)
6 - 7	Overwhelmed and sold to even darker forces (DG#I)
8	Win and proclaimed Warchief
? / Ride under new banner /	
(Return to play after current mission; check Growth for new allies.)	
? /Desert at first opportunity /	
(Return to current mission, DG#Z)	



Digression P – Prisoner in Transit

(Attempt either option, not both.)	
? / plot an escape /	
? / character Clever /	
1 - 2	No opportunity, taken to rival or enemy (DG#K)
3	Success, but recaptured
1 - 3	Executed (DG#X)
4 - 8	Punished; take vicious (DG#K)
4 - 8	Success, but to where
1 - 5	Alone in distant lands (DG#N)
6 - 8	Safety of a city-state (DG#Z)
? / character NOT Clever /	
1 - 5	No opportunity, taken to rival or enemy (DG#K)
6 - 7	Success, but recaptured
1 - 4	Executed (DG#X)
5 - 8	Punished; take vicious (DG#K)
8	Success, but to where
1 - 6	Alone in distant lands (DG#N)
7 - 8	Safety of a city-state (DG#Z)
? / attempt NO escape /	
1 - 8	Taken before rival or enemy (DG#K)



Digression Q – Trial before Lordly Authority

(Attempt only one option from the three.)			
? / appeal for mercy /			
1 - 3	Convicted and await sentenced		
	1 - 2	Hung (DG#X)	
	3 - 5	Sold as slave	
		1 - 3	to mines (DG#I)
		4 - 8	to imperial navy (DG#D)
	6 - 8	Desperate escape	
		1 - 3	Tricked (DG#H)
		4 - 8	Reach ally; make enemy of a campaign noble (DG#Z)
5 - 6	Pay fines; lose purse or more (DG#Z)		
7 - 8	Acquitted (DG#Z)		
? / adamant denial /			
1 - 2	Convicted and await sentenced		
	1 - 4	Hung (DG#X)	
	5 - 7	Sold as slave	
		1 - 3	to mines (DG#I)
		4 - 8	to imperial navy (DG#D)
	8	Desperate escape	
		1 - 3	Tricked (DG#H)
		4 - 8	Reach ally; make enemy of a campaign noble (DG#Z)
3 - 4	Pay fines; lose purse or more (DG#Z)		
5 - 8	Acquitted (DG#Z)		
? / use trickery /			
1 - 6	Artful oratory		
	1 - 5	Indignation and nonverbal menace	
		1 - 4	Corruption and blackmail
		1 - 3	Drawn and quartered (DG#X)
		4 - 6	Skip out on bail; lose purse or more (DG#R)
		7 - 8	Pardoned; make enemy in campaign (DG#Z)
		5 - 8	Subterfuge, secretly released in depths before trial (DG#L)
	6 - 8	Bravo; gain Clever Trait (DG#R)	
7 - 8	Released following mysterious witness appeal; owe debt to cabal (DG#Z)		

Digression R – Road Home Alone

(Attempt the option that specifically applies.)		
? / character Clever or Methodical /		
1 - 2	Incidents and accidents	
	1	Ambushed by rival or enemy (DG#H)
	2	Confronted by raiders (DG#O)
	3 - 4	Accused of crimes (DG#Q)
	5	Drafted to serve (DG#S)
	6 - 8	Drink and pass out; gain personal flaw (DG#G)
3 - 5	Days Pass (DG#R)	
5 - 8	Arrive friendly city-state (DG#Z)	
? / character Clever & Methodical /		
1	Incidents and accidents	
	1	Ambushed by rival or enemy (DG#H)
	2	Confronted by raiders (DG#O)
	3 - 4	Accused of crimes (DG#Q)
	5	Drafted to serve (DG#S)
	6 - 8	Drink and pass out; gain personal flaw (DG#G)
2	Days Pass (DG#R)	
3 - 8	Arrive friendly city-state (DG#Z)	
? / character NOT Clever nor Methodical/		
1 - 3	Incidents and accidents	
	1	Ambushed by rival or enemy (DG#H)
	2	Confronted by raiders (DG#O)
	3 - 4	Accused of crimes (DG#Q)
	5	Drafted to serve (DG#S)
	6 - 8	Drink and pass out; gain personal flaw (DG#G)
4 - 6	Days Pass (DG#R)	
7 - 8	Arrive friendly city-state (DG#Z)	

Digression S – Conscripted into Legions

(Make a choice.)		
? / Serve loyally /		
1	Accused of property crimes (DG#Q)	
2	Ambushed and scattered (DG#U)	
3 - 4	Clash of arms (DG#T)	
5 - 7	Days Pass (DG#S)	
8	Finish with distinction; make friend in legions (DG#Z)	
? / desert /		
1 - 8	Shirk duty; make enemy of legions (DG#R)	

Digression T – Clash of Legions

(Attempt only one option of the three highlighted.)	
? / hold position in shield wall /	
1	Impaled (DG#X)
2 - 3	Sundered and rout (DG#U)
4	Ordered to flank; continue as circle.
5	Ordered forward; continue as charge.
6 - 7	Victory and sent to hospital; suffer vicious (DG#Z)
8	Victory and freedom; gain friend in legion (DG#Z)
? / circle flanks /	
1	Ambushed (DG#X)
2 - 8	Serve anonymously and without merit (DG#S)
? / charge forward ferociously /	
1	Left for dead (DG#X)
2 - 3	Repulsed and rout (DG#U)
4 - 6	Victory and sent to hospital; suffer vicious (DG#Z)
7 - 8	Victory and freedom; gain friend in legion (DG#Z)

Digression U – Every Man for Himself (Rout)

? / character Energetic /	
1 - 2	Overtaken by foes
1 - 3	Fear for the worst (DG#X)
4	Agent of rival or enemy (DG#H)
5 - 6	Caught by slavers (DG#I)
7 - 8	Route blocked by raiders (DG#O)
3	Escape into underworld (DG#L)
4 - 5	Escape, but frantic and lost (DG#N)
6 - 8	Escape, but not safe yet (DG#R)
? / character NOT Energetic /	
1 - 4	Overtaken by foes
1 - 3	Fear for the worst (DG#X)
4	Agent of rival or enemy (DG#H)
5 - 6	Caught by slavers (DG#I)
7 - 8	Route blocked by raiders (DG#O)
5	Escape into underworld (DG#L)
6 - 7	Escape, but frantic and lost (DG#N)
8	Escape, but not safe yet (DG#R)

Digression V – Vigilante Justice

1 - 6	Remain silent with an air of nobility while bodily manhandled
1 - 5	Threaten the plebs as noose is tied
1 - 4	Plead for forgiveness to the sounds of laughter
1 - 3	Torn to pieces by mob (DG#X)
4 - 6	Taken by agent of rival or enemy (DG#H)
7 - 8	Opportunity presents itself to boogaloo (DG#R)
5 - 8	Cast into the depths for trial by the gods (DG#L)
6 - 8	Beaten and left behind, as crowd seeks livelier prey (DG#G)
7 - 8	Advocate in the crowd steps forward (DG#Z)

Digression W – Sea Voyages (between distant lands)

1 - 2	Ship emergency
1	Accidental hero
1 - 5	Fires
1 - 3	Consumed in blaze (DG#X)
4 - 6	Beach ship as a loss (DG#M)
7 - 8	Save the vessel and crew; gain Bold Trait (DG#Z)
6 - 8	Mutiny (DG#J)
2 - 7	Plague
1 - 3	Dumped overboard in coma (DG#A)
4 - 8	Recover with scars; gain personality flaw (DG#Z)
8	Sight pirates or rovers (DG#J)
3	Intrigue
1	Knifed in slumber (DG#X)
2 - 3	Accidentally left behind on isle (DG#M)
6	Left behind in Wilds (DG#N)
7 - 8	Drugged on shore visit (DG#G)
4 - 7	Days Pass, uneventfully (DG#W)
8	Debt of service repaid (DG#Z)

Digression X – Death of Character (Or is He?)

1 - 2	Fate Unknown; sorry, character handed to Ref as an npc
3 - 4	Considered dead; continue for now with an alternate role
	1 Character returns at the next setting or at the climax
	2 Character returns in the Epilog or Aftermath
	3 Character returns only after a new mission is started
	4 Character returns only after next mission discovers your whereabouts
5 - 6	Flash forward, after unlikely series of events
	1 continue (DG#K)
	2 continue (DG#B)
	3 continue (DG#D)
	4 continue (DG#E)
	5 continue (DG#F)
	6 continue (DG#O)
	7 continue (DG#S)
	8 continue (DG#T)
7 - 8	Timely Interruption (DG#Z)
<p>Note this table should only be used when directed to go to DG#X inside other Digressions. There was another published event table, part of the Fundamentals booklet, for loss during combat Q&D or Task Resolution. If the player ever arrives here more than once in any single run of Digressions, he loses his level advantage of using multiple rolls to select the best.</p>	

Digression Y – Refusing Requests (of Dark and Dangerous)

1	Assaulted to silence your threat to his cause
	1 - 5 Taken by surprise (DG#X)
	6 - 8 Conspirator lies dead; make an enemy of his family or evil organization (DG#Z)
2 - 3	Asks for discretion to keep the conspiracy a secret; keep it safe
	1 - 2 Paranoid; senses betrayal (DG#X)
	3 Vanishes in a puff of smoke (DG#Z)
	4 - 7 Departs leaving a purse of coins (DG#Z)
	8 Leaves offer open; make a friend of secret cabal (DG#Z)
4	Try to report incident about conspiracy only to be rebuffed by noble authorities
	1 Seized for interrogation by new or former enemy (DG#K)
	2 - 3 Victim of subterfuge (DG#G)
	4 Live for a while in fear; gain personality flaw (DG#Z)
	5 - 8 Thanked, but nothing is done (DG#Z)
5 - 8	Let sleeping dogs lie; do nothing (DG#Z)

Digression Z – Escape Digressions

? / be greedy about and boastful of your bonus adventures /	
1	Someone, even the gods, takes offense; gain an new political enemy and not done yet (DG#X)
3	Finish; gain personality flaw
4 - 5	Finish; gain choice of Bold or Energetic Trait
6 - 8	Finish a rich man; gain equivalent of Treasure Laden for longboat or money enough to invest in private estates.
? / learn your lesson, take your lumps, suffer in silence /	
1	Finish; gain choice of Clever or Methodical Trait
2	Finish; gain choice of Gifted or Rugged Trait
3 - 8	Finish and return to play with a full purse of coins
<p>Note, if the player character had an event of Days Pass, he probably will not immediately return to join the current mission. The player should continue with an alternate role. This guy remains absent, until the Ref allows his return (typically the next setting or adventure). Since some Digressions happen between adventures, during downtime, he may have missed little while canoodling about with danger.</p>	

Magic Exposure Revisited

Magic, and repeated exposure to the same, can cause panic or complete collapse of the senses. A character should not be expected to remain unperturbed, when he leaves his family farm to battle ancient trolls, or god help that village, *Void Wolves*. By increasing the exposure in increments, the player character steadies himself for future magical encounters.

This is the classic insanity roll found in many games. A character is never as courageous as the person playing the role. This set of mechanics will provide proof that the player and character are aligned. Both are steadfast, after all, despite what's been encountered.

The strata of tiers are not meant to be precise; offered here is just a guide for the Referee. As a character experiences each rising tier of magic outlined, he should check the Ignoble and take note of his degree of experience. record what he faced and the tier. Everything needs to be judged by the Ref with input from all the players. For example, glimpsing a *Fane Rider* is of course far less potentially traumatic than fighting one.

Studying all magic and mastering the same is independent of these tiered experiences. Once the player forms an opinion of magic, he still might encounter

higher and higher tiers of magic. Magic is often not to be explained, only survived. Despite the character's own use becoming stunted, during an adventure and thereafter, the tiers will still exist. See perspective inside the Warped Outcome Tally, just before *True Event Fifty*.

The character must increase his exposure each level to gain that Ignoble. As with Heroics and Battle, the Magical Experiences Ignoble becomes something of increasing danger. To check the Ignoble too early, for something with implication way beyond the character's level and prior deeds, would handicap the character. You might meet a godling at level one, but should that event be Taleworthy or the Magical check? Ideally the character will be patient and rise one tier at a time. Up one, to two, to three, etc., regardless of facing those the gods or the very elements of existence. *Did that just happen?* should be the unanswered question for much of play. A character, thus, does not need to take great strides. Small steps are acceptable, provided there is an increase level over level.

So why would he ever check a high tier?

This knowledge corresponds to the character's courage. With experience comes wisdom. What doesn't kill us makes us stronger and imparts more certainty of survival. *I've done this before I'm fine*. e.g. The first time a statue moves might be horrifying and combat debilitating. Thereafter that same Tier Six, in all its forms, is blasé (requires no roll of panic).

A knowledge to stand unflinching against greater monstrosities and magical events is selected by the player with each magical encounter. Does he want to slow his level progression by waiting for just the right situation to claim as Ignoble? Or does he want to become indomitable from an early level, even knowing he might not raise beyond that place in title? Not every character is going to be a Stallari. Enjoy the schadenfreude, when that leader is stunned to silence upon first witnessing some demonic creature your character finds cute and cuddly.

Tiers of Magic & Monstrosity

There are twenty, so plan accordingly. In the descriptions to follow, many italicized terms are left to the Ref's and players' imaginations. To diddle about and list specific manifestation bonuses is too much and too mundane. Many things can't be qualified, because magic itself often defies perfect category. Magic is never repetition.

Tier 1 – Raw Magic

Magical events such as flame from a man's hands, a creature lifting a nearly impossible weight, a warrior suffering in ways that seem impossible, seeing a charlatan cut rope and fuse it together gain. Seeing a mythical creature such as a horse that can fly, or a dog that can speak. This would include the mere signs of mythic monsters such as giants, and fiendish goblins.

Tier 2 – Controlled Magic

A sustained, controlled, planned display of magic. The construction of magical servants. The insights from a practiced wizard. The ramblings of outlanders in the magic called *Science*. This includes the true ancient tomes of wizards and the *Libraries of Ka'orum*. The magic need not be understood. It is enough to know that some men can control magic. Perhaps one day you will be such a man. Perhaps one day, such a man will bend knee to you.

Monstrosities on the same tier include trolls, sea monsters, shape shifters such as wolf men, half creatures such as centaurs and mermen, and pit creatures that have very little humanoid form. For the sake of the differentiation, all these creatures have blood and it can be shed. They may unnaturally heal or resist injury, but a sword in their heart will end their foul existence.

A journey to places such as the enchanted citadels, spires of granite or ensorcelled forests would open the eyes of even the most common warrior. Seeing great magic items would meet this tier. The *Axe of the Vandal Prince*, the *Crown of the Saurian Kings*, or the *Ulrus Spear* if the item was seen in context. To see the *Blade of Hobranna* cut down the legions of the *Dark Brood* would forever change a warrior, making him hungry for such power or leery of having mystic enemies.

Tier 3 – Unknown Magic

The appearance of a Zaire. Witnessing magic that is beyond comprehension such as a waterfall that flows backwards, flames that will not extinguish, ice where none should exist, magic barriers, and invisible creatures, things that would make a Varangian doubt his sanity. Sigils and Wards floating in the air while barring passage.

Monstrosities on the same tier include animated remains, mind blank servants, solid objects with locomotion that should not be alive, such as chests, weapons, orbs, gems, the various speaking devices—mirrors, sight glasses, mind chains, the howl of the *Dogs of Pontrush*. These too are mere Tier Three.

Races here include the Fae and the Copper Men. Other experiences include the spells used by the *Gray Master* (himself), the mounts of the Fane Riders, ships

manned by undead, and any object once apart of the *Emerald Palaces of the First Kings*.

Tier 4 – Portal Magic

The timber of the world is riddled with the chewing of grotesque essences, which worm about and create connections between places. These portals are hidden, shifting. Wizards rarely create new worms but often expose the passages by accident. To create a portal at will is a power beyond this level (perhaps see six, Corrupting Magic). You may open the door here, but you may not create the hall.

While the *Assassins of Ymar* generate private portals and are said to maintain maps of all such pathways, seeing the assassin appear out of thin air is not the same as using these portals. One is mere ruthless killer, discounted in a blinking eye. The other is a definitive route to riches and inconceivable power.

Tier 5 – Death Magic

Sway comes from the payment of souls, the destruction of courage and the end of fealty to kings. The death of honor and glory is magical in and of itself; a broken vow gives succor to things unseen. Evil men exploit this twisted hunger as a virtue to build their strength and grow their abilities. They see pity as weakness and become servants of evil not the source. To many, what value is magic if only used to tend the field and patch the hovel. Lives shall be collected as the farmer reaps wheat. Gold is less precious; deal in death.

While this power is quick to come and sating, a wizard cannot grow beyond certain limits merely through the understanding of death magic. He will believe he has found the pinnacle, but more wizardly only feel a nostalgia at such ignorance. Each grand Zaire debated extinguishing all human life, if not just his own.

Once this crown of fatality settles upon the head, many a lost sycophant cannot resist the urge to lash his whip and lord with all the trappings. He will remain here and sometime perish, often never seeking greater power than the simplistic urge to end life. Preventing his own fated demise grows as obsession. His cause of death something too innocent to fear.

Monstrosities on the same tier include specters, life eaters, sea crones, *Shadow Guardsmen*, various gibbering hordes, and the *Boatman of Oraaash*.

Tier 6 – Corrupting Magic

This is where magic has bled into the natural world and contaminated what was once pristine. This includes relics, ancient talismans, great weapons, shields, magic bounded in form, burnished and replacing courage, the things to turn the hearts of

men to brass single-minded wielders. Does the blade serve the warrior, or the warrior convey the blade?

To travel and see the daily actions of a Zaire is within this tier of magic. This is not to study his spells, but rather to be exposed to the insights of viziers for moderate periods along a mutual journey. Companions of wizards often crave. If that is not corrupting what is?

The edge of the sea or chasm of the world that falls into the void of creation would be this Tier. The *Eye of Roaring*, a whirlpool in the Black Sea, would meet this limit, but you'd of course have to survive.

Controlling an artifact for an extensive period would qualify especially if the item transforms and mutates. Even more so, to see the impact on moral men who are not the holder.

Monstrosities on the same tier include flying wyrms, non-living automatons, metal guardians, the *Guardian Magnus Fierce*, rock men, star children, angels, titans, and lords of the Fae, which many say are extinct.

Tier 7 –Unmaking Magic

Unmaking is the backward process of chaos. The specialty and control required to undo great magic, the kind taken for granted as normal by even common men. Here are the remnants of ancient singularities. Rings, Swords, Crowns, Shields were never meant to hold magic permanently. Each by use and decay corrupts the holder, destroys the kingdoms of men, ends all things magic by exhausting the manna.

The tools of unmaking are specific and remote, hidden to most. But, they exist to allow men to erase the mistakes of the impetuous and insane. This includes the sound emitted by the *Horn of Fiery Call*, the intense heat found with the *Jakolot's Furnace* or the spit of the *Umulak Dragon*. Some false centers are still legendary for unmaking, even though the lowest of delvers will tell you that its untrue. *The Temple of the Star* and the *Terminus Scar* have both been debunked, yet pilgrims and the penitent bring items believed to be enchanted to both places.

Monstrosities on the same tier include the *Void Wolf*, the *Orbs of Losko*, various armies of the damned have anti-magic touch, chief of which are the *Crimson Warlocks* and the *Saurian Black Legion*, that one led by the magic absorbing *Skuld the Destroyer*, she of half lizardling and half giantess. Her eggs being thought linked to the *Orbs of Losko*.

Tier 8 – Pure Magic

The essence of magic is understood by only the most ambitious scholars. The concept is coveted; many will pretend ignorance or deliberately confuse others who seek a similar understanding of this purity.

One theory is the water model. Imagine a backflowing river of raw magic, which carves a fresh route up-hill through existence wherever it goes. Pure magic courses through all liquids; its own depleting volume fed by dripping pinholes in the ether. The main artery flows in and out of another dimension, often violating time. Mercury is the easiest point to study, but the ocean is the most plentiful place that pure magic will appear.

This elixir is colorless except to a few who see an oily film, or the very few who are mesmerized by a panoramic film of falsehood replacing their tears. The most commonly described occurrence is when ordinary water grows hot or suddenly freezes. The sound in the magical eddy as it courses into our world is unnerving, oppressive; many will miss an opportunity at treasure by fainting. Yet just as many say the sound of this intersection is soothing; the unlucky fall blissfully asleep, when they touch pure magic.

The air encapsulated by bubbles of pure magic is false, unbreathable. Yet seductive, enticing the warrior to inflate his lungs with a pneuma that alters life. Comprehending wizards pull on the vapor through Meerscham pipes, a substance found floating on the Black Sea. Otherwise, use an alembic to distill at most a droplet from the full stream. With this create new days of fearful and terrible consequences. These eldritch potions when collected are prized by all wizards. No price is too high to pay.

The stream cannot be controlled by mortal men or their creations. It is as unreachable as ever changing. No portal connects to a source. Few earthly places touch the stream and only then for miniscule lengths of time. No one ever encounters pure magic more than once, and only then by accident. By its very magical nature, it cannot be found by someone who actively seeks its discovery. Many gods ensure that edict remains so. A happy accident or godly cheat brings pure magic to the user.

Monstrosities on the same tier include elemental gins, legendary sea spirits, and certain nonhuman demi-gods. The death of an immortal creature might occur with pure magic, but more often the nature of the un-killable is changed. The unquenchable hunger of the worm, *Jade Maw*, was finally sated after eating the unseasoned heart of the 47th emperor, boiled in a pot of pure magic. The magic all but evaporated in the making. His entire household staff gladly crawled supplicant over a mile and a half of jagged teeth to ensure the offering was swallowed. Would such a sacrifice be made today?

Stepping as a mortal into places formed and sustained by pure magic would include *Bifrost* (the light bridge) and *Folkvang* (Frigg's Hall).

Tier 9 – Oracle Magic

The most famous, Oracle at Delphi, is now just a tourist attraction of very dubious nature. Beware anyone who charges for fortune telling. Not to be confused with divining rod weathercasters, gypsies shaking bone dice or sodomite Greeks dancers juggling entrails, a true sage with the sight can see with clarity the consequences of actions, discerning the probability of what is possible and what might change. Realize, nothing is truly certain; the cords of time are unbraided. Each moment only exists within each moment. Still, much can be determined by remotely viewing the strands tangled in the Norns' fingers or spooling off cosmic bobbins.

Though just one for every age, each oracle is valued, sheltered, yet also routinely murdered or driven mad in isolation by what they know, not of just our world but of everything. The practitioners of any value never sleep, never dream need no diversion. All the stories of everyone occupy their thoughts. Images of the future are too compelling to resist. Inhuman seers are the only ones to truly survive, because they dislike humans or see mankind as no more interesting than watching ants.

Monstrosities on the same tier include performers who can peer into the fates, but also creatures that can sense the future and react before swords strike. The *Mindless Dra* are warriors sloppily dragging massive swords behind in a spark filled trail. They have had their brains destroyed, only to be replaced by glimpses, image flashes a few seconds in the future (at least the legends say). Many have said they have seen the Dra thrust and strike as their opponents sidestep into the motion of their dented blades. If they were that talented, always, how would anyone live to tell the tale? The *Maze Keepers of Oranos* are said to be able the only ones to see a pristine future by walking along oddly shaped twisted passages. No one knows of anyone to have returned from their Isle, and many have voyaged there. Surely some are recruited as keepers and stay to voyeuristically live more fascinating lives of other, greater men.

Tier 10 – Outer Magic

Demons, planar creatures, even good intentioned angels, do not manipulate the same magic as mortal men. They do not need mana, rather the mana they use comes from another unknown source. Mana magic used in proximity by earth bound mortals causes these monsters pain. The reverse is true of Outer Magic. These incantations are destructive and repulsive to most wizards. To pray to the heavens for intervention allows a buffer. To directly employ the powers of heaven is to be damned, even when done for goodly purposes. Demons are fallen archangels. Neither are mortal.

To speak such curses will surely cleft the tongue, cause inside humors to glow neon, to permanently make the caster's nostril hairs and genitalia reek of vinegar. A

mortal user is forever tainted by such casting. He will never experience food nor pleasure again, despite many summoners forcing demons to grant them ecstasy. Again, the difference is to bind a demon, not employ its magic, but to force the vile thing to croak the words.

Of all the tiers, this magic is the most studied. Whole libraries can be discovered but housed mostly in the underworlds. Often men who encounter vile monsters mimic their actions and language. Small samples may have powerful results, provided they are performed with the exact intonation and with the same attitude, the goal of exterminating joy.

The swaggering techniques Wizardry Demonic (F) and Wizardry Celestial (G) represents primitive influence and contact with users of Outer Magic, not the direct powers granted by this tier. Mortal men cannot utilize tier ten magic without corrupting their companions, driving friends to become enemies and making one's family forget the caster's face. The harm is done with even small vocal attempts, again provided there is animus. Mens Rea applies – there must be consent and intent of wrongdoing. If not, childish patter songs might fell cities. Yet fair warning not to persecute weird children.

Understanding tier ten is the key to unlock even greater universal forces. Zaires have no true friends and family, nor really enemies. They risk nothing by making their mouths form shapes that conjure horror. Then tumors which any Zaire conceals below his robes are shocking. If wizards and Zaires travel with good people, they do hold back the power they wield, lest they ruin the very world they pledge to protect.

Monstrosities on the same tier include the *B'Quoa Fiends*, the thoroughly *Vanquished Kren*, those beasts claiming title as the *Immortal Lords of the Blood Pit*, humans in name only. The worst is the *Nine Horrors*, major domo of the *Towers of Flame*. Even a single loose demon would prove a long and terrible fight. Yet demons are no match for real gods and wizards employing magic from the higher tiers.

Hel, a hero and ceremonial ruler of *Helheim*, is considered this tier only because *Hel* is commonly known in the *Halls of Risen Warriors*.

Tier 11 – Zaire Magic

Described in several places as overlords, a warning to limit your desire to do everything at once with magic, the Zaires exists to keep the universe in layers, the dimensions apart and small lives from destroying everything. These set of twenty are both lauded and despised. Most have no temperament and are as indifferent as stones. At least one eats stone.

Also known by some as the *Robes of Ureeka* and the *Council of the Balnesh*, the guardians reach a cusp, performing magic beyond the capability of mortal men.

Therefore, they must be immortal? Some of the twenty are, but explain how they advance in rank as each superior dies? Only the top two, Alpha and Betazaires have obtained true immortality, in that, they seem to have never died (in the written record). The Deltazaire, number three, has been killed in recent years by the Grey One, and several Zaires, perhaps half the ranks, fell defeating the Dark Lord and his many servants.

The nomenclature of the Zaires, named after the twenty Greek letters, is recent. Twenty? There are twenty-four Greek letters? True and that suggests the order has had to purge members, the Dark Lord being one surely. Also, one Zaire, Gamma, had his honorific letter retired. All this is fluid. The Zaires do not need to explain themselves. They also selected the letters adapting to the latest reference. A thousand years ago, the order would have had Babylonian designators in all likelihood. There are historic records to a wizard chief named Jod He Vau He, said to rule over the *Mystic Hundred*. With the slow drain of worldly mana, the number of the Zaires, the fall of that order, may be coming. Then who will stop goblins from flooding the world with injurious technology?

The true nature of the Zaires is unknown except to note that their magic is applied typically to restore order from chaos. Is this to protect the worlds of men or hide the greater secrets of darker magic? They may also be rationing what's left of mana, disabling sacred pools and talismans, which consume too much from that limited source. Mere plumbers, they seal leaks in the pipes of power. Yet to what greater council do they bend and obey? None shall speak of such things, for the Zaires act without permission and with finality.

Monstrosities on the same tier as this ilk tend to be both physically punishing and mentally puzzling. You cannot strike the *Celestial Men of Sjern* if you cannot force them to remain corporeal. You cannot choose to cut the many tendrils of the *All Beast*, since the tentacles constantly shed from the creature every second as new ones emerge from that host. You cannot defeat the *Hoggrath Bull*, if a new head emerges as each head is severed. You cannot squeeze out the life from a *Metal Men of Mulax*, since no life force remains within them. For many of these monsters Zaire magic is also ineffective; a higher tier must be employed.

Loki was once thought to be a Zaire, since the gods were able to find him and bind him in wolf's sinew to a rock. He lives on, attended by his kind wife, but forever tormented by acid dripping from a serpent. His name for eternity is slanderous, said as a warning. His being is surely as potent as Over Magic (tier ten), but where his power rests ultimately is unknown. Most of the civilized world view *Loki* as a myth, the legend a morality fable. His name is said as a mere obscenity, spoken even by children as they mature. Yet *Loki* is real, and every earthquake is

caused by his shutter of pain. He will someday escape his captivity and bring doom (Ragnarök).

Tier 12 – Creation Magic

Think not of this as molding a mere pottery jug to gulp unlimited wine. Creation magic is not the object, nor its use, but instead represents knowing how to imbue the object and producing a desired result. Anything created by mortals is false, a mere shade copy of what the gods use. Our pottery jug would be more akin to concocting the very invention of wine or changing man's stomach to allow intoxication, fashioning the actual earth atoms of all pottery clay. Before then, such things would only be other worldly ideas in a hall of perfection. Mortals are too flawed to enter this hall; the minds of mortals are too small to conceive of anything truly original. Creation Magic is raw inspiration; it expands the universe inside a thought.

Creation magic brought mana and therefore magic itself into being. Knowledge of that first spell seems now impossible, at best lost and long forgotten. Great creatures and celestial singularities took the work of cohorts of wizards, whole empires employed magical brute force to reproduce the acts of one god. Creation Magic spawns religion and changes the campaign eternally. For instance, the dragon which spits stars is not something to battle. Could it ever be undone and why?

When anyone today says, such a thing would take Creation Magic, it's as good as saying it is impossible. Well, highly, highly unlikely. The scholar is probably saying *"I don't know how to do that"* or *"I never considered that was even possible."*

Forget a solo conjuration, these events require combinations of many magical tiers, a fusing of the weird and worldly. Witnessing Creation Magic is to experience



and be loved as a cog in the ritual. The goal has to be perfection. Magic will not reside uncorrupted in an imperfect blade. Magic will not flawlessly obey a tainted master.

The magic might be used for trivial things, like a second moon, or small impossibilities like a relic that will allow a specific immortal god to be slain by a specific person but only in a circumstance of time. Any oafish sell-sword knows that knowledge alone is not enough. The desire of creation is just the start of much effort.

Grand enterprises rise and ultimately fall in the search of a legacy, such as the *Rod of Rao* or *Immortality Bread*. The final creation always seems to make the designers irrelevant. The men who made the Rod of Rao were not born in Rao; that kingdom was a thousand years later (methinks). Still most empires leave no legacy, the leaders and people forgotten. They create nothing; they only consume. Creation Magic is the first step of immortality. Some find poetry to be their legacy. True Creation Magic is the god who invented the desire of man to be poets. Creation Magic was needed to construct the desire and event of immortality.

Monstrosities on the same tier are beyond the worlds of mortal men. *Celestial Custodians* spin planets about the sun, keep those pure elements from arguing and colliding. The *Aminolis Serpent* wraps and traps certain undead lich inside the *Countless Towers*. The names of the wizardly scholars who created both things are woefully forgotten.

Tier 13 – Restoration Magic

Beware of unlucky thirteen; the wise jump straight to fourteen. Magic can animate cloth to clasp like a hand or impress the impression of life into metal, making a blade dance. Many a harp plays without the harper. Hardly tier three, let alone thirteen. No mortal has yet to assemble flesh into something new. Every nonhuman was fashioned from the original template. Creation Magic allowed the thought of mankind, but it took Restoration Magic to make him fruitful and multiply.

Even small events, like restoring a lost limb or blind eye, is much harder than anyone might expect. This is because like with demons and here godlings, the witness or cured man sees the priest and not the true magic behind the act. A man can be convinced he can see, but the eye will not be restored without the threads and nails of creation. The village priest is not the person who resurrects the dead; he is the channel to a godling who uses Restoration Magic.

Many struggle with the term, Restoration Magic. It seems too weak, a carpenter adding a room extension. Suffice to say, the actual power to make life, restore life, keep the soul inside of a dying body, is truly incredible. The immortal wizard who knows the thirteenth tier, and can do these things, should be called in name a god. He probably only lacks worship. Any charlatan who restores life and

takes the credit, by failing to honor the true source of this magic, is risking offense of a very powerful envious foe. Luckily by this tier, most magicians are no longer burdened by personality, especially vanity. Someone else can receive the credit and prayers.

Still, the gods covet these powers. A wizard able to restore the knit to a shattered bone, long before it would divinely heal, is problematic. The gods struggle with humans who obtain this ability. Should they be risen and join the pantheon? Should they be struck (repeatedly) by lightning? Lightning seems more expeditious.

Gods do extinguish the life of those who dabble in their domains. There is a God of Healing; her name among the Norse tradition is Eir, a handmaiden of Frigg, the all-father Odin's wife. Eir had better be evoked with reverence, along with performing the act. The goddess, here, gladly takes credit for any mere minion's power.

Otherwise, what is done can be undone. The gods merrily hurl accidents. So, *Mister Helper*, you like healing a child that fell from a tree? Try to heal the entire forest now ablaze. The bone might have been a lesson not to climb on someone's arboreal mistress. A huge soap opera is the connections of the godly.

There is one act of vanity that no god will perform, the reversal of time. A god or common swaggering knave might give the illusion of youth, but no god will ever restore a life by erasing the years. Yet a wielder of Restoration Magic is able to do so. Did a light go off in your noodle? Yes, Restoration Magic makes one immortal (to aging).

Monstrosities on the same tier include the very common Hydra, the Chimera, various wizardly liches, especially those who form of the *Purple Order*. The *Wizards of the Golden Robe* became the *Priests of Auul*, before proclaiming themselves true gods and losing that war with their superiors. One traitor of the group may be the minor deity, *Hanuman*, whose image was transformed as punishment and was relegated to the role of god of celibacy among the people of far off Indus.

Tier 14 – Over Magic

This is the magic of the gods, potent and irresistible to mortal men. Gods are the product of only other gods or godlike entities. The cow *Audhumla* licked a spot of salt and exposed the first god, *Buri*, in the Outlands. This made the giants very unhappy; they slew the immortal Buri, but the idea of the divine endured, growing into others.

Shall we list *Balder*, the gentle and wise, *Bragi*, a god of poetry, *Frigga*, the all mother, *Grimnir*, false in nature, *Hod*, the blind god, *Honir*, the everlasting, *Magni*, Son of Thor, *Sjofn*, goddess of passion, *Thrud*, daughter of Thor, promise keeper to

the dwarves, or even Buri the risen, returned to give counsel, defying death itself as immortality implies. Even in defeat, gods do resurrect from time to time.

Too many gods exist for this tome. The most famous need no introduction: Odin, Thor, Tyr and Frey. Each of motive and specific power; each with dedicated temples raised by man. Not just them, of course. Greek, Assyrian, Egyptian...again too many. More than the number of men; jealous of betrayal and protective of their favored followers. The gods share our faults. Are mankind's foibles a reflection of our gods?

While some are tempted to call this tier *God Magic*, that term is misleading. Other gods wield godly magic, still much here is different from mana magic employed by mortal men. Even the vessel of god magic has a limit. Perhaps a parable? Each god forms from an anvil and that base is splintering. When the anvil is nothing but shards, faith is no more; the gods expire with those beliefs.

Is anyone powerful enough to disbelieve and dispel a deity? Stay your philosophies for another era. In Outlands, men never question what they can see, touch and meet. Trusted with a task delivered personally from any god is a tier fourteen event. Though, sighting one wreck a city drops back to ten. Should Honir touch the skein of the supplicant, he would not understand the nature of Over Magic. Most godly favor barely cracks the tier list, anymore than mere luck or coincidence represents a superpower.

As for the anvil shards, certainly men exploited these. The shards are hinted at discovery, found and lost and battled over, even after all residual magic is used. But relics are tier six, agreed? The shards, which happened when the very first forgotten gods were formed, remain ever powerful and lie mostly in places man has yet to tread.

Could arcane craft performed upon the collected shards produce something equal with the gods? Clerical sages say this is preposterous. Could enough shards be the amalgam which slays any god? Even the Zaires say that is not possible. The gods wielded such weapons and yet they remain immortal. If a spear tip off the *Godly Granite Anvil* could slay the gods, surely only one god would now exist with all the remaining pieces in his possession. There are some of the *One True Faith* who claim just that has occurred. Those believers should travel and see what can be seen and experience what most do fear, Over Magic.

Tier 15 – Veil Magic

The *Veil* is the crossing over from one reality to another, perhaps from death to life. When a man dies, he is gone forever. The eternal veil makes that so. The ability to pass beyond understanding and back to a state of reason is tier fifteen. Many paths are decidedly too treacherous, uncrossable. Yet, all are connected through a veil. A

gate at the end of the *River Styx* allows the living to enter into the realms of the dead. A passage need not be one direction, but do all ways reverse? The magic of the Veil turns unreal to real and vice versa.

The gods could not create all gates; neither can most Zaires. Only those who understand and use the veil can create an entire realm, say for the dead, and also connect that pocket universe to the one holding only the living. These connections are this magical tier. Connecting two so dissimilar places is tier fifteen. Connecting matter with its opposite, connecting good to evil, joining man and woman for child are all the veil.

Yet what then is necromancy? Far less than most feel they control. Making corpses move or skeletons dance is chump. Speaking to the dead through the Veil is minor. The veil is doing most of that work. Opening cosmic portals may seem marvelous, but it has little to do with lifting the veil. Parting the veil and existing as living and dead at the same time is way beyond the ability of the gods. Even the immortal gods fear death, or more correctly the Veil.

Veil magic creates courage, makes the boy become man, allows mother to nurture child. Inexperience ends as the veil is traversed. Every rite of passage has elements of the Veil. Something unknown and feared, when eventually found to be neither, has crossed a veil. The spark of life that comes at death, the wisdom obtained by donning a crown, these are also imparted by the Veil. The Veil is enigma, assumption and intuition; knowledge does not always come from experience. The veil imparts understanding, when a small piece of the fabric is lifted. To fully remove the veil, to have that ability, is to be all-knowing. Many things are ever-living. Few to none of them claim to be all-knowing.

When the man experiences the veil, he often will say “*did that just happen*” or “*was that even real.*” Waking from a dream is just one way to experience and penetrate the Veil.

Tier 16 – Universal Magic

The stars hang in the sky and the light comes rising from the mountains. This magic exists to keep the universe in order. Some say this tier allows the erudite to travel to alternate realities and experience existence in other universes and under a different set of laws. Often the magi will take ordinary things into other dimensions to witness the transformation and return with the altered item. Taste a drop of the sweetest nectar under different conditions. Bridging the universe is to never again sense anything the same. Little to nothing is universally logical, yet emotionally things tend to be constant. Learned men do ponder what-if, as illiterate poets sing of love under other circumstances.

Monstrosities on the same tier include creatures that devour stars, sentient planets, and the *Unembodied*. You have left the world of robes, sandals, and scrolls of men. This is a thought exercise, a mystery that has no denouement, only more mystery. The greatest axe or sword would be of no value. How could that logic ever be survived?

Tier 17 – Doom Magic

Even the gods fear the end of all tales, though they may jest and posture in witless courage. Doom magic is finality, the end of existence. Doom magic exists outside the hull of a ship named life. Should the vessel be breached, doom will flood each deck, sinking the lifeboat. Life will sink to a depth of no light, no breath, nothingness. Past Ragnarök, past life everlasting, past an age with three winters, past a period where wolves walk men, past the transition from Midgard to somewhere else, there lies an age of doom.

The magic is simple and powerful, a finality. A wizard of doom is willing to touch unmaking; he hungers for conclusion. he typically hates all more than loves himself. For something so serious, many have and still try to bring doom. Death lords over doom; no one is sure if one created the other, if the two are kin or even twins. Death watches the shards flake off the anvil which creates the gods. To some he leers, most think he sheds a tear. Death probably is neither, hungry with hate and showing pity. Death is a machine, built by something and empowered with doom.

A elder prophesy states that when all serpents have been butchered, when the armies of the risen dead fall back to dust, when the stars stop inspiring children to wonder, then doom will come to all that remain. None shall triumph over that death.

Yet many a Zaire has said the metaphor relates to the meaning of none. None is not done. In the tears of immortal gods shall come rebirth. A first seed will grow again even in the presence of doom. Doom will thrive, grow old and die itself. When death dies, then life will bloom again. The cycle has happened far too many times to count. Each star will burn and burn out, but another eventually rises in its place. Hope as a concept cannot be slain.

Tier 18 – Foundational Magic

Some things are mundane, or some say natural, and some appear more magical. The divide between the two is tier eighteen, Foundational Magic. Why is pouring water from a vessel not considered magic? Why is the birth of a tree not seen as magic? The oak litters the grown with acorns, why are so few destined to grow? Pulling fire from thin air is magic, all agree. Deciding which of an infinite set of possibilities shall come to pass is not seen as magic? People call such luck or chance or fate. Why? Some things are not common, not ordinary. There are some events that are

rare. What causes that? Foundation Magic might be the essence of the Betazaire and none other.

There is the magic in common things. Rare things are no more magical. The absurdity to perceive no difference between rare and common is tier eighteen. Foundational Magic involves a debate into what is nature and what is forced by magic. Kill a man with lightning or watch a man die in a storm. Both dies about the same way. Yet one was killed by Foundation Magic. Yet is it merely bad luck?

The gods say they control life and all the forces which shape man. That is known to be a lie. The gods do not control for instance doom, let alone the foundation of magic. One story from Babylon tells of the gods calling doom to punish mankind for the discovery of dancing. The outcome is they themselves later hid in fear; they too were overwhelmed by the destruction. Gods use magic, there own form, but they are not of nature.

What is nature? Why are there tiers of magic? Is the earth a clock, a mechanism too complex for even the gods? The earth was created (as told) by one or more gods in a tier twelve event, far less impressive than summoning doom. Far less impressive than the powers of gods. Is earth nature and both less and more powerful than the creator? Foundation magic becomes absurdist debate if not held in reverence and understood as the adage *what will be will be*.

If the breath of life was determined to be common, then, ordinary magic would be rare. Something must be rare. A contented man is rare. A happy miser is rare. A truly rational thought is rare. Most men are not misers, not rational, for the most part happy in toil, if not content. The world would be awash in the misery without foundation magic. Everyone would be dead by lightning strike and risen up by the touch of butterflies. The whole of reality would be ludicrous, farcical, disjointed. A nature where none could die, where rain melted flesh, imagine living there in that hell. Even a crumb of dry bread, most ordinary, or flask of watery ale would cost a king's ransom. By that matter who would ransom a king?

Foundation magic establishes the baseline of reality. If there was no pain, there would be no pleasure. We shun pain, seek pleasure and thus pleasure dominates. With no limit of treasure, then all would be impoverished. Who would bother to pull the ore from the ground, if it was as plentiful as the dirt covering such?

This is why the acolyte conjurer thinks he is all powerful. Yet when propositioned why he doesn't just summon a new longboat, form a chest of gold, bring out a happier barmaid, design a softer cat...to all he might try, but in all but the mighty of the mighty does he fail. Most choose to leave much of life as it is for good reason. Not just inability but a healthy respect for foundation magic and the order it brings. That way, when one does steal or even earn a chest of treasure, it has value. We all enjoy when luck favors us, or bad luck comes to an enemy.

Tier 19 – Temporal Magic

Time flows in one direction and cannot be altered. Should the pages of the great book be reordered, the binding would fail; the universe dissolves into something unknowable, something neither ordered or chaos.

Can a single page be moved? Can a paragraph be erased and rewritten by the careful hand? These things are paradoxical. The power to manage time would be ultimate. As first act erase the gods who would not want reality so altered. Perhaps the Alphazaire uses Temporal force if only to stop anyone else so powered. Mayhap, he constantly corrects the timeline, not that we know, as each someone rises to tier nineteen. Punish that person? Hardly, make him Alphazaire and have him be burdened to maintain all is more likely. Do as you like, I'm out of here. [Ed note, explains Shadowrun.]

There was a man who accidentally found an empty spindle discarded by the Norns, the weavers of time and fate. Holding it he would live parts of his life, yet those around him saw no change. He grew in power in leaps, and all took that for granted. Meanwhile he said he had lived many years and experienced many adventures of which there seemed to be some record, just not to his companions who said he was always with them. He died a decade prematurely old. All thought it was the warped outcome of magic. It was magic, because the spindle was Temporal.

[Second and last Ed. Note, in game terms the spindle would allow the ninth Ignoble to be automatically checked by fiat whenever the eighth was checked. The character accelerates through experiences that give him that last check for level. He will only do this once, then the spindle passes to the next player and the next, until all had their one cheat. The relic may not be reserved, set aside unused until seventh level; someone who gains the spindle at Merkismathr is truly lucky (and unlucky). He changes himself but does not truly get to see the story of that change, the dice rolls and the other players there to share the gain with him. Integrate such a relic wisely.]

Tier 20 – Existential Magic

Existential magic is only referenced for completeness. While all other magics can alter or even end the universe, this magic can null it from existence as if it never existed. What is the ultimate result of a universe in which Ragnarök will never happen or the Bifrost has a stair nexus in every city? The knowledge is beyond the knowing of men.

It resides at the end and the beginning. Sages can imagine that such a thing cannot exist. The over gods could not permit such a thought to exist. Is it within their power to prevent? The Zaires speak in reverence of an Omegazaire, for no one holds

this title and this tier's power. Perhaps it is both their own hope and simply a cussword, when even they need something to blame something else for a stubbed toe.

How is this Related to Swaggering?

Well, the easy answer is that it isn't. Wizardry techniques are in and of themselves. All are game functions expounded upon when required by the players. Feel free to not be burdened about what you perform, nor which tier you've reached. Have fun with magic and use your imagination to entertain. Add descriptions and embellish the fine details; invent colors and sensations. The player characters are not gods, not Zaires, not demons, just men. And yet they may through play become all those things and far more. I'll leave it up to each Ref whether he wants to have a player character unmake the world. Tier Twenty at level zero?!?

Maybe that's the goal of play, kill the Ref's campaign and take over for him. I won – now I get to Referee (you all). With each new character the ever changing balance and interpretation of what is possible evolves. Magic is not to be fixed (except when it must be for the game mechanics to operate fairly).

Alternately, Wizardly Swaggering Limits

You may find your players tend to escalate to godlike powers rather quick, if they do not have some limits imposed. Give them time and they will self-impose, because it's actually much more fun to play with boundaries, both as a thought exercise and as a challenge to obtain. No one likes a *saving throw* to solve the quest.

Waxing nostalgic for a moment, the first time I ran a free-style fantasy game in the mid eighties, Steve tried to make the universe come to an end. Every time I run new players in a free-style fantasy game that possibility exists; the campaign can be destroyed, and one player will try to do it. Of course, I'm the Ref, so that doesn't occur. Use your Zaires and Warped Outcome tally (if nothing else, a way of pumping the brakes).

The first time a player character attempts magic, he should try something that satisfies Tier One. That might be an Ordinary or Difficult roll. If he starts right at Tier two, the magic user might roll Tasking. Something more and the player may be stunned, in awe of his own power (rolling Q&D Beholding magic).

After he has good luck using magic, and gains experience at the manifestation which results, he grows comfortable; the degree of difficulty should decline. Also, the player character should not use any magic tier more than double his level. But

that means he might never discover Doom Magic? I certainly can live with that, but I'll leave it to each Ref as to whether a player character has that much open power without specific circumstances. e.g. "He can use Veil magic in Phase B of Seas."

The event and last tier that checks the Magic Ignoble becomes a baseline. The player character's magic will almost never exceed what he's seen as events and what has been used against him. Perhaps he can spend his downtime in study, blasting rocks? Learning what is and isn't possible. Else, just let them break the world and then promise to never do it again.

Why do Tiers Matter?

When the character is exposed to monstrosity or magic, the Ref may render him stunned. This can take place right before battle, but really should happen way before the battle. Let your bad guy monolog. Let him grimace and preen. Show off your voice acting skills. Threaten. Have some wicked fun. Let the players add their own characteristics. You meet a demon, so each of you describe something you see, feel or fear. As the six blind wise-players describe the shapes they touch, the Ref puts each together into the Elephant (if you know that story).

There's always a Q&D. Tier Nine and above are truly bad things, so the Difficulties raise for those by two. The Ref may also raise or lower the Difficulties of these events for past exploits. Facing something three above where you checked your last Ignoble should add two. Yet cancel that should **someone in the party exceeds the current Tier and is skipping the roll**. When the party carries a relic specifically made for the threat, employs a shield or barrier, has a charm or protective talisman, has been warned what to expect, etc., Ref may reduce Difficulties even more.

If you're feeling mean, any make-roll used to get past this fright roll should also count against the limitation of only one make-roll per battle. Yet the Methodical strategic benefit can be used to cancel the modifiers added to the Difficulties in this table, a mind over matter decision.

Unlike many other Q&D, this one has a special qualifier. People are creatures of habit. Should the player be successful in his event to overcome his apprehension upon experiencing the unknown, that event becomes his baseline. He does not select a fresh event again, until he eventually fails the roll (at a future tiered exposure beyond his comfort point). Thus, starting as a Queen, he'll continue as a Queen whenever the Ref requires the test. Should he ever fail, then yes he will receive a new event (his next affectation).

...

Note, keep things snappy (my group); memorize (take notes) on your *Beholding* and know the Difficulty, Advantage and result, please. If we're constantly referencing this table it will become stale rather quick. When I say make a *Beholding Magic* roll, know what yours is. Dice on the tables – go! Okay, I'm just venting. We'll take the trouble and make sure you didn't mis-remember anything. Never mind. There is one flair for a Stallari (level eight). His actions become universal to everyone in the party. His baseline, he decides, is used by all the players; that is until he fails. *“Didn't I tell you to join me in song.”*

...

There are no Banes per se. The first flip of the event does not consider inversion, unless the Ref deems the circumstances dire (or he's plain ol' being mean). The Fear-Banes for magic occur when the first flip's event is failed. Should a player fail his first Difficulty roll (with modifiers), he will either immediately suffer the same Fear-Bane outcome or select a fresh card to see what follows. Being scared will not always stop one from acting. But, no Fear-Bane is ever occurring totally without consequences, though some are decidedly better than others.

Likewise, the Major Tarot strike and have effect, but only the initial time they are selected. Thus, as the player returns (here) to suffer his next bewildering exposure, he does not repeat any Major Tarot experienced at his establishment of a baseline reaction. He won't see the major arcana turned, until trying to find a Fear-Bane or creating a new baseline act to steel himself. Read a few of the events, and you'll probably understand how “chin strap tighteners” or “chest pounders” become regular and consistent sights within the party. Most people have rituals; most are not even aware of their affectations. *“Stop doing that; you're making me just as fidgety.”*

Q&D Beholding Magic

Behold King: Speak to your ancestors; know they are watching. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 7 **Advantage:** Trait Bold

Behold Queen: Pound your chest and drive out your fears. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 8 **Advantage:** Trait Rugged

Behold Knight: Be not the first to flee; do not let your companions later ridicule you. Success and continue unfettered; fail switches to a FEAR-BANE. Regardless, gain a random Personal swaggering. **Difficulty:** 6 **Advantage:** Skill Man-at-Arms

Behold Knave: Safety in numbers, name those many martyrs seemingly doomed to fall before you; the other party members are your shield wall. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 8 **Advantage:** Longboat Comradery (P)

Behold 10: Act before your wisdom betrays your desire. Success and continue unfettered; fail switches to a FEAR-BANE. Regardless, continue the action with the Fury Pip, but only into combat. **Difficulty:** 12 **Advantage:** Skill Berserker

Behold 9: Sing or chant a favorite song or hymn to war. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 9 **Advantage:** Skill Minstrel

Behold 8: Kiss a totem, a sigil of your clan or long lost lover's gift. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 8 **Advantage:** Trait Gifted

Behold 7: Tighten your chin strap, practice your swing, flex and ready yourself in your unique ritual. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 7 **Advantage:** Swagger Mastery Shield (O)

Behold 6: Clear your throat and spit; release your bladder. Blame another later if necessary. Optional, Success and continue unfettered; fail switches to a FEAR-BANE. If the player chooses to decline this roll, he suffers a Bane (to avoid the reoccurring humiliation). **Difficulty:** 6 **Advantage:** Trait Methodical

Behold 5: Narrow your vision; see not the whole but just the vulnerability. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 11 **Advantage:** Swagger Killer Instinct (N)

Behold 4: Delay just a skosh; today you follow not lead. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 12 **Advantage:** Swagger Better Valor (B)

Behold 3: Position your stance to block your sightline behind the shoulder or shield of another. Success and continue unfettered; fail switches to a FEAR-BANE. Regardless, continue the action or task resolution with Catbird Seat (+3). **Difficulty:** 12 **Advantage:** Trait Clever

Behold 2: Lie to yourself; rationalize this is all a dream or illusion. Success and continue unfettered; fail switches to a FEAR-BANE. **Difficulty:** 10 **Advantage:** Wizardry Thought Control (P)

Behold Ace: Paint your face and weapon; bloody your blade in a formal ritual. Success and continue unfettered; fail switches to a FEAR-BANE. Regardless, gain a random Blade swaggering. **Difficulty:** 13 **Advantage:** Wizardry Demonic (F)

Fear-Bane Beholding Magic

Fear-Bane Behold King: Mentally attend to your mount and estate; focus on worldly matters, the expectation of returning to simpler days. Fail and Shaken in any action which follows. **Difficulty:** 11 **Advantage:** Skill Farrier-Breeder

Fear-Bane Behold Queen: Observe, there is something to be learned during each new supernatural manifestation. Fail and increase a half D8 on your tally of Warped Outcome. **Difficulty:** 9 **Advantage:** Skill Occult Scholar

Fear-Bane Behold Knight: Count your wealth, the coins in your purse, the treasure in the area, the items you covet on a fellow explorer soon to be dead. Fail and try to flee; any action to follow starts with Escape or some other less than optimal condition, like Ship Setback or Field Battle Rally. **Difficulty:** 7 **Advantage:** Skill Delver

Fear-Bane Behold Knave: Wipe away tears, grimace with internal pain. Fail and faint; knocked unconscious, unable to participate in any action that follows. Regardless, increase a half D8 on your tally of Warped Outcome. **Difficulty:** 10 **Advantage:** Wizardry Psionics (B)

Fear-Bane Behold 10: Purge the stew; it was ill prepared by the cook. Remind yourself to give him a scolding (or the lash); dry heave and wipe your mouth upon your sleeve. Fail and suffer a vicious wound, unable to participate in any action that follows. **Difficulty:** 9 **Advantage:** Skill Grit-Fortitude

Fear-Bane Behold 9: Grip and release; sheath your Blade and tighten your fists, forcing blood back into your chilled fingers. Fail and Shaken in any action which follows. Regardless, increase a half D8 on your tally of Warped Outcome. **Difficulty:** 8 **Advantage:** Swagger Hilt Punch (L)

Fear-Bane Behold 8: Make a joke; loudly flatulate then punch a companion's shoulder. Fail and treat any events in the upcoming action as Baner. **Difficulty:** 13 **Advantage:** Swagger Repartee (P)

Fear-Bane Behold 7: Distracted, unable to focus, a flood of the faces of leaders and servants, all dead, fill your thoughts. Fail and faint; knocked unconscious, unable to participate in any action that follows. **Difficulty:** 11 **Advantage:** Longboat Religiously Inspired (C)

Fear-Bane Behold 6: Oopsie, you're missing your throwing knife or bracers, your greaves or boots are on the wrong legs; you're not ready. Fail and treat any events in the upcoming action as Baner. Regardless, Shaken in any action to follow. **Difficulty:** 7 **Advantage:** Swagger Concentration (E)

Fear-Bane Behold 5: Recklessly attack, swing wildly and heedlessly, often uselessly. Fail and Shaken in any action which follows. Regardless, lose the ability to use Trait Strategic Benefits in any upcoming battle. **Difficulty:** 14 **Advantage:** Swagger Chiasmic Action (D)

Fear-Bane Behold 4: Fall to your knees, stumble to stand, bow your face in shamed misery. Fail and try to flee; any action to follow starts with Escape or some other less than optimal condition, like Ship Setback or Field Battle Rally. Regardless, increase a half D8 on your tally of Warped Outcome. **Difficulty:** 10 **Advantage:** Blade Defender (F)

Fear-Bane Behold 3: Wish you had worn your best raiment; settled upon the idea that today you meet your maker to be judged. Fail and increase a half D8 on your tally of Warped Outcome. **Difficulty:** 12 **Advantage:** Blade Heirloom (I)

Fear-Bane Behold 2: Achieve nothingness; the experience continues in slow motion, but you forfeit some humanity. Fail and increase a half D8 on your tally of Warped Outcome. Regardless, gain a Personal flaw after all is said and done. **Difficulty:** 11 **Advantage:** Wizardry Celestial (G)

Fear-Bane Behold Ace: Channel the wild, the wolf and the deer, primal powers take over. Fail and Shaken in any action which follows. Regardless, lose the ability to check any Ignoble during this event; you just aren't here – are you? **Difficulty:** 9 **Advantage:** Wizardry Shape Shifting (J)

Behold Major Arcana

Magician: Double the value of the Tier you are experiencing for purposes of Difficulty modifiers. The actual event for Ignobles does not increase; only your reaction is hyper.

Inverted: cancel any modifier you have for Difficulty.

High Priestess: If the Tier experienced is above Nine, the event becomes a Knave. You cannot at this moment, do anything but react (often badly) to what's happening.

Inverted: lose a Wizardry swaggering. If you have none, take a vicious out of nowhere. Yet, in the loss, gain the Catbird Seat (+3) for your roll on this table.

Empress: Ignore the effects of all future major tarot selected in this encounter.

Inverted: additionally, do so for any combat action to follow. That is unless the Q&D specifically needs the major arcana to properly function. Some do to trigger staged results. But for ordinary Method selection personal combat, you will not have major tarot influences.

Emperor: If any combat follows, the players start with the Command Pip.

Inverted: if any combat follows, the players may not gain the Command Pip. If the event grants the Command Pip, substitute a failed roll as resulting in a vicious wound.

Hierophant: If any combat follows this test, the enemy starts Enraged.

Inverted: if any combat follows this test, the enemy will not become Enraged.

Lovers: The next Behold event becomes the shared norm of everyone of the characters who needs a baseline. After that determination, let each player affected make his roll to see if he avoids the Fear-Bane.

Inverted: The next player in order must change his baseline. He does not always use the same one as the selecting player. But, he does change Behold event from the baseline he may have been using for some time. Change is good, right?

Chariot: If any combat follows, the players start with the Tactics Pip.

Inverted: if any combat follows, the players may not gain the Tactics Pip. If the event grants the Tactics Pip, substitute a failed roll as resulting in a vicious wound.

Justice: The event is treated as a KNAVE. No further event cards need to be selected.

Inverted: all players, including the selector, who have yet to take action must do so as KNAVE. Players who have fixed reaction to magic do not change.

Hermit: If the player fails his Beholding Magic event roll, he may continue by selecting any of the Fear-Bane events. The best is probably a KING.

Inverted: the player may skip his Beholding event roll if he decides to start any follow-on battle as Shaken. The Bold may see this as an easy one-round price to pay.

Wheel of Fortune: Shuffle the deck and continue.

Force: Anyone in the group who has a Beholding Magic baseline may change. If he opts to do so, he will take a fresh event on his turn. As a reward for the willingness to experiment, gain a random swaggering from a category of your choosing. e.g. I want a Wizardry, then dice D20. (Yes, it sometimes is best to use the right sided die. Nevertheless, please don't tattle on me to the corporate lawyers.)

Inverted: selecting player may adopt the Beholding Magic baseline of any character already established in the group. Use what seemingly works for him. The original should think of this as flattery by the copycat.



Hanged Man: The selecting player skips his turn. Continue with the next player around the table. Should anyone generate a Fear-Bane, then the rotation switches back. Sure, odds are the player just gets a Fear-Bane. But maybe not, and he might just be saving someone else from that Bane. Remember, the Banes here are not just inverted cards. Fear-Banes result from failure (to steady oneself). This scapegoat instead is the one vomiting and cajoling and generally not fighting at full speed. Perhaps, thank him.

Inverted: the selecting player is the last to have any reaction to the magical experience. All other players who would normally take turns after him do not do so. Consider them mentally ready. This may never delay new characters from receiving a baseline. Any character yet to have a first event in this table will do so regardless.

Death: Each player gains a swaggering of his choice, but each also suffers a vicious wound at the end of the Epilog. That could heal if it doesn't kill. A player character already wounded or later wounded might decide to drop from the adventure before the last encounter of the Epilog to save his life. However, the Heroics noble limitation still applies. You cannot leave an adventure wounded if you have not checked Heroics. To do so ends advancement.

Inverted: no one will die in combat for the remainder of the adventure. Any wound that would slay, instead just maims. Could seem just as bad, resulting in permanent loss of skill or trait, but you get that chance to meet your grandkids. Ref decides any penalty for someone who is crippled, losing an ear, eye, hand or foot. Very Cutlass, for sure.

Temperance: If the selecting player is willing to lose one of his Wizardry techniques, he nullifies any fear for anyone yet to take or test an event. The technique may not be locked Glorious.

Inverted: further, his sacrifice will even end all the penalties and mishaps already generated by players who acted (in the rotation) before him. If someone has already failed a Fear-Bane roll, the Ref should make this loss mandatory for anyone other than someone flawed as Anathema, Traitor or Unemotional. See, personality flaws sometimes work for self-preservation; make a role-play note.

Devil: The event is treated as a SIX. No further event cards need to be selected.

Inverted: all players, including the selector, who have yet to take action must do so as SIX. Players who have fixed reaction to magic do not change.

Tower of Destruction: The selecting player treats all Difficulties as raised by three.

Inverted: only Fear-Banes have the required roll raised. Think positive and don't generate such though first failure.

Star: Cancel the effects of any major tarot already selected for this encounter. However, any result influenced before this remains unchanged.

Inverted: the player may select any of the Beholding Magic events as his baseline. The best is probably a KING.

Moon: If the selecting player is willing to lose one of his Mount techniques, he nullifies any fear for anyone yet to take or test an event. The technique may not be locked Glorious.

Inverted: further, his sacrifice will even end all the penalties and mishaps already generated by players who acted (in the rotation) before him. If someone has already failed a Fear-Bane roll, the Ref should make this loss mandatory for anyone other than someone flawed as Anathema, Traitor or Unemotional. See, personality flaws sometimes work for self-preservation; make a role-play note.

Sun: All characters in the party are restored to the healthy shape they were at when the mission started. This includes restoration of wounds, make-rolls and untapped Trait Strategic Benefits. However, to avoid conflict and confusion, any purses lost, swaggering loss or gain, remains. This is not time travel; it's rejuvenation.

Inverted: the same as the regular flip, but only the selecting player benefits.

Judgment: If the selecting player is willing to lose one of his Blade techniques, he nullifies any fear for anyone yet to take or test an event. The technique may not be locked Glorious.

Inverted: further, his sacrifice will even end all the penalties and mishaps already generated by players who acted (in the rotation) before him. If someone has already failed a Fear-Bane roll, the Ref should make this loss mandatory for anyone other than someone flawed as Anathema, Traitor or Unemotional. See, personality flaws sometimes work for self-preservation; make a role-play note.

World: Externally something has changed. The players' ship or crew may suffer loss. A neighboring city-state gains negative traits. A regional lord or friend of a player character immediately dies, a single tie of friendship is lost by all players. e.g. No one keeps the Dwarf King as an ally. Ref decides.

Inverted: the negative result should be permanent, or at least locked until the players do something to right reality. A detour in the story or follow-up mission must take place. Until then, a city-state is plagued (without relief), all kinship to a political group ends, or one player character's estates (the best) are cursed at a fixed form, no advancement regardless of the wealth investment. Ref decides (secretly).

Fool: All players lose one make-roll and will not be able to use a make-roll in this encounter. If already one has been expended, or if a character has none remaining, so be it. What's done is done, so there you have it. No additional loss but the make-roll applies with the Fool.

Inverted: all players lose all make-rolls remaining. Anyone without at least one make-roll left to lose, suffers a vicious wound. You think magic is just fun and games, of consequences not to be taken seriously?

Consequences of Personality Flaws

Besides the role-play opportunities presented to a player of a character that is a Drunkard, Gamester or Puritan, the Ref might like to impose some penalties. These should truly not take effect before Butsecarles (level four), except when the player decides to accept the Overkill Consequence and by doing so eventually rid himself forever of the flaw.

Yes, if the player will voluntarily handicap his character for a single adventure, start to finish, he can suffer the significant emotional event and heal himself of a Personality Flaw and the repeated mission penalties. No more than one flaw can be obliterated each adventure; yet many unlike flaws could spawn from the tables and play. Gaining or losing a flaw is Growth below Butsecarles. Above that the player will need to do both, gain one and lose one, perhaps the same. Otherwise, Growth also happens when the character gains campaign roles and commitment.

Here are some rough explanations of the twenty frequently cited flaws in Outlands.

Anathema – disliked on first meeting, usually the fall guy or scapegoat blamed for bad luck.

Authentic – law abiding to a fault, pompous, fuddy-duddy, uncool, exhausting, un-fun, unwilling to offer alibi, engenders resentment, quick to say I told you so.

Bereft – weeping, hard to rouse, depressed, nostalgic, hateful of joy, afraid of loss, panics at imaginary crisis.

Braggart – boastful, hard headed, engenders hatred, takes credit for others' success, demands shares when undeserved.

Combative – acting rashly, quick to fight, always contrary, always anxious, dangerous to himself and others.

Drunkard – excessive, tipsy, angry, sick, mean, uncouth and resentful.

Foolish – takes inordinate chances, often stupid, unthinking, constantly in debt, no concept of the value of anything, especially time.

Gamester – thrill seeking, gambling, competitive, insult hurling, lacks seriousness, joking and disruptive, won't sit still.

Greedy – First to take, unfair in every way, first to eat, first to retire, first to want more, wasteful, extravagant, impulsive.

Jealous – Envy other's abilities, refuses to help when not the expert, seldom accepting his own achievements, always condemning and dismissing others' deeds.

Libertine – Free thinker, sexual disrupter of morals, uncomfortable and toxic, refuses to recognize boundaries and ownership of gear.

Maniac – Impulsive, murderous, excitable, gross, unsettling to be around, unreliable, unstable.

Melodramatic – exaggerates, imperfect in observation, always in crisis, can't prioritize, fears defeat, can't suffer loss or setback, agitates for little reason, exhausting to constantly comfort.

Puritan – shunning vice of others, tries to save others from wrong actions, but turns around and is wicked himself, falsely poetic and righteous, hates both sin and sinner, never admits his own mistakes, blames gods and others.

Reluctant – hesitant, unable to commit, last into combat, won't share opinions, won't lead when needed, last to offer skill even when the expert.

Traitor – Willing to betray his friends, lives without honor or loyalty, has a price and easy to bribe or coerce.

Unemotional – lacking empathy, unable to feel joy or sadness, blank in soul.

Utilitarian – pennywise and penny pinching, using the least amount of materials and effort on tasks, slipshod, spendthrift and surpuss.

Vainglorious – seeking battle (for others), proud without merit, obnoxious and vain, never shares credit, hates to accept retreat.

Wanderlust – flighty, needs distraction, unfocused, untamed and undisciplined. Dangerous and sparking conflict for no reason and often without intent.

One man's traitor is another side's patriot, but typically none of these are ever desired aspects. Nothing should be hard and fast, except the penalties.

Role-play the terms through broad definitions, but do not slip into stereotype. No character is ever a constant representation of his personality flaws. If two (or more) flaws seem to contradict, the character often is moody and swings between extremes. Yet to say again, use the game mechanic penalty to truly drive home the flaw in play. Otherwise, all these flaws make the character hard to live with, but we're not acting out every moment of the life. Role-play the plot of the story and dialog, not the nuts and bolts of living with mild insanity. Flaws should not be instant death, even for the Vainglorious, or especially for the Vainglorious. "*See what I just did?*"

Game Penalties

Anathema: Do not use the Fury Pip as a modifier in the entirety of Phase B on the adventure.

Overkill Consequence: To heal and remove, do not use any positive dice roll modifier, Catbird Seat, Command, Fury, Quest or Tactical Pip for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Cup-Sword: Locals, then instead of ridding himself of the flaw Anathema, he will only change that flaw (in Downtime) to Melodramatic.

Authentic: Do not use the Fury Pip as a modifier in the entirety of Phase A on the adventure.

Overkill Consequence: To heal and remove, do not use any positive dice roll modifier, Catbird Seat, Command, Fury, Quest or Tactical Pip for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Sword-Sword: Shore Party, then instead of ridding himself of the flaw Authentic, he will only change that flaw (in Downtime) to Bereft.

Bereft: Refrain from taking the 3D8 Advantage for the entirety of the Epilog on the adventure.

Overkill Consequence: To heal and remove, voluntarily refrain from taking the 3D8 Advantage for the entire mission. However, if during this attempt the player ever experiences any encounter of Rod-Sword: Animals, then instead of ridding himself of the flaw Bereft, he will only change that flaw (in Downtime) to Drunkard.

Braggart: Do not use the Fury Pip as a modifier in the entirety of the Epilog on the adventure.

Overkill Consequence: To heal and remove, do not use any positive dice roll modifier, Catbird Seat, Command, Fury, Quest or Tactical Pip for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Cup-Cup: Seafarers, then instead of ridding himself of the flaw Braggart, he will only change that flaw (in Downtime) to Vainglorious.

Combative: Start every battle as Shaken for the entirety of the Epilog on the adventure.

Overkill Consequence: To heal and remove, do not take the 3D8 Advantage for any Skill or Trait for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Rod-Rod: Crew, then instead of ridding himself of the flaw Combative, he will only change that flaw (in Downtime) to Jealous.

Drunkard: Refrain from taking the 3D8 Advantage for the entirety of Phase A on the adventure.

Overkill Consequence: To heal and remove, voluntarily refrain from taking the 3D8 Advantage for the entire mission. However, if during this attempt the player

ever experiences any encounter of Cup-Coin: Longboat, then instead of ridding himself of the flaw Drunkard, he will only change that flaw (in Downtime) to Braggart.

Foolish: Refrain from taking the 3D8 Advantage for the entirety of Phase C on the adventure.

Overkill Consequence: To heal and remove, voluntarily refrain from taking the 3D8 Advantage for the entire mission. However, if during this attempt the player ever experiences any encounter of Cup-Rod: Discovery, then instead of ridding himself of the flaw Foolish, he will only change that flaw (in Downtime) to Gamester.

Gamester: Refrain from taking the 3D8 Advantage for the entirety of Phase B on the adventure.

Overkill Consequence: To heal and remove, voluntarily refrain from taking the 3D8 Advantage for the entire mission. However, if during this attempt the player ever experiences any encounter of Coin-Coin: Phenomenon, then instead of ridding himself of the flaw Gamester, he will only change that flaw (in Downtime) to Combative.

Greedy: Refrain from taking the 3D8 Advantage for any Blade Swaggering for the entirety of the adventure.

Overkill Consequence: To heal and remove, voluntarily refrain from taking the 3D8 Advantage for any Swaggering for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Sword-Sword: Shore Party, then instead of ridding himself of the flaw Greedy, he will only change that flaw (in Downtime) to Utilitarian.

Jealous: Refrain from taking the 3D8 Advantage for any Mount Swaggering for the entirety of the adventure.

Overkill Consequence: To heal and remove, voluntarily refrain from taking the 3D8 Advantage for any Swaggering for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Cup-Rod: Discovery, then instead of ridding himself of the flaw Jealous, he will only change that flaw (in Downtime) to Traitor.

Libertine: Refrain from taking the 3D8 Advantage for any Personal Swaggering for the entirety of the adventure.

Overkill Consequence: To heal and remove, voluntarily refrain from taking the 3D8 Advantage for any Swaggering for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Cup-Sword: Locals, then instead of ridding himself of the flaw Libertine, he will only change that flaw (in Downtime) to Greedy.

Maniac: Start every battle as Shaken for the entirety of Phase B on the adventure.

Overkill Consequence: To heal and remove, do not take the 3D8 Advantage for any Skill or Trait for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Rod-Sword: Animals, then instead of ridding himself of the flaw Maniac, he will only change that flaw (in Downtime) to Anathema.

Melodramatic: Refrain from using any Trait Strategic Benefit in the entirety of Phase B on the adventure.

Overkill Consequence: To heal and remove, do not use any Trait Strategic Benefit for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Coin-Sword: Mysterious, then instead of ridding himself of the flaw Melodramatic, he will only change that flaw (in Downtime) to Libertine.

Puritan: Refrain from taking the 3D8 Advantage for any Wizardry Swaggering for the entirety of the adventure.

Overkill Consequence: To heal and remove, voluntarily refrain from taking the 3D8 Advantage for any Swaggering for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Rod-Coin: Misadventures, then instead of ridding himself of the flaw Puritan, he will only change that flaw (in Downtime) to Unemotional.

Reluctant: Refrain from using any Trait Strategic Benefit in the entirety of Phase A on the adventure.

Overkill Consequence: To heal and remove, do not use any Trait Strategic Benefit for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Coin-Coin: Phenomenon, then instead of ridding himself of the flaw Reluctant, he will only change that flaw (in Downtime) to Puritan.

Traitor: Refrain from using any Trait Strategic Benefit in the entirety of Phase C on the adventure.

Overkill Consequence: To heal and remove, do not use any Trait Strategic Benefit for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Rod-Rod: Crew, then instead of ridding himself of the flaw Traitor, he will only change that flaw (in Downtime) to Authentic.

Unemotional: Do not use the Fury Pip as a modifier in the entirety of Phase C on the adventure.

Overkill Consequence: To heal and remove, do not use any positive dice roll modifier, Catbird Seat, Command, Fury, Quest or Tactical Pip for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter

of Cup-Cup: Seafarers, then instead of ridding himself of the flaw Unemotional, he will only change that flaw (in Downtime) to Wanderlust.

Utilitarian: Refrain from using any Trait Strategic Benefit in the entirety of the Epilog on the adventure.

Overkill Consequence: To heal and remove, do not use any Trait Strategic Benefit for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Cup-Coin: Longboat, then instead of ridding himself of the flaw Utilitarian, he will only change that flaw (in Downtime) to Reluctant.

Vainglorious: Start every battle as Shaken for the entirety of Phase C on the adventure.

Overkill Consequence: To heal and remove, do not take the 3D8 Advantage for any Skill or Trait for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Rod-Coin: Misadventures, then instead of ridding himself of the flaw Vainglorious, he will only change that flaw (in Downtime) to Maniac.

Wanderlust: Start every battle as Shaken for the entirety of Phase A on the adventure.

Overkill Consequence: To heal and remove, do not take the 3D8 Advantage for any Skill or Trait for the entirety of the adventure. However, if during this attempt the player ever experiences any encounter of Coin-Sword: Mysterious, then instead of ridding himself of the flaw Wanderlust, he will only change that flaw (in Downtime) to Foolish.

Note: None of these should happen until level four. That is unless the player wishes to rid the flaw before then. Anytime he attempts the *Overkill Consequence* (to rid the personality flaw), he will endure the game mechanic result. Perhaps doing so as each flaw is acquired is for the best. But every hero needs a few flaws, truly, to be remarkable (despite his flaws).

Paradox and Clash of Mechanics

In some cases, a player will have a penalty and a bonus at the same time. This is best seen when a *Shaken* character also has the *Fury*. The ref may find other conflicts between the mechanics, places where one penalty seems to be clashing with some other bonus. That's why he's the Ref. Use your best guess and try to be consistent. In a game this open ended there are bound to be times when the rules need a lawyer. Oh no!?!

Reminder on Alternate Buzzword

Anathema to Melodramatic
Authentic to Bereft
Bereft to Drunkard
Braggart to Vainglorious
Combative to Jealous
Drunkard to Braggart
Foolish to Gamester
Gamester to Combative
Greedy to Utilitarian
Jealous to Traitor
Libertine to Greedy
Maniac to Anathema
Melodramatic to Libertine
Puritan to Unemotional
Reluctant to Puritan
Traitor to Authentic
Unemotional to Wanderlust
Utilitarian to Reluctant
Vainglorious to Maniac
Wanderlust to Foolish



Use the alternate for when a player has a flaw and gains it a second time. Or when a flaw doesn't truly go away, but instead changes into some other flaw, usually from a failed Overkill attempt to purge the fault.

More Personal Events, Secrets and Maladies

These are all bad. They add fun situations to play, but none of these can be considered virtues. The implied character change is not as directly corrupting and pervasive as say a Personality Flaw. However, many of these can be just as bad.

This table is not the exclusive manner in which to dole out Personal Event encounters, but it does work for inverted card flips that portend bad results. When the game generates the event, the victim is determined by whatever means the Ref decides. You can make the leader of the party select someone. You can use the party designated scapegoat. You can use the lowest level, or someone most needing the Ignoble.

There are also no immunities presented in the results. Many players hate that. The Ref may offer a saving throw with the player using his character's traits, skills and swaggering, past party checks of Ignobles and generally "*I don't want to be that*" to stop the event. Maybe Difficult roll. Yet, if you truly role-play the game, the role is not always what the player likes. Someone in any story usually is comic relief or the person we all love to hate. Do as you wish – I just sometimes insist the characters become less than perfect.

The major tarot continue the onslaught of wild play, so just use those cards as their own events, not as modifiers to the other suits. Each player character should receive a single malady, before any character gains a second. Deal these out one by one. The player may also find he's checking Growth at one level and again at the next, as he cures himself of these awful behaviors.

Cups – Affinity for Drink

King Cups: Character expects others to pay for his drinks. He oscillates between feigning his forgetfulness to pay to demanding others show him the courtesy.

Queen Cups: Character can only drink superior brews and wines. He will become offended and pouty faced, when anyone else consumes as his beverages of choice are not obtainable.

Knight Cups: Character can not function, while sober. He will have a great tolerance for alcohol, so the penalty lies in those times when he must act in the absence, stone cold sober.

Knave Cups: Character is obsessed with buying drinks for ladies, especially ones attended by their suitors.

Ten Cups: Character hides and hoards liquor, so as never to run out. As ship's master he will even restrict or deny the crew their rations, shortly out to sea, when he believes his *medicine* may run dry.

Nine Cups: Character insists on buying drinks or sharing his flask with all he meets. He spends money as fast as he makes it; he constantly starts celebrating. He's fun, but frivolous. His personality is so infectious, that he gets others to overindulge.

Eight Cups: Character tells sorrowful tales and remembers past tragedy while drinking. The more he consumes, the more maudlin he becomes. He scares the servitors, describing all manner of grievous injury and mishap. As a minimum, he ruins everyone's fun.

Seven Cups: Character is an angry drunk. He can act responsibly, but from the first mug his personality turns surly. His companions will, over time, wish to shun his company if the mood is celebratory.

Six Cups: Character, while drinking, constantly feels like he's been cheated or poisoned. His drink was watered, his glass was not filled, his beverage was spoiled, someone tried to kill him. Even during the Epilog, when there is cause to celebrate, he will be bad company, usually starting brawls.

Five Cups: Character is accustomed to becoming black-out drunk, unable to recall any of the previous evening's events should he cross a threshold of intoxication. This will not happen every time, nor will every event result in Digression #G. But, the result happens more often in Phase C or god help them all, the Epilog.

Four Cups: Character can not hold his spirits. He will quickly doze off or vomit even after half a cup. He suffers terrible hangovers and swears off ales – the very thought of which makes him ill. He won't stay temperate for long, though.

Three Cups: For every drink his companions have, this character must have three. He has no special tolerance and will almost assuredly be penalized the next event after any bender.

Two Cups: Character is constantly drinking from the wrong cup. This normally would be a non-started, so add an affinity for chew, bad oral hygiene, a drooling backwash or flaky whiskers, etc. *"Who used my boot drying by the fire as a spittoon?"*

Ace Cups: Character refuses to drink while on assignment, during a mission for a Patron. He will even limit his actions in the Epilog. Since part of play is conniving in social situations, this man's sobriety often becomes an issue. He arouses suspicions and makes confidences uneasy. *"Why won't he have a drink with me?"* Apologizing for sobriety typically offends most Vikings.

Rods – Affinity for Ladies

King Rods: Character expects others to pay for his bawdy women and trollops. He oscillates between feigning his forgetfulness to bring a purse, to demanding others show him charity.

Queen Rods: Character only finds noble women and chaste women desirable. He will become offended and puritanical, when anyone else indulges their carnal desires.

Knight Rods: Character is oversexed and must have fresh partners daily. Apply at the PG or R-rating as your players find amusing. For my lightweight inspired episodes, a kiss suffices. (Wiki Hays Code.) A penalty must apply, when he must take action during any prolonged abstinence.

Knave Rods: Character is obsessed with unobtainable married women.

Ten Rods: Character has wives and family in every port. These women may change from adventure to adventure; some are slaves or concubines. Some know of

one another; others live in blissful ignorance. The whole set of affairs is expensive and causes jealousy, conflict and separation. The first encounter in any port should probably be skipped by this character, or the player uses a secondary role at each port entered. Seldom, if ever, will the families he has be useful as spies or confidants. They could be threatened by rivals and be someone, somewhere in need of protection.

Nine Rods: Character has lust well above a common libido. He will not settle for a single encounter at the brothel. He often is unable to ride a horse, following his more amorous endeavors.

Eight Rods: Character likes to talk about former girls and conquests in the company of new lovers. He may even be moody and confess to infidelities or lost loves. He drives away even tarts, making them feel unwanted and unappreciated. As a minimum, he drives up the price on everyone's evening.

Seven Rods: Character can keep no secret whilst among the fairer sect. He must boast about his travels, and the objectives he's currently after. Often along the sailing voyage many ports of call will be entered that generate no events. The enemy should have no trouble knowing the characters' plans, unless they work hard to keep this man back on the watch (and blue-blue).

Six Rods: Character is sadistic with women. The group must temper this, but he probably has raped or strangled (R-rated), ravaged or slapped (PG-rated). During every Epilog, he produces a victim, so that in a follow-on mission he should not retrace his steps. He will of course deny everything and say his enemies plot against him.

Five Rods: Character is impudent and heedless in his affairs, often passing out after copulation. He is frequently robbed of purse and gear. "*I need to buy some boots.*" In Phase A, he has been known to miss appointments and delay departures.

Four Rods: Character is extremely embarrassed around women, tongue tied or clumsy. He will quickly excuse himself, unable to perform his skills or duties if espied by a lady. He is prone to awkward discomfort in the pantaloons if any gal shows him affections.

Three Rods: Character is unlucky in love. He's constantly being cockold, or even unknowingly being used by mistresses to get revenge on their husbands and lovers. The most innocent of encounters brings strife and accusation. When returning from a year's voyage at sea, the man often finds he has more children than when he left.

Two Rods: Character has an affinity for usual embraces. He desires nonhumans, demi-humans, wants to experience affairs with the exotic and even monstrous. His ilk is much hated by racial purists and members of the One True

Faith. Should I address the possibility of...no, but the other characters may like to stable their horses in plain view.

Ace Rods: Character believes he can seduce anyone. Worse, he believes he understands women to a superior degree. The others may even trust his boasts, until he proves himself inept more than a few times. Then, it becomes a good joke to push him into dangerous attempts at seduction.

Note for Rods, characters are also female, of course. The player will decide if this table applies to the character's desire for ladies or gentlemen. The feminine was written only to be consistent in text and because I am old. Address any admonishing letters to the Ref who controls his campaign.

Coins – Affinity for Comfort

King Coins: Character expects the best accommodation and the first selection from any treasure. He oscillates between feigning his forgetfulness as to whose turn it is to have the better, to demanding others show him reward for his skill set.

Queen Coins: Character treats everyone as a servant. He is prone to tip, stingy and insulting, even close companions. He's a pompous ass, and ought to be told such. Yet, he also lavishes gifts on others when he's flush with coins.

Knight Coins: Character is frivolous and wastes his own treasure. Even when he knows the value of an item, he gets carried away by the back-story and the salesmanship of others. He's not prone to overpay for say provisions. What he'll do is pay too much for a certain liquor or satin shirt. He should have double as hard a progression up the social ranks, because he can't truly manage his own affairs. This should not influence his building of a proper estate; that can be and often is, left to a more capable wife, ruthless henchmen and favored slaves.

Knave Coins: Character is always filching things that don't belong to him. The items usually have no great value. Yet if the item is a valued keepsake of another, it becomes almost an obsession to steal.

Ten Coins: Character hides and hoards his coin. He won't part with any of it. As ship's master he will not so much graft as pinch every penny, buy and equip the substandard. He will bury stashes of his gains everywhere he goes. Would be pretty handy, except even under duress, he would rather die then lose his treasures. Once again, the estate mechanics should not be hampered. he will see his estate as the ultimate place of protection for all his ill-gotten gains. But, he will make a bad provisioner of the ship or junior officer.

Nine Coins: Character has greed well above a common Viking. He will not leave treasure behind and would carry such over that of an injured comrade.

Eight Coins: Character is constantly talking about bygone eras and past adventures, all of which should have left him settled down as a marquis. He may not

even be exaggerating. His stories make it sound like he was the only survivor on many an epic adventure. Some sailors find this spinning of yarns pleasant, but most find it suspicious. He will even get people envious and plotting theft or kidnap.

Seven Coins: Character is easy to bribe and unable to keep his secrets. Given a chance, he will *spill the beans*. He may not, probably won't, switch sides. But he does take a small reward and ensures the enemy and Rival know the Patron's objectives. The other characters must work hard to keep this man away from foreign agents. he is nearly Traitor in personality flaw, except he's just enthusiastic not criminal Braggart or Fool.

Six Coins: Character constantly feels he is being swindled and overcharged, gouged for everyday items. He often refuses to re-supply, because he doesn't trust the locals. Even during the Epilog, when there is opportunity to stand-down, he will create supply problems.

Five Coins: Character hates to waste spears and arrows, repair shields and bind loose straps. He will even opt to engage by sword, even when a bow would prove safer. If employed as a ship's master, he will not allow the crew to train at archery out at sea. He needs to ensure every arrow is picked out of a target. He will insist on melee weapons, even rationing the shots of larger ballistae. Do not believe this penalty can be circumvented by his own bow or artillery skill. There he instructs to be like him and make every shot count. Waiting for a perfect target can increase the chance of death (for others).

Four Coins: Character is prone to losing objects. He keeps hold of the main things, his sword and mount. But, he may have only half a pouch of coins or can't find his helmet from day to day. He's not the party member which should ever be entrusted with a mission essential document or relic.

Three Coins: Character is unlucky in gambling wagers which should be a calculation of odds. Even when skilled as a gambler, knowing a bet is in his favor, the gods make him lose. He will feel cheated yet still avaricious to taunt his fate. Over time he will learn not to gamble, and instead advise others. This too is off-putting as he won't let others just enjoy the game.

Two Coins: Character has clan obligations back in a far away land. He repays ancient debts for his family often to dwarvish or supernatural creditors. He feels obliged even when the debts were caused by others. He must pay a significant portion of all he earns to only cover the compounding interest. His clan may be in great risk if he misses a payment. Yet only that devastating loss will end his burden. Only after his family far away is destroyed will the debt be finally square, erased and paid.

Ace Coins: Character believes he is protected by a godling, even when he breaks the law. He will take far more chances than necessary. He's not afraid to steal

from anyone. He seeks to profit in any manner by hook or by crook. Truly, he's a scoundrel. Close to being the personality flaw Fool, Maniac or Greedy. Award them next when promoted by other events.

Swords – Affinity for Challenge

King Swords: Character expects others to fight his battles. He is not always prone to make offensive comments. But when he does, he expects all to come to his aid. He should tend to select defensive and command actions in most combat tables, unless facing the enemy leader or rival. Mere minions are not worth his talents.

Queen Swords: Character hates being still. He insists the sails and rowers are always best employed. He doesn't enjoy port stopovers if the crew is idle. His restlessness is fatiguing. Wanderlust? Not yet but moving to that personality flaw.

Knight Swords: Character believes his skill with archery is beyond the pale. He does not shun the blade but given a chance he will accept any and all challenges for wager or blood, that involve marksmanship. If so skilled, this will also apply to ship's large artillery, catapults and such.

Knave Swords: Character can not function, unless his life is truly in peril. He will roll a single die for all task resolutions outside of combat, unless there is the possibility of vicious wound. This stunts the character greatly, agreed, so this should remain a penalty only until the character rolls a task resolution, which results in a one. That single die one should also cause a half D8 increase in Warped Outcome tally.

Ten Swords: Character is a backstabber. He secretly delights in harm. He has little empathy for life. He's not a true sociopath, but he has an extreme love of exsanguination. If he becomes a Maniac in personality flaw, he then can be considered a true psychopath. As always, temper this to your group. A thrill in fighting is the PG version of a love of carnage.

Nine Swords: Character loves the duel and is easily offended, even more so than any Viking ought to be. He will fight for his honor with any and all.

Eight Swords: Character is always threatening others, even his friends. He may think he's part of an ancient order of assassins. But even if that's true, he has no means of contacting them. He will often brag of how much of a fiend his father was in the old days of yore. Someone someday might call his bluff and beat the fantasy out of him.

Seven Swords: Character is prone to monologue and boast of his plans. Given a chance, he will taunt an enemy, regardless of who's listening. The players must work hard to keep no one significant from escaping their battles. This should not mean they leave a trail of death; just not let any enemy escape without a drubbing.

Six Swords: Character sees enemies everywhere. He feels like he's being watched or those around him plot murder. He doesn't react well with strangers; he often accuses his friends of betrayal. Even during the Epilog, when there is cause to relax, he will add to the danger by agitating.

Five Swords: Character enjoys a friendly brawl, one in which he usually ends up unconscious. He will be none the worse for wear, but he's often unable to recall any of the previous evening's events, even those leading up to the bare knuckle exchange. Let's face it, the characters all tend to fight. So, many of these exchanges do not prompt consequence nor Ignoble check. Yet the situation may become more critical in the Climax Challenges, when a plan is totally ruined or becomes improvisation after this character gets into a tiff and then can't recall what he's done or was supposed to do. His brain may be damaged by too many blows, but this is not to imply his skills are all lost by this single bad event.

Four Swords: Character is never prepared for battle. His scabbard isn't oiled. His quiver is empty, and his boot straps are loose. He leaves his post to take a leak. Especially in Phase B, the character will skip his actions when first prompted. He might not be taken by surprise. He just isn't as quick to react as the rest of the characters. Place in last to go in every battle if not always starting in the reserves.

Three Swords: Character increases the enemies encountered. Justify this any way you want. The result is more important. After the number of enemies are set, add two more. The character is not specifically the target of these extra guards, constables, minions, retainers, soldiers, monsters, whatever...but his presence makes all combat a little worse. Since most free-style games use parity of enemies for balance, the players may find that this extra oomph of the enemy shall persuade the player to roll a new character.

Two Swords: Character believes he has a secret sword attack. (Swaggering Technique "Z" for Zero.) In any personal duel of significance, against an opponent with a name, the character must fight his urge to use his secret attack or wizardry. His resistance could require an Out of the Ordinary roll, but only if the duel goes longer than a half D8 actions. Too confusing? Let the Ref decide. If the player ever decides to use his Swaggering "Z," he falls with a vicious wound, self inflicted or tossed from his mount, spell backfire or walk into a sword strike. Even after the action occurs and causes this failure, the character is not safe. He never truly loses his confidence in "Z," and will return to it with similar catastrophic result. Just not as often, maybe only versus named opponents lasting longer than half D8 plus one, plus two, etc. growing as each time it fails. be nice to sober up and have an event convince him there is no "Z."

Ace Swords: Character believes he has a singular great ability performing a game or skill. Worse, he believes he can make any wager to support his claim. The

others may even trust his boasts, until he proves himself inept more than a few times. Then, it becomes a good joke to push him into dangerous attempts at wagers or acts.

Major Tarot – Annoying to Serious Complications

Magician: Character is obsessed with charms and superstitions, believing any yarn he hears. He will pay for amulets said to ward away arrows, or seek relics reputed to be held by gods.

High Priestess: Character may never injure a woman, even when facing death. Allow him special actions, like Wrestling Moves but not Hilt Punch, to restrain a combative fem fatale. He may even stay the hand of any of his companions who act aggressively to a lady. He is overly gullible to requests by conniving females. This restriction should not apply to female legionaries and true amazon warriors.

Empress: Character was a student at an academy at the same time as other more prestigious pupils, princes, generals and scholars. He will meet many a former classmate and benefactor from that affiliation. Not all these people will be like KNIGHT events, some will ask for help like inverted QUEENS. Also, to make things square, the school itself will have detractors, which will also be encountered. *“I hate Academy plebs.”*

Emperor: Character may never refuse a request or order from a high lord, regardless of their country of origin. Even at war, the privilege of rank is respected. Some men just revere their social betters to their own damnation. He will lay aside his arms and surrender if so ordered. Best to avoid these supreme masters of the campaign and let another attend court in proxy.

Pope: Character may never refuse a request or order from the religious clergy. He will even lay aside his arms and surrender if so ordered, though notorious characters may instead flee.

Lovers: The character is having an affair, of course. The woman should be important and becomes a detriment in every third mission attempted. The affair is a well known secret, so her enemies or her husband’s loyalists will become part of play opposed to the character and his goals. Once the character calls off the affair, he then faces her wrath. Is there any end? Well, death of character is one possibility. Being maimed beyond recognition? Probably the lady must die, before the event truly concludes tragically. Part two, the revenge by either side.

Chariot: A card of messengers and travel, so let’s add a phobia. Horses? Water? Loud Noises? Almost anything cripples the character from time to time. Let the player select from a list off Wiki. The more esoteric and bizarre the fear, the less likely it enters play. But, then also the more debilitating when it does occur. A fear of spiders may prevent the player from acting in a single event each mission sequence. A fear of the storms should prevent the player from using his character during sea

voyages as a setting, but only once every half D8 missions. Aquaphobia means he loses his ability to swim (ugly) and will not regain such. Role-play the rest. Fear of a specific monster could be the best choice and the worst outcome to face the creature. Centaurs, anyone?

Justice: Character has warrants. He is sought, not always for crimes but maybe as a witness. He will be hunted either way, by those seeking justice or those trying to prevent his testimony. Decide nothing here, at this flip. The Ref will add details through play. The character may not recall his crime or know why a writ holds his name. He will soon enough, though he may also be hunted for his entire life thereafter. Consider magic, the warrant may not be terrestrial and could involve a future event. The gods do practice justice similar to *Minority Report*.

Hermit: Character is an outcast from a secret society or is hunted by his own family clan. His past actions are worthy of execution. Do not describe the deeds; suffice it to say, they were unspeakable. The Referee may wish to build a back story and slowly introduce it to the player and his teammates; yes, let the player as well slowly hear what he did prior to his tales in Outlands. If the character was created with a background generator, the event may be something implied there.

Wheel: Reshuffle the Deck and continue.

Force: Character turns militaristic. He suffers a game limitation on selecting further skills. The Ref must approve of any additions to his repertoire. All must be combat intensive, e.g. Skills Acrobat, Armorer-Smith, Berserker, Bowman, Brawler, Delver, Duelist, Equestrian, Grit-Fortitude, Man-at-Arms, Pugilist; yet he also may select any of these skills at level advancement without having the required Trait. He retains other skills but will never gain anything but the eleven listed. This card cancels the influence of event Temperance.

Hanged Man: Character never fell stricken during a terrible plague or widespread magical bane, while few others survived. He will be called a goblin or shunned as a disease carrier, if this becomes known. Why would it? Often someone else in the party will mention it, while boasting or intoxicated. Not all secrets are our own. The character is afraid of his friends, the ones he confided in, during a moment of weakness.

Death: Character received a terrible wound as a young man. He recovered, but the rehabilitation altered his fighting style or the physicality of the way he performs his skills. Being left-handed hampers his fighting ability in formation. Ref and player must come to an agreement on how to present this malady for good, bad or merely background color.

Temperance: Character has a change of heart toward learning. He suffers a game limitation on selecting further skills. The Ref must approve any additions to his repertoire. All must be professional in nature, not as useful as the eleven practical

combat skills detailed in Fundamentals (pg 27). He may not select skills which are combat intensive, though his ability to gain any swaggering is not curtailed. This card cancels the influence of event Force.

Devil: Character is an atheist or an apostate. He may choose, yet either means the noble gods will not be pleased. In times of stress, he will either berate people for calling upon a god or himself offer a prayer to the unholy. In time he will be shunned or cast out. Truly only other player characters would keep his company if his cosmological views become known. How can one be an atheist when confronted by monsters? I do not have a proper answer, so worship of evil is the more likely result, a hatred for all gods that forsake man.

Tower: Character escaped house arrest. Many a princeling was placed in a tower and eventually met the knife. The player should state his age at release, but how he escaped is entirely left to the Referee. Very young aged, the character may remain ignorant of friends or foes, thinking his past life was a dream. At an age above four, he will recall his banishment, but not the reason. He might have been a bastard, been part of a conquered state, been usurped, been thought incompetent. Introduce his back story through chance meetings. The player may even discover he made the choice to leave a sheltered life. His memories may be altered to protect who is truly is?

Star: Character may erase a prior limitation produced by game events; either his own or of another character. The star acts as a cleansing element. Your former enemy is gone. A significant emotional event has changed you. Maybe not for the better, but certainly for good. However, if the player selects another to help, that player will resent the intrusion. he may be grateful to no longer have the malady, but he will shun the benefactor. Only role-play can this be resolved to end badly.

Moon: Character bears a birthmark, scar or facial feature that is identical to a lost child of a notorious raider. This could gain him favor but often brings peril, depending upon each KNIGHT encounter. Most often the mark is strange but unknown; let the full details and outcome evolve through play. The next KNIGHT is the first person to mention the relevance.

Sun: No matter where the character is at in his level progression, he advances up one toward Stallari. Take all benefits immediately for the new title. Start over with a new set of Ignobles. The Sun should always be a good event or the best of a worst outcome.

World: Character's father, mother, brother or clan is notorious. Since guilt by association is the norm, the offenses of this familiar relation are inherited by the character. So why now? Let the player describe the most recent outrage committed by his family. Add some magical element to make a Zaire also take notice, not yet an enemy, but watchful from afar.

Judgment: Character has faked his own death. He travels with a fresh identity. Pretty good, seeing the player too was fooled. He actually flees family obligations or debt. He committed atrocity but is no longer hunted. If the character's true background becomes known, he will be recognized; he could be blackmailed into missions and forced to abandon his companions from time to time. *"I can't go into that town."*

Fool: Character was told by his mother or a trusted servant that he is heir to a throne. The story is laughable by all. The Ref must tease predictors and encounters which might support this claim. But, the whole is nonsense. *"Or is it?"*

Friends, Romans, Countrymen and Enemies

Throughout the game there were instances when the tables gave the player a Friend or an Enemy. The enemy usually took the form of a significant debt to repay or state of dread for retaliation. A list of suggested political factions was presented in the



Mission Generation booklet. The Ref should also add his own cabals and fraternities inside the campaign. Still, how does this activate in play?

Influence happens when it is called. That can be hard when the player characters are out at sea or deep along a covert journey. Magic aside, the player characters are peons. They usually do not meet face to face with any major figure, unless he becomes a patron or rival. Those two are really important each mission-adventure. Otherwise, most of this interaction happens with intermediaries in either Downtime or right before the first Setting as travel begins. As the player character grows in his own right, creates estates, many unnamed servants are working for (and against) his objectives.

Gaining friends and enemies, no problem – “Super easy, barely an inconvenience.” Then what? Well, first reduce the complicated interactions of

friends and enemies, even frenemies, into some mechanics. The player character will not be truly both a friend and enemy of the same group at the same time. So, forget frenemies. Smaller factions within, say the Imperial Guilds, should be ignored for simplicity. Nor are major factions meeting with action items of what to do about so and so. Hatred is usually tipped barely one way or the other. The emperor's Curia Regis likes you or doesn't; often they have no idea you exist and thus no opinion.

When the player taps one of his allies, he might draw attention from an enemy. The friends and enemies are not really there to watch from afar should the players get in a jam nor will an adversary hunt constantly seeking to kill. The game relies on chance encounters. The alternative takes too much effort or becomes part of the scenario sequence, a Twist say.

In most cases the player characters will attract friends from successful missions or mutual interests. Their enemies come from the same success or failure. However, an even more assured method is to retire one of your characters into the greater world. This stable of allies can be called upon to influence events. Besides the obvious of providing information and resources, allies can directly augment play.

By using the favor, the friend is not necessary gone, but this advantage may only be used once per faction. The friendly favor's debt is paid. For retired player characters, they should be assigned a political role. The advantage for them is they start as a Friend; though after tapping their influence, their help is also exhausted.

Favors Suit and Inversion Considerations

Ignore Cup Inversion if ally supports the status quo or patron in the present mission; Ref as always decides when ambiguous. (e.g. Zaires and Imperial Loyalists.)

Ignore Rod Inversion if ally is highly magical. (e.g. Zaires and Dwarvish Kings.)

Ignore Coin Inversion if ally is a highly secretive or extremely rich. (e.g. Zaires, Guilds, and Cabals.)

Ignore Sword Inversion if ally is willing to act in a criminal manner or outwardly would gain by the current mission. (e.g. Raiders and Saurians.)

These tables may also be used to generate influence and problems with the Patron when QUEEN events occur. But, only the leading player under his contract should attempt the rolls. Since the rolls are rather easy and the results are rather dramatic, limit this empowerment to once an adventure. The Ref may also say that stressing the Patron in this matter will mean the mission, no matter how successful, will not result in that NPC becoming a new friend. His debt is paid before he even knows the outcome.

Finally, to be rid of an enemy, the player may choose to let an adventure start with the Bane handicaps listed below. **The Difficulty is then raised by three.** The Ref may also decide that one or more characters, especially when they have multiple enemies, will have an adversary exercise his influence. Cross fingers and roll against an event under the Bane.

Q&D Calling in Favors

Favors King: Set-up supply depots for the trip. Success and ignore all negative traits from city-states along the journey. If your friend is not an imperial loyalist, Difficulty increases by three. **Difficulty: 6 Advantage: Skill Steward**

Favors Queen: Offer more than prayers, have the gods intercede. Success and ignore inversion; for one combat receive no Banes. The action must be used before the Climax or it is lost. If your friend is not highly magical (like Dwarvish Kings), Difficulty increases by three. **Difficulty: 5 Advantage: Trait Gifted**

Favors Knight: Scrutinize spy reports along the journey to ensure there are no third-party surprises. Success and lower the overall rank by one of all Mission Inconsequence Encounters for all phases of the adventure. If your friend is not able to keep secrets (like a Cabal), Difficulty increases by three. **Difficulty: 6**

Advantage: Trait Clever

Favors Knave: Consult with an expert, someone who has conducted a similar mission. Success and cancel immediately any single Major Tarot result on the adventure. If your friend is not from a group opposed to the empire, Difficulty increases by three. **Difficulty: 7 Advantage: Trait Energetic**

Favors 10: Mentally prepare, magically espy the terrain and personalities along the trip. Success and ignore all Q&D knock out results in combat. However, if any table was designed specifically to generate unconscious results to whittle down player numbers as the enemy goal, this super ability does not apply. **Difficulty: 8 Advantage: Skill Berserker**

Favors 9: Receive tutelage from a scholar. Success and choose any skill to use for the entire mission. At the start of the Epilog, roll ordinary to keep the skill; provided you have the corresponding Trait. **Difficulty: 9 Advantage: Trait Methodical**

Favors 8: Request special instruction from a notorious rogue. Success and gain a personal swaggering technique of your choice. **Difficulty: 8 Advantage: Skill Brawler**

Favors 7: Practice with a renowned duelist. Success and gain a Blade swaggering technique of your choice **Difficulty: 7 Advantage: Skill Duelist**

Favors 6: Condition for the journey with an eastern martial artist. Success and ignore the first vicious wound suffered. This would be in addition to any Rugged strategic benefit or an immunity cast by relics in the party. **Difficulty: 5 Advantage:** Skill Grit-Fortitude

Favors 5: Set aside time to train, you and your stallion, with a royal farrier. Success and gain a Mount swaggering technique of your choice **Difficulty: 5 Advantage:** Skill Equestrian

Favors 4: Attend the college of Constantinople by special invitation. Success and gain a Wizardry swaggering technique of your choice **Difficulty: 7 Advantage:** Longboat Arcane Sentinel (F)

Favors 3: Receive an audience into the inner sanctum of the faction you entreated. Success and party begins the adventure with the Quest Pip. **Difficulty: 6 Advantage:** Trait Bold

Favors 2: Ask for a debt-free gift of gold. Success and gain the equivalent of Treasure Laden (D). This extra money may be applied as a missing longboat technique. Else, it is invested in the character's estates. **Difficulty: 7 Advantage:** Treasure Laden (D)

Favors Ace: Debate with returning ship masters the conditions and irregularities of the seas and byways. Success and gain an extra half D8 make-rolls during the adventure. **Difficulty: 4 Advantage:** Skill Mariner

Bane Favors King: Hear tell that your request was never received, intercepted by someone or something unknown. Fail and the first Digression of any player will start before the Rival at #K. If you have no significant enemies opposed to the empire, Difficulty decreases by three. **Difficulty: 9 Advantage:** Skill Spy

Bane Favors Queen: All augury reveal that something ancient and sinister has been summoned and sent to thwart your goals. Fail and lose half your make-rolls from the start of the adventure. Should the Ref have the party confront and dispel this threat sometime in Phase B, all make-rolls of the party return to starting baseline; however, the heinous creature will not be an easy thing to defeat. If you have no highly magical enemies, Difficulty decreases by three. **Difficulty: 11 Advantage:** Skill Occult Scholar

Bane Favors Knight: An enemy uses a subtle poison, one designed to slowly sap vitality, not directly kill. Fail and lose temporarily a Trait (choice) for all phases of encounters. If your enemy is not widespread, Difficulty decreases by three. **Difficulty: 9 Advantage:** Skill Horticulturist

Bane Favors Knave: Unfortunately, your name was marked inside an ornate book on the floor of the ruling Senate; those august marks could generate disturbing results. Fail and make a new enemy among the many political factions of the

campaign. In some cases, the Ref can use the faction of the mission, but that might be a clue. The enemy should instead be the friend he was trying to recruit for aid. If your enemy is not an imperial loyalist, Difficulty decreases by three. **Difficulty:** 11 **Advantage:** Skill Courtly Grace

Bane Favors 10: An enemy has made an effigy of you and each day adds a pin. Fail and suffer knock out result at the start of one Q&D. Ref decides which one and could roll a D8 for a rough idea of that timing; higher roll the further along the mission. But never apply disadvantage in the Climax. If the KO result has not occurred before then, apply in the first combat action of the Epilog. **Difficulty:** 12 **Advantage:** Trait Rugged

Bane Favors 9: From onset, you'll encounter obstacles, worldly and magical, enough to decide you need an alternate route to reach your objectives. Fail and add one to the overall rank of half a D8 Mission Inconsequence Encounters. Catch-All (rank eight) never becomes greater than Catch-All. **Difficulty:** 10 **Advantage:** Skill Cartographer

Bane Favors 8: Something unseen and demonic is compelled to alter time against your best wishes; lucky for you, the monster has no vested interest and will use such heavenly blaspheme for its own escape. Fail and first time any player succeeds in a Q&D result, which obtains a Clue or Quest Pip, Secondary Objective, Advancing State, Restoring Morale, Rout or Raid the result is ignored. This penalty applies only during encounters. **Difficulty:** 13 **Advantage:** Wizardry Celestial (G)

Bane Favors 7: Assorted factions are supplying material comfort to your mission's rival; they spit after your name is spoken. Fail and lose all remaining make-rolls at the beginning of the Climax Challenges. **Difficulty:** 8 **Advantage:** Trait Clever

Bane Favors 6: A congregation of the most holy have been deceived into praying for your ruin; only later will they repent such impiety. Fail and any wound the character receives will fester and result in death. You may wish to play an alternate role as soon as Heroics is checked. **Difficulty:** 13 **Advantage:** Wizardry Demonic (F)

Bane Favors 5: You start jinxed, a small trifle of a spell. Fail and suffer anti-Catbird (minus three) throughout one Q&D. Ref decides which one and may roll a D8 for a rough idea of that timing; higher roll the further along the mission. But never apply disadvantage in Climax. If the penalty result has not occurred before then, apply in the first Q&D action of the Epilog. **Difficulty:** 7 **Advantage:** Trait Bold

Bane Favors 4: Suffer embargo linked to your name or purpose. Fail and no new longboat techniques may be added to a ship or expedition company this adventure. **Difficulty:** 11 **Advantage:** Skill Forger

Bane Favors 3: Shuddering arcane spirits, triggered by certain activity, luckily unseen by most mortal men, swirl around your face, grimacing, breaking focus; rather powerful stuff for retaliation. Fail and lose temporarily by atrophy or interference a Skill (choice) for entire adventure. **Difficulty:** 10 **Advantage:** Trait Methodical

Bane Favors 2: Your enemy has called in a number of his own favors and is sowing chaos; check an Adventure Ignoble for that. Fail and create a negative trait of a city-state along the path of the adventure. The players will need to mitigate or suffer a corresponding longboat loss. If the roll is failed by more than four, the penalty occurs in every city-state along the journey. **Difficulty:** 9 **Advantage:** Skill Goldsmith

Bane Favors Ace: A old foe has decided to punish you in a single act of magical espionage. Fail and suffer KNAVE result at the start of one Q&D. Ref decides which one and may roll a D8 for a rough idea of timing; higher roll the further along the mission. But never apply disadvantage in Climax. If the negative result has not occurred before then, apply in the first Q&D action of the Epilog. **Difficulty:** 11 **Advantage:** Trait Energetic

Major Tarot apply like Encounters, since these events are usually be selected at the start of a journey.

Monstrous Combat Penalties

Note: these typically are used to apply for combat with random monsters in the underworld. But the table is nice to add flairs to any encounter or climax challenge, especially for higher level party of players.

Any King (except Sword): Against this monster (opponent) the players never gain Fury Pip.

Inverted: Against this monster (opponent) the players may not use Wizardry Swaggering, neither for Calculated Method or to satisfy any Advantage.

Any Queen (except Sword): Against this monster (opponent) the players never gain Command Pip.

Inverted: Against this monster (opponent) all Difficulties increase by one.

Any Knight (except Sword): Against this monster (opponent) the players never gain Catbird Seat Pip.

Inverted: Against this monster (opponent) every other round, starting with the first, the player suffers a Bane.

Any Knave (except Sword): Against this monster (opponent) the players never gain Tactical Pip.

Inverted: Against this monster (opponent) the players may not use any Swaggering, neither for Calculated nor Recitation Method nor to satisfy any Advantage.

Any 10 (except Sword): Against this monster (opponent) the players lose the Quest Pip.

Inverted: Against this monster (opponent) the players may not choose Magical Method; if ever forced to use that result, the cards are treated as Banes.

Any 9 (except Sword): Against this monster (opponent) the players may not employ the Trait Bold Strategic Benefit.

Inverted: Against this monster (opponent) the players may not choose Brash Method; if ever forced to use that result, the cards are treated as Banes.

Any 8 (except Sword): Against this monster (opponent) the players may not employ the Trait Clever Strategic Benefit.

Inverted: Against this monster (opponent) the players may not use Personal Swaggering, neither for Calculated Method or to satisfy any Advantage.

Any 7 (except Sword): Against this monster (opponent) the players may not employ the Trait Gifted Strategic Benefit.

Inverted: Against this monster (opponent) the players may not use Blade Swaggering, neither for Calculated Method or to satisfy any Advantage.

Any 6 (except Sword): Against this monster (opponent) the players may not employ the Trait Methodical Strategic Benefit.

Inverted: Against this monster (opponent) the players roll Ordinary each round or method changes to Bane Irregular.

Any 5 (except Sword): Against this monster (opponent) the players may not employ the Trait Rugged Strategic Benefit.

Inverted: Against this monster (opponent) the players may not use Mount Swaggering, neither for Calculated Method or to satisfy any Advantage.

Any 4 (except Sword): Against this monster (opponent) the players may not employ the Trait Energetic Strategic Benefit.

Inverted: Against this monster (opponent) the players may not use Longboat Swaggering, neither for Calculated Method or to satisfy any Advantage.

Any 3 (except Sword): Against this monster (opponent) the players roll Ordinary each round or suffer Shaken.

Inverted: Against this monster (opponent) the player subtracts three for Recitation Method.

Any 2 (except Sword): Against this monster (opponent) the players roll Ordinary each round or method changes to Bane.

Inverted: Against this monster (opponent) the Difficulty of Banes increase by two.

Any Ace (except Sword): Against this monster (opponent) the players roll Ordinary each round or method changes to Irregular.

Inverted: Against this monster (opponent) the player subtracts three for Calculated Method.

King Swords: Against this monster (opponent) the players never gain Fury Pip. Further, do not employ the Energetic Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players never gain Tactical Pip. Further, do not employ the Gifted Trait for any Advantage or Strategic Benefit.

Queen Swords: Against this monster (opponent) the players never gain Command Pip. Further, do not employ the Rugged Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players may not use Wizardry Swaggering, neither for Calculated Method or to satisfy any Advantage. Further, do not employ any Trait for Advantage or Strategic Benefit.

Knight Swords: Against this monster (opponent) the players never gain Catbird Seat Pip. Further, do not employ the Methodical Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players may not use Blade Swaggering, neither for Calculated Method or to satisfy any Advantage. Further, do not employ the Clever Trait for any Advantage or Strategic Benefit.

Knave Swords: Against this monster (opponent) every other round, starting with the first, the player suffers a Bane. Further, do not employ any Trait for Advantage or Strategic Benefit. To make matters worse, no positive combat Pips apply.

Inverted: Against this monster (opponent) the players roll Ordinary each round or suffer Shaken. Further, do not employ the Bold Trait for any Advantage or Strategic Benefit.

10 Swords: Against this monster (opponent) the players lose the Quest Pip. Further, do not employ the Clever Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players may not use Mount Swaggering, neither for Calculated Method or to satisfy any Advantage. Further, do not employ the Methodical Trait for any Advantage or Strategic Benefit.

9 Swords: Against this monster (opponent) the players roll Ordinary each round or suffer Shaken. Further, do not employ the Bold Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players may not use Longboat Swaggering, neither for Calculated Method or to satisfy any Advantage. Further, do not employ the Bold Trait for any Advantage or Strategic Benefit.

8 Swords: Against this monster (opponent) the players roll Ordinary each round or method changes to Bane. Further, do not employ the Energetic Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the player subtracts three for Calculated Method. Further, do not employ any Trait for Advantage or Strategic Benefit.

7 Swords: Against this monster (opponent) the players roll Ordinary each round or method changes to Irregular. Further, do not employ the Methodical Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the player subtracts three for Recitation Method. Further, do not employ any Trait for Advantage or Strategic Benefit.

6 Swords: Against this monster (opponent) the players roll Ordinary each round or method changes to Bane Irregular. Further, do not employ the Gifted Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players roll Ordinary each round or method changes to Irregular. Further, do not employ any Trait for Advantage or Strategic Benefit. To make matters worse, no positive combat Pips apply.

5 Swords: Against this monster (opponent) the Difficulty of Banes increase by two. Further, do not employ the Rugged Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players never gain Tactical Pip. Further, do not employ the Gifted Trait for any Advantage or Strategic Benefit.

4 Swords: Against this monster (opponent) all Difficulties increase by one. Further, do not employ the Clever Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players never gain Catbird Seat Pip. Further, do not employ the Methodical Trait for any Advantage or Strategic Benefit.

3 Swords: Against this monster (opponent) the players may not choose Magical Method; if ever forced to use that result, the cards are treated as Banes. Further, do not employ the Gifted Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players lose the Quest Pip. Further, do not employ the Clever Trait for any Advantage or Strategic Benefit.

2 Swords: Against this monster (opponent) the players may not choose Brash Method; if ever forced to use that result, the cards are treated as Banes. Further, do not employ the Rugged Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players never gain Command Pip. Further, do not employ the Rugged Trait for any Advantage or Strategic Benefit.

Ace Swords: Against this monster (opponent) the players may not use Personal Swaggering, neither for Calculated Method or to satisfy any Advantage. Further, do not employ the Energetic Trait for any Advantage or Strategic Benefit.

Inverted: Against this monster (opponent) the players never gain Fury Pip. Further, do not employ the Energetic Trait for any Advantage or Strategic Benefit.

Magician: The lowest level player character may not use Magical method; if ever forced there, he treats all events as Banes.

Inverted: One player at random may not use Magical method; if ever forced there, he treats all events as Banes.

High Priestess: The lowest level player character may not use Recitation method.

Inverted: One player at random may not use Recitation method.

Empress: The lowest level player character may not use Calculated method.

Inverted: One player at random may not use Calculated method.

Emperor: The highest level player character may not use Brash method; if ever forced there, he treats all events as Banes.

Inverted: The highest level player character may not use Calculated method.

Hierophant: The highest level player character may not use Magical method; if ever forced there, he treats all events as Banes.

Inverted: The highest level player character may not use Recitation method.

Lovers: The highest level player character may not gain the Tactical Pip.

Inverted: The highest level player character may not gain the Command Pip.

Chariot: The lowest level player character may not gain the Catbird Seat Pip.

Inverted: One player at random may not gain the Catbird Seat Pip.

Justice: The highest level player character may not gain the Catbird Seat Pip.

Inverted: The highest level player character may not use any of his Trait Strategic benefits.

Hermit: The lowest level player character may not gain the Command Pip.

Inverted: One player at random may not gain the Command Pip.

Wheel of Fortune: Shuffle the deck and continue.

Force: The lowest level player character may not use Brash method; if ever forced there, he treats all events as Banes.

Inverted: One player at random may not use Brash method; if ever forced there, he treats all events as Banes.

Hanged Man: The lowest level player character starts the battle at Shaken.

Inverted: One player character at random starts the battle at Shaken.

Death: The lowest level player character increases the Difficulty by three of any events, which might result in a vicious wound.

Inverted: One player at random increases the Difficulty by three of any events, which might result in a vicious wound.

Temperance: The highest level player character may not gain the Fury Pip.

Inverted: The highest level player character will not benefit from any Quest Pip .

Devil: The lowest level player character will not benefit from any of his swaggering for Advantage.

Inverted: One player character at random will not benefit from any of his swaggering for Advantage.

Tower of Destruction: The highest level player character starts battle with Irregular method.

Inverted: The highest level player character increases the Difficulty by three of any events, which might result in a vicious wound.

Star: The lowest level player character will not benefit from any Quest Pip.

Inverted: One player at random will not benefit from any Quest Pip.

Moon: The lowest level player character may not gain the Fury Pip.

Inverted: One player at random may not gain the Fury Pip.

Sun: The highest level player character's swaggering may be used by anyone to gain Advantage. This will not allow the user to gain swaggering or lock his abilities at Glorious, unless he foregoes the endowment.

Inverted: The highest level player character suffers the Shaken result for any other player character. However, he is never in this battle forced to surrender.

Judgment: The lowest level player character starts battle with Irregular method.

Inverted: One player at random starts battle with Irregular method.

World: The lowest level player character may not gain the Tactical Pip.

Inverted: One player at random may not gain the Tactical Pip.

Fool: The lowest level player character may not use any of his Trait Strategic benefits.

Inverted: One player at random may not use any of his Trait Strategic benefits.

Building Estates

There will come a time when the players will want more from character life. Than Ignobles? Abundant wealth, piles of riches that won't fit in a purse, needs an outlet. The leftover relic needs a vault, yes? Each player will establish a place to call his home. There he'll raise a brood, while conspiring to find reasons to leave and then return with more trophies for his great hall's mantle.

There's plenty of places on the auction block. The serfs, farmland and feudal traditions are a given. The locals will probably be desperate for anyone to come and lord over them, provide some safeguard. Forget infant mortality, adult life expectancy is grave. Many a noble will die without heirs. Earls will be seeking new armymen to knight as vassals. There will even be a few retired Varangians who look forward to downtime with fellow kinsmen.

Each time a quest ends with the longboat having the technique Treasure Laden (D), the prime player character may discharge that wealth for his own purposes and invest in his estates.

The first time the player character does this, he purchases lands and a title; he will be wed to a child of an established noble house. **The player should decide if he wishes these to be in the Civilized Lands or in the Frontier.** Both have strengths and weaknesses. Both come with advantages and problems. The Ref will tell the player the closest city-state to his purchase. He will be in fealty pledged to the ruling Earl of that neighboring region. His ties to the capital start as tenuous.

Everything will build with time (or not). The player may not sell his estate, but he may abandon it for another. The Earl he rejects will become an enemy, as the player character gains a new liege to serve (at least in renewed promise). If his character dies, he may (at Ref's option) play a zero level relative, usually his first son. The estate should pass with little or no loss (to begin with).

After buying his campaign role, the player character will improve his estates by Personal Event, Downtime action, but mostly from dumping collected riches into the place. Every homestead is its own money pit. Whenever the player character achieves a significant windfall, as determined by the Referee, he can attempt to improve his holdings.

The logistics of hauling the wagon of loot home may or may not be required. A D8 roll under level could be required; and yet, the stolen or lost prize might be recovered as a sidebar in the next mission. Some things need not be detailed, since the tables to follow also have results which reflect the money was squandered or embezzled. The prime player character has the best chance for this improvement, because he can always graft away Treasure Laden (D) from the group's longboat, dumping the proceeds off at his own landing. Doing so, will let the group fill it up again.

Last point, the players may gift wealth to each other; however, no one may share in the estate of another. An adventuring buddy is just another distraction and competitor to all the other sycophants any estate attracts.

Civilized Realms

Cups: Gain *E. Storied Heritage* on an Ordinary roll or *A. Enchanted Bulwarks* on a Difficult. If the estates already have the characteristic, the wealth was invested in bribes to the aristocracy, but the net result only prevented decline.

Inverted: The Curia Regis asks for clarification on the project. The player character must submit his designs. He loses his chance to make improvements this season and must wait. He does not roll this downtime for any improvement. He gets to try again at next opportunity. If he gains additional windfall next mission, he pours that too into the effort, thus spending possibly twice the treasure for the same improvement. Other than that possibility, the Curia body will forget all about their request by the next time the player attempts a roll. Ref may decide other obstructions or loss from graft results, but only if bad events are generated around the player character by Personal Events in the next quest.

Rods: Gain *D. Labyrinthine Passages* on an Ordinary roll or *E. Storied Heritage* on a Difficult. If the estates already have the characteristic, the wealth was invested in placating imps and delvers, but the net result only prevented decline.

Inverted: Player will gain two characteristic traits of his choice, any two, on a Nearly impossible roll. Note, this is downtime, so there is no make-roll to be used. If the estate has gained Flairs, any and all modifiers related to the characteristics influenced will apply. The Ref may insist, regardless of success, that the character becomes too involved in plans and will skip the next mission. The player should play an alternate role.

Coins: Gain *C. Enterprising Export* on an Ordinary roll or *D. Labyrinthine Passages* on a Difficult. If the estates already have the characteristic, the wealth was invested in the commerce, but the net result only prevented decline.

Inverted: Builders say you were just a few dollars short and the effort was suspended for the weathering season (winter). When (and if) anyone continues the work in the planting season (spring), the previous effort was destroyed, washed away, cracked, ill designed. Flog those fools and get a fresh crew for the next time. Your last investment is gone.

Swords: Gain *A. Enchanted Bulwarks* on an Ordinary roll or *B. Migratory Crossroads* on a Tasking. If the estates already have the characteristic, the wealth was invested in the garrison, but the net result only prevented decline.

Inverted: The money invested was partially consumed by interference, securing court judgments or paying fines on petitions. The player can risk continuing

to select cards, but should he fail at any improvement attempt (on a minor card with a task roll), he has lost his title to another. One of his heirs is awarded authority. The child will have a regent, his mother or an in-law, who will rule the domain until the son (daughter) comes of age. The player character suffering this loss can accept his ill fate with good grace or with bad temper. Won't change the outcome. Risky to press your luck here? There is one other possibility; if the child has grown from the turn of an *inverted Sun*, that character is at least playable. Otherwise, kill all you want; it won't restore your legal authority to lord over anyone here but slaves.

Frontier Holdings

Cups: Gain *D. Labyrinthine Passages* on an Ordinary roll or *E. Storied Heritage* on a Tasking. If the estates already have the characteristic, the wealth was invested in the placating imps and delvers, but the net result only prevented decline.

Inverted: The Regional Earl is jealous. He takes his vassal's, the player character's, last investment as tribute. He may not do this outwardly, but instead covertly stops the plans. He might fabricate an emergency that consumes the wealth. He might deprive the estates of skilled artisans for a period. Retaliation could cost the player everything. Yet, until the Earl is stuck hard or mollified, no more improvements may be made regardless of collected treasure. Ref must resolve any payback or reconciliation. The Ref may make a deal as the NPC with the player character – two for me, one for you (player)? If he has little developed, the player may wish to cut his losses and fake his character's death (just leave for the Civilized Realms).

Rods: Gain *B. Migratory Crossroads* on an Ordinary roll or *C. Enterprising Export* on a Difficult. If the estates already have the characteristic, the wealth was invested in the handling indigent concerns, so the net result only prevented decline.

Inverted: The money invested was partially consumed by other distractions, problems or family matters. The player can risk continuing to select cards, but should he fail at his improvement attempt (on a minor card with a task roll), he has lost one other characteristic he already has. If he had none, his land is beyond improvement – too wet, too remote, too worthless to do anything with. Make an enemy of one Earl and move.

Coins: Gain *C. Enterprising Export* on an Ordinary roll or *D. Labyrinthine Passages* on a Difficult. If the estates already have the characteristic, the wealth was invested in the commerce, but the net result only prevented decline.

Inverted: Player will gain two characteristic traits of his choice, any two, on a Nearly impossible roll. Note, this is downtime, so there is no make-roll to be used. If the estate has gained Flairs, any and all modifiers related to the characteristics influenced will apply. The Ref may insist, regardless of success, that the character

becomes too involved in plans and will skip the next mission. The player should play an alternate role.

Swords: Gain *A. Enchanted Bulwarks* on an Ordinary roll or *B. Migratory Crossroads* on a Difficult. If the estates already have the characteristic, the wealth was invested in the garrison, but the net result only prevented decline.

Inverted: Builders say you were just a few dollars short and the effort was suspended for the weathering season (winter). When (and if) anyone continues the work in the planting season (spring), the previous effort was destroyed, washed away, cracked, ill designed. Flog those fools and get a fresh crew for the next time. Your last investment is gone.

Estate Uncertainties Major Tarot

Magician: Actors and musicians attracted to the effort settle in the neighboring city-state. Add Trait Entertained there, unless it is Unruly.

Inverted: That's it; the place has reached a peak. There is nothing further the player can do to improve his lands. He will not add anymore characteristics. However, his heirs might, but only if the player character dies.

High Priestess: If the neighboring city-state is Trait Pestilence, the vermin and pests overrun the player character's estates; any work effort is lost this season. Attempt no further improvements, until the blight is eliminated at the source of the city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: The money was spent on other matters. The local priests petitioned for and received from you a generous gift. Consider the money well spent to prevent a horrific disaster, to appease the gods, to prove to the locals you have divine right to rule over them.



Empress: Increased patrols and escorts to safeguard the supplies for the effort also aid the neighboring city-state. Add Trait Peaceful there, unless it is Disorder.

Inverted: The money was spent on other matters. You hosted visiting dignitaries, your lord and his retinue. The Droit de Gîte duty required to feed and house the entourage bought political favor, enough to keep prying eyes and greedy hands away from your estates.

Emperor: If the neighboring city-state is Trait Corrupt, the graft hits the player character's suppliers; any work effort is lost this season. Attempt no further improvements, until the sleaze ends at the source of the city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: Make an enemy of ruling lord, mayor or merchant prince of the nearest city-state. He might be placated if the player performs a mission for him as patron.

Hierophant: The effort inspires a nationalist pride and zeal in the neighboring city-state. Add Trait Patriotic there, unless it is Rebellious.

Inverted: The money was spent on other matters. Payments were required to the empire for births, marriages and ransom. There is little to be gained by determining if the money was used as intended. Assume no, but it is the price you pay for your authority.

Lovers: The workers attracted by the effort settle in the neighboring city-state. Add Trait Populous there, unless it is Plagued.

Inverted: Your wife dies. By the end of the next quest, you will have a new bride. Perhaps add a secondary objective to meet this person.

Chariot: The road construction necessitated by the effort help reinforce the neighboring city-state. Add Trait Magazine there, unless it is Depleted.

Inverted: The money was spent on other matters. The Trinoda Necessitas duty required that you also work on fortifications, roads and bridges in the Earl's greater land holdings.

Justice: Professional overseers employed on the effort settle in the neighboring city-state. Add Trait Justice there, unless it is Corrupt.

Inverted: Rapport with Patricians gives a bonus of plus two in obtaining E. Storied Heritage.

Hermit: If the neighboring city-state is Trait Rebellious, the anarchy hits the player character's estates; any work effort is lost this season. Attempt no further improvements, until the dissent is first removed at the source of the city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: The money was spent on other matters. Your small court needs skilled staffers to come and live in your domain. The money was spent recruiting the agents you need to make your estates self-sufficient. If during the next quest, the player can recruit a half D8 NPCs of varied skills, he may recoup his loss and gain a roll for improvement next downtime. Start the next quest with this secondary objective. At a minimum the estate needs a trained Steward, but the Ref should set other skills to be found and recruited during encounters.

Wheel of Fortune: Shuffle the deck and continue.

Force: The guards employed to protect the effort settle in the neighboring city-state. Add Trait Strong there, unless it is Ransacked.

Inverted: Rapport with old guard Legions gives a bonus of plus two in obtaining A. Enchanted Bulwarks.

Hanged Man: If the neighboring city-state is Trait Pillaged, the thievery hits the player character's estates; any work effort is lost this season. Attempt no further improvements, until the hijack of shipments ends at the source of the city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: As a knight, you are asked to be the de facto hostage in a treaty negotiation. A major enemy is dealing with your Earl or the greater empire. Your character will go to the enemy and be held in comfortable imprisonment to ensure that any emissary sent in exchange is returned unharmed. At a minimum your player character will not be available for the next quest. The Ref may decide the greater negotiation fails terribly, forcing the character into Digressions to get safely home. Your estate often pays a ransom or bribe (the money you wanted to invest) to ensure your release.

Death: If the neighboring city-state is Trait Plagued, the disease hits the player character's estates; any work effort is lost this season. Attempt no further improvements, until the disease is first cured at the source of the city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: The money was spent on other matters. Danegeld is required to keep barbarians from invading. Ironic, this money was once paid to keep you from invading?

Temperance: The families of workers employed on the effort bond with families in the neighboring city-state. Add Trait Civil there, unless it is Pestilence.

Inverted: The money was spent on other matters. Following fire and storm damage, Abergement duty requires you prevent your peasantry from suffering exposure; you must upgrade the village housings to prevent your local populace from freezing in the winter.

Devil: If the neighboring city-state is Trait Ransacked, the monstrous threat hits the player character's estates; any work effort is lost this season. Attempt no further improvements, until the creature's lair is found, and the mobs are slain. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: Rapport with Dwarves gives a bonus of plus two in obtaining D. Labyrinthine Passages.

Tower of Destruction: Lose one Invested Trait. If your estates have none, the land itself is ceded to another lesser noble in trust. Complain, fight, argue before the Assize, the best you can do is murder the new landlord and purchase the lands again at first opportunity. No one can survive (for long) as an independent realm, the enemy of the whole empire. Better to grow from the loss and next time select a better, more stable tract of lands to invest a windfall. As for murder? You may find the new owner both more powerful and more connected.

Inverted: The regional Earl has divided your lands and allotted them to an assemblage of heroes. This banality causes the place to stagnate without a single unified direction discharged. The player character must subjugate, drive away or murder a half D8 NPCs, before he retains exclusive control again. The rest will fall into line and make a fine privy counsel to the player character knight. The result should not cause direct combat. The player must act subtly. At most one of these extra vassals will be purged each follow-on quest by the player character completing a secondary objective. The Ref must generate the circumstances, though the secondary quest if completed should be enough to reduce the offenders by one.

Star: The craftsmen employed on the effort settle in the neighboring city-state. Add Trait Prosperous there, unless it is Pillaged.

Inverted: Rapport with Imperial Guilds gives a bonus of plus two in obtaining C. Enterprising Export.

Moon: If the neighboring city-state is Trait Disorder, the strikes hits the player character's estates; any work effort is lost this season. Attempt no further improvements, until the unrest ends at the source of the city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: Recruited into a major cabal. No one is asking if you wish to join. If you are already a cabal member, you now have ties to two groups. If either discovers your duplicity, you will be marked for retribution and ousted. That may be a polite way of saying, you'll make an enemy that will try to kill you. Fourteen cabals were listed in the Generating Quests booklet.

Sun: Additional land is cleared to help support the influx of laborers visiting the neighboring city-state. Add Trait Fruitful there, unless it is Famine.

Inverted: A son comes of age. He may be added to the longboat crew as an NPC. The player may operate this character as an alternate role, perhaps raise him in level before you croak and cede in will your entire estate? Do not be surprised, if like many an NPC, his life is short. Gender of the child is up to the player. Male pronoun used without prejudice.

Judgment: If the neighboring city-state is Trait Unruly, the drunkenness and brawling leave the workers incapacitated; any work effort is lost this season. Attempt no further improvements, until the waywardness disappears at the source of the city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: The effort this time is early-on seen to be minimal, yet there is an alternative. The player may gift his remaining investment to the nearest city-state. Doing so will remove one negative Trait or create a positive one there. He may also gain a friend on a Difficult roll. As a friend, the leader of the city-state will not automatically become enemy in a future action.

World: If the neighboring city-state is Trait Famine, hunger hits the player character's estates; any work effort is lost this season. Attempt no further improvements, until the barrenness is first cured around the voracious city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: Quarry gives a bonus of plus two in obtaining B. Migratory Crossroads.

Fool: If the neighboring city-state is Trait Depleted, the chronic shortages drive up the cost or consume all materials; any work effort is lost this season. Attempt no further improvements, until the disease is first cured at the source of the city-state. The solution may be found through magical intervention, a secondary objective or the result of an entire mission.

Inverted: The lifestyle and stress of the estates causes the character to develop a personality flaw. Choose randomly from the list of twenty listed in the Generating Quests booklet. This buzzword will only be removed through further role-play.

Five Estate Characteristic Traits

- A. Enchanted Bulwarks
- B. Migratory Crossroads
- C. Enterprising Export
- D. Labyrinthine Passages
- E. Storied Heritage

Estate Strategic Benefits

A-B-C: *Forum*. Gain the Command Pip at the start of any single battle of the adventure.

A-B-D: *Arsenal*. Gain the Tactical Pip at the start of any single battle of the adventure.

A-B-E: *Basilica*. Gain plus one to any roll attempted in Recitation Method.

A-C-D: *Irrigation & Drainage (Snow-Storm)*. Gain the Catbird Seat Pip at the start of any single battle of the adventure.

A-C-E: *Granary, Ice Cellars & Warehouses*. Gain the Fury Pip at the start of any land battle, usually legion against legion skirmish and alike, but Ref may allow this for any single battle away from the party longboat during the climax.

A-D-E: *Pilgrims, Monuments & Tombs*. Avoid being Shaken during the entire climax challenges of the adventure.

B-C-D: *Agora & Exchange*. Gain the Fury Pip at the start of any naval battle, usually ship to ship, but Ref may allow this for any single battle aboard the party longboat in the climax.

B-C-E: *Artifice Industry*. Avoid all increases to Warped Outcome tally for the entire climax challenges of the adventure.

B-D-E: *Sewers & Sanitation*. Avoid the loss of any swaggering, even longboat, during the entire climax challenges of the adventure.

C-D-E: *Aqueducts & Reservoir*. Gain plus one to any roll attempted in Calculated Method.

A-B-C-D: *Arcane Repository (Prison)*. Gain an extra Wizardry swaggering each level of advancement.

A-B-C-E: *University (Library)*. Gain an extra skill each level of advancement.

A-B-D-E: *Odeon (Amphitheater)*. Gain the Fury Pip at the start of any battle against a nonhuman or monster. Ref has the final decision on whether the combat is against a genuine monster, big or small.

A-C-D-E: *Hospital (Sanitorium)*. Player character may drop from the mission for one Phase and return free of wounds. So long as he returns, he does not suffer advancement penalties for playing his alt for one Phase (not the Epilog) of an adventure. He may not leave the climax challenges and return for the Epilog. This restoration will not return his Rugged Strategic Benefit if it was previously used on the quest.

B-C-D-E: *Coliseum (Circus)*. Gain an extra personal, Blade or Mount swaggering each level of advancement.

A-B-C-D-E: Parthenon. Gain a plus one Quest Pip for the party for any mission you join. The Pip is lost if you should ever leave. Only one player may claim this benefit for his entire estates. When the next player character gains all five characteristics for his estates, he outmatches any other player character who already has the Parthenon status. That player must choose one Trait to lose from his declining importance.

Free Holds

Should the player decide to go it alone, without friends or allies, set up shop in the wilderness and fashion a castle—employ magic—he may do so. The net effect, as impressive as his fortress of solitaire may be, is zilch. He gains no game modifiers. He instead attracts treasure seekers and questing knights to pillage his domains. The occasional monster will want to make a lair in or under his keep. He will be constantly fighting to be his own king. Not really Outlands style play, but there are some Digressions that might be used to generate the action.

The point is, a fantasy home means nothing if it is outside the campaign. That campaign has a social order, which creates things like a market or property with true ownership rights established and lasting in a court. There's no one processing at his Marble Pantheon, so why would any god take notice? Have fun regardless.



Quicklook Traversing the Frontier

Setting: Traversing the Frontier					
U - U	Specials	U - x	Locals	U - o	Baggage
1	Hermit	1	Serfs	1	Rationing
2	Wizard	2	Constables	2	Losses & Thefts
3	Gypsies	3	Freehold	3	Outside Request
4	Exiled Lord	4	Tolls	4	Depletion
5	Insane Seeker	5	Vigilante	5	Confiscation
6	Imperial Messenger	6	Sham Trials	6	Magical Mishap
7	Zaire	7	Enchanted	7	Windfall
8	Catch-All	8	Catch-All	8	Catch-All
U - †	Monsters	x - x	Natural	x - o	Misadventure
1	Fearful Signs	1	Game	1	Delay
2	Goblin Mischief	2	Wolves	2	Accident
3	Stand Off	3	Exposure	3	Lost
4	Quest	4	Obstacles	4	Magic Null
5	Ambush	5	Storms	5	Plague
6	Demon Spawn	6	Early Winter	6	Warped Region
7	Faeries & Ginns	7	Caves	7	Lordly Dispute
8	Catch-All	8	Catch-All	8	Catch-All
x - †	Ruins	o - o	Inns	o - †	Mysterious
1	Antiquities	1	Drinking	1	Missing Warrior
2	Shine	2	Wagers	2	Trailing Group
3	Mystic Summons	3	Brawl	3	Battlefield
4	Smoke & Haze	4	Silent Observer	4	Dreams
5	Lairs	5	Women	5	Bandits
6	Necromancy	6	Scoundrel	6	Phantoms
7	Invasion	7	Keeper Request	7	Time Tear
8	Catch-All	8	Catch-All	8	Catch-All
		† - †	Servitors		
		1	Fatigue		
		2	Hunger		
		3	Sickness		
		4	Status Ship		
		5	Disorder		
		6	Ultimatum		
		7	Usurper		
		8	Catch-All		

Setting: Traversing the Frontier

The campaign should seem vast. There are many untamed and backwater areas of the world that offer a different perspective than moving along the river roads. Just outside of most cities are rural heaths and woodlands, which are hardly ever entered. These are not productive farmlands and are mostly rocky high ground loaded with inbred and nonhuman monstrosity.

These places may be crossed by streams, non-navigable rivers; they also represent hills which can be climbed without scaling. If the bluff rises too high, the encounters will tell when that's so. The frontier also exists under divided claims of ownership. In the frontier, the lords truly own only what they can defend. That changes from generation to generation and even year to year.

There is little justice here, few baronial or temple courts with any jurisdiction. The Law sends others to enter and drag notorious outlaws out. The real social order of the frontier is through a system of vigilante reprisal and mandates by clan elders. Almost everyone in these places is related to someone else by marriage or blood. To suggest the inhabitants are inbred is generous; these rural folks are often intermingled with nonhumans. The men of civilized lands argue that refuse spawns into life here.

There may be roads, but often the players are following trails, which tend to snake and fork and end abruptly. There is also the path of least resistance. Barriers tend to be avoided, not explored. Gravel slopes and fallen trees make travel a slog. There's pretty much no way to haul the longboat straight through this mess, unless the crew painstakingly cuts a road with each mile of journey. Even then, cords and pulleys would be needed to hoist the heaviest of cargo and treasure up broken hillsides.

There are no cities, but the party might locate villages, temple retreats and garrisons, perhaps a few out of place inns. Nothing is stationary. Return a second time, and it all changes. Not so much because the people are constantly in flux. But, the changes occurs as no path across these domains ever seems to be taken twice. Every rainstorm changes all the trails. Even a skilled cartographer will be confused by the shifting terrain. Magic is at work. Trees grow overnight. Every so often a sleeping giant will turn over causing a massive earthquake. Put away your map quill; Goblin, Fae and Ginns also muck everything up here. The inhabitants like things chaotic.

The party will sleep more often outside than in. The varied locals do not welcome visitors. Most villages are engaged in some form of criminal activity, untaxed trade and craft manufacturing outside of the guilds. Others move foreign and illegal goods secretly. Many of the locals have family on both sides of any perceived border. Narcotic and aphrodisiac drugs in the potable form of magic potions are created or simply decanted from strange pools.

Even if the players are in their own homestead, dialects seem to evolve. Add to that the birth defects of magical grounds mutating, causing split lips and forked tongues, gapped teeth and fangs, added to mumbled lisps and growls...all renders meticulous conversation impossible between the party and whatever nonhuman group they meet. The players will find themselves nodding politely as a storyteller cackles and gestures and huffs out a tale. He could be telling where a gold chest is buried, but who would know? He also wouldn't tell someone that, unless he had a trap waiting. These could be nice people, but amoral to strangers. They would just as likely cut you open and feed on you.

Barter might be attempted by piling goods and seeing what is offered, similar to the way denizens in the underworld trade. A few silver coins tends to focus the discussion where its needed. Yet, any hint that the group has more money than the person they meet is dangerous. The entire group would be wise to cover-up all wealth and appear to be impoverished refugees. Good luck there, so maybe instead go armed and with numbers.

CUP-CUP Frontier: Specials

These are men recognized as humans, maybe even former imperial citizens. most occupy a special role in the campaign. They also represent offers, information and help. Seldom is that service awarded freely. Each of these special men will need something or will offer a distracting opportunity. They are here to divide the party in loyalty and purpose.

Yet for the most part, the people of the events are not directly dangerous. What they could inspire is what the players fear. These are men who convince the player's servitors to leave the party and follow someone else. They do not specifically incite desertion, but their cause is usually compelling.

If the players solve this problem with expedience, say murder, the violent act remains. The players might keep group cohesion, but later have to answer for a more serious crime. These men might inspire the players' servitors; they could have others

who have heard the call to arms. Yet for now, most of these men are alone and vulnerable. That makes them all the more able to elicit protectors. The promises they offer sound too good to be true.

Rank One – Hermit: An educated man has sought a life of solitude. This encounter suggests the players have wandered into his domain and that troubles him. Since the encounter is routine and low rank, a simple warning to go away usually suffices.

How this encounter changes play involves mistakes and accidents. The hermit might be injured or loses his property to the players. He may have a relic in his care, which the players are given or steel. The relic almost always turns out to be more burden than benefit. Consider the owner, the hermit; the holder of the relic may be slowly driven to suspicion, madness and eventually leave the group if the cursed item is not discarded by an act of something more than tossing it voluntarily into a creek.

The hermit also makes a nice foreshadow of future events. He could warn of an upcoming threat; select any combination of cards. e.g. Rod-Rod (Natural). If that event occurs on a future flip in the same setting, the result changes to rank five or six. e.g. Beware of this forest's early winter, my friends. The bad prediction might never happen, but it just may. Let one player choose the card combo to penalize. Should it occur, that player character also becomes the party scapegoat for blame and retaliation by the servitors.

Rank Two – Wizard: These are educated men and compelling speakers. If the players already understand magic well, the person met will be even stronger, even stranger. He could have changed, appear nonhuman, from magical use. To be living this far out means he's either a misanthrope or a sorcerer on his own quest. The later will also be traveling with retainers.

The misanthrope will have a bizarre home. This could be a door-less tower he thrust upward with geomancy. Or, he has transformed something he carried here into a large hut. Think shoe, hat or layer cake. The players approach cautiously if at all. Their servitors will need to be convinced and guaranteed treasure. If fear is overcome, there may be some benefit like a Quest Pip to be gained. But like the Hermit, this event also means it comes with a warning. Not just one category, but four will be changed to higher rank. Select a suit and any event generated as a combination with that suit will become rank three or five. Sure, slightly less than the Hermit's more dire warning.

The travelling wizard will need a service. He will want to borrow warriors or supplies. These he fully intends to return, but usually won't. More than likely anything provided will be gone; it only has a small chance by the next phase to return (Nearly Impossible). To refuse? Doubtful the traveling wizard will attack or allow

himself to be attacked. Ref decides. Instead he may just curse, like his counterpart the misanthrope. Choose your suit players or else pony up what he demands? He'll ask politely (in case that matters). He might also just employ thought control.

Rank Three – Gypsies: These are groups of minstrels and the accompanying dancers, but the travelers have a base nature – thieves one and all. This may be an established camp, where the gypsies are holding court, waiting out bad weather or avoiding trailing intrigue. Gypsies have no loyalty to kings and countries. Most all come from far distant exotic lands outside of Outlands. They operate in a family unit, where the young do everything to enrich the old. Of course, “*rich*” is a relative term. Gypsies usually have nothing of value, unless they have just returned with a major score.

Gypsies prey on the group's troops, and player characters of level zero, by seduction, fortune-telling, pickpocketing, or drugged larceny. Gypsies are often too sly to lose control and let matters escalate to combat. But what starts as playful arousal might switch to stern warnings by the experienced player characters to shove-off. The end result is morning mishap. Simple items of value will be found missing, along with the gypsies that moved on. The Referee decides the degree of loss, but remember temptation is a powerful trap. The troops will have some level of disorder—missing men, weapons, supplies leading to a lost longboat technique—most will say the fun was worth the loss.

The gypsies will know the immediate region and direct the players to Locals, Monsters, Ruins or Inns. For the cost of a purse of coins, the players may change the next mission consequence event to one of those specific categories. They do not get to choose which of the four. If the guidance is accepted, the next time a mission inconsequence encounter is generated, roll a half D8 (or D4) to decide what happens.

Rank Four – Exiled Lord: The players meet someone who has been banished. This may be any of a number of troupes: rich man, a well attended military man, a wizardly man, a feeble person...select from the many and add a back story.

The default is the lord is an artist who offended his greater master. He's hiding out or accepting discomfort waiting to be recalled from the frontier. So why not in a city? The answer is he probably has enemies (lots of enemies) who don't want him to return.

The artist is a very fun person to drink with. The next event follows with everyone drunk. The artist offends; he wrote a bawdy play about of a regional earl, lampooned a priest or painted something lewd. The players might intercede on his behalf and reconcile the artist to his patron. The servants will want the players to do so. That can be handled with Digressions #Q or as a bit of skill applied as role-play. They can help the exile win back a place in his former court. That will create a friend in high places. (Until he disgraces himself again in a few days.)

Yet option two brings a higher monetary reward. The players can cut off his head and deliver it to the man's archrival, usually a great lord of the capital. Ref decides the consequences. The servitors, of course, delight in this drunk, who writes witty parodies.

Rank Five – Insane Seeker: The party crosses paths with a misanthrope, even a warrior-monk of sorts, who is on a quest. The concept of what he searches for will be compelling. The reality of his hunt will be asinine.

The soldiers of the party will want the players to delay the main quest and handle this man's petition. Else, they inform the players that they need a leave of absence. In other words, the company is deserting to help the madman find his lost treasure.

The players can see that the man is delusional and will get anyone in his service killed. The seeker's goal could travel in the underworld without any preparation. He probably is not a transformed demon, a shape shifted deceiver, but he might as well be. The players press-on alone, losing the longboat techniques they brought with the party. Else, each must display skills to get the servitors back into the current mission.

The insane seeker pretty much has to die. Start with personal duels. The seeker will be formidable, equal in level to the best player character. The fight will also start with everyone suffering an enemy spellcaster Bane.

In between attempts to quiet the enemy rabblrouser, roll to see that the servitors stay out of the fight. Flip events on Rally trying to get the men to form ranks. Else, make Tasking displays of extra traits, skills and swagger. When all is done, bury the man and hold a service.

At least one player character, usually lowest level, now has a secondary goal of secretly continuing the fool's quest. He will waste his Downtime between missions, not establishing his own estates, but instead tracking down evidence and folk tales, old explorers and written legends. His obsession will not end, until the party agrees to form a quest to find his *Mount Olympus Ambrosia* – Ref picks the mythic blunder. Only after he proves his goal was a fantasy will he get past the event. he might never and it will impair him to his last days.

Rank Six – Imperial Messenger: Did he players find an injured messenger, someone with the serum to cure the sickness, someone who's pouch will save or destroy an army? This might just be a person passing through, but that's doubtful. There are easier paths to take. The imperial messenger is coming to the players. So why wasn't this a KING event? In some ways it is a buried major event, but not related to the current patron and rival.

Let's start with the effect. The players are reach magically, contacted by a projection (baseline). Let one player describe the "telephone" method used. In the

image before them, they are told to perform a special service. The task cannot be refused without grave consequences to themselves, their vessel and the nearest city-state. This is a detour, one which has to occur. Is there reward? No, or perhaps loot from those defeated.

Suspend the mission and phase. Run an extra Phase B equivalent of encounters in any setting. yes, the hardest phase. End with a single climax challenge, usually a fight. Against who? Choose a rival or flair forces from booklet two to represent the opposition to the imperial task. The ref may also like to add a Twist or Motive (for the larger outcome on success or failure).

Fail this interjected mission, and the main quest also fails? Now, I'm not one to torpedo hard work. I know things can be recycled, but rather than ending a perfectly fine mission on a random event, instead the Ref may penalize the players. Take their boat in its entirety and call the failed quest square. No more harm, besides starting from scratch with a leaking hulk and a new greenhorn crew. Or just win, damn-you.

Rank Seven – Zaire: The players meet a very powerful user of magic or a minion of the same who has almost as much control in regard to magic. See the section on Zaire Tier magic for an idea of the power of the person met. Is he even a person?

Magic and the seemingly unlimited power it imparts is hard to master. At the dawn of time, magic was a problem. Entities of petty ambition and revenge employed magic unchecked. Terrible demons, altered forces, were released. Major portions of the universe were rendered non-earthlike. A society was formed to check the reckless. At first they were angelic, but those original members are probably long gone.

When great magic is attempted by the weak of mind or spirit, a Zaire usually intervenes, even before the act. Order is restored by the Zaires. They do not stop magic when it is controlled. They only stop the raw release of power and alterations which cause permanent harm to a great area. At least, so they say. They did act to kill the Dark Lord and continue to hunt the Grey One. All this is exposition for the encounter ahead.

This encounter may also be an agent of the Zaire. You can treat this like a rank six Imperial Message, one which has no penalty for failure. Or you can treat this as a magical event. The Zaire is purging a corrupted part of the campaign. Should the players help? Probably, the Zaire will not be stingy in his (its?) reward in triumph.

Zaires hold title until death. In order to join the ranks of these mighty fellows you prove your worthiness, sometimes by a fight to the death. That or you're recruited when one of the twenty is slain. In this age, the twenty (all letters) have never been filled. They don't even shift forward a notch, leaving the lower rungs of

the hierarchy often empty until promotions can be made. All staffing holes may never be filled. Too many Zaires die checking the horrors of the campaign.

Most Zaire have no earthy need, no vices. The organization could be labeled good. But they are more a representation of order. Zaires intervene when magic would corrupt permanently the laws of nature, even in a small area. So here, the laws of nature probably have changed. Pick a player and have him state what happened. e.g. Gravity is now a hundred times stronger. The Ref might need to suggest and alter what the player decides. e.g. How about three times gravity.

The players may even encounter a meeting between two or more Zaires, discussing what to do about a threat. Meeting? Again, would face to face be needed with magic? Much needs to be set and then go right to the real action of Q&D and outcome, not against the Zaire but against the minions of the thing the Zaire needs to slay. Yet should the Zaire lose? Before the next one or five follows, there will be hell to pay and a Q&D Escape to attempt.

Q&D Cautious Discourse

Caution King: Change the subject to simple things, the weather, harvest, chivalrous acts. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 6 **Advantage:** Skill Horticulturist

Caution Queen: Ride tall on your charger only nodding responses. Success to gain the Quest Pip. But, fail and lose any Swaggering Technique. Regardless, the situation here has ended. **Difficulty:** 8 **Advantage:** Mount Empyrean (G)

Caution Knight: Adjust the hilt of your sword in your scabbard; let the other side read your body language as they may. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. **Difficulty:** 7 **Advantage:** Blade Heirloom (I)

Caution Knave: Mockingly influence someone toward a wrongheaded or dangerous course, perhaps into capture or humiliation. Optional, success and make a friend within a Foreign Power or Saurian Tribe. But if this becomes known, the legions and loyalists of the Emperor will become your foes. Regardless, continue on this table until an event repeats or all players take an action. If the roll is refused, the next player has Difficulties raised by three. **Difficulty:** 6 **Advantage:** Trait Methodical

Caution 10: Obliviate most details, selectively forget the topic of conversation, feigning ignorance as something diabolical is openly conspired. Optional, success and make a friend of a Secret and Hideous Cabal. But if this becomes known, the legions and loyalists of the Emperor will become your foes.

Regardless, continue on this table until an event repeats or all players take an action. If the roll is refused, that player's Difficulty is raised by three. **Difficulty:** 10
Advantage: Wizardry Thought Control (P)

Caution 9: Smile confidently, laugh and share exploits, show all you have nothing to hide. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank; any Q&D which results has Difficulties dropped by three. Regardless, the situation here has ended. If the rank of the event is Rare (seven) or Catch-All, a failed roll adds a half D8 to your tally of Warped Outcome; you probably waged a minor white magic duel without even knowing the how and why. **Difficulty:** 10 **Advantage:** Mount Pure (L)

Caution 8: Rephrase each question and pose it back as an opportunity or what-if dare. Success and make a friend of a political faction loyal to the emperor. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes; magical manipulations were somehow taking place. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Flukes (six) or Catch-All, A failed roll and make an enemy of a loyalist group; your name is later added to a warrant of arrest. **Difficulty:** 9 **Advantage:** Swagger Concentration (E)

Caution 7: Convince someone of the inconsequential nature in his motives or futility of a journey, such path a gruesome folly. Success and make a friend of a Dwarven King, though his realm's underlings may still be rude and unhelpful. But, fail and lowest level character adds a half D8 to his tally of Warped Outcome. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Agitated (five) or Catch-All, someone at random in the party develops a personality flaw, usually Traitor; this dishonesty may be a form of charm, a spell to be broken by a quest. **Difficulty:** 10 **Advantage:** Wizardry Precognition (E)

Caution 6: Calm everyone down and ameliorate the tension. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the situation escalates to combat. Regardless, make an enemy of a political faction loyal to the emperor; their anger was justified, because one of your servitors poached game or stole the landlord's property. If the rank of the event is Infrequent (four) or Catch-All, upon failure the party starts Shaken in combat. **Difficulty:** 12 **Advantage:** Mount Serene (E)

Caution 5: Come clean and make amends to end all challenges and accusations. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Informational (three) or Catch-All, a failed result follows with combat; the other group is convinced

you were sent to slay them (now perhaps that's so). **Difficulty:** 12 **Advantage:** Blade Knightly (G)

Caution 4: Following a magical incident (mishap), doubletalk your way out paying damages for a property crime that you or your hirelings abetted or committed. Success and make a friend of a powerful magical wizard, faction or even an aspirant to Zaire; the powerful almost always need clever henchmen. But, fail and lowest level character in the party is slain; allow Death of Character Digression roll if victim is at least a Hafna (level three). Regardless, at least one more event (by another player) occurs on this table, unless the remaining players retaliate for their loss and decide to continue with combat. If the rank of the event is Common (two) or Catch-All, skip the rest of events here and go to combat; all Banes should be resolved using one of the three Q&D in the Facing Enemy Spellcasters section of the Fundamental's booklet. **Difficulty:** 9 **Advantage:** Swagger Feigns (I)

Caution 3: Right in the middle of your discussion get the drop on the person questioning you; if done properly his own soldiers will be forced to back away or risk their leader's injury. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and suffer a vicious wound. Regardless, the situation continues with the group members finishing up with Escape. If the rank of the event is Routine (one) or Catch-All, each player should roll on this event, but only the first has a chance to actually capture the misanthrope and obtain the prize. All others are rolling to survive that (success or failed) aftermath before the encounter ends. **Difficulty:** 7 **Advantage:** Blade Eminent (E)

Caution 2: Resist flattery, temptation or taunt, which steers the discourse toward dark secrets and whispered betrayal. Success and the encounter ends, any obstacle (for now) is overcome. Fail and continue your survival on Digression (G), Unconscious Away from the Party. **Difficulty:** 11 **Advantage:** Mount Inexorable (T)

Caution Ace: Rear up on your stallion and have the animal kick at the face of your accuser; the act could be seen as accidental, or for what it was, a tacit threat. Success and the encounter ends, any obstacle (for now) is overcome; depart in the disorientation. But, fail and the party suffers new charges and attrition; lose a longboat technique (select from one presently within the party). On a failed result, the event continues with another player selecting a new event on the table (which might occur later in the day or week). **Difficulty:** 6 **Advantage:** Mount Sturdy (Q)

Setting Traversing Major Tarot Flairs

Traversing Magician: Breathe deep the vapors of a forest primeval. Selecting player gains a random Wizardry technique. If he already has the ability, he may lock it as Glorious.

Inverted: the surroundings are cold with mana here nearly depleted. All Difficulties which have Advantage of Wizardry are increased by two.

Traversing High Priestess: Feel a sudden moment of clarity. Regardless of the event generated, a successful result will end the encounter. The Difficulty and Advantage still applies, but no other result for success or failure (even regardless of flairs) will occur.

Inverted: impatience turns to dogged resolve. If any combat results, all players start with Fury Pip.

Traversing Empress: Invisible watchers smile at the unfolding drama. Ignore the effects of any Major Tarot selected for these events. Those majors presently influencing play still apply.

Inverted: battling whimsy. If event was generated for Q&D Backtrack (w/o Loss), Difficulties increase by three.

Traversing Emperor: The gods wish to teach valuable lessons to the leaders. If the rank of the encounter event, which prompted the Q&D, was Rare (seven) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: tactically you hold the high ground. If any combat results, the first player to act in the ensuing battle starts with a Command Pip.

Traversing Hierophant: Trust your talents. Selecting player gains a random Personal Swaggering technique. If he already has the ability, he may lock it as Glorious.

Inverted: the area is cursed, ancient and lingering. 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.

Traversing Lovers: Like clockwork, your next ability arrives. Selecting player gains a random Blade technique. If he already has the ability, he may lock it as Glorious.

Inverted: a fire giant or ginn has recently crossed and scorched the region. All Difficulties which have Advantage of Blade techniques are increased by two.

Traversing Chariot: Look what we can do? The party gains a Longboat technique. Select from the first available counting up from (T). This addition joins the party for the continuing adventure, even if it exceeds the one-third limit.

Inverted: everyone here is impatient, distracted and rushed. If event was generated for Q&D Cautious Discourse, Difficulties increase by three.

Traversing Justice: Mistakes seem more likely for the inexperienced. If the rank of the encounter event, which prompted the Q&D, was Flukes (six) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: your enemies scout and conspire with locals, even spirits. If event was generated for Q&D Groundwork for Battle (Avoid Hazards), Difficulties increase by three.

Traversing Hermit: Some resources have been depleted. Either lose Longboat Abundant Stores (M) or suffer a minus one Quest Pip.

Inverted: duped by the ordinary and seduced to complacency by familiar environs. If the rank of the encounter event, which prompted the Q&D, was Routine (one) or Catch-All, failure in the next event also results in a vicious wound to the lowest level player character.

Traversing Wheel of Fortune: Shuffle the deck and continue.

Traversing Force: Expensive; pay your danegeld, taxes, tariffs, tolls and rents. Either lose Longboat Treasure Laden (D) or suffer a minus one Quest Pip.

Inverted: just woke up; too stiff and groggy to truly be at your best. All Difficulties which have Advantage of Personal Swaggering are increased by two.

Traversing Hanged Man: Today was a bad day to broach that subject. If any combat results, the enemy starts battle as Enraged.

Inverted: you might have left sleeping dogs (and stones) lie undisturbed. If event was generated for Q&D Windfall or Agony, Difficulties increase by three.

Traversing Death: Besides what you see and seem, there are others waiting in ambush for the signal to act. If the rank of the encounter event, which prompted the Q&D, was Agitated (five) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: some precaution was decided upon; hopefully no need. If any combat results, the players start with a Tactical Pip.

Traversing Temperance: Parlay man to man, as honor and sensible practices dictate. Only the prime player character takes actions on these tables. Only if he is incapacitated may he choose his second to take over rolling on events.

Inverted: start in a brooding mood. If event was generated for Q&D Raising the Mood (to welcoming), Difficulties increase by three.

Traversing Devil: That nagging suspicion (about something that recently happened) proves true. Either lose Longboat Pure No-Curse (J) or suffer a minus one Quest Pip.

Inverted: at least this event might ferret out a traitor. Either lose Longboat Treachery Expunged (G) or suffer a minus one Quest Pip.

Traversing Tower of Destruction: Any mistake requires the designated scapegoat to pay the gods. Failure in the next Q&D event also results in a vicious wound to the lowest level player character.

Inverted: that smell means, you've entered a seasonal morass. If event was generated for Q&D No Stone Unturned (Scouring the Land), Difficulties increase by three.

Traversing Star: Break from a meal, dry, rested and ready. Cancel the effects of any Major Tarot presently influencing this encounter event.

Inverted: this following a night of tremors and restlessness. If event was generated for Q&D Recognizing Set-Back (No Overreaction), Difficulties increase by three.



Traversing Moon: Your choice of words, phrasing or tone will be misconstrued as sarcastic and demeaning. If the rank of the encounter event, which prompted the Q&D, was Informational (three) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: local customs, traditions and ways are far from modern norms (not even Medieval norms). If event was generated for Q&D Challenging Willful Ignorance, Difficulties increase by three.

Traversing Sun: Under a cloudless sky, events follow. Next event generated is automatically successful regardless of Difficulty. Perhaps a swaggering will be gained.

Inverted: expect the worst, you won't be disappointed. If any combat results, the selecting player starts with Catbird Seat Pip.

Traversing Judgment: Start with a bad feeling and suddenly worry for another. If the rank of the encounter event, which

prompted the Q&D, was Infrequent (four) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: your anger is tiresome. If event was generated for Q&D Finding Purpose (Renewing Hope), Difficulties increase by three.

Traversing World: Double jeopardy, an event begins masked or overshadowed by something else. After concluding this event sequence, the party

must immediately face a second set of events on another Q&D table. Ref decides which one.

Inverted: Suddenly smell the ocean, perhaps all in your mind. All Difficulties which have Advantage of Longboat techniques are increased by two. Though, I do not think there are any; any use of Longboat techniques to cover an Advantage, result in that Difficulty penalty.

Traversing Fool: Enter in stages, letting your guard fall and continuing to revel. If the rank of the encounter event, which prompted the Q&D, was Common (two) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: bugs and briars, slushy thaw and brisk winds, seasonal problems abound. If event was generated for Q&D Foraging, Difficulties increase by three.

CUP-ROD Frontier: Locals

These people live in the outback. As stated in the intro, they will not be able to hold an intelligent conversation with the players. They will not be able to tell them how to get from *Point A* to *Point B*. They will not be able to tell the players what date it is or how many kids they have or who the present overlord is. They will be repugnant, offend unknowingly and knowingly, touch the players' belongings and generally only respond to a gentle boot to the backside.

Where might the toil of serf and sweeper engender some poetic empathy when the commoner is in the lowland farms and cities, here he's a rube and might as well be from a foreign country. He is often nonhuman, typically a humanoid body with the head of some other creature.

Let's open the thesaurus – bumpkin, boor, hick, hillbilly, clodhopper, yokel, man child, dope. That last term crossed a line. The players often see these folks as guileless, yet genius is everywhere, especially the genius of disguise.

Rank One – Serfs: The locals here will have a problem, like up-righting a wagon or pulling a cow out of a swamp. The players will usually help. They must apply some method rather than brute force. They should refrain from magic openly but may use subtle acts. After being thanked—sounded like they were thanked—someone else will come by and ask where his wagon or cow went. Yep, the players helped someone commit a crime. Best to confess to nothing and head on. But, that small act of kindness will not go unpunished. A second result here is treated instead as rank five vigilantes. What's even more apropos is that the same folks they helped

steal will be part of the group coming to lynch them. The toil of serf and sweeper, indeed.

Rank Two – Constables: Here are local strongmen employed to keep the peace and protect the dominant clan's properties. Constables enjoy harassing the players and their servitor soldiers, but they are toothless dogs. They will only threaten violence and arrest with this numbered event, at least on the first meeting. Constables usually first appear as single sentries or small groups, but help is usually within a day's travels. A region's total constables, when fully assembled, will number at least a cohort (five hundred). They can engage when fully assembled with shield walls and skirmish. In these climes, the men will be very rugged hill fighters able to use the terrain to advantage. Seldom will these men be horsed or employ larger artillery; they infrequently employ magic and only then in desperate conditions. If met a second time, treat this event like rank four Tolls.

Rank Three – Freehold: Here is a man without title, but still the legal owner of property in the rural broken lands. The law of more civilized lowlands is on his side. he may be a vassal or favored agent of a more powerful and richer noble. In his highlands, he will not be welcoming to travelers. He lives up here, because he has much to hide.

His household is impressive and gilded, but his servitors are few. He will value his privacy. He could be a retired raider of high level and combat experience. He may be a cloistered pretender, a more powerful man's younger brother, who's never seen his own blood shred. If anything, he acts like a local bully, demanding a small tribute and curtly bidding farewell.

Most of these events take place at night. He'll often wander into the players' camp and accuse the group of trespassing. He'll be accompanied by thugs and dogs. At least one player starts personal duels with a vicious wound should any combat event card be flipped.

The players the next morning—up the hill and to the left—will see the scoundrel openly performing some sort of disreputable act. (The specifics of such are left to the Referee to describe.) The encounter will be upsetting, definitely boorish, non-chivalrous, yet none of the actions are blatantly criminal. He probably is seen extorting money or coercing affections through threat of legal action. In such instances, the players will espy both the dastardly freehold villain and the storybook underdog ingénue.

This man delights in causing fear and feeling superior. He will be extremely well informed inside his domain. About time the Ref gives him a name, for he often becomes a long term enemy. Does he even need a proper reason to seek revenge on the players?

Rank Four – Tolls: As constables above, but these men are collecting taxes and levies. Large groups of players pay more. warbands, which the players party certainly qualifies, must pay a coin per blade or as a collective perform a task. The locals have a roost of bandits or stubborn refugee nonhumans, a group to massacre. Accept that task and perform well, allows continuance without fighting or being harried by the constables. Recall, if the force here is swatted (grubby flies), there are possibly five hundred more ready to mass and pursue. The next Cup-Rod event could be treated as a rank seven.

Also, it is the size of the constabulary, which determines the level of payment. The tolls are supposed to be based upon the status of the travelers, with the poor and extremely powerful allowed free passage. Instead, the amount collected is based on the number of constabulary thieves.

These constables are merely ruffians, conducting officially sanctioned extortion. The guards will collect their fee in coin, plus a portion of the group's provisions, arms and other equipment could be confiscated. A skilled character can bribe with a full purse, to keep the loss from causing loss of longboat techniques. If this event happen a second time, treat instead as rank six. The constables will allege, perhaps correctly, the players attempted to corrupt them with a bribe.

Rank Five – Vigilante: Vigilante justice is violent; the guilt or innocence of the victim is secondary to inflicting a punishment. Only bloodshed quells a mob. Vigilantes seek criminals, usually recent crimes against man. When led by a priest, the crowd will be bigger and more fanatical in their search for a perpetrator of a crime against the gods. Using or even being able to use magic may be seen as blasphemy.

If the players have recently (within this setting) committed a crime, the vigilantes seek the players' group. Otherwise, vigilantes will either suspect the players' group of a local crime or recruit the players to aid in their search. The players should use skills other than Courtly Graces or Rabblrouser to point the finger elsewhere. Let them get creative and argue their innocence, plus place the guilt on someone else.

There's a Digression (V) for vigilantes, but it is used for solo characters when confronted and for movement inside those tables. Here, the players as a whole will be accused. They might have to Escape to flee or fight the assembled crowd in Skirmish. Apply a defensive modifier of a half D8 to reflect the trouble with getting the servitors and gear safely away as well.

Rank Six – Sham Trial: The group have sparked the ire of the locals and now faces criminal charges in front of a clan chieftain or baronial court. The circumstances leading up to this can be left vague or let the leading player describe his own mishap. The party may have fought, tried to run, been hunted down as

individuals. Else they may have been invited and betrayed. They may also welcome a chance to clear themselves of charges. To get past this event and be able to freely move on in good order is the desire. Suffice to say, combat is not an option.

The elder or baron who has jurisdiction over this stretch of filth is judge and jury; he may even delight in execution. Still, he'll find the whole affair a nuisance. No matter the alleged crime, he will suggest the locals accept restitution and whip the scoundrels off his mountain. But the accusers want more; they want the entire group of barbarians put to death, burned in sacrifice for what they have done.

Let each player elaborate on what may or may not have occurred. Perhaps it is all a misunderstanding. Should be unlikely all players and the soldiers who serve them are innocent. The players could have caused the accidental death of someone's brother or child. A player character displaying rash behavior impulsively killed someone for a purse, to avenge an insult, or because he's a bloodthirsty Viking through and through.

No matter what was alleged or even confessed to, the higher authority will acquit the party. The elder (baron) knows not to offend dangerous men on secret missions. Each player must make peace with his actions. Dole out some personality flaws if the accounts were especially wretched.

Any further incident of Cup-Rod events will become rank five. The vigilante are never satisfied, until the players are long gone (out of this encounter phase). There will be no long term backlash, if someone is stupid enough to check the Fame Ignoble for this whole affair.

Rank Seven – Enchanted: High in the hills the players see a cult of pilgrims praying at a monument. The effigy is spooky. Add a colorful story of men walking with severed necks or rising to heaven to leave bones dancing below. For this event horror is the tone.

The area is highly magical, the strange looking locals are creations of a powerful wizard. That man may not be still alive. He may have changed into a foul monster. The Ref should select a ferocity equal to the highest level character of the group, plus a half D8. That will most likely result in something Great. Start each player with a Monster Bane or break out that mad dash Q&D you created, the one with lots of wounds and longboat loss. The party can flee or fight as they desire.

More subtle events can occur; craft a fine tale in the moment if you feel inspired. The result sooner or later will be something approaching party wipe. This encounter is typically a disaster. The rest of the setting (and others) can emphasize the rebuild of the group and continuing.

Q&D Challenging Willful Ignorance (Injury)

Challenge Injury King: Quell the most vocal to end this hysteria, using a knock out blow designed to inflict resignation. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 9 **Advantage:** Swagger Hilt Punch (L)

Challenge Injury Queen: Restrain the instigators; your mix of sullen peacekeeping and annoyed inconvenience has caused something unseen to smile approvingly. Success and make a friend of a powerful magical wizard, faction or even an aspirant to Zaire. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 8 **Advantage:** Blade Meshed (Q)

Challenge Injury Knight: Disarm the mob employing bully tactics on the peculiar, weak and oppressed, even as the hunt is for something less than innocent. Success and make a friend within a Foreign Power or Saurian Tribe. But if this becomes known, the legions and loyalists of the Emperor will become your foes. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 9 **Advantage:** Swagger Disarming Blow (F)

Challenge Injury Knave: Grab and silence a rabbleroxing cleric inciting a mob to religious violence. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, your character acquires a personality flaw, perhaps check Growth as a Libertine. **Difficulty:** 8 **Advantage:** Swagger Wrestling Holds (T)

Challenge Injury 10: Alter the mood, coopt the crowd, pass the bottle, drink a toast to other heroes and gentler times. Success and gain a new character Trait; however, if the character already has all six, he instead becomes a permanent NPC, usually ascending in dramatic fashion (no goodbyes). Regardless, the encounter escalates to combat. **Difficulty:** 14 **Advantage:** Blade Mucilage (B)

Challenge Injury 9: Speak on behalf of a mute but intelligent creature. Success and make a friend of a Dwarven King, though his realm's underlings may still be rude and unhelpful. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Rare (seven) or Catch-All, you gain a Mount swaggering. **Difficulty:** 8 **Advantage:** Wizardry Psionics (B)

Challenge Injury 8: Side with the prosecution or *vox populi vox dei* against a minority lifestyle or taboo idea, showing your distaste with a solid kick to a downed man's side. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is

Flukes (six) or Catch-All, gain the personality flaw Puritan. **Difficulty:** 8
Advantage: Swagger Effective Spurning (H)

Challenge Injury 7: Stop someone from making a hasty decision to use his knife to settle this grievance. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. If the rank of the event is Agitated (five) or Catch-All, the failed roll also inflicts a vicious wound on the player character. **Difficulty:** 11 **Advantage:** Swagger Seize Swordarm (Q)

Challenge Injury 6: All good souls are being asked to provide material assistance to a vague cause. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. Regardless, suffer a minus one Quest Pip going forward. If the rank of the event is Infrequent (four) or Catch-All, all players lose their purses and the party hands over technique Treasure Laden (D), unless the party fights to protect what's theirs; combat will make local enemies. **Difficulty:** 12 **Advantage:** Mount Emphyrean (G)

Challenge Injury 5: When in fine company, mind your manners; brevity is often wit. Success and make a friend of a political faction loyal to the emperor. But, fail and lowest level character in the party suffers a vicious wound. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Informational (three) or Catch-All, all Difficulties are raised by three as the party begins to wear out any welcome. **Difficulty:** 12 **Advantage:** Skill Courty Grace

Challenge Injury 4: Stand between the authorities and a seemingly hapless victim. Success and look any of your swaggering as Glorious. But, fail and suffer a vicious wound. Regardless, the situation here has ended. If the rank of the event is Common (two) or Catch-All, make an enemy of the constables and magistrate of this region; in the future, perhaps, mind your own affairs. **Difficulty:** 11 **Advantage:** Blade Herculean (J)

Challenge Injury 3: Offer a parable to teach a complex subject to a passel of delinquent bumpkins. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank; any Q&D which results has Difficulties dropped by three. But, fail and suffer a vicious wound. Regardless, the situation here has ended. If the rank of the event is Routine (one) or Catch-All, each player should attempt this roll to escape a riotous mob wielding torches and pitchforks. However, only the first roll of the event can cause the favorable encounters. **Difficulty:** 10 **Advantage:** Trait Bold

Challenge Injury 2: Defend your causal use of magic, done openly and without any mitigating prayer. Success and make a friend of a Secret and Hideous Cabal. But if this becomes known, the legions and loyalists of the Emperor will become your foes. Fail and continue your survival on Digression (V), Vigilante

Justice. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 7 **Advantage:** Wizardry Power Words (S)

Challenge Injury Ace: Without becoming too involved, influence the direction of the mob, anger and calls for justice. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 8 **Advantage:** Wizardry Paralysis (Q)

Major Tarot: Use content under Cup-Cup.

CUP-COIN Frontier: Baggage

Anything related to the group's stores of equipment and provisions. Mishaps that lead to food spoil, shortages, thefts, confiscation, profiteering sale, etc. These are usually harder to replace when traveling away from the longboat. If the boat is being dragged overland, then some of this loss was caused by willfully reducing the weight of the haul.

When outside camping, the troops make mistakes and leave items behind. They can be punished, but it's still human nature to err. Since wagons and pushcarts are even more of a burden to use, everything must be carried on the backs of the player characters and servitors, perhaps with some exceptions.

Rank One – Rationing: The group's supplies are running out. If this event should occur a second time without the group's actions securing more supplies, treat it as rank four Depletion. Shortages of supplies will increase desertion. If the troops suffer hunger, the result will negate any Quest Pip. More severe rationing will be imposed to get the force through the crisis. No one will like that; tempers will flare. Increase the rank of every encounter by one as tummies growl.

Rank Two – Losses and Thefts: These are mishaps that result in damage to equipment and tents. Often the company's supplies are just too heavy for the terrain. Choices must be made, and items like the blacksmith anvil are left at a loss. These events might cause injury, but often result instead in delay. After a while, accidents and negligence will frustrate; the soldiers will want the man (or player) responsible lashed or hung. The men may also be selling their light arms to nonhumans for hot meals and a night's warm bed inside, often with familiar companionship. The farmers then hide the weapons, keeping them for protection or attack on the players.

If the event ever repeats, the result is a raid. The group was attacked, by surprise, usually at night, as the watch fell asleep or was bribed to run away. The entire force might have been duped. Now their supplies are being divided by an enemy, pig-pawed miscreates drool on your gear.

The players must rally by display of trait, skill and swagger, then pursue the brigands or locals who've robbed them. The players will over take and fight those men in the next event. Combine that battle, which could be skirmish on a cohort, into the results of the next card event flipped. Thus, a KNAVE might be involved, or the action is witnessed by something else. The setting could advance, but there remains a battle left to be won. The players could be left with nothing should they lose or are forced to flee.

Rank Three – Outside Request: This could be as simple as beggars. This could be a draft of service to help in a noble's crisis. This could be simple charity, which may result in a repayment of gold or friendship. The group is going to lose a half D8 longboat techniques, but only from those available to the expedition. Lose any technique if the request is coming all the way from the group's ship. (Far off where?)

Significant to the problem is that this event occurs not from a player action, but from a servitor or NPC decision. The only item available then to satisfy this request comes from depleting the party strongbox of silver, from the warriors' salary and shares. *"He did what?"*

Just short of armed robbery, there are demands by well dressed officials, even ones less than human. Beware a silk wearing rabbit or toad. Why the money was handed over may be an overreaction by a servitor. He thought he was doing the right thing, as the players were busy or foraging. Now the group lost the party collective silver. They will need to spend out of pocket if the crew demands allowance at an inn or for traveling dalliance.

Can the loss be restored by a fight? Perhaps, but it might take a siege or battle against a stronger foe, fighting more than the very official seneschal who came to make the request. The money may also be distributed; the group might as easily set out to restore the sand taken by the ocean.

A half D8 loss is significant! Realize, it may have occurred by the surrender of a single coin. Someone paid to use a bridge and the incriminations that result shatter a number of once cohesive elements in the group. That sounds rather pompous? People are petty and charity is not viewed the same by different people and cultures. That coin plucked from the box, was it his to give? Has anyone else done this? Why was I not consulted about my pay, my share? The encounter quickly escalates within. If a fight occurs, it may be intermural and almost always overreaction and with simmering motives unrelated to the loss of a small amount of coins. If any players overreact, add a grumbler on both sides of the debate and conflict. This encounter is truly indicative of party decay.

Rank Four – Depletion: This is the worst of shortages. The players have exhausted their supplies of food. They often also have no supplies to repair damages

to their gear and arms. This event is a culmination of a series of hardships and shortages. This event is a countdown to misery. The group's paybox of hard coin has usually been spent on overpriced victuals, long before this event even occurs. Morale and combat ability suffer. Everyone fights like rabble, starting battle at Shaken.

The ability to even forage is poor. The whole region is in famine; disease will soon follow. Future attrition will devastate the company. The Ref may even wish to have half the men be sent along a separate path. The players do not split, so the second force has an unlikely prospect of survival. Half the force of servitors represent a fifty percent loss in remaining longboat techniques (on the journey).

Rank Five – Confiscation: A regional earl is under attack, and an army has been dispatched here to secure the high ground. The players are faced by cohort after cohort with directions to sequester all arms from unidentified combatants. The players will be asked to hand over men and materials. If one player will volunteer to leave for Digression (T), Clash of Legions, the whole will end. That player will eventually explain the party's purpose after showing himself valiant. Otherwise, the group loses all longboat techniques currently within the party. Many of the warriors gladly leave, knowing a war gives them ready access to plunder and carnage. No more trekking through filth in a place where the ladies faces are literally equine.

A forged document might be used to explain your mission and right to continue. The technique Noble Allegiance (K) may also be a savior here. Ref should require Difficult task resolution. In some ways ties to civilization means you should gladly help.

Can magic be used to convince the centurion to let the group go? Could illusions or a powerful display drive the requestor away? Up to the Ref; I'd say no. If every event is solved by personal combat and free-style magic, it's not faithful to the heroic saga. It's fugging D&D. Accept your lumps like a true leader and rebuild or be the hero and go to Digressions (T). We're only asking for one player (for now).

Treat any repeat of Cup-Coin as resulting in both the new event and another request for a volunteer scout in the army. This will last until the setting is exited or the party quits the adventure for the Epilog. I'd even allow them to do that now, before they make any sacrifice. There, that's your personal combat option – you won with magic and lost the vision of the greater picture. The are campaign consequences here as well as in your broken quest. Good job, coward. Okay, calm down; everyone's only trying to have fun, but boy I hate quibbling to change bad luck.

“Then why'd you make a game where people beg for experience points?”

Rank Six – Magic Mishap: Jamie wants big boom. Did this occur from player action? Could be someone in the group discovering he has powers. Offer a choice, first taker gets a free wizardry technique; he may not lock one at Glorious. This event

is not Glorious. If no one claims responsibility, then the perp was slain in his act but too late for a Zaire to intervene. The Zaire might be needed later to heal the region.

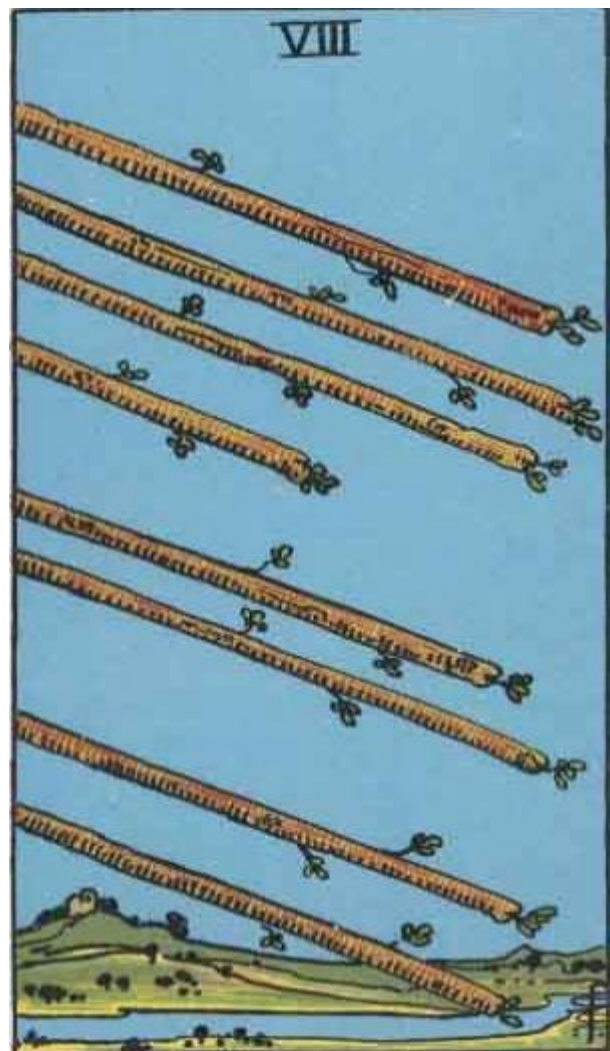
Depending upon the magic selected, wreck the group. Slay, burn, mind wipe, summon monsters...the result is a catastrophe. The mission rival might be falsely blamed to keep the reprisals to a minimum. The player responsible is often banished and faces Digression (R) to get home; he may return next adventure (with a full apology and new alias). The net result is the loss of all longboat techniques on the journey. Plus, each player rolls Ordinary to avoid a vicious wound. Hey, check the Magic Ignoble; you can decide what tier.

Rank Seven – Windfall: The area here has potential – mining for silver, tall trunk timber exceptionally good for ships, hearty edible plants and spice, etc. The locals may even be sort of charming, the kind with human faces on animal humanoid forms. We kinda like those mutants better than the opposite. With all the misery, let's start by saying the group gains a longboat technique. Select the first from (T) which the party does not have. This addition may exceed the one-third allowed upon the journey. Hazzah!

Now the downside, the event comes with an initial blight. The group will feud, until they realize there is plenty for everyone. A few soldiers make the discovery and brawl. They will be joined by others supporting both claims. The players will need to join the fray to calm all the men. All players should select one event on Bane Irregular, regardless of outcome, then the conflict ends.

How much wealth is found? Probably enough to check an Ignoble, but the material will be difficult to collect and transport. A few choice items or pans of gold dust will be collected, then the men will want to return to the ship to get more tools and materials to start a formal operation.

Here's the rub – this is all a distraction to the players' mission. At least half the characters will need to drop from the quest to help organize the operation. The collection of slaves will eventually



ruin the local rapport. The Ref must decide what comes next based on the players' actions. The wealth could be short-lived or be the first of many bountiful discoveries. A player character might form his estate here.

Select some alternate roles for most of the players and decide whether the main mission is still valid? Continue in a slightly more powerful servitor group with slightly less powerful player characters.

Q&D Foraging

Foraging King: Continue your search undaunted, even as night falls. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and the events on this table continue. **Difficulty:** 7 **Advantage:** Mount Radiant (F)

Foraging Queen: Hunt for provisions, mindful you may be cited for poaching. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, your character acquires a personality flaw Foolish, perhaps check Growth. **Difficulty:** 8 **Advantage:** Skill Hunter

Foraging Knight: Remind a bridge guard or lone scout that you are only passing through, marshalled resistance is not worth the trouble. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 6 **Advantage:** Swagger Uncontested Dagger Thrust (S)

Foraging Knave: Obtain something but not without some exertion, bumps and bruises. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and suffer a vicious wound. Regardless, continue on this table until an event repeats or all players take an action. If the character has Grit-Stamina, Difficulty lowers by three. **Difficulty:** 5 **Advantage:** Trait Rugged

Foraging 10: Direct your search guided by the evening star and other heavenly markers. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Wizardry Celestial (G)

Foraging 9: Tarry not for sustenance, ride on, delaying not even to water your horse. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Rare (seven) or Catch-All, the gain also includes an extra Treasure Laden (D); the selecting player should detail what additionally may have happened, knowing the source of profit is never completely legal. Ref decides

additional ramifications, enemies and such. **Difficulty:** 9 **Advantage:** Mount Replenishing (J)

Foraging 8: From a higher vantage survey the most likely spots of interest. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Flukes (six) or Catch-All, the area entered is protected by the faery folk; any combat or mishap to follow should increase the change of warped outcome and magical or monstrous banes. **Difficulty:** 9 **Advantage:** Mount Winged (B)

Foraging 7: While other scouts must rest or rotate horses, yours seems ready to thrash about the hardscrabble and tangles. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. If the rank of the event is Agitated (five) or Catch-All, in these badlands make an enemy of a Foreign Power or Saurian Tribe. **Difficulty:** 12 **Advantage:** Mount Vibrant (M)

Foraging 6: Overcome a quicksand, bog or hog wallow sucking down your weighty haul of found goodies; to bypass would add days to your efforts. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Infrequent (four) or Catch-All, lose yet one more longboat technique from the party; if none remain, the adventure ends in failure. **Difficulty:** 11 **Advantage:** Mount Inexorable (T)

Foraging 5: Alter course and adapt to the bends of a river bottom, ravine or tree line. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Informational (three) or Catch-All, yet another group is also trying to forage supplies. Either end events here and begin combat, or hand over a half D8 purses of coins or Treasure Laden (D). **Difficulty:** 11 **Advantage:** Wizardry Geomancy (C)

Foraging 4: The key to any success is to cover ground and do so expeditiously. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). On fail the next player will select a new event to continue. If the rank of the event is Common (two) or Catch-All, the players may shift to Q&D No Stone Unturned attempting to locate the stealthy thieves who continue to strike; yet, any successful event that ends there, results in combat, which might not even recover what's been lost. The thieves often will be goblins or demi-human monsters. **Difficulty:** 11 **Advantage:** Mount Fleet (R)

Foraging 3: Find what you're looking for, but the packing takes time and the carts will be bulky. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Routine (one) or Catch-All, all Difficulties increase by one from fatigue hunger and general frustration. **Difficulty:** 7
Advantage: Wizardry Animate Objects (O)

Foraging 2: Sight a village and manor, realizing you're not where you thought you were; fall back quickly to evade pursuit. Success to gain the Quest Pip. Fail and continue your survival on Digression (Q), Trial before Lordly Authority. Regardless, the situation here has ended. **Difficulty:** 11 **Advantage:** Mount Agile (C)

Foraging Ace: Use all your innate talents, that and follow the sniffing dogs on the hunt. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 9 **Advantage:** Skill Houndsman (Beasts)

Major Tarot: Use content under Cup-Cup.

CUP-SWORD Frontier: Monsters

Here comes the stuff of legends. Meeting monsters underground is expected. Finding the same twisted creatures roaming the lands is unexpected and more terrifying. The weaker monsters hide. The hungry ones come out. The encounter is almost always occurring after dark.

The very first question might be, what do you do for light? A magical flare would be nice. Just remember the law of magic is nothing should ever repeat. If the group could reliably make a flare or call the dawn, then the game would have vastly different rules and encounters. Sometimes the group will be fighting at a penalty, trying to strike torches and engaging without shields or shoes removed to comfortably sleep.

Players will expect reward fighting monsters. Placate that. A significant beast should make all players gain enough loot to improve their estates. They can send on those investments now and why not? Or the Ref may have them wait and gain the benefit at downtime, protecting their profit the entire trip. In Downtime is when any roll of improvement to the manor would be made, regardless.

I heard someone ask how a griffon was carrying all that gold? Inside its belly is the answer. May be why it died, all that extra weight. In its prime you'd be dead. There may be a den nearby with loot off knightly losers dragged within, but that would also imply some hungry pups. When awarding treasure, consider obvious things first. The party can roast most animals and salt the excess for Abundant Stores (M). They can skin the pelt, pluck the plumage and collect the claws/teeth as trophies for Treasure Laden (D). They might also bind the souls of the avenged victims for Arcane Sentinel (F). The fight itself will make warriors Battle Hard (T), Comrades (P), but also Battle Ready (H) and Orderly (Q). Don't award a full boat full of techniques. But realize that all that glitters is not gold. This time the adage functions in a good way.

A list of monsters, really you need one? I doubt you need one. Describe your beast. Let your players describe the beast. There are two sources in game. The second booklet has Underworld Monster Twists and this booklet has monsters described as modifiers in the topic section on Combat Penalties. But really? You don't know what a monster is, what it looks like, how it slays? Of course, you do.

Rank One – Fearful Signs: The player characters encounter large tracks, foul waste matter, howling sounds or mutilated carnage. Ask, what jaws could tear these bones apart?" These events will bring increased swarms of insects that damage supplies or cause sickness. Rotting fish, ripped animals, found strewn on the path, leaving a putrid setting with new forms of vermin feasting on the decay.

Fearful signs do portend large ferocious creatures are lurking. One will appear upon the next Cup-Sword mission inconsequence encounter; treat as a rank five. The servitors will not want to continue and start to imagine all sort of possible creatures. The players must particularly start to worry, when the locals also show fear.

Rank Two – Goblin Mischief: Despite these places having ample deer and other game, there is a shortage in provisions caused by nuisance imps. the goblins send infestation of insects, spoilage by rodents, and outright stolen gear, etc. These events can reoccur leaving the group depleted of supplies. Increase the rank of subsequent Cup-Coin events by one.

These may be insect bites or snake and bat bites that injure and kill crew members. A longboat technique needs mitigation to keep from being lost. Infectious disease will spread and kill, even after an area is left. This event travels with the players until the climax is reached. The goblins are curious and hateful.

Deaths from attrition will increase from here on out. Any loss of longboat technique from event will double. The local nonhumans often have tribal cures for these afflictions, but seeing their help is a setback. The demigods who need a slave

will seem less dangerous. Ref decides how this applies, but at least as a negative Quest Pip. The players may be in too dire shape not to seek a shaman's or witch-doctor's care.

The soldiers on the journey accept the affections of trollops. These too may be tainted by goblin actions. These illicit affairs might create friction and divide the group.

Lastly, for each event to follow in this single setting, one player character loses a purse of coins. If all the purses are drained, then the company paybox will be tapped and in short time depleted. When the money runs out, so do the goblins. you can drive them off sooner by dumping your treasure as tribute. The warriors will not agree to this without strong leadership.

Rank Three – Stand-Off: The monster stands before you. Describe it. You can fight it now, starting Shaken. You can delay, but the next time it is met, it will be ever more ferocious. e.g. Foul now or Heinous later. Yes, it might be more than one bump up in category of Bane. The monster will retreat if combat is refused. It returns upon the next flip of any Sword, which results in mission inconsequence encounter.

Rank Four – Quest: The locals will relate a story of a demi-human monster, a Grendel if your wish. Could be a myth; could be real. Will be hard to know fact from exaggeration. The local clan leader knows the countryside; he can lead the group to the monster's abode. He offers to come along as a guide, but only if a sizeable amount of coin is handed over. Someone give him a purse.

The players may continue with this guide. If they flip a Sword, as part of a mission consequence encounter, then change the result to facing the demi-human foe. The players may start battle with a Tactical Pip, and the leader starts with immunity to Banes. All his cards are face up. The actual rank of the Sword card determines how much the story matched the monster. A four or five is perfect, a nine is truly beyond the scope and underrated to the extreme. Ace to three means a weaker creature and less treasure. Six to eight means worse and worse opponents or opposing tactical numbers.

If the setting ends before the Sword flip, you still might not have been cheated. (You were cheated.) Lose not just an initial purse of coins, but Treasure Laden (D) if available. The monster is not guaranteed to have treasure. (It has treasure.) The rest is up to the Ref.

It might be nice to make the monster increase in terror with each passing encounter. Let one player add an aspect or attribute to the monster until the Sword is flipped. e.g. It is immune to our magic or his bite causes knockouts to slowly die. Those were combat penalties; the players should add more generic descriptions and the Ref should interpret and select the combat penalties. e.g. It dons a leather armor made from Fae skin or its claws have a paralyzing venom.

Rank Five – Ambush: How many die before the first flip of combat? Seldom will the group use personal combat to resolve these battles. Although the players fight valiantly, gain no Ignoble check for duels. A pack of something entered the group's encampment; lose a half D8 longboat techniques along on the journey as servitors scatter and never return.

Once the group counts the losses, they can track the creatures back to a lair or camp. There use personal combat to resolve the action. Are you sure you want to seek revenge? To retaliate does not just redeem the party honor. Half the losses can be restored by the action. But a few players may be injured or killed; it is combat, right? Do you need to check Battle?

This attack may not be monsters. Vary the outcome should it happen mission upon mission. The company can be drugged, the scouts and sentries might be kidnapped. The locals may be just trying to get the players to hurry on and away from here. No one need be injured if this was all a ruse. The ref should decide, but do not mix monster and ruse in the same adventure. What's perfect is if the players meet a monster on a first trek and when they return sometime later in a different mission, the monster is replaced by the locals pushing the myth. Regardless, all these encounters need a Ref to moderate. So, what's it going to be, your royal gaming highness?

Rank Six – Demon Spawn: These are things that should not exist in the campaign; we're talking the very strange. Demons are a tough thing to toss at a low level party. These can be lesser weird game animals which if eaten cause hallucinatory reaction. The exotic may display fearful signs before attacking. e.g. Flaming footprints. It's a Tasking roll to not start combat as Shaken, unless the party has seen it all and then some. There is a tier system that might be consulted.

These creatures cause massive damage, sickness or instant death (read as loss of swagger). All are supernatural. The players might be forced to use only Irregular attacks to momentarily drive away the monsters. The Ref might wish to modify a combat table as discussed in the Mission booklet; use the oddball charms and breath weapons, described in the Jiffy Q&D Voilà (page 269).

Demons are intelligent but may find it uncomfortable to speak. Most are ET, just wanting to get home. But ours are super deadly; if the party is formidable so are the demon spawn. Warriors may not fear a straight death, a quick blow. But the creature faced may be wearing the skins of former victims, or sit upon a throne, a shambling mound of sobbing heads begging for death.

Are the players ready to worship at its feet, do a task, something evil. Or shall they take their chances and test the magic in their blades. Most demons upon first meeting are armored by the plot, the new twist. They cannot be slain right here. If they force the players into unspeakable acts, those transgressions might be better

buried than try a hasty return for justice and redemption. Given time, a Zaire will send the monster back from whence it came. Any player character have a favor to use or wish to prove his worthiness to that society?

Rank Seven – Faeries & Ginn: Welcome strangers. Tolkien sort of set the gold standard, but he isn't the authority in the outlands. Elves are supposed to be all dead, ages ago. I heard they fought a war. I heard they went over the sea in swan boats. I heard they were a legend, nothing more.

Ginns are the spirits of nature trapped in Near Asian bottles? Grant me three wishes and I'll let you out, dude.

Try for something less enchanted and more pragmatic. A fae or djinni will be trapped in human form. He will seem like a mad man. The players will not be able to divine the truth. Sure, the event said it was those guys. Add a task, a series of resolutions which need trait, skill and swagger to get past. Maybe go round the table and let each player purpose on of his abilities his help to solve a puzzle or push the sub-quest forward.

Pose a problem, say, how do you trust this thing? Then let each player try his swagger roll (Difficult perhaps) to see if he has an answer or counter. If he fails, he loses swagger or suffers a vicious (when using trait or skill at Ordinary). Someone is bound to make the roll. Then ask the next question in a series, until a short story is written by the players collective actions.

Here's an example. (1) Reconcile the strength of a slug which defies death from boot strike. (2) Help the snail climb into a tall wizard tower coated with salt; the salt was the give away he belongs up there. Why else would a wizard make his tower of salt? (3) Foil an ingenious puzzle trap in the upper chamber, lost of colored lights. (4) Destroy the magic talisman which keeps the elf-king transformed and unable to leave the region. There, it could take four rolls. Most likely will take something less than twenty. Move the story where you like or where the players suggest. In the end reward the courage and wounds. The players may even just exploit the trapped monster and take greed now and danger (much) later. (1) Make us gold toothless. (2) Teleport yourself to deep in the underworld. (3) Goodbye sucker. Three wishes well spent.

Q&D Groundwork for Battle (Avoiding Mistakes)

Groundwork King: Enter with violence, putting the adversary immediately on the defensive. Success and gain a Tactical Pip in any immediate battle that follows. Otherwise, the next player may have his chance, but any Difficulty raises by three. **Difficulty:** 6 **Advantage:** Swagger Heroic Swordplay (K)

Groundwork Queen: Buy a moment of time to array your order of battle. Success and gain a Tactical Pip in any immediate battle that follows. But, fail and

lowest level character adds a half D8 to his tally of Warped Outcome. Regardless, the time for preliminary measures have lapsed; the situation will continue as combat or evasion. **Difficulty: 7 Advantage:** Blade Defender (F)

Groundwork Knight: Employ the classic tactic of sound diversion. Success and gain Catbird Seat Pip in any immediate battle that follows. But, fail and suffer a vicious wound. Regardless, the time for preliminary measures have lapsed; the situation continues with combat or evasion. **Difficulty: 7 Advantage:** Swagger Chiasmic Action (D)

Groundwork Knave: Respond after being caught flat-footed and ill-equipped. Fail and Shaken. Regardless, preliminary measures have ended; the situation continues with combat or evasion. **Difficulty: 7 Advantage:** Blade Bounding (C)

Groundwork 10: Defend a chokepoint or ridgeline, while your allies fully arm then join your position. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). Regardless, preliminary measures have ended; the situation continues with combat or evasion. **Difficulty: 8 Advantage:** Mount Inexorable (T)

Groundwork 9: Shield yourself on the opposite side of your horse. Success and gain a Tactical Pip in any immediate battle that follows. Otherwise, the next player may have his chance, but any Difficulty raises by three. If the rank of the event is Rare (seven) or Catch-All, upon fail the player character is plucked from the party magically away for the remainder of the setting; pick up an alt role to continue (for now). **Difficulty: 9 Advantage:** Mount Carapace (O)

Groundwork 8: Resist your aggressive nature to gain a moment of prep for your companions. Success and cancel a personality flaw influencing play, perhaps check Growth. Regardless, preliminary measures have ended; the situation continues with combat or evasion. If the rank of the event is Flukes (six) or Catch-All, success will also lock any of your swaggering as Glorious. **Difficulty: 10 Advantage:** Blade Gladiatorial (R)

Groundwork 7: See or sense the danger before it happens. Success and gain a Tactical Pip in any immediate battle that follows. But, fail and your character may not use Recitation method in any combat to follow. If forced to do so, treat any event as Bane. Regardless, the time for preliminary measures have lapsed; the situation will continue as combat or evasion. If the rank of the event is Agitated (five) or Catch-All, also upon fail, the first round of combat is Irregular Bane (for all). **Difficulty: 12 Advantage:** Wizardry Spirit Guide (R)

Groundwork 6: Flank and get the drop on your opponent. Success and gain a Tactical Pip in any immediate battle that follows. But, fail and everyone starts combat with a Bane. Regardless, preliminary measures have ended; the situation continues with combat or evasion. If the rank of the event is Infrequent (four) or

Catch-All, upon fail, consumed by other matters and purpose; the player has a choice – leave the group for the remainder of the adventure (return in Epilog) or suffer a vicious wound. **Difficulty:** 11 **Advantage:** Mount Agile (C)

Groundwork 5: Inopportune morale check; test your nerves. Success and gain a Tactical Pip in any immediate battle that follows. But, fail and your character may not use Calculated method in any combat to follow. If forced to do so, treat any event as Bane. Regardless, the time for preliminary measures have lapsed; the situation will continue as combat or evasion. If the rank of the event is Informational (three) or Catch-All, each player should attempt this roll. **Difficulty:** 12 **Advantage:** Mount Ominous (S)

Groundwork 4: Struck unaware, from behind or stricken by curses or supernatural betrayal. Success and resist to gain a Tactical Pip in any immediate battle that follows. Otherwise, the next player may have his chance, but any Difficulty raises by three. If the rank of the event is Common (two) or Catch-All, upon failed result, the character is knocked unconscious at the start of any combat. **Difficulty:** 11 **Advantage:** Mount Hefty (H)

Groundwork 3: Overreact, perhaps out of character, the situation might involve supernatural horror or you're losing your mind. Success and compose to gain a Tactical Pip in any immediate battle that follows. Otherwise, the next player takes his event, but any Difficulty raises by three. If the rank of the event is Routine (one) or Catch-All, upon fail, your character acquires a personality flaw, perhaps check Growth. **Difficulty:** 10 **Advantage:** Mount Vibrant (M)

Groundwork 2: Overrun, the enemy a cresting wave flooding your encampment. Success and lock any of your swaggering as Glorious. Fail and continue your survival on Digression (U), Every Man for Himself. Each player should attempt this roll; yet the overall encounter then ends without further events or combat. "*Tyr, behold the dead!*" **Difficulty:** 10 **Advantage:** Mount Sturdy (Q)

Groundwork Ace: Stall; do so to get them to monolog or pretend to offer rambling conversation yourself. Success and gain a Tactical Pip in any immediate battle that follows. But, fail and lose any Swaggering Technique. Regardless, preliminary measures have ended; the situation continues with combat or evasion. **Difficulty:** 8 **Advantage:** Trait Clever

Major Tarot: Use content under Cup-Cup.

ROD-ROD Frontier: Natural

These dangers pose a threat that will frustrate the player characters' group. Although the character's typical philosophy of putting a blade through an obstacle works rather well on a grumbler, it doesn't stop a rainstorm or move a mountain out of the way.

Magic only goes so far as well, before Warped Outcome and Zaire appearance makes the easy routes harder and harder to take.

These mishaps will kill servitors, damage supplies, delay the force and ruin morale. There may be other hidden dangers or even advantages in the Frontier terrain.

Rank One – Game: On this event, the players have restocked their provisions by hunting, trapping and fishing. Nullify any shortage or depletion of food, which may have occurred. Add Abundant Stores (M) to the party.

Game animals exist all over. With this event, the animals are in a gathering, a herd of grazers or spawn of fish. Locals will often show the players where to hunt. Maybe reward them? Ample game is caught and smoked for rations. These can infrequently be exotic beasts that might have an export possibility. If the party already has stores, maybe let them sell the excess for Treasure Laden (D). If they have both techniques why are they dragging their feet here?

If the Ref wishes, let someone be accused of poaching. But that should only happen if the group needs action to check an Ignoble. Besides, no one owns fish; fish cannot be poached. It's considered poor man's food. Wiki that if you don't trust me.

Some events (a few) should just be of benefit. You could say though that the ample game is more indicative of upcoming monsters? I'd accept that argument, but still wouldn't change the events quite yet. But, if a Cup-Sword appears, maybe add more monsters?

Rank Two – Wolves: How many die? The servitors won't even eat the fetid meat of Fenris. Lose a longboat technique taken on the journey. Wolves are fearsome and hated. Wolves bay and scare everyone, especially horses. Maybe instead have every player roll Ordinary or lose a Mount technique.

Although the players fight valiantly, no Ignoble check for duels. Packs of starving wolves follow the party. One evening they dare face the fire and enter the group's encampment. If this happens a second time, treat instead like a monster ambush. See rank five Cup-Sword; it's a bad one.

Rank Three – Exposure: A man has died overnight of hypothermia. This should be a warning that the players have overstayed their welcome. The weather is growing colder. The conditions are approaching winter freeze, and the players are too late to build or seek a proper shelter overnight. Test each longboat technique on the journey with skill mitigation. Difficult roll for having one skill of prevention; Ordinary roll if any single player has both skills. All players may attempt the rolls.

Exposure losses amplify if it actually is winter; increase the degree of difficulty in the task. The players may have to quickly establish friendly relations

with the locals or find an inn; movement might halt until spring. To march in winter is to lose all.

If the players are at a higher elevation, everyone is cold and miserable. The party may have even dared to cross the tree line into an area of year-round snowcaps. That was a mistake. In retracing the path back and away from the snowcaps, the next encounter happens in an area that was previously crossed. That may be important, but more often just leads to accusations within the party of *this is your fault*. If this event happens yet again, treat the result as rank six Early Winter.

Rank Four – Obstacles: Terrain has stop travel – lakes, rapids, waterfalls, cliffs, ravines, mountains, glaciers. There can also be a fluke storm or seasonal barrier – floods, muddy mires or snow drifts. These barriers must be mitigated by the players ideas and skills; use some clever magic. i.e. How do you get across?

In most cases the players will find a method. But can they do so, without being compelled to abandon heavier carts, supply barrels or even armor. These events will cause delay with the players needing extra days to complete a plan or reach a rendezvous. Mishap seems inevitable; some will be injured, and some will die. Extra supplies will be consumed, meals and building materials expended. Raise the rank of future Cup-Coin Baggage encounters.

The local nonhumans might consider cutting trees and cleaving steps into cliffs, diverting rivers or adding rope bridges, to be an affront to their gods. A fight follows if any locals (Cup-Rod) are encountered for the remainder of the setting.

Rank Five – Storms: The weather is ill temperate. Storms will flash flood down hillsides and wash over the banks of creeks. The players will lose supplies as water destroys the contents of bags. Elevation changes could mean the players, dressed for temperate climes, find themselves in the midst of a blizzard. Weather is not fully understood; it changes with the whimsy of some gods. Magical ginsns may be fighting. The storm giants are certainly angry.

The players' force might predict bad weather by seasonal trends, but that would be for typical days in the lower landscape. Here in the highlands or up in the pine forests, that's where the clouds of the valley dump the rain. Violent storms cause delays, enough to cause the failure of the adventure's mission if drastic measures are not used.

Here's another chance of the players to look at their character sheets, select a few abilities and describe what they do to overcome the threats. Each failed task roll will cause the loss of either the swagger or a longboat technique. A full D8 success results might be required to finally pass. Keep rolling until that many are made. If the players run out of options and explanations, set the tragic party straight into the Epilog.

Rank Six – Early Winter: Travel is impossible even with specialized gear. The snow grows ever deeper. The players are not waiting out a single storm. That was the excuse they used a week ago. This event more than likely has caused the adventure to fail.

The conditions have entered a weathering season, day after day of storms. Not even magic will stop the losses. The party is too exhausted to build a shelter. The several attempts have one by one failed. The party needs divine intervention. That could be simply a retreat back to a past location like an inn or to locals. There they can beg for forgiveness and seek hospitality. Laugh if they burned down the last tavern-hostel. Tsk-Tsk if they were brutal to the poor fish head chief or spat on the local goat boys.

The party often only survives if it goes underground. Is that possible? If the players have found a Coin-Coin Ruin, they will seek shelter there. Change the setting to Underworlds, but also increase the rank of all mission inconsequence events going forward by one.

As for calling on the gods? The gods want sacrifice. These are old gods, aged beings that have come to hate the prattle of prayers. Burn an NPC alive and get their attention. Maybe instead cut off a player character's arm. What is the leader willing to do to save the quest?

Choose an option, one of three: Blindly enter the underworld, not from a ruin, but as a magic event; Digression (L). Perform the personal sacrifice of a scapegoat character, stating who dies. But this only nullifies this one event. Bury the card and select another; the bad events may continue. Lastly, indecision results in Digression (X) for everyone. Let the leader decide or not. He'll have to live with the decision.

Rank Seven – Caves: The players find an exotic cave, often an entrance to the underworlds. These may contain stores, treasure, special people and clues to the setting. There may also be monsters.

There are plenty of caves. Why does



this one demand scrutiny? The cave may also connect two places. Even a short tunnel miraculously shortcuts into odd and ridiculous chambers. *“I believe I hear giggling and the chimes of the tower of Pereyslavets.”*

These are one-off events, and the cave will never be found in the same place. Take the players to the moon to slice a few rounds of cheese. Cross to a village as a time capsule of a past era when the emperor and legions thrived. The players may find gardens, a pristine Eden. There might be abundance of grain, livestock, horses, all cared for by simple peasant fold. The elder might even mistake the commanding player for a member of an ancient court. Just don't overstay a welcome and prove the people wrong. Don't injure anyone or the protecting forces, angels, might intervene. Gather some windfall and be gone.

Perhaps give the leader a choice. Take nothing and carry a wild card to cancel one future event. Profit now or ward something later? Chances are the ward will not be used. But if it is needed, as the party chose to steal gold goblets from the feast, then live with that.

Q&D Backtrack (w/o Serious Loss)

Backtrack King: Trudge a direct route, heedless to obstructions, returning to your last mishap, forgetful loss or point of quest departure. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Blade Impetus (N)

Backtrack Queen: Set the example and lightheartedly hustle everyone along. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Trait Energetic

Backtrack Knight: Retracing your steps resulted in a bit of serendipity. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. But, fail and lose any Swaggering Technique. Regardless, the situation here has ended. **Difficulty:** 10 **Advantage:** Mount Replenishing (J)

Backtrack Knave: Set a work gang to clear a path, dislodge debris or boulders, cut a swarth, working tirelessly with the machete, shovels and chisels; fatal accidents and dire fatigue the small price to pay for progress. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, add yet another NPC grumbler traveling on the expedition. **Difficulty:** 9 **Advantage:** Wizardry Necromancy (H)

Backtrack 10: Shuttle surveyors and sappers past an obstruction so work can continue along two sides of a goat run or ancient roadbed. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Mount Winged (B)

Backtrack 9: Set signal fires to give the main party the correct route to catch-up with the scouts (even through the night). Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, the situation here has ended. If the rank of the event is Rare (seven) or Catch-All, continue with the all players using Q&D No Stone Unturned. **Difficulty:** 10 **Advantage:** Mount Radiant (F)

Backtrack 8: Bridge two previously unconnected disjointed places of the world. Fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Flukes (six) or Catch-All, continue with the all players using Q&D Discovering Purpose (Renewing Hope). **Difficulty:** 8 **Advantage:** Wizardry Cosmic (T)

Backtrack 7: Lessen the load on the sick and weary, accepting a greater share yourself and ordering the strong to gather the burden of the weak. Fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Agitated (five) or Catch-All, continue with the all players using Q&D Windfall or Agony. **Difficulty:** 10 **Advantage:** Mount Sturdy (Q)

Backtrack 6: Tread lightly, the ground is not just uneven, it has been undermined by sink holes. Fail and suffer a vicious wound. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Infrequent (four) or Catch-All, continue with the all players using Q&D Raising the Mood. **Difficulty:** 7 **Advantage:** Mount Lucid (N)

Backtrack 5: Trot sprightly across the broken ground, triggering a laugh at your antics from the defeated marchers. Fail and suffer a vicious wound. Regardless, the situation here has ended. If the rank of the event is Informational (three) or Catch-All, continue with the all players using Q&D Recognizing Set-Back. **Difficulty:** 10 **Advantage:** Mount Agile (C)

Backtrack 4: Take a practical course, by setting aflame the tangled brush and slippery piles of dry leaves. Fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). Regardless, the situation here has ended. If the rank of the event is Common (two) or Catch-All, continue with the all players using Q&D Groundwork for Battle. **Difficulty:** 11 **Advantage:** Wizardry Pyrotechnics (K)

Backtrack 3: Charge into a roadblock of a collapsed timber, buffaloing the barrier out of the way. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). If all players have yet to take an action, continue on this table. If the rank of the event is Routine (one) or Catch-All, continue with the all players using Q&D Foraging. **Difficulty:** 10 **Advantage:** Mount Carapace (O)

Backtrack 2: Arguing, the party decides to hold a competition, a race to see whose plotted course is faster; patient wisdom may not prevail. Success and the encounter ends (for you), any obstacle (for now) is overcome. Fail and continue your survival on Digression (N), Lost in Unfamiliar Lands. Each player yet to act should attempt this roll to finally end the situation. **Difficulty:** 8 **Advantage:** Blade Scheming (S)

Backtrack Ace: Castigate someone for grumbling or stubbornly holding to an action that the whole decided was not worth the risk. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). Regardless, the situation here has ended. Ref may decide the player must name another party member as the brunt of his coruscating verbal attack. **Difficulty:** 7 **Advantage:** Mount Vibrant (M)

Major Tarot: Use content under Cup-Cup.

ROD-COIN Frontier: Misadventure

The majority of these will be mishaps within the party. Not all action is created by external causes, but in this setting the problems of the inconstant wild lands tend to dominate the events. Little things, like a path ending in wash out, will hamper the party. Having that flash flood hit as the party moves will be even more devastating.

These events challenge the players to overcome problems within their expedition and without. There is no civilized help out here. The nonhuman locals are untrustworthy and ill tempered; the terrain and climate even more rude. Money might heal unforeseen losses, if there were any storehouses to accommodate.

Cross country, most everything will need to be carried. The few carts being used to start will quickly become stuck in mud or prove fatiguing to haul up the grades. Each man must carry his bundle, plus the communal property. The distribution of this weight is never fair. Some soldiers are stronger than others, but the stout will complain when the weaklings stumble.

Rank One – Delay: The players may not progress. The weather might hinder them, or they stop to help locals in need. The group could be fatigued by sweltering heat, stymied by muddy trails or believe it wise to stay low and out of sight until the rain stops soaking their iron gear. This event combines well with the next event to give a fresh twist. Remember, weather is godly whimsy, so the players can be blamed by the local nonhumans for bringing hail or drought to a region. Fluke snowstorms or torrential rain can occur in the planting and harvesting seasons making the encounter much worse. These can be short delays like moving a tree or helping restore a washed out footbridge. Mud may swallow a boot or an entire cart. Wild regions are always in neglect. Proper building supplies are nonexistent. Harsh travel might continue for the rest of this setting.

Rank Two – Accident: Someone was injured, even killed, or a piece of gear was broken. If this is one of the first events of the setting, then the players took too much for granted that the trek would be like one on legionary roads. That bit of miscalculation should haunt them in every event to follow. The result may be damaged arms, lost food, fire consuming a tent.

Some of these a servitor's ineptness. Most are caused by a malicious or cursed NPC. Even the best of us roll snake-eyes sometimes. Did the cook sell part of the provisions or buy putrefy fare? The more the party has, the more they lose here. The simple principle of catch-up accounting or paying the piper. Take a longboat technique and treat all encounters of any category as one rank higher.

Rank Three – Lost: The group may have collected firewood or sought water away from the road, there becoming lost. Some or all of the party has no idea where they are. Even north and south are a mystery. The group may have had to separate and vowed to meet later at a place and time. But, those plans have failed.

The players may have to retrace some steps and expend more time in the area. They may need to expend more supplies, because of the wait. They might need to delay and wait for someone to catch-up or return, when the other half of their party is lost. Other times they will receive bad directions, or their planned route was simply in error.

This event can emphasize an encounter that occurs, because the group strayed from a charted course. Being chased from the direct path by another event is possible? If not by a large wild animal, maybe by an apparition or monster sighting? Lost is usually only a short delay but does combine well with the next encounter to put the players into a situation that normally they would have avoided.

Select a scapegoat, if the party does not have one. This character may be an NPC, but often a player (seldom the leader) is foisted into the role. If the next event is truly horrific, Ref decides, the assembly will want the scapegoat whipped to appease their anger and show penance to the gods. The other player characters will

be appalled as well and want some blood. This isn't any fellowship; wait, that ended badly too? Who's on the chopping block for a vicious wound. Hope for a TEN flip.

Rank Four – Magic Null: The region now is depleted of mana. For the rest of the setting the players may not use magic. No task resolution may depend on Wizardry swaggering. No Recitation method may be used in combat. Magic is not turned totally off. It may just have weirder outcomes. Brash and Calculated are the best methods; should any Advantage relate to Wizardry, ignore that swagger, gain or three die advantage. Blades and Mounts are not affected, unless this event occurs a second time.

Rank Five – Plague: The party sees locals weakened by a strange disease. The group's hierophant will not know the cause. He will worry. This is the type of illness where one day you feel fine, the next you're dead.

The party will lose a single servitor next event. They will continue to lose double that and double that again for each event to follow. e.g. In six turns the loses will be thirty-two. The group had better get out of the setting by advancing the phase soon, or else the attrition will consume them all. At sixteen (four flips) take a longboat technique each card flip. After sixty-four (seven flips), one random player character suffers vicious wound each event.

There's no praying the disease to cease. Magic is ineffective. The party may wish to quit the quest and retreat out of the phase to the Epilog. Gut it out and no one might survive.

Rank Six – Warped Region: Sometimes the Zaires are behind in their responsibilities. Sometimes the party itself is the blame for a recent serious mishap. Either way, this acre is now twisted. One or more natural laws no longer applies. Will it be soft cool winds and a lighter burden, a carefree scent in the air? Will it be shallow breaths make each person nauseous, and everyone's skin is melting? How about a vacuum/ an area of argon gas is two breaths before respiration stops without any pain or smell? A warped region might have been detected by dead birds and grass, lack of water, other signs. Maybe give a weak party a saving throw Tasking for a skilled Hunter?

Short of the gift of perception, the party suffers a serious accident before fleeing in retreat. Let each player decide whether he wants to take a vicious or roll on Digression (U), Every Man for Himself. The characters who choose Digression may reunite with the party as those tables allow.

Luckily, the servitors don't seem to have suffered as great a calamity. Maybe the action occurred within the scouts or as the main players conspired off to the side. In some ways this looks and feels like an attack, a sorcerer keeping intruders off his turf. That may have led the player characters into greater danger, before they realized the very land is conspiring to kill them. *"Who threw the fireball?"*

Rank Seven – Lordly Dispute: This frontier tract is at war, stepped right into it. The peasants of the region protest. Two rivals fight for lordship. Two cults split over doctrine. Two nonhuman tribes battle brutishly. Pick your drama and continue.

All cordial interaction with the locals ends; treat Cup-Rod as Cup-Coin Baggage. Shops are closed, treat any Coin-Coin Inns as rank three Brawl. The Ref might wish to alternate all future mission consequence encounters between Mysterious and Servitor (Problems).

In most cases this does not start because of any player's action. Yet try to convince a *Legatus Legionis* (commander) that an armed party is beyond fault. The war may be in the early stages. High level and skilled players might intercede. Yet this is a place where arbiters often then just become the new hated authority.

The first person of the party to speak will often take a vicious or be the first one outright killed (Use Death of Character Digression in Fundamentals book.) The players are likely to join the fray, but on which side? The side most righteous, often is not the one with the might to win. This can be a good reminder that the players are not role-playing knights and paladins. They are essentially raiders, mercenaries, and the servitors will ask to fight for the highest bidder, silver paid in advance.

These battles can also be connected with campaign events. They just don't happen without consequences to a region.

Q&D Recognizing Set-Back (without Overreaction)

Accepting Set-Back King: Ask directions of a passing herald, employing flattery and showing true humility. Success and make a friend of a political faction loyal to the emperor. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty: 7 Advantage:** Trait Gifted

Accepting Set-Back Queen: Take some hostages and demand a ransom to replenish your spent cash (supplies). You do not intend to travel this way again; the consequences be damned. Success and profit; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). Regardless, if all players have yet to take an action, continue on this table with Difficulty raised by three. If this event happens a second time, a failed result causes vicious wound (to the player character as negotiator). **Difficulty: 7 Advantage:** Skill Slave Driver

Accepting Set-Back Knight: Stop and demand tolls from any who pass by; was about time some law and order returned to this region. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty: 6 Advantage:** Mount Resolute (K)

Accepting Set-Back Knave: Resort to carnival tricks, deal three card, dupe the yahoos, entertain nobles, pimp your minions out as actors. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to accursed blame and intermural combat. If the character has Prestidigitation, Difficulty reduces by three. **Difficulty: 10 Advantage: Mount Beautiful (A)**

Accepting Set-Back 10: Take a break from travel and sell yourselves as mercenaries (for a few raids). Success and make a friend within a Foreign Power or Saurian Tribe. But if your involvement becomes known, the legions and loyalists of the Emperor will become your foes. Regardless, the situation here has ended. **Difficulty: 9 Advantage: Mount Emphyrean (G)**

Accepting Set-Back 9: Offer your virtuous services as priestly figures, blessing the harvest, hearing petitions, giving hope and settling grievances as the judges among those who have no access to real authority. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. But, fail and suffer a vicious wound for thoughtless use of magic. Regardless, the situation here has ended. If the rank of the event is Rare (seven) or Catch-All, each player must roll to avoid the vicious wound, while only the first can actually gain the beneficial result. **Difficulty: 7 Advantage: Skill Steward**

Accepting Set-Back 8: Offer demure homage and magical instruction to a bandit chief, the most powerful person and the terror of the region you cross. Success and make a friend of a Secret and Hideous Cabal; a spell that bound and constrained them is no more. But if it becomes known that you were the cause, the legions and loyalists of the Emperor will become your foes. Regardless, the situation here has ended. If the rank of the event is Flukes (six) or Catch-All, every player increases his tally of Warped Outcome by a half D8; do not generate those events. **Difficulty: 8 Advantage: Swagger Better Valor (B)**

Accepting Set-Back 7: Despite having little and suffering party shortages, you give generously to destitute beggars. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Agitated (five) or Catch-All, all players should attempt this roll, but no other action need follow (for now). **Difficulty: 10 Advantage: Mount Replenishing (J)**

Accepting Set-Back 6: Assuage the superstitious beliefs of the locals, elevating mere mortals to the status of a godlings, to allow magic to be used freely during a time of crisis. Success and make a friend of a powerful magical wizard,

faction or even an aspirant to Zaire. Regardless, the situation here has ended. If the rank of the event is Infrequent (four) or Catch-All, a failed result means you have made an enemy of a powerful enchanter of the enigmatic arts. **Difficulty:** 10

Advantage: Mount Serene (E)

Accepting Set-Back 5: Stop and converse with a non-human, the type who normally emerges elusively or is known for dishonest discourse. Success and make a friend of a Dwarven King, though his realm's underlings may still be rude and unhelpful. Regardless, the situation here has ended. If the rank of the event is Informational (three) or Catch-All, a failed result means you have made an enemy of that very same impish ruler. **Difficulty:** 12 **Advantage:** Mount Talking (P)

Accepting Set-Back 4: Stop, make camp, assess your supplies and situation; see if you can fabricate and replenish from the forest. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). Also on fail, the next player will select a new event and continue. If the rank of the event is Common (two) or Catch-All, each failed roll from here on out, until this table of events ends, will cause the loss of an extra Longboat swaggering technique; these may be taken from the (distant) vessel. **Difficulty:** 11 **Advantage:** Mount Essential (I)

Accepting Set-Back 3: Borrow what cannot be safely stolen; crushing death from shylocks could result, but c'est la vie. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Routine (one) or Catch-All, your character acquires a personality flaw related to wanderlust (impatience), perhaps check Growth. **Difficulty:** 11 **Advantage:** Swagger Repartee (P)

Accepting Set-Back 2: Blaming yourself and needing consolation, you are drawn to a mysterious fortune teller. Success and gain a new character Trait; however, if the character already has all six, he instead becomes a permanent NPC, usually ascending in dramatic fashion (no goodbyes). Fail and continue your survival on Digression (R), Road Home Alone. Regardless, the situation here has ended.

Difficulty: 10 **Advantage:** Mount Mystical (D)

Accepting Set-Back Ace: Send forth coursers, return to the ship, bring back the men and material needed to continue. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique. Regardless, the situation here has ended. **Difficulty:** 7 **Advantage:** Mount Fleet (R)

Major Tarot: Use content under Cup-Cup.

COIN-COIN Frontier: Ruins

Long abandoned and conquered civilizations once ruled the frontiers. Else, the entire world shifted as giants fell and tumbled, continuing to shift as they magically dream of a world populated on their backs. These events are mostly damaged places, special gatherings or strange sets of rituals. Some are landmarks that can aid the party from becoming lost.

These events are combinations of other events, but most have overtones of an encounter with the dead. In the magical world, people die but do not depart. Any of these encounters could turn into a mini-plot, a series of traps and battles, a search of the area. Employ your schematics to run the party through more intense dangers.

You can even split the party for the action, while still letting each player take his turn. Use compass points. Simply put different sized groups in a center, to north, to south, to southeast, etc. Then let each player and his small servitor entourage resolve his part of the encounter. With swagger like Speed & Guile (R), the player could be in all places. Tactically, each force may shift to the center (protecting the party baggage) and next round move to any flanking outskirt as reinforcement. I detest splitting the group and sending half away. But this method of alternating within the party round table seems to be a good compromise. *“I can’t help you this round; I won’t be there until the next.”*

Rank One – Antiquities: The players have entered an area of stone piles, the remains of a dead empire, a temple to a forgotten god, a lost civilization of men who were not human, a legion fortress but one made of exotic stone, etc. These will be places that contain possible treasure, but usually also strange cults, nonhumans or chimeric guardians. Yes, something akin to robots too. The players must decide if they will trespass.

These places quickly turn into labyrinths, not necessarily underground – a ruined city could cover dozens of square miles with twisted streets, crumbling walls, bricked-up bastions and exotic temples. A stone castle (schematic) is not a bad start. There will be a danger and possibly ancient traps, pitfalls and other classical Hollywood inspired deadly puzzles.

Here, perhaps, keep it basic, but mark down the location; a place like this makes a fine future climax challenge. The Ref should consider risk to reward, but the risk side is always larger. When the players decide they are done being archeologists, put the distraction behind, the true mission awaits.

Rank Two – Shine: Many places in the hills hide monuments to heroic outlaws and dark saints. A martyr died at the hands of some noble, recent or long

forgotten. Add a colorful story of men walking with severed necks or rising to heaven and leaving bones dancing below. Neither should be met yet.

There may be petitioners and offerings in this place. A hermit might convince many of the soldiers in the party that divine intervention has brought the group here. The claim will be that only the party may right some wrong. Do so and be blessed for an eternity. That's a powerful argument to go murder someone. "*Heaven awaits.*"

Most of the player characters, savvy men of advanced levels, understand this is both poppycock and blasphemy to even suggest. The group are not holy avengers. The feud is not the group's concern. So how do the players keep their warriors, most of their best men, from receiving anointment from an inviolate priest? The command is to go heal a godly wrong by slaying a demon among us. Try at your peril.

Else, the non-humans have a sanctuary. This place has such spiritual importance; it should not be entered. Too late, the group has tramped all over the holy flowers, defecated in the forbidden pool. Now any more locals met will come armed. Treat Cup-Rod as rank five, Vigilante. A fight is surely fated.

Rank Three – Mystic Summons: These are either inopportune moments, where the players walk in on a ritual. Never good. Or, as the party enters, a message is triggered. Flip a few cards using the Quest booklet and see what the divine gods want to happen. Any side quest will take at least an extra phase and one climax challenge to resolve. The reward may be worth the detour and delay.

There is one last, though rare, result of this event. The place may be a garden, peaceful. The flowers fragrant; the food a sweet nectar. The attendants are angelic, seductive. The servitors will never want to leave the place. Now you understand how dangerous paradise becomes. These places are tranquil with benevolent savages that create lassitude in all. The food is addictive, euphoric. The players must burn and destroy this shrine-trap in order to continue their quest. Such actions will harden the player characters and influence the character's future role-play. Add some personality flaws to each player character involved in the breakage.

Rank Four – Smoke & Haze: Much might be hidden in the mist. If it were benign, there would be no encounter in the first place. Is it what lurks in the shroud or the very air to fear?

The players have crossed into a place where a nonhuman fortress appears to employ supernatural elements to stay out of sight. This exotic find has fantastique properties, the result of magical witchcraft. The priests use potions and spells, strange powers and talismans to create minions and cross-breeds. The priests wear stark masks to conceal faces even more frightening.

The players have uncovered a plot. Through random chance they are here right as something is being summoned, but that huger and deadlier monster has yet to

appear (through a portal). I avoid using the word Larger, because it may be too soft an adjective for the monster's ferocity. Of course it's large, it's Large+.

A quick battle and rout, or the death of the right figure (high priest), will end the threat. Else an unnatural host plans to invade the campaign. The players can try to stop it here, nip the bud, or retreat and deal with the effect the subsequent violation has on the city-states. Lots more bad traits to mitigate while sailing about. Is it worth being a hero (once), before all hell breaks loose?

Rank Five – Lairs: Places where monsters sleep; in White Box D&D® there was a “%Liar.” (We all knew what Uncle Gary meant, plus it doubled for the percentile roll that the creatures were cunningly evil.) The players find an exterior wall with several interior buildings. These look like traveler refuges to escape weather and attack. Yet the party will find the premises occupied. The smell of rotting dead may be a give away, if the monster frequently eats. All monsters frequently eat.

Panic: which monster, what threat? Select something off the cuff or use the underworld guidelines in the Quest booklet (pg. 249). Add some mojo combat modifiers like those presented in this ruleset. You might skip to combat, even if that combat is everyone trying to Escape. There were some underworld Q&D in the Encounters booklet—Retreat to Chokepoint, Avoiding Ambuscade—that might adapt easily and be employed for a staged retreat.

Or pounce; the party may earn a surprise attack? If the group assaults immediately, each player may select Catbird Seat or Command Pip. If all agree, apply a Tactical Pip once for all, instead of the individual bonuses. If the beast within is slain or driven out, these sanctuaries are very useful as both landmarks and places to reinforce as outposts. Q.E.D. monsters = treasure. Contrapositive, if not treasure, then not monster. If treasure then monster; not always. If not monster then not treasure; no, that is false logic. Only the contrapositive of any true proposition is always true.

Rank Six – Necromancy: With condolences, this got real. The city is in ruins and the inhabitants remain. The undead rule here. Add something awful; awful is never good.

These are graves and temples of internment for nonhuman chiefs or possibly human emperors. The players may have discovered the remains of another expedition or a cache of hidden equipment. There may even be small amounts of treasure left behind by a previous force that tried to enter. Here comes the skeletons. Attack the group with ghosts. An army may be rising under the moon.

There's always something fun in burial mounds. The players may be trying to avoid the place, only to see some dimwit they command grabbing a worthless souvenir. *“Don't touch those feathers!”*

The source could be active magic; but that is hardly needed. Some places in the campaign are just the living dead. Why don't the Zaires clean them up? To digress, the Zaires are debating this point and have yet to decide. Death is a natural event. Should death be eliminated? But is this natural death or undead? Well, it is undead. But just because something is antithesis, doesn't make it wrong. Every unnatural act is not every bad event. Argue with a Zaire if you ever meet one. Better still argue with a Zaire if you survive here. Perhaps those who join the ranks of the undead argue less for oblivion.

Burial grounds will always have hidden watchers. If the players violate a cemetery, even if it was dormant, there may be some magical ancestors who will employ the dead to avenge themselves of wrong. Humans, more to the point the living, are always a desecration in these places. The dead might not be hungering for brains, but they will be trying to recruit. As the first inhuman scream sounds from a tongue-less skull, the servitors will drop arms and run. Train them better, and maybe next time they stay.

The players will retreat, escape, abandon all. That depends on Ref. If they can muster the courage they may counterattack another day. The dead may not be here when they return. Crawl in on your knees, show some humility and maybe retrieve the stuff your expedition tossed in rout. Much for the Ref to detail; you can't go wrong with more monsters. Demonstrandum non demonstrate (meaning not demonstrated, yet funny, it spells D.N.D.) Monsters = cursed treasure. Perhaps there's not a treasure anyone would want (here).

Rank Seven – Invasion: Fiends are ransacking everything. Breaking stone and acting like there is something left to destroy. They fight a battle that was won or lost an aeon ago. The carnage will be even more ruthless should one side be living and the other is dead. If there are humans trapped in this place, they need rescue. Anyone got a mirror? Those humans might be you.

The war may just be starting, or this is some sort of nexus that allows the reinforcements to enter. Okay, nexus? – Zaire should be here, no argument. This could be the last remnants of a powerful extraterrestrial invasion from a millennium ago. Aren't you the lucky bastards?

They may be undead spies receiving orders before a magical gate. The players then gain warning of the invasion. Now what? On with the quest, probably. Or shut that gate with a Q&D. There is no problem in free-style play that can't be solved with old fashioned (circa 1979) quick and dirty tables. Like the one just below, huh.

Q&D Windfall or Agony (against Spectres)

Windfall-Agony King: Fish a shiny object from a drain or well. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and add

a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty: 6 Advantage: Blade Lithe (H)**

Windfall-Agony Queen: Command the whirling spirits and mocking gins to take their merriment elsewhere. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty: 7 Advantage: Mount Hefty (H)**

Windfall-Agony Knight: Commune with an elderly lifeforce, which still inhabits this domain, but whose power is all but spent. Success and obtain a prize, reach an interim goal or discover a clue to continue. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty: 9 Advantage: Wizardry Demonic (F)**

Windfall-Agony Knave: Treat the phantoms harshly, show them your vital essence surpasses theirs. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty: 9 Advantage: Wizardry Hexes (M)**

Windfall-Agony 10: Entertain the ghosts of the past with something more wicked than parlor games and prattle. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). But, fail and suffer a vicious wound. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty: 10 Advantage: Swagger Irregular Tricks (M)**

Windfall-Agony 9: Protect your train of horses and wagons from the skeletal clutching of those desperate to once again live and ride free. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). On fail, the next player will select a new event and continue. If the rank of the event is Rare (seven) or Catch-All, the nearest city-state gains a half D8 negative Traits (or loses positive ones defending itself); Ref may instead say a full D8 cities become Ransacked; an army of the dead rises with dangerous motives and by unknown cause. **Difficulty: 10 Advantage: Mount Carapace (O)**

Windfall-Agony 8: Enter a domain where the fabric between the living and the dead is gossamer. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and suffer a vicious wound. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Flukes (six) or Catch-All, the shock of seeing your ancestors, and suffered shame following their taunts, leaves the character with a personality flaw, usually Drunkard. **Difficulty: 10 Advantage: Swagger Mastery Shield (O)**

Windfall-Agony 7: Hold at bay a host of animal sacrifices, confused and in agony, after returning to the site of their deaths. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat, even intermural strife and usurpation. If the rank of the event is Agitated (five) or Catch-All, the party must find and destroy the source wizard or portal allowing these fiends to return. Recall, the Fundamentals booklets has a Q&D Magical Gates as one option of many. **Difficulty:** 10 **Advantage:** Blade Biting (L)

Windfall-Agony 6: Face down creatures, both the undead and shape changing, the typically vampiric that are often impossible to slay in the moment. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Infrequent (four) or Catch-All, each player should roll Ordinary or be knocked unconscious; after that, follow with regular combat to dispel the wights as they assume solid form to feast. **Difficulty:** 11 **Advantage:** Blade Amalgam (O)

Windfall-Agony 5: Break the bronze container freeing a trapped soul or shade. Success to gain the Quest Pip. Regardless, the situation here has ended. If the rank of the event is Informational (three) or Catch-All, continue with combat against a cult; the new enemy either worships or enslaves the ginn you freed. If the result here was also failed, the Difficulties of all rolls in combat increase by three. Someone once each round may attempt Tasking to cancel the cult's power (and this penalty). **Difficulty:** 12 **Advantage:** Swagger Crushing Blow (G)

Windfall-Agony 4: Break a spell, which once was benevolent but now allows evil to thrive. Success and lock any of your swaggering as Glorious. But, fail and lowest level character adds a half D8 to his tally of Warped Outcome. Regardless, the situation here has ended. If the rank of the event is Common (two) or Catch-All, the spell is connected with an temple. Desecrate the altar or continue with a negative Quest Pip; the place is usually guarded by acolytes or warded by traps-curses. **Difficulty:** 12 **Advantage:** Mount Resolute (K)

Windfall-Agony 3: Rouse yours and your companions' blood to flow after experiencing an unearthly chill. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Routine (one) or Catch-All, upon fail, the lowest level character of the party suffers a vicious wound. **Difficulty:** 8 **Advantage:** Skill Rabblouser

Windfall-Agony 2: Transported to another place and time; converse with the one who summoned you to this unusual audience to wager on your soul. Success and the encounter ends, any obstacle (for now) is overcome. Fail and continue your survival on Digression (Y), Refusing Requests. Also, upon failure, the next player

must take his event with the Difficulty raised by three. **Difficulty: 7 Advantage:** Mount Ominous (S)

Windfall-Agony Ace: Offer a sacrifice to the living and the departed; attract the notice of the gods. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty: 6 Advantage:** Mount Mystical (D)

Major Tarot: Use content under Cup-Cup.

COIN-COIN Frontier: Inns

The players have come across a structure, which seems out of the ordinary. There will be villages inside of the frontier outlands. There will be scattered farmhouses and barns. Yet, all of the locals will look scornfully at the players, considering them beggars and hoodlums, invading armies. Here, the players may actually be welcomed to visit. The stay might even be comfortable. There may be some tendency to linger an extra day. The players may delay long enough that they overstay their welcome. The building, most being inns yet whatever type, is also a landmark and sanctuary. If the weather turns drastically cold, this shelter may be the difference between life and death.

These places are great diversions from the routine of travel. The players and their company will seek comfort. The quarters may be tight, but all will find a place to flop. Many rural inns are styled after Viking longhouses. Two tiers of sleeping racks line the walls; the long expanse between has a brick fire pit about every ten paces. Not a chimney in sight, the smoke collects on the roof, before it vents through slots under the eaves.



This event can be rejuvenating. Here, the players awake rested and amused. Let future events inflict worse outcomes. The inn will serve as a general store, of sorts, where the players may replenish supplies at a slightly higher cost than in a town. Nonetheless, a single purse will be more than enough (until it isn't).

Rank One – Drinking: Slake your thirst. The players indulge a bit too heavily in drinking, before bedding for the night. Most often each person just suffers through a mild hang-over. The Referee may assess further penalties for those who are not stout of heart (or Trait Rugged). Any combat penalty will only last for the next event. Someone may have had his purse stolen, but that usually occurs at a higher ranked event. At times the group may lose a member (player character), after he passes out. He usually just has slept-in and will catch-up after one event. His skills might be missed. Seldom resort to Digression (G) for a mere binge.

This encounter combines well with the next event to put the players at a minor disadvantage fighting, dealing with other travelers, or mitigating problems inside the group. Their troops suffer constantly from parched throat. Seldom do the soldiers have enough money to slake their own thirst for hard spirits; jealousy will follow. The servitors may covet the player characters' coin purses. They may crack open the paybox or pick clean Treasure Laden (D) carousing. However, the soldiers in the company do not suffer drunkenness right here. They have their own category of misfortunes in this setting.

While having a nice meal, gossip and folktales *be regaled*. These supernatural stories could foreshadow events to follow. Let each player tell a fable or morale tale. He can mention monsters or just broken wagon wheels. Meeting famous people or sighting ghosts. Each player as a frame of thought should select one encounter category, like Ruins. If the player lingers too long or can't decide, skip past him and call the result a Catch-all Special, meeting the dying Deltazaire seems taleworthy.

Here's the effect: if that category is generated in the action to follow, the tale described sort of occurs (provided the actual event rank was lower). If the player describes a fight with constables, then on rank one or two of Cup-Rod Locals, the group gets in a row with the rural coppers (police). If he described a run in with the law, but the encounter is ranked five, Vigilante, just use that as is. A player who knows this will of course try to recite nice fables with happy locals and friendly creatures. So be it, but if anyone goes further and foretells of a danger of at least rank five, he gains a Wizardry swaggering of his choice should the event occur. He seems psychic; maybe he should choose Psionics for his astrological guess, but he need not.

Rank Two – Wagers: This got a tad more interesting. Here's a chance to use skill or luck. Most bets are token. But to stimulate some action, a player may up the stakes. He may gamble with a rural lord, risking a swagger to gain one. An old

retired Varangian might offer a map to his loot against a purse of coins. Men might duel with dull edged knives to see who draws first blood; fools might cut cards to see who has to grab the scruff of a rabid dog held in a pit. The players are sure to have their own silly wagers.

Cheating is possible (with Gambler skill), or the loser might refuse to pay, prompting a tavern brawl. Wagers need not be gambling on rolls. The winnings might be gained after a test of strength, display of skill, or demonstration of knowledge. The Referee lets the players make an offer and surely a challenger accepts. Despite the stereotype, the rural folk have some *sharks* of their own. After a player bests a few yokels at cards, the real poker players comes forward. “*A game of Widow’s Whist.*”

Rank Three – Brawl: This inn does not have many outside visitors. The keeper will be extremely happy to see new coins. The locals there will despise the show of cash and the ostentatious players. “*We don’t kowtow to your kind.*”

Wives and maids will be fondled; jealous husbands and suitors will throw punches. Weren’t the locals nonhumans? The party servitors may be a bit randy from travel. A fistfight is what everyone needs.

Fight the personal duel with everyone selecting Irregular method. If the players use any other method, the fight will result in loss of property. A few logs get kicked out of a fire; you see someone run to the bed linens carrying a torch. The place will be destroyed. No consequence yet. But remember this for at least the length of the setting. Otherwise, even if some local pulls a knife, the players will need to show some restraint. Irregular is a tough table, but you can survive (sometimes). After the players dispatch a set number or anyone achieves the result of *removal of an obstacle or impediment of battle*, the brawl ends.

Rank Four – Silent Observer: Someone is raising the hackles on the leading player character’s neck. The best choice is to leave now. Gather the forces and march out in an orderly manner. Is this an overreaction?

Morale will suffer if the group leaves. The leader will also need to roll Difficult based on a trait, skill or swaggering to get his crew to obey. Each player character will need to roll Ordinary to agree to follow the leader out. If the leader failed to rally the men, any other player who made his roll can attempt Tasking (trait, skill, swagger) task resolution to get the disobedient in line. Okay, we’re all some distance away. Now what? Sleep outside and miss a meal and ale?

The Ref needs to choose *Overreaction* or *Wise Choice*. (If you roll a die, I’m disappointed.) The group can commiserate. The servitors are asking to go back. Some players may want to just take the risk. The leading player may even relent. After the group makes a decision, reveal the outcome.

Overreaction means anyone still outside gets cold and hates the leader for it. That includes many of the servitors. Role-play some of this contempt, but also any player outdoors suffers a Shaken penalty for the next encounter. Those who returned suffer no loss, except the crew will remember being dragged out; nothing will replace that animosity, which lasts until the setting ends. How many inns does the group expect to find out here? Any Sword-Sword events raise in rank by three.

Wise Decision means that intrigue was planned. The inn is a grand trap. Could be an illusion; could be just clever deception. The players outside might be able to come to the rescue, but they're feeling a bit smug. Any character which rushes back at the first sign of trouble, gains the Combative or Vainglorious personal flaws. His actions may save those within, but his heart of hearts says he should have stayed far away. The ones inside are going to be duped, drugged, bedazzled, caught with their pants at knee. Unless someone comes back, drop them all at Digression (G). By morning they could be in a slave ship.

The player characters that return will be fighting to Escape, trying to gain a success roll once for every incapacitated player, the ones who refused the hunch and went back to finish a drink. Regardless, the crew was safe but there's annoyance. Any Sword-Sword events raise in rank by one. The men thought they could get the meal and win the fight. No telling and no chance that happened; they were ordered outside.

Hopefully that's clear; pretty much no-win. What happens if no one makes that initial roll and everyone stays at the celebration inside, every warrior of the crew? Perhaps get a new boat, cause all those longboat techniques along on the journey are lost. Each player is rolling Digression (G). Be grateful it wasn't (R).

Else as a Ref forget the complicated scenario, just make spies appear for the rest of the setting, Prepare some form of ambush on the party, similar to a KNAVE. The spies may even infiltrate the group, posing as servitors or magically controlling a once loyal man. That could make the ambush happen anytime in the remainder of the travel encounters in any Setting. More for the Ref to decide.

Rank Five – Women: Everything seems hunky-dory, until it isn't This is similar to the rank four event, but no one seems to get the early hunch. There could be a fight over a chieftain's wife. There could be a trap. There lots of plots, all ending in a fight. Begin personal combat. Don't worry about starting a fire. The group heads straight to selection of method. The party will need to defeat a number equal to twice the number of players before things are settled. *"Love conquers all."*

Add a defensive modifier by adding some Large+ leader (in level). The nonhumans involved are not truly monsters, so no monster Banes. Just use the regular rules here. This event could have just as well been called "Combat." But the fairer sex did have some involvement. If required, the Ref needs to state the how and

why? Most gamers will nod their head in complete understanding. Women, say no more. At least the servitors don't leave with a penalty.

Rank Six – Scoundrel: Here the players have met criminals. The bad man might not be met in person; use a face on a wanted poster. The seed of intrigue is planted.

The Ref may want to add a preliminary fight. Roll a half D8 rounds and let the players suffer that many Brash Bane. Each player might wish to roll his own number. Else, for the duration of the setting, start each event with a Brash Bane. The scoundrel and his minions are relentless.

Is there some backstory? I'm okay with melodrama. Archetypes work fine for what amounts to a wandering monster table. Yet if you have a creative backstory, my friend, put it out there for your players. Abusive childhood, life of crime, magical transformation, godly touched insanity, simple ruthless hatred for a slight. If this was Trek, make him Queue. He doesn't like the smile on anyone's face.

Can he be met and truly defeated? Not here. If the players wish to write down the scoundrel's name, add him as an enemy, then he will appear sometime in the next D8 adventures. He may be a thorn in many other missions. Else, the Ref may offer the players a fight swagger versus swagger to bring the scoundrel to justice. Note, not all the swagger vs swagger end results will slay. So, the man may only be delayed (by jailing in a dungeon) before he returns yet again. If he is a godling of mischief, a Loki child, he's going to have some resilience.

Why us? The world is filled with scoundrels. The leading player especially has attracted this person as a tormentor. Why? Because a rank six Coin-Coin appeared in play, while he was the primary of a mission. Get some better luck and then ask *why not?*

The outlaw may have a bounty of a purse of coins. Laugh, you probably aren't collecting it. This classic griever is here to stay. Perhaps a twist? The players meet an author, poet, sculptor, painter, composer, perhaps nothing more than a mundane event. Yet somehow the group spoiled the man's secret mission or cabal conspiracy. The artist makes a fine NPC addition to the crew, quickly changing to a grumbler. Rather than have some relentless sell-sword on the prowl, give the players a choice to have a scoundrel right in their midst, a man whose aim will be to take over as commander (just give him time). *"I invited the horn player for the journey; he amuses me."*

Rank Seven – Keeper request: The bar owner is a man without noble title, but still an owner of land. He will be helpful and welcoming to travelers. Some are retired mariners, now a rural innkeeper. All of the gentry love to exchange stories. His household is modest, and his servitors small in number. *"Meet my former crew."*

Seldom is he a landlord charging exorbitant rents. Most are liked and respected as problem solvers by local commoners. He may be a human among the local nonhumans. *“The mice-men tip quite well.”*

Many are but a step away from returning to a more adventuresome lifestyle. He’s in his own Downtime, shall we say. He will not be coaxed to join the players here. These are not truly a KNIGHT encounter. Enjoy your stay and tomorrow press on. Yet, give the man a name – maybe he will be the next KNIGHT encountered.

If the trip so far has been dull, few mission inconsequence events, the seven here should not be an easy one to ignore. Let the keeper offer the players a new adventure. Flip one for him. If the players accept, do not even run an Epilog. The Ref may allow many patron’s mission to run concurrently. Or finish this barkeeper’s quest and then pick right back up into the present one.

If the Ref goes to the trouble of generating a new quest, the players will be obligated. The prime player character should not be the same. This offer was to someone else, another player. Yet if that player refuses the mission, even if he says he must finish his current one and will return, then the final outcome could be Digression (Y). This is not some low level dork needing a roof thatched.

The player is refusing a mission, which if not illegal, was probably something highly secret. Only the one initially offered the quest and refuses will need to roll Digression. maybe he could drop out and play a new role (for now). Then the other players will take new rolls hi his fresh quest. Alternate? Now we’re getting way too complicated.

Q&D Raising the Mood (to welcoming)

Raise Mood King: Handle, nonviolently, a bumpkin who wishes to test his courage with a sustained, disapproving stare at your merriment. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Swagger Ferocity (J)

Raise Mood Queen: Explore the grounds and discover a cold cellar containing hostages; set the wretched free. Optional, success and make a friend within a Foreign Power or Saurian Tribe. But if this becomes known, the legions and loyalists of the Emperor will become your foes. If roll refused, treat as event Knave. Failure here, then at least one more event (by another player) occurs on this table.

Difficulty: 9 **Advantage:** Mount Mystical (D)

Raise Mood Knight: Quiet with a bellow, the quirky, chirpy, grating music produced by an atmospheric chorus of local instruments; in the calamity of discord, brawls and insults that follow, find new identity. Success and gain a new character Trait; however, if the character already has all six, he instead becomes a permanent

NPC, usually ascending in dramatic fashion (no goodbyes). Regardless, the situation here has ended. **Difficulty: 6 Advantage: Swagger Battle Cry (A)**

Raise Mood Knave: Placate with a wager, a man of mysterious mien, who says he will pay anything (he has) for a short chance to swing your sword. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, this is the last event here, and the outcome should never result in the loss of the character's blade. Yet make a note and use the outcome (good or bad) to steer roleplaying of the character. **Difficulty: 9 Advantage: Blade Golden (T)**

Raise Mood 10: Avoid someone you recognize, a notorious figure from your past or from his own dreadful reputation. Success to gain the Quest Pip. But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). Only on fail will the next player select a new event and continue.

Difficulty: 9 Advantage: Wizardry Illusions (I)

Raise Mood 9: Help out in the local community or at the garrison, accepting no payment in return. Success and make a friend of a political faction loyal to the emperor. But, fail and lose any Swaggering Technique. Regardless, the situation here has ended. If the rank of the event is Rare (seven) or Catch-All, the next adventure should have as your Patron the owner of this inn; he will often be the mere agent of an even greater authority in the campaign. **Difficulty: 10 Advantage: Wizardry Demigod (A)**

Raise Mood 8: Referee a heated disagreement, before it escalates. Optional, success and make a friend of a Secret and Hideous Cabal. But if this becomes known, the legions and loyalists of the Emperor will become your foes. If roll is refused, switch to personal duels. Unless combat erupts, at least one more event (by another player) occurs on this table. If the rank of the event is Flukes (six) or Catch-All, the players interrupt an apprehension. Both the scoundrel and law enforcement think the party of players are opposed to them, a marvelous three-sided fight ensues.

Difficulty: 10 Advantage: Mount Ominous (S)

Raise Mood 7: Confess your worst fears and biggest regrets, past criminal acts and the loves that got away, to a local strumpet (you believe does not speak your language). Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Agitated (five) or Catch-All, the encounter escalates into a swaggering duel with a jilted lover.

Difficulty: 12 Advantage: Mount Talking (P)

Raise Mood 6: Help in the hunt for a missing or kidnapped child; it's night where hobgoblins roam. Success and make a friend of a powerful magical wizard, faction or even an aspirant to Zaire. Failure does not result in combat, but all rolls yet

to be made should be colored by the threat of child abductions and hobgoblins seeking hearts to feed upon. Regardless, continue with the next event on this table. If the rank of the event is Infrequent (four) or Catch-All, upon failure, the child was just a ruse; the victim is the player character himself. His allies must battle the assailants and free their friend who begins battle paralyzed and unable to fight. **Difficulty:** 10 **Advantage:** Mount Radiant (F)

Raise Mood 5: Amuse the suspicious local crowd with awe-inspiring tales of distant enchanted realms. Success and you gain a local reputation; for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. But, fail and lowest level character adds a half D8 to his tally of Warped Outcome. Regardless, the situation here has ended. If the rank of the event is Informational (three) or Catch-All, upon failure the event changes to personal combat against the locals and barkeep. If skilled Minstrel, Difficulty raises by three; get some new material. **Difficulty:** 10 **Advantage:** Skill Mariner

Raise Mood 4: Boast and exaggerate your abilities and exploits; defeating challenges and dismissals with even greater lies. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Common (two) or Catch-All, lose your purse of coins and someone else's to boot. **Difficulty:** 11 **Advantage:** Mount Beautiful (A)

Raise Mood 3: Keep from making a fool of yourself; after a full night of drinking is perhaps the wrong moment to test your abilities. Success and lock any of your swaggering as Glorious. But, fail and suffer a vicious wound (by accident and self inflicted). Regardless, the situation here has ended. If the rank of the event is Routine (one) or Catch-All, the player character has also used (if still available this adventure) his Rugged Trait strategic benefit, enduring a rough hangover. **Difficulty:** 7 **Advantage:** Mount Essential (I)

Raise Mood 2: All did seem too good to be true; next time ponder the faulty economics of a full service tavern appearing so far off the beaten trail. Success and make an admiring friend of a Dwarven King, though his realm's underlings may still be rude and unhelpful; the grog consumed was impish illusion (perhaps). Fail and continue your survival on Digression (C), Captured by Cult. Regardless, the situation here has ended here for (the rest) of the party. **Difficulty:** 11 **Advantage:** Mount Pure (L)

Raise Mood Ace: Drink in moderation, the designated safeguard for the party at a strange and dubious locale. Success and lock any of your swaggering as Glorious. Fail and gain the personality flaw Drunkard; just impolite to refuse a toast

(or twenty). Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 6 **Advantage:** Blade Paladin (P)

Major Tarot: Use content under Cup-Cup.

COIN-SWORD Frontier: Mysterious

These are events that happen, but their cause is not known or fully understood. These will begin as perhaps harmless events, but never seem to completely disappear. When an event is a mystery, it could be caused by a traitor in the group or internal conspirators. Other times the mystery will come from an external source. Discovery of the cause will usually end further incidence; otherwise these events tend to repeat without prompting by further cards.

Rank One – Missing Men: Was it simply desertion or murder foul? Wake for morning muster and discover some of the troops are not present. Men are not trapped, like on shipboard, so this loss is not as morale damaging. Disappearances are usually dismissed as desertion. A player character at random may even awake alone or separated from the greater group. After a moment of panic, he rejoins the expedition after skipping one encounter. This is not Digressions (yet).

If the Coin-Sword event occurs a second time, start taking longboat techniques. These losses could return in a D8 events, if the players remain in this setting that long.

The Referee may decide upon his own mystery, including letting the players attend to a rescue. He may have men come back but seem off. Most are gone and never a second thought to why.

Here's four possibilities for the return of your missing warriors. You rescue them from kidnap, and they seem relieved to see friendly faces. They just appear and pretend that nothing happened, refusing to explain their whereabouts. They could be met further on, now part of the local constables. Their bodies are discovered hanging from trees.

Rank Two – Trailing Group: This can be simply fellow travelers some way back on the trail or a group on a parallel course some distance away. Other times the group is being tracked by constables or bandits. Riders in trail are always exciting, especially since they can evade and escape questioning. Care to use an Equestrian skill to catch one?

Should the players stop to let their fellow travelers catch-up, the pursuing group might also stop. They might think the players are bandits and wish to avoid closing the gap. This is the type of event that always turns bad. If the players ignore, then the trailing group will grow in size and eventually raid. If they confront the

group, they might mistakenly provoke an attack as one of the players' warriors prematurely fires his bow.

Rank Three – Battlefield: The players hear the distinct sound of metal striking metal in clash of arms. No blacksmith anvil is at work. The fight is not near the party and the sound may have traveled miles across the rolling hills. Magic might play a role.

These can be raiders, monster hunters, drilling constables, a number of executions, magical mishap, skirmish, etc. By not investigating, the players may avoid a battle now, but perhaps become blamed for an attack or suffer ambush, later. Sound can play funny tricks; the location of the noise may leave the scout pursuing an echo. By investigating, the players might become lost or travel some time in the wrong direction; otherwise, they will discover who's under attack and why?

There may be no one found, and the mystery continues. Imps could be laughing. Or, the party has heard ghosts of long ago, still fighting at the moment of their deaths.

Rank Four – Dreams: During the night, several of the players will dream of an upcoming event. These will have great inspirational effect. The Referee can use the encounter to give the players divine omens and holy objectives. The next encounter should be optional and could be avoided.

The entire party is probably not suddenly Wizardry Precognition (E). Yet one player character with that ability might be able to lock it at Glorious. The players might have woeful visions. Until their prediction of bad luck ends, the party suffers a loss of Quest Pip.

The group might also cross paths with a crusade, following a wizard or child who projects visions. Should the players join for glory and religious zeal? The action will peter out after a half D8 extra event encounters. During that time, ignore any mission consequence event, which advances the phase. Hard luck and false ideals, the servitors will be disappointed. The Ref will need to modify the extra events and judge the reaction of those faced by the players and the vast mob.

The place on the campaign map, where the crusade is met, can greatly influence its motives and true desires. Even with a full legion of skilled soldiers, crusades are doomed. The visions inspire, but seldom come to full fruition. Best perhaps to suffer the dream penalty and get far away from any cause.

Rank Five – Bandits: Awake in the morning to find that the sentry has been knifed or strangled. This might have happened to someone inside the perimeter, a sleeping warrior or the centurion first spear, an NPC sub-commander. This can be a personal quarrel or the beginning chapter of a skirmish. Who killed the man and why? Will this be the last murder?

By answering these questions, the mystery gains details. The players then must investigate. Initial displays of skill will find a culprit in the party or rule out the members of the party. After that, the players must search the surroundings for tracks to follow. The tracks will take the players to the next encounter. Someone, there or about, has killed a member of the players' group. The killer may try to escape yet again, while the players are detained or distracted by the subsequent event.

Rank Six – Phantoms: Something monstrous has caused panic in the group. This event is supernatural or of demonic manifestation. Some will argue this is only hysteria. Campfire light and smoke cause some to wonder what was actually seen. The soldiers will want the conjurer or foul beast exposed. The players often get to be skeptics, trying to convince others to look of worldly explanation.

A spirit is far worse than nonhumans donning masks. the goal of tricksters may be just to grab what's left from the stewpot. True phantoms may require a full quest to be appeased. Could leaving the setting end this? Up to the Ref, but this seems significant. Every follow-on Mysterious event in any setting should be tied back to this point. Out at sea, in a city, under the ground, back in the wilds, something is trying to contact a player, the party. How will this end? Not here.

Oh, if the phantoms are routinely ignored, they may lash out and slay. The answer will require the players to seek sage advice during Downtime. A mission? Perhaps, or else a sacrifice or series of connected deeds. Who decides? Ref decides.

Rank Seven – Time Tear: Cause and effect are not in synch. This is actually easier in a game with events than explaining how this happens. Magic is too easy an answer, though it is the correct guess.

The Ref is actually generating the upcoming events out of order in a three part sequence. Only mission inconsequence events will be truly affected. Plus, the setting will be locked, until we get those three events. Ignore any mission consequence outcomes that advance the phase, until the party generates three mission inconsequence events (of any category). The first event though locks the Category. e.g. If the first event was Cup-Cup, the next two mission inconsequence encounters, regardless of suit mishmash, are again Cup-Cup.

That said, let's get to the brass tacks of our comedy. The first encounter will be the worst. Ignore the rank generated; treat it as a five. We need some action. Most will be combat; pretty much all are combat. Even if the result was Storms, the weather has some air-sprits or minor giants behind the action.

Normally events escalate. Some mistake earlier catches up with the party. A correction occurs. Here we start with a boon. The good result. Fight the battle, after which the group gains a half D8 longboat techniques. Nice, right? These even add to the party over and above the one-fourth limit.

Next event—only a mission inconsequence of a forced category, those other encounters occur normally, e.g. **KINGS** and **Personal Events**—treated as a rank three. Sometimes you'll have a fight, but often you are just faced with a problem at rank three. Do what you will to solve that. Also try to relate the problem to the previous brouhaha. The gypsies are led by the insane one, freehold is the home of the vigilante, first you tried to demand from us, now you ask politely, a ruse! Repeat the same monster, ruin's spectres, battleground bandits, etc. Use what ultimately caused that previous fight. The players enter the event knowing this. *"We know you guys. I thought we finished you."*

In essence the group is creating an enemy where there wasn't one truly. Fight yet another action. The players get the advantage of **Fury** for all. They fight the personal duel and more than likely slaughter whatever group they have met (now at rank three). They might even kill some of their own expedition, as they were laying sick or shivering from exposure, or else driving some to flee and in the chase becoming angry-lost. If we didn't put the sick out of their misery, would there be **Disorder**? That's the puzzle occurring. If we hadn't angered the weather or left the exposed men to die, would the minor giants have attacked?

We're not done yet. The last encounter is a **Catch-All**, regardless of rank. Be too difficult to knit together otherwise. Now the party has some remorse. Whatever they face has no idea why the group is acting strange and suffering. Here appears the fate to meet the middle group encounter. The lives are seemingly restored. a patrol passes by. You hear the mandolins of merriment.

Most catch-all events are oddball encounters, combinations of other events or the more serious of the serious. Many catch-all cause campaign consequences. Here time itself has stuttered.

We have the players facing single people, locals, but mostly a threat they know is coming. Here's why it all started. The detour from **Nature** pushed them to the middle event and then the final fight. The **Misadventure** or **Baggage** caused them to seek help in a town. The inn or ruins was avoided from hunch and turned out to be a bad hunch. If only we stopped and rested or explored. The men needed rest. If we had not pressed them on, we might have avoided the middle meeting and final fight. The encounter here, at **Catch-all**, is one of realization. Time suddenly corrects. Do past wounds and **Warped Outcome** disappear. No, the party losses remain. The **Norns** are not that kind. They are correcting a weaver's mistake. You may keep the myriad swaggering you earned and any **Ignobles**, even level advancement. But, it's a wonderful life or **Candlemas**?

What is at risk are the half **D8** longboat additions. The players are given a magical choice. Refund those longboat swaggering and the last three events erase from time. Again, not the vicious damage (on a player character) but the big

consequences. Because in the middle events, the players committed atrocity. They ruthlessly slaughtered the innocent; the gods took notice. You can keep your ill-gotten gain of a few longboat techniques, but the gods feel cheated. (They witnessed all in your reverse order, the true order.) Else, give the swagger back for *no crime, no foul*. Some darker gods are bemused by watching this folly. Yes, keep your Ignobles and any other swagger gained from Q&D. The party can even show remorse. Take a personality flaw or a Magic Ignoble (if able and desired). Do you risk continuing, knowing the gods were not pleased?

If this event happens for any characters of level eight. The longboat techniques received, even if they were ones the actual ship had in the crew, are lost permanently. So quickly give them back? Nope, for Stallari, this event and whatever cosmic farce created it, should have been resisted, even by self sacrifice. No telling for a level eight character how messed up his past has become, or future will be. Discard those longboat techniques as penalty whenever the character is played.

A long game event, I hope myself never to see. But food for thought for any Ref on what magic he may bring to his play.

Q&D No Stone Unturned (Scouring the Land)

Scouring King: Confronted by less than hospitable circumstances, gallop past and vault over the impediment. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique.

Regardless, if the party is still hunting for clues and resolution, continue on this table.

Difficulty: 6 **Advantage:** Skill Equestrian

Scouring Queen: When faced with a two-way decision, a fork in the path or the recollections of two opposing witnesses, toss a coin. Success to gain the Quest Pip. Regardless, the situation here has ended, but that does not mean your dilemma or mystery is solved. **Difficulty:** 9 **Advantage:** Blade Fantastic (D)

Scouring Knight: Grin and hum merrily, tip you hat at distant passersby; let anyone watching you cross this unknown land believe your intensions are innocent and honorable. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). Regardless, if the party is still hunting for clues and resolution, continue on this table. **Difficulty:** 6 **Advantage:** Swagger Charismatic Style (C)

Scouring Knave: Rather than hunt low to high, the easiest first, assume the worst and head right for the treacherous terrain. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and suffer a vicious wound. Regardless, at least one more event (by another player) occurs on this table; that roll is made at Difficulty plus five. **Difficulty:** 9 **Advantage:** Mount Winged (B)

Scouring 10: Break from the party an scout ahead along several tactical routes as the main body trudges along to a later assembly point. Success and lock any of your swaggering as Glorious. Regardless, the situation here has ended, but that does not mean your dilemma or mystery is solved. **Difficulty:** 8 **Advantage:** Mount Fleet (R)

Scouring 9: Literally leave no stone unturned; if clearing debris will bring answers, do so. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, make an enemy of a Dwarven King and his realm's underlings. If the rank of the event is Rare (seven) or Catch-All, the party must test each of the longboat techniques along on the expedition. Either use the mechanics for crossing city-states with negative traits, or the leader must roll Tasking to keep from losing all or Ordinary against each. **Difficulty:** 10 **Advantage:** Wizardry Telekinesis (D)

Scouring 8: Question your sanity when you find yourself conversing with destitute villagers or a stout huntsman, only to see everyone dissolve into thin air. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. Regardless, if the party is still hunting for clues and resolution, continue on this table. If the rank of the event is Flukes (six) or Catch-All, the lost flaw shifts to the lowest level player character. **Difficulty:** 6 **Advantage:** Mount Lucid (N)

Scouring 7: Acquiesce and retrace your route, when your neighing horse refuses to continue down a path. Success and the encounter ends, any concern (for now) is alleviated. But, fail and the encounter escalates to combat for the party. If the rank of the event is Agitated (five) or Catch-All, caught by surprise; if combat follows, the player characters start Shaken. **Difficulty:** 9 **Advantage:** Mount Hefty (H)

Scouring 6: Sometimes the best course is haste; other times rely on cunning. Here you had better have both. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, if the party is still hunting for clues and resolution, continue on this table. If the rank of the event is Infrequent (four) or Catch-All, each player must attempt this roll, after which, the encounter ends; not all questions are answered, but everyone is in a rush to depart this strange barrow mound on the trail. **Difficulty:** 9 **Advantage:** Swagger Speed & Guile (R)

Scouring 5: Decide that the situation cannot wait for dawn and sunlight; press on and use all available resources. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). Regardless, if the party is still hunting for clues and resolution, continue on this table. If the rank of the event is

Informational (three) or Catch-All, the party must choose a side and take actions on Q&D Skirmish, fighting in the grander battle. **Difficulty:** 12 **Advantage:** Blade Scintillating (K)

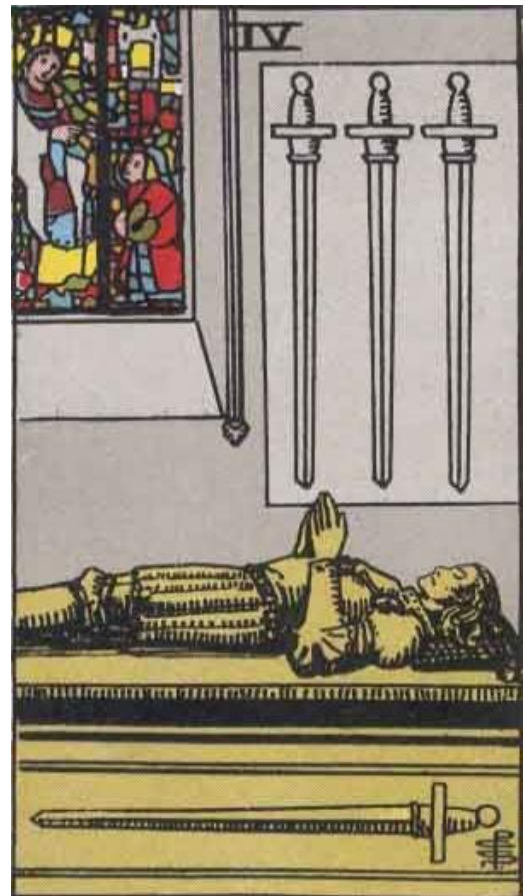
Scouring 4: Ponder; if only you could alter your size or grow a set of fins, the search for clues would all be so much more easier? Success and obtain a prize, reach an interim goal or discover a clue to continue. Regardless, if the party is still hunting for clues and resolution, continue on this table. If the rank of the event is Common (two) or Catch-All, situation escalates into combat; the enemy lost anonymity and attacks. **Difficulty:** 9 **Advantage:** Wizardry Shape Shifting (J)

Scouring 3: Sometimes the answer to the question “now what” becomes simple; like say “I kill it.” Success to gain the Quest Pip. But, fail and lowest level character adds a half D8 to his tally of Warped Outcome. Regardless, the situation here has ended, but that does not mean your dilemma or mystery is solved. If the rank of the event is Routine (one) or Catch-All, a bigger group of culprits in the crime are met and now must be fought. **Difficulty:** 10 **Advantage:** Wizardry Voltaic (N)

Scouring 2: A man of such mercenary skills, like yourself, ought to be contracted and properly compensated, not enticed to perform his duty at knife-point. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank; any Q&D which results has Difficulties dropped by three. Fail and continue your survival on Digression (S), Conscripted into Legions. Regardless, the situation here has ended for the party, any concerns have been set aside as the situation changes to a warzone. **Difficulty:** 7 **Advantage:** Skill Linguist

Scouring Ace: Jingle the purse in front of some pathetic gypsies; a few coins will obtain the answers you seek. Success to gain the Quest Pip. Regardless, the situation here has ended, but that does not mean your dilemma or mystery is solved. **Difficulty:** 7 **Advantage:** Skill Briber

Major Tarot: Use content under Cup-Cup.



SWORD-SWORD Frontier: Servitors

These are mishaps and disagreements between the player characters, as leaders, and the rest of the troops. If the various party cooks, tinkers, priests and first spears have yet to be named, they are considered part of the warriors for this disagreement with the player characters. Don't forget the soldiers are mostly Varangians, raiders who want food, drink and loot. Pay is fine, but they all demand a share, plus what they take for themselves. The men do consider themselves a family. Still, any one of them might challenge for leadership. Usurpation isn't clan tradition, but the act does occur under a harsh or unlucky leader. This could cause a party to splinter.

The servitors of the players without the highest longboat techniques, like Elite Goals (A) or Religiously Inspired (C), might be purely mercenary. They are not obligated to stay with the group. Even if the commanding character is seen as legitimate, he must have the warlord skills to keep his men truly in order. Pity the commander whose soldiers see him as a fool.

When the entire group's size is small, or when the players never had a full cohort of men, treat the Sword-Sword Servitors category instead as Rod-Coin Misadventures.

Rank One – Fatigue: This represents complaints from the men about the terrain. The troops might ask to take a different path or be given a day to rest. This may even solve the problem. But otherwise, exhausted men cause the loss of the party Quest Pip. A night's sleep indoors would go a long way to restoring everyone's health. That may not be possible until the setting ends.

Rank Two – Hunger: The troops complain. The cook has convinced them that he's not to blame. If the players already had a shortage or provision mishap, treat this as longboat technique attrition (loss) from starvation; otherwise, this complaint will compound other events, making desertion or rebellion more likely. Raise the rank of Servitor category events by three.

The players may allow the troops to forage. But up in these rural infertile badlands, the nonhuman locals have a hard enough time scraping together an evening meal. Most of the farmer-huntsmen descend to towns, hauling firewood to sell, for flour, eggs and lard-fat. What truly can the players offer that would make a pig-faced man part with his bacon sandwich? Increase the Difficulty of any Forage task roll or Q&D by three.

Rank Three – Sickness: The troops complain of stomach cramps and toothaches, seldom more. They may just have hangovers. Fevers and flus occur more often in the winter weathering season. This event might represent the players moving

into a village that has the plague, but it is doubtful they will voluntarily stay long enough to catch any natural disease. Magical plague is another matter, but even that might not strike the player outsiders. Add a grumbler NPC to the group; he will become the spokesman for the soldiers. Like hunger, this event is more an indication the provisions are bad. The cook will deny that; he makes a good grumbler. *“Eat around that little green at the edge of yer meat.”*

Future events determine how severe things become. Sick troops do not fight as well; most will wish nothing better than to return home to the comfort of a ship or garrison. Lose the Quest Pip but also any Command Pip earned in combat; this lasts until the setting is left and the phase advances.

Rank Three – Ship Status: These are dispatches sent from the group’s ship. These will request information or report some mishap. Sometimes the arriving groups will bring supplies or reinforcements in answer to the players’ call for aid. The players’ group usually will send couriers back and forth, especially if the longboat will meet the group at an assigned rendezvous.

The messenger here arrives with word that those left behind are losing faith. Proof of life must be sent immediately. By *proof of life* the messenger needs either everyone to return at once or hand over a significant sum of gold to make it worth the expenses and wait. Mutineers may even already have the ship?

The troop’s morale swings to decline. Past bad events accumulate here with the servitors asking to quit the mission; rally them to continue. As for that significant sum of gold, Treasure Laden (D) obviously suffices, as does Abundant Stores (M). A half D8 purses could combine? The loss of any other technique will represent the decline in morale and also the return of some wealth to placate the idle crewmen. The abstract techniques are filthy lucre, personnel capital, to a large degree. *“Take what you will from the party paybox.”*

Rank Five – Disorder: The troops become unruly and acquire large amounts of ale. Imps may be at work, but usually the nonhumans of the areas enjoy strong spirits. Yet how did the warriors get the booze? They may have killed someone, traded their arms or are attempting to distill a mix of boiled wine and bog water.

Drunk and loud, discipline must be restored, or further events will cause rebellion or the routing of the company. Taking the ale will stop the problem but can lead to hatred and intrigue. If there has been an Inn or Locals event prior to this, the players will not be able to find and confiscate all the alcohol. The men will simply buy more from that source.

Perhaps letting the troops vent anger and idle energy for a while will improve morale. The Referee decides any lasting penalty. Order is only guaranteed if the players fight and suffer a half D8 Irregular Banes each. After that, the men dust

themselves off and apologize. If during those events, a player character is knocked out or takes a vicious. His un-played events go to others of the group.

Rank Six – Ultimatum: The men seek justice, food, ale and pay. Starts as complaints, then continues with disorder, desertion and veiled threats. If the events to date have been tame, this will just be a single solider mouthing-off or acting-out. One or more players must smack him down. Fight a swagger vs swagger and defeat a half D8 random enemy techniques.

If this happens for a weakened company, start intermural combat. The may not be a leader, so all the enemy are regular men (not even Large). The group should slay or drive off a number equal to the number of players to quell the rest.

Rank Seven – Usurpers: This is a challenge for command. A troop with good morale can still suffer this event. A heated argument, usually religious or drunken, provokes a dueling challenge. An NPC has been biding his time and now shows his ambitions.

If the adventure has had nothing but trouble, the troops request the change. They could even sponsor someone having the most grievances to attempt a murder. For small groups, treat this event as morale causing most of the servitors to desert.

The leading player has at most one attempt to improve morale. Each encounter category has a Q&D that might be employed on any event the Ref deems appropriate. Renewing Hope has a slim chance of obtaining that *prize, interim goal or clue to continue*. Otherwise this must be handled with swagger vs swagger, skirmish (against a split cohort of troops) or personal duels. How about all three? In most cases, all the players should start Shaken. Even if problems have occurred, the leaders were hopeful each had been handled in its turn. Nope, that seven rank implies otherwise.



Q&D Discovering Purpose (Renewing Hope)

Hope & Purpose King: Volunteer to ride out front as replacement for the vanguard, after the warriors complain they are too harried, driving off nonhuman savages. Success to gain the Quest Pip. But, fail and suffer a vicious wound. Regardless, the situation here has ended. **Difficulty:** 6 **Advantage:** Mount Resolute (K)

Hope & Purpose Queen: Traverse a winding chasm not with numerous time consuming perpendicular crossings, but by riding its length along the depths of the stream path. Success and make a friend of a Dwarven King, though his realm's underlings may still be rude and unhelpful. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 8 **Advantage:** Mount Essential (I)

Hope & Purpose Knight: Tired of complaints, weary of delay, threaten to slay the next person who dares to say, "that's impossible"; punctuate your threat with an overblown demonstration of what magic makes possible. Success to gain the Quest Pip. But, fail and suffer a magical vicious wound. Regardless, make an enemy of a powerful wizard or magical faction, and the situation here has ended. **Difficulty:** 5 **Advantage:** Blade Hellish (M)

Hope & Purpose Knave: Frustrated by local indifference to your plight, make a decision to employ outside despicable agents, men far more suited to coerce information and materials. Success and make a friend within a Foreign Power or Saurian Tribe. But if this becomes known, the legions and loyalists of the Emperor will become your foes. This roll is not optional; sketchy sources and methods were utilized. Plus, at least one more event (by another player) occurs on this table at Difficulty raised by three. **Difficulty:** 8 **Advantage:** Swagger Killer Instinct (N)

Hope & Purpose 10: Petition a local temple for aid; negotiating with atypical rotund priests that never seem to suffer from want. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 9 **Advantage:** Mount Serene (E)

Hope & Purpose 9: Pull the men together for a ritual honoring a patron god few of them know, and if they did, most would object. Success and gain a new character Trait; however, if the character already has all six, he instead becomes a permanent NPC, usually ascending in dramatic fashion (no goodbyes). But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, the situation here has ended. If the rank of the event is Rare (seven) or Catch-All, a revolt against authority and intermural combat follows. **Difficulty:** 9 **Advantage:** Skill Occult Scholar

Hope & Purpose 8: Nonplussed when confronted by two servitor groups with opposing demands, neither request you can possibly meet; silently mask your inconclusive state. Success and lock any of your swaggering as Glorious. But, fail and suffer a vicious wound. Regardless, the situation here has ended. If the rank of the event is Flukes (six) or Catch-All, the Ref should take all the expedition's longboat techniques, divide them in two, then let the player choose one set or the other to keep; the other half of the swagger is then lost. **Difficulty: 9 Advantage:** Mount Beautiful (A)

Hope & Purpose 7: Propose a radical plan to get past an obstacle; the danger might increase but there may be more danger in procrastination, waiting for a path to become clear of seasonal barriers (like floods). Success and lock any of your swaggering as Glorious. But, fail and suffer a vicious wound. Regardless, the situation here has ended. If the rank of the event is Agitated (five) or Catch-All, if your result is failed, the men mutiny; fight the intermural combat. **Difficulty: 9 Advantage:** Mount Lucid (N)

Hope & Purpose 6: Chart a course, draw a map, to transport a fresh crew and supplies from the vessel. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. Regardless, the situation here has ended. If the rank of the event is Infrequent (four) or Catch-All, a failed roll results in the reported loss of a half D8 longboat techniques from the vessel.

Difficulty: 11 Advantage: Skill Cartographer

Hope & Purpose 5: Comfort the living as the party buries the dead. Success to lock any of your swaggering as Glorious and end the encounter. On fail, the next player will select a new event and continue, but Difficulties raise by three. If the rank of the event is Informational (three) or Catch-All, upon fail, the party suffers more



attrition; lose a longboat technique (select from one presently within the party).

Difficulty: 13 **Advantage:** Mount Pure (L)

Hope & Purpose 4: No matter the problem, magic solves everything. Success to gain the Quest Pip. But, fail and lowest level character adds a half D8 to his tally of Warped Outcome. Regardless, the situation here has ended. If the rank of the event is Common (two) or Catch-All, upon fail, the party suffers more attrition; lose a longboat technique (select from one presently within the party). **Difficulty:** 9

Advantage: Blade Ingenious (A)

Hope & Purpose 3: Essentially taken in ambush and forced to compromise (or surrender); your challenger has a deal to purpose in lieu of massacre. Success and make a friend of a Secret and Hideous Cabal. But if this becomes known, the legions and loyalists of the Emperor will become your foes. Fail and suffer two vicious wounds; yours and another to a random party member; posts some rested guards next time. Event roll is not optional; this compact cannot be refused. Regardless, the situation here has ended. If the rank of the event is Routine (one) or Catch-All, also, regardless of success, lose a longboat technique as your guards made some initial effort to sound the alarm and fight; select from one presently within the party.

Difficulty: 11 **Advantage:** Mount Talking (P)

Hope & Purpose 2: Such is the danger of indulging in local hospitality, endlessly haggling every buy and mollifying every party ill; you stay in one place for too long – your enemies eventually catch-up with you. Success and make a friend of a powerful magical wizard, faction or even an aspirant to Zaire. Fail and continue your survival on Digression (O), Confronted by Raiders. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 7 **Advantage:** Wizardry Conjunction (L)

Hope & Purpose Ace: Pose as troubadours; commemorate a local heroic event, reenact some folk lore or write some prose to flatter an elderly warlord in front of his family, basically anything for a free meal and warm rest. Success and make a friend of a political faction loyal to the emperor. Regardless, continue on this table until an event repeats or all players take an action. Yet if this event happens a second time, a failed roll results in vicious wound, wearing out your welcome with one too many encores. **Difficulty:** 7 **Advantage:** Skill Minstrel

Major Tarot: Use content under Cup-Cup.

Quicklook City-State Stopover

Setting: City-State Stopover					
U - U	Elite	U - x	Slavery	U - o	Carouse
1	Guildmasters	1	Escape	1	Parched Throat
2	Dockmaster	2	Guards	2	Empty Purse
3	Acolytes	3	Brutality	3	Performers
4	Lords	4	Manumission	4	Seduction
5	Overseers	5	Refusal to Serve	5	Brawl
6	Ruling Prefect	6	Magical Obedience	6	Celebration
7	Familiar	7	Suffrage	7	Black Out
8	Catch-All	8	Catch-All	8	Catch-All
U - †	Constables	x - x	Crisis	x - o	Misadventure
1	Patrol	1	Famine	1	Victuals
2	Extortion	2	Labor Shortage	2	Social Taboo
3	Arrest	3	Inept Craftsmen	3	Resupply Problems
4	Draft	4	Superstition	4	Set-Back
5	Violation	5	Witch Hunt	5	Monster Sighting
6	Siege	6	Cultists	6	Ship Impound
7	Lawlessness	7	Xenophobic	7	Conspiracy
8	Catch-All	8	Catch-All	8	Catch-All
x - †	Outlaws	o - o	Wagers & Deals	o - †	Mysterious
1	Barbarians	1	Mariners	1	Missing Men
2	Scoundrel	2	Warriors	2	Gloomy Weather
3	Vigilante	3	Aristocrat	3	Animal Migration
4	Ploy	4	Drunk	4	City Alarm
5	Robbery	5	Challenge	5	Amazing Coincidence
6	Ambush	6	Magical	6	Phantoms
7	Pickpocket	7	Cabal Agent	7	Miracles
8	Catch-All	8	Catch-All	8	Catch-All
		† - †	Servitors		
		1	General Malaise		
		2	Sickness		
		3	Disorder		
		4	Rivalry		
		5	Challenge		
		6	Mutiny		
		7	Boon		
		8	Catch-All		

Setting: City-State Stopover

A place of refuge for ships, hub of trade, bastions of cabals and bankers, ports are good settings to stimulate action. The setting represents an expanse of twisted streets; inside many encounters will take place. This setting can represent the crossing of a major port, the group trying to navigate the roads of the capital. But, more often the setting is used for the business of outfitting a ship or to conduct a search within the port. The goal will be the phase end and there reach an agent or find his final instructions, else the end of the setting might signal a critical object is gained. As a setting, it is best used in Phases A and C of the scenario sequence.

Ports can thus represent the group outfitting for a journey or searching the immediate area before the climax. Most of the encounters relate to the players moving from inn to market, ship to warehouse, low quarters to high town, garrison to ramparts. i.e. Traversing and frequenting many areas of the port. Their steps may be retraced.

With this in mind, the setting is not very useful, or typical, for a day or two's port call. Even the continuing act of gathering more seamen with press gangs, or selling routine cargo to subsidize a vessel, are not what's intended here.

When flipping cards in this setting, the players are assumed bored, waiting to set sail or hanging around for the opportune time of the climax. The mundane jobs were handed off to minions. They are looking for excitement, diversion. Else the group is actively seeking something, items required before they can ship out. Encounters happen as the group makes inquiries into various sections of the port or follows directions and clues given by others. Much is assumed or ignored. Only the major events occur in these efforts (through the category events).

If the players travel in a small group—leave their warriors camped or refuse the crew liberty off their vessel—specialized settings for particular sections of the port could be used. Yet again this setting is not for single task events, often ones prompted by another event. If the job at hand is to raid a warehouse for sailcloth, getting a seized vessel unchained from a dock, walking a lady through low quarters, sneaking into high town, haggling at the markets, just make those task rolls and move ahead. When the players need to do all those things and more, then use this setting.

A modified category might be considered if the group, regardless of size, will stay primarily in one section of town. If the group solely crosses the port by large thoroughfares, do not use this setting; Frontier more aptly applies since the port was

probably one of many. If the players are hiding and staying only on their ship, many of the encounters will not make any sense. If their vessel is robust, most of the encounters below will not have any reason to occur. *“Why am I buying dried fruit?”*

Do not worry the speed of travel. In most ports, the party can walk easily in a day, several times, from one end to the other. If the players are delayed, it's by these events. Instead the end of the setting denotes the objective is finished – ship fully supplied, initial soldiers assembled, a final search concluded, a discovery made that triggers the climax, an agent finally located and contacted, the next piece of the puzzle obtained. Thus, as players advance the phase, they're ready for more travel or the climax.

The players also head the other way from sea to land. At setting's end, they have successfully disgorged from their ship, left a skeleton crew behind or made arrangements for the ship to meet them later, equipped their forces ashore, added the necessary wagons, saddled all the horses, selected skilled workers...now they journey onward and head out into the country.

Until then, they will create a chaotic atmosphere within the port. A large port has many foreigners, but nothing like the force of nature called a Varangian player character. There's danger from other ships recruiting away the players' crew. There's fees to pay to constables and dockmasters; officials and legion legates want explanation on your purpose. The group could suffer loss to street thieves.

Most encounters will happen without any warning. The players won't see the next encounter coming toward them in the distance. The group is on a narrow and twisted, sometimes crowded, street. The lanes are lined with single, double and triple storied residences. The curious watch from upper story windows. The events will put the players at odds with others whose motives were hindered by the players. The group competes with other ship's press gangs for crew, soldiers, supplies, cargo. Or, the group's search will cause misunderstandings and raise suspicious from obscure questions. Magic will draw notice.

Seasons cause very little change to the events. Night, however, can make a big change, since the streets after sundown become unlit and deserted. Anyone met traveling after dark is a problem – drunks, conspirators, thieves, vigilantes, etc. In all but the most lawless of ports, the constables enforce a curfew. Player characters found outside after dark are considered vagrants and may be arrested. Spend a night in a jail. The constables often sell the indigent to ships. Yes, there are Digressions to

resolve when a player is taken out to sea (W) or knocked unconscious away from his companions (G). *“Where have you been the last three days?”*

Any organized group of soldiers moving after dark may be charged with suspicion of robbery, a lowly crime against property, which is easy to fight in court. Robbery may be precisely what the players are up to. The warriors of the crew will probably not themselves want to be overnight away from the ship, their camp or temporary billeting. A proper bribe to a passing constable may prove one is not a vagrant, but any after hour activity is looked on with suspicion. The bribed official may follow to see what the players are up to, and then ask for his share or a larger gratuity to keep quiet.

CUP-CUP Ports: Elite

These are the rich and socially powerful men of the port. Most are titled lords; more than this, they have special privileges under the law. Many have estates out in the countryside, providing them with additional money from rents and mines. Yet unlike a landed vassal noble of the countryside, these men have no idle time. They are busy countering the intrigue of older families, nobles who despise the upstarts newfound influence at court. Some of the elite were not born to social strata and wealth. If they hold title, it came through their wives’ fathers or was purchased by acts of valor or cunning. These are men who understand supremely the economics of the age.

In a port, these men control craft, trade and shipping. Since often the players enter this setting to resupply or conduct final searches, the encounter will relate to refusals by these men to help the players. Though not mission consequence KING encounters, these men will still inadvertently hinder the mission. The net result of crossing paths could be like a mission consequence inverted QUEEN. They want something, if only tribute, and the players’ mission means nothing to them. Maybe the players can do them a favor and in turn each will help the party out of their jam. *“One hand washes blood off the other.”*

Rank One – Guildmaster: These represent the deals of powerful men. Guilds are monopolies and control specialized crafts or products. Since the player characters probably have no true need in game terms for weavers or tanners, this man has more obscure trade goods or magic. He might also have forced the market to stop trading with the group’s ship. He will be the source of supply problems. Now that he’s met, what do you do?

To negotiate, he will desire more, a share in the adventure’s rewards. To threaten and he might laugh. Since this guy seems to deal often in threats, he will be

a skilled duelist with a high defensive modifier. Killing him never ends a shortage. Robbing him is far better. The encounter might follow with the players raiding his warehouses. Did we name him yet? Do so, because he will remember the wrong.

He's the person the players must seek to outfit a vessel or acquire equipment, horses and supplies for a journey. Normally finishing the setting without this event, meant those purchases happened without a hitch. Since this event has occurred, something went awry in the deal. Commonly the master is unable to meet the players' requests; he may outright refuse. Rarely there's a shortage. Even if his warehouses locally have no supply, of say sackcloth, he's a guildmaster and stocks can be had from someplace he controls.

He will claim he has a small problem with a lord charging tolls, an insubordinate set of craftsmen, a person late to repay a debt, or a competitor with inferior goods. More interesting situations of double-deals, actual frauds, siege and war disrupting trade of raw materials, even political alliance, might be introduced by the Ref. *"I'll give you want you want, if one of you lords, marry my half-sister. She's unusual."*

There's no need to begin a full side mission. This man wants you to punch someone, punch hard, and tell the victim who sent you. The players might refuse and leave short-supplied. Deduct and lose a half D8 longboat techniques. They might use another source, but the items are slightly defective. Lose just one swagger, but make an enemy.

The players might wish to perform the strongarm job. Powerful players may enjoy this extra work or make counter threats of their own with the guildmaster. The players should not involve the mission's patron in any way – that's more correctly how to present a guildmaster and his problem as a mission consequence KING in this setting.

If the guildmaster's task is completed, or the NPC decides the players are unworthy or dangerous enemies, the ship loss is avoided. One last thing, someone pay a purse of coins. He can't be seen a giving charity or paying for a sinister task quid pro quo.

In phase C, this works about the same way. When the players are not outfitting or seeking to purchase, they may need a special item or knowledge that the guildmaster refuses to just hand over. They may also have become unknowingly involved in a guildmaster's intrigue. The results will be the same. He wants something or will make problems.

If they handle the encounter well, the players gain a chance to add the Good Trait Prosperous and may purchase the corresponding longboat techniques. If the city is already Prosperous, the longboat techniques come free of charge as a reward for successful acts.

Rank Two – Dockmaster: This man controls the wharves. When a ship enters port, she is in her most vulnerable position. The vessel can't maneuver freely. On the seas, the commander chooses a course in any direction. Even on a river there's a great deal of freedom to retreat or race past an enemy. Most rivers are wide and allow maneuver in every compass point. In port the commander loses all of that freedom.

Vessels are almost always magically secured. The dockmaster holds the locks on these charms, since he's responsible for piracy of any boat in his care. He might not be a user of magic; these wards are ancient and demonic. The bounded gins in the iron links are powerful in all ways except gaining their own freedom.

The dockmaster will always be the chief of the constables. The event signals that he leads several full cohorts of these soldiers. He's probably related by blood to the mayor or legate of the city's imperial garrison. He can inspect any vessel, charge outrageous tariffs on cargo, impound a vessel...all on his say-so alone. Many other regular visitors would love to see this man drown. No ship enters or leaves a port without his permission. Since ports have protective catapult artillery, the harbor defenses may ensure compliance with his wishes.

A ship typically is towed—by smaller boats oared by the dockmaster's men—into and out of a port's channel. There is simply little ability to sneak in and out. Newly arriving ships are moored in rows, where seamen even have to walk over the deck of several ships to get to their own. Vessels are fastened together while docked to keep them safe in shifting tides. Think of the array of ships like a slide puzzle.

The dockmaster has the upper hand – ships won't simply vanish without a clever diversion and lots of effort. The dockmaster, upon this event, is the most powerful man in his port. He has even more authority than the hereditary lease lords and high judge, the Lord High Mayor. That much power is not typical. This event makes the man someone to fear. He may even be a demi-human monster.

The dockmaster is causing delays. Huge bribes might sometimes fix a problem, but he may be disinterested by money and sees dock work as a brainteaser or pious charge. This man may have been appointed because he's deeply dedicated and of religious high morals. Some monsters don't have need of monetary bribes. If bribery is attempted, the dockmaster might call constables to make an arrest.

Otherwise, the man is extremely corrupt, will extort more than most vessels can provide, or sends his minions to steal cargo from the very ships under his care. If he is an imp, the port will gain an extra Bad Trait Pestilence.

Empty all purses and resign yourself to not gain any more longboat techniques this setting. These men are bullies. Flattery may be the best option, besides assassination. But a fight in the open will cause the loss of the party's ship.

If they handle the encounter well, the players gain a chance to add the Good Trait Magazine and may purchase the corresponding longboat techniques. If the city

is already Magazine, the longboat techniques come free of charge as a reward for successful action.

Rank Three – Acolytes: This represents priestly officials who control the prominent chapel or cathedral of the port. The acolytes do not need a bodyguard of soldiers. They have magic, and unlike the players, are allowed to use it. Plus, they are either warrior-monks or rely on everyone in the area coming to render aid. Pious, pompous and holier than thou, the acolytes will demand tithes for a faith the players and crew find foreign or unworthy.

Acolytes will act self-important and generally interfere with the players. They order people to do work for their own special projects. Best to oblige, since the event implies these priests control the city. Yet with each passing event, the players will slowly lose their best and most talented: tradesmen and tinkers, merchants and laborers. Some will convert, most put off the work needed on the group's ship, fearing a sanctified retaliation. Assess some longboat technique losses, if the setting doesn't end in a half D8 events.

Who are these guys? Select a godly aspect or commodity, like timber, and give this body great influence over the sale and use within the city. That wood is needed for firewood, as well as repairs.

If the players can find a way to discredit the faith, the acolytes may back down. But that's not an easy thing. There is a Q&D Battling Test of Honor, in the climax booklet that works if an initial fight erupts. Beating down these men might also attract a fight with the god they worship. Otherwise, make a plan and exercise your skill. There are probably some interesting ways of thwarting the obstructionists. The saintly men are truly only as powerful as the multitude of followers they inspire. Give the city a new foundation of faith?

If they handle the encounter well, the players gain a chance to add the Good Trait Peaceful and may purchase the corresponding longboat techniques. If the city is already Peaceful, the longboat techniques come free of charge as a reward for successful action.

Rank Four – Lords: This represents a noble walking the town with his family or associates. This can be a light outing or a complete change of household. If he's hauling furnishing, he will have gained promotion or been stripped of his authority.

A lord tends to be stuffy, dislike anything battered or common, and generally threatens more than he has the clout (or desire) to truly instigate. Let's get right to the heart of the event – the noble has troubles with an aristocrat, a property owner without true title. His enemy is a guildmaster, often one associated to a cabal.

The noble has little to offer. He may even expect the service gratis from the barbaric player characters. He can make trouble and cause problems with supplies and soldiers. He could be critical to the players finishing their preparation or reaching

the climax. Go around the table and let each player suggest a reason or situation where this NPC's role is important. e.g. He hides the only stores of salted pork; the rest was sold to an army, recently. He might have just purchased the last barrel of vinegar, with no more available until next season. He might be the brother of the mayor or dockmaster. Let the group vote on the most plausible reason he's important. Also, name him, and add him to the social life of the city. Regardless, the players ship will sail with a critical shortage, unless the party helps this nobleman. Yet his revenge is on a guild.

By virtue of being a lord, he may actually have untapped clout if he becomes a true friend in the game. Forget about his entourage or escort's size; there will be no fight with him. Some events are not solved by punching someone – tell that to the guildmaster he wants murdered? There can be no lesser damage inflicted. To appease the noble (here), a life must be taken and soon.

If the players want to reach the climax without a die roll penalty on all difficulty rolls, they had better find and slay a local guildmaster. By serving the lord, they might anger a cabal or their own patron. Nothing is for sure; let the deck decide what wrinkles follow this crime.

If they handle the encounter well, the players gain a chance to add the Good Trait Patriotic and may purchase the corresponding longboat techniques. If the city is already Patriotic, the longboat techniques come free of charge as a reward for successful action.

Rank Five – Overseers: This represents a major slave owner. He may be someone who trades in slaves or is simply a man who needs a tremendous amount of unskilled labor for his family farms and mines. He is not reasonable, especially to Varangian scum. He would love to enslave the player characters and their entire crew as filthy looters. *“You’ve never worked an honest day, night rogues.”*

He might also be a man looking to outfit his own ships with rowers. His need is driving up the price. Or his refusal to sell, drives up the price. The city mayor is angry that this is causing inflation. Add the Bad Trait Ransacked.

Slavery is a tough institution. It lasted for longer than anyone might argue it should. Yet the fact remains, slaves are war captives, and their punishment is a lifetime of labor. In Outlands there are less slaves by birth, a practice falling off in all but the capital. In Constantinople you will find multigeneration slaves and their offspring as slaves. Out in the frontiers, less so. But there's also more war captives in the frontiers; hence usually plenty of slaves. Regardless, these humans and nonhumans are exploited, and the player characters are fine with it. The immortal gods keep slaves.

Imagine all you want; there is no happy place where the bird headed men get along with the ape faces, where no one tells anyone else what to do; all is perfection

(and dull). Every fantasy world has slaves. They might not be in your face as part of the story, but the word serf is just another word for toil.

Skip the chit-chat here. Upon first meeting there will be no fight. This may even be just confirmation of the rumors by local slave brokers or slave buyers. The army is not capturing enough prisoners. The courts are hanging too many. There's not enough labor to even hire in town the strong backs to get your ship moving. One person, name him, will be principally to blame.

Many of the group's present crew are freed slaves. Do the players want to put those men back in bondage? Lose a good many longboat techniques to do so. In a pinch, anyone, even the player characters might grab the oars. Your sliced and sinew petrified hands may no longer be able to hold a sword – give it a try. Undead might be used; conjure some octopi. Whip up some enchanted wind. Yet those will decay, and the spells cannot be made permanent. The techniques you might use to escape a tight spot do not last day upon day on the water. The Zaires look unkindly on these Magical Ships (pg 124 of climax booklet); given time you'll be sunk.

Your ship needs slaves, and the town can't sell any. What then? Kidnap this man for later ransom of his slaves. Burn his farms, collapse his mines, so he needs no such labor. Steal the wealth from his home, so he quickly needs cash. Kill his family and kill him. Or if you like, kill him and put his family on the ship as slaves. Remember you're playing a game with Ignoble deeds to fulfill. Besides, this guy is disliked by the city-state as well. You could get pats on the back as you secretly find he sells humans to the Saurians or supplies virgins to bestiality cults and vampires. *“Okay, now he's a dead man.”*

If they handle the encounter well, the players gain a chance to add the Good Trait Justice and may purchase the corresponding longboat techniques. If the city is already Justice, the longboat techniques come free of charge as a reward for successful action.

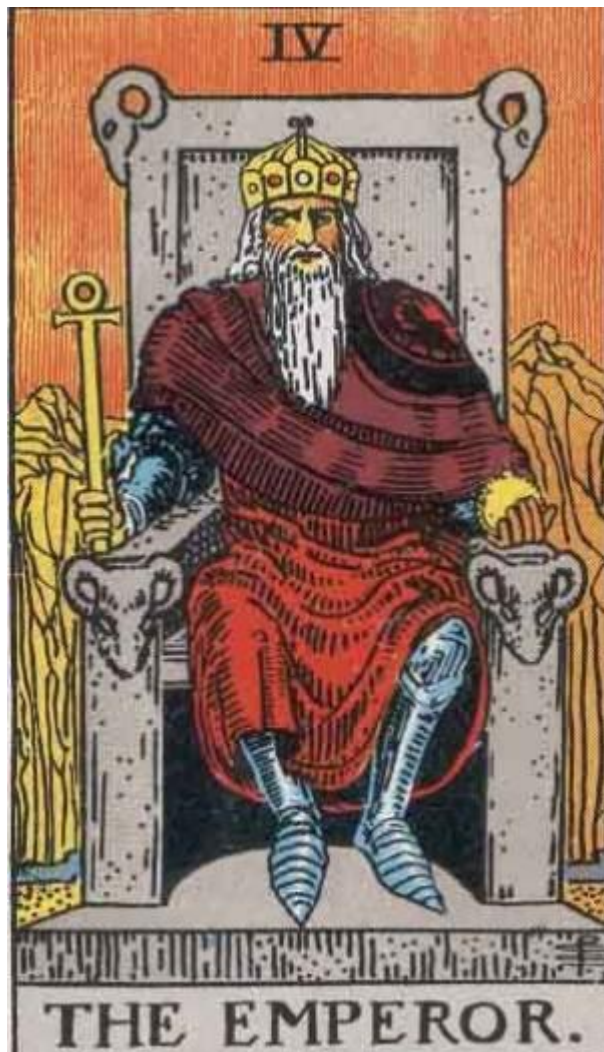
Rank Six – Ruling Prefect: This represents the entourage of high court officials, people who work directly for the emperor. If near royalty arrives at the port, everything the players need will become more difficult to obtain. All the supplies and workers will be set festooning the walkways and serving up dishes at the parties. The streets will be clogged with well wishers and petition seekers. Many more ships will arrive in harbor. Shuffling the vessels around has nightmarish complexity. *“Forget leaving, you're all stuck here.”*

There will be no way to amble about, except at night. The entourage might mean the rival changes his plan or location, scrubbing the mission. The player may have to go outside the port all the way to the next for needed materials. Besides the extra time, there will be higher costs. The Ref should use this event as a modifier for every other. Push the rank of all card events up by two toward the combination event

of catch-all. Where quite literally, all the events of a category might be happening at once. *“You truly did catch all.”*

I can only speculate about how the players will drive-off the powerful. Select a card under WHO? or the Loyalist political party arriving. (See quest generation booklet.) Maybe if the negotiations go well, the prefect’s summit will end early. Maybe the players will just worm their way in to the conference and be the arbiters of change. Maybe they will just forget their quest—rank six are tough—and enjoy the celebration. The threat of an outside invasion or monster may get the dignitaries to flee?

If they handle the encounter well, the players gain a chance to add the Good Trait Strong and may purchase the corresponding longboat techniques. If the city is already Strong, the longboat techniques come free of charge as a reward for successful action.



Rank Seven – Familiar: The players meet someone they know. Not the patron or rival, but maybe a past patron or rival. These are friends, enemies or a previous NPC of an encounter. Relatives are certainly possible. Seldom will this be an important NPC, like a mission consequence KING. But the event prompts new opposition, even from past allies. The result should tend to be like the other events of this category, adding problems to the players. The NPC is known, but even as a friend, he is not helpful to outfitting or that final clue to reach the climax.

To meet someone you know is not just happenstance, it suggests the city is on the cusp of a grand revival with a diverse populous. If they handle the encounter well, the players gain a chance to add the Good Trait Populous and may purchase the corresponding longboat techniques. If the city is already Populous, the longboat techniques come free of charge as a reward for successful action.

Q&D Grovel with Dignity

Grovel King: Praise your company with words and expressions to laud from antiquity. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). On fail, the next player will select a new event and continue. **Difficulty:** 6 **Advantage:** Wizardry Spirit Guide (R)

Grovel Queen: Bite your lip and make a joke out of something you delivered as a blurted insult. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 9 **Advantage:** Swagger Feigns (I)

Grovel Knight: Turn a sycophant's taunt into a double entendre implying a rude twist of his phrase. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Trait Clever

Grovel Knave: Change the subject and offer a blessing to all that's holy. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. Regardless, make an enemy of a Secret and Hideous Cabal. **Difficulty:** 6 **Advantage:** Longboat Religiously Inspired (C)

Grovel 10: Lower your shoulders, crinkle your brows; present an image of remorse plain for all to see. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. Regardless, make an enemy of a Dwarven King, though his realm's underlings may still be rude and unhelpful. **Difficulty:** 8 **Advantage:** Wizardry Shape Shifting (J)

Grovel 9: Kneel in tribute and do so with your blade predominantly featured in your gesture. Success and the encounter ends, any obstacle (for now) is overcome. Fail and next player to take an action, continues with Difficulty raised by three. If the rank of the event is Rare (seven) or Catch-All, also on fail, make an enemy of a powerful magical wizard, faction or even an aspirant to Zaire. **Difficulty:** 8 **Advantage:** Blade Paladin (P)

Grovel 8: Be generous, a small amount of kindness and gifts, will give your host a night to remember. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. But, fail and attract unwanted attention from nefarious elements and thieves; though combat might not immediately start, sometime soon the party will be ambushed by those seeking treasure. Regardless, the situation here has ended. If the rank of the event is Flukes (six) or Catch-All, every player must attempt this roll; however, only the first attempt can

gain the valuable result outcome. The other players are merely rolling to avoid losing their purses. **Difficulty:** 9 **Advantage:** Longboat Treasure Laden (D)

Grovel 7: Offer proof, documentation, testimonials, solemn oaths, etc. that today your travel does not end in this city-state nor are your goals opposed by the tribunal seeking to divine your purpose for being here this day. Success and make a friend of a political faction loyal to the emperor. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Agitated (five) or Catch-All, a failed roll results in combat; you are caught in a lie or an indiscretion, a greater offense, was committed. **Difficulty:** 10 **Advantage:** Longboat Charted Path (B)

Grovel 6: Ask for discretion, whisper the name of a well-known governor or Earl, assert your actions are that person's commands. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Infrequent (four) or Catch-All, regardless, make an enemy of a political faction loyal to the emperor. **Difficulty:** 10 **Advantage:** Longboat Noble Allegiance (K)

Grovel 5: Use an arcane gesture or spoken call sign to not so subtly suggest you're protected by and serve a dangerous master. Success and make a friend of a Secret and Hideous Cabal. But if this becomes known, the legions and loyalists of the Emperor will become your foes. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Informational (three) or Catch-All, the Difficulty for this roll raises by three. **Difficulty:** 9 **Advantage:** Wizardry Hexes (M)

Grovel 4: Nervous about being cheated, magically charmed, poisoned or drugged, you focus on your host (or interrogator), sniffing and testing your senses prior to offering only curt answers. Success to gain the Quest Pip. But, fail and lose any Swaggering Technique. Regardless, the situation here has ended. If the rank of the event is Common (two) or Catch-All, a failed roll also means the player has had his purse of coins taken; he will not realize the loss until long after this event ends. **Difficulty:** 10 **Advantage:** Blade Heirloom (I)

Grovel 3: Politely refuse the request of someone who seeks minions for what seems like a nefarious task (but the conversation is left vague). Success and gain a boon, a reward for your troubles (and to imply conspiracy); add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). But, fail and suffer a vicious wound; the injury occurs a short time after the event and happens psychically, magically. Regardless, the encounter ends. If the rank of the event is Routine (one) or Catch-All, each player must attempt this roll to avoid the wound. **Difficulty:** 8 **Advantage:** Longboat Pure No-Curse (J)

Grovel 2: Words were spoken, quickly regretted, but the damage seems done; plus a few hours (or days) have passed in the whirlwind of wretched misery. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. Fail and continue your survival on Digression (P), Prisoner in Transit. Regardless, the encounter has ended. **Difficulty: 8 Advantage:** Longboat Elite Goals (A)

Grovel Ace: Accept a complement from a passerby, someone who says he feels he knows you (from a past life) or has seen a similar weapon to the one you carry (something mentioned in a folktale or as the sidearm of a legendary marauder). Optional, success and make a friend within a Foreign Power or Saurian Tribe. But if this becomes known, the legions and loyalists of the Emperor will become your foes. Regardless, continue on this table until an event repeats or all players take an action. If the player refuses to roll, the next Difficulty is increased by five. **Difficulty: 6 Advantage:** Blade Herculean (J)

Setting Stopover Major Tarot Flairs

Stopover Magician: Lock eyes with the village madman, only you see serenity. Selecting player gains a random Wizardry technique. If he already has the ability, he may lock it as Glorious.

Inverted: Sense the magic in this section of the city has been long depleted. All Difficulties which have Advantage of Wizardry are increased by two.

Stopover High Priestess: Feel a sudden moment of clarity. Regardless of the event generated, a successful result will end the encounter. The Difficulty and Advantage still applies, but no other result for success or failure (even regardless flairs) will occur.

Inverted: the locals hate Varangians; this racism insults the party's dignity. If any combat results, all players start with Fury Pip.

Stopover Empress: Stay focused; this city is the same as any other. Ignore the effects of any Major Tarot selected for these events. Those majors presently influencing play still apply.

Inverted: the city is hot and dry, unseasonably so. If event was generated for Q&D Surviving the Hangover following Mishap, Difficulties increase by three.

Stopover Emperor: The city's constables hold authority as judge, jury and executioner. If the rank of the encounter event, which prompted the Q&D, was Rare (seven) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: start with a balcony or raised cross street vantage of what lies ahead. If any combat results, the first player to act in the ensuing battle starts with a Command Pip.

Stopover Hierophant: witness a duel or practice session. Selecting player gains a random Personal Swaggering technique. If he already has the ability, he may lock it as Glorious.

Inverted: witness a spell cast or white magic battle. 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.

Stopover Lovers: Someone elderly expires right in front of you, just drops dead in mid stride. Selecting player gains a random Blade technique. If he already has the ability, he may lock it as Glorious.

Inverted: realize your sword needs to be sharpened (when you get a chance). All Difficulties which have Advantage of Blade techniques are increased by two.

Stopover Chariot: Your better crew masters set out on their own errands. The party gains a Longboat technique. Select from the first available counting up from (T). This addition joins the party for the continuing adventure underground, even if it exceeds the one-fourth limit.

Inverted: banners and posters proclaim the city is in official mourning. If event was generated for Q&D Games and Sport, Difficulties increase by three.

Stopover Justice: An alarm sounds; could be an attack, could be a drill, might be some foul tone call to temple. No one seems to be in a rush and people laugh oddly when asked what's happening. If the rank of the encounter event, which prompted the Q&D, was Flukes (six) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: the city reeks; could be a back flow of the sewers or residual odor after a monster was slain. If event was generated for Q&D Grovel with Dignity, Difficulties increase by three.

Stopover Hermit: mobbed by swarming beggars, the hungry and destitute, mostly children and the infirmed; they are slowing street traffic considerably, choking side streets. Either lose Longboat Abundant Stores (M) or suffer a minus one Quest Pip.

Inverted: city-wide manhunt is taking place for a monster or child-killer. If the rank of the encounter event, which prompted the Q&D, was Routine (one) or Catch-All, failure in the next event also results in a vicious wound to the lowest level player character.

Stopover Wheel of Fortune: Shuffle the deck and continue.

Stopover Force: Enter as a city-wide tax is declared; could be a one-time or reoccurring event. Either lose Longboat Treasure Laden (D) or suffer a minus one Quest Pip.

Inverted: streets are too narrow and seem deigned for a smaller race of people. All Difficulties which have Advantage of Mount Swaggering are increased by two.

Stopover Hanged Man: A trial just concluded for a violent criminal who escaped justice; perhaps the citizens believe the wrong man was executed. If any combat results, the enemy starts battle as Enraged.

Inverted: the governor has recently pardoned an ally for a crime the agitated people think should receive capital punishment. If event was generated for Q&D Due Diligence and Drudgery, Difficulties increase by three.

Stopover Death: An election is happening; many sides are trying to both get their own supporters to the polls and to keep their numerous parliamentary opponents from the same. If the rank of the encounter event, which prompted the Q&D, was Agitated (five) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: the town presently is in siesta, following a state sponsored feast; there may be some scraps left if you detour? If any combat results, the players start with a Tactical Pip.

Stopover Temperance: For expedience, and since most cities are relatively safe, your group splits up, setting a time to meet in that the town center or back at the boat. Only the prime player character takes actions on these tables. Only if he is incapacitated may he choose his second to take over rolling on events.

Inverted: crowds fill the streets in a clash of celebrations; one side is a somber parade, comingled with a ruckus bacchanalia. If event was generated for Q&D When Speed is of the Essence, Difficulties increase by three.

Stopover Devil: Everyone seems to be staying inside or rushing if forced outdoors, otherwise tally-ho. Either lose Longboat Pure No-Curse (J) or suffer a minus one Quest Pip.

Inverted: this city personifies the terrible closeness of the terrible gods, a bad place to recruit fresh crew. Either lose Longboat Treachery Expunged (G) or suffer a minus one Quest Pip.

Stopover Tower of Destruction: Coincidentally, the buildings are crumbling in this area, or a rumble of a quake occurs. Failure in the next Q&D event also results in a vicious wound to the lowest level player character.

Inverted: the last Varangian ship to make port tired to loot the city market or free some scoundrels held for crimes. If event was generated for Q&D Peaceful Disentanglement, Difficulties increase by three.

Stopover Star: The populace is tired after bringing in the harvest or drilling to fulfill feudal obligations. Cancel the effects of any Major Tarot presently influencing this encounter event.

Inverted: evolving dialects of the city will make even those fluent in certain languages have problems conversing. If event was generated for Q&D Appeal to the Masses, Difficulties increase by three.

Stopover Moon: The lower class is feeling persecuted and tempers are at a boil. If the rank of the encounter event, which prompted the Q&D, was Informational (three) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: gladiatorial or racing events have put the city into a state of violence craving fury. If event was generated for Q&D Serve using Reason and Flattery, Difficulties increase by three.

Stopover Sun: The patron deity of the city is pleased. Next event generated is automatically successful regardless of Difficulty. Perhaps a swaggering will be gained.

Inverted: a foreign goddess of war hungers for some tribute. If any combat results, the selecting player starts with Catbird Seat Pip.

Stopover Judgment: The courts are clogged, and the city elders have said that small matters must be handled between the parties; take charge of your own lives! If the rank of the encounter event, which prompted the Q&D, was Infrequent (four) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: it's raining; in some places the town is flooded, and mud a foot deep fills the furrows of the fields. If event was generated for Q&D Bonding and Fitness, Difficulties increase by three.

Stopover World: A minor god and goddess are toying with the city inhabitants, casting magical dice and engaging in mischievous foreplay. After concluding this event sequence, the party must immediately face a second set of events on another Q&D table. Ref decides which one.

Inverted: shortly after making port, the dockmaster orders the party ship to push off and come back tomorrow; space is needed, and no vessel may loiter. All Difficulties which have Advantage of Longboat techniques are increased by two.

Stopover Fool: the city is short of revenue or a temple needs funds for repairs; those met by officials are asked to donate generously. If the rank of the encounter event, which prompted the Q&D, was Common (two) or Catch-All, failure also results in a vicious wound to the lowest level player character.

Inverted: the night here arrives earlier than expected and lasts longer than it should; if inquiry is made, no one seems to know what you're talking about. yet magic is not responsible (Rather than magic, natural planet tilt, topology or mountain proximity explains the problem.) If event was generated for Q&D Scout, Hunt and Trail, Difficulties increase by three.

CUP-ROD Ports: Slavery

The empire runs on manpower, almost all unpaid. The history of bondage does not flow from an extreme to a minimum. Slavery did not start as a universal idea. The

concept evolved slowly to become unescapably common and essential for humanity's survival. There's just no way to feed everyone, even with magic, if the institution were to be overnight abolished. Slavery is on the decline as freemen make their own estates and gather free loyalists. But, in the cities the player characters will see the unnamed and sullen going about their business with no thought of liberty by anyone.

Egyptians did not have true bondage slaves until several thousand years after their pyramid builders. People do not need to be forced into grand enterprise. They just need to be fed. The Greeks had several words to describe slaves, depending upon the debt owed. It was Romans with their numerous conquests that filled their cities with Hollywood style slaves; by some estimates four in ten of all people were owned by someone else. Outlands is a society living in that declining Roman era, as it begins to collapse into warring feudal states.

In Outlands, the slaves are more common than any other class of citizens, though these people are technically bonded to the land not a specific person. If the legal owner moves, he is not taking his slaves with him. The slaves are part of the farming land purchased or usurped by another. Slaves are seen indifferently, the same as sets of tools. Body pampering servants and eunuch guards are culturally a sign of weakness. They exist as a novelty and for game affection, just like character beards and ear piercings would be to the story of role-play.

To indulge in some terms, some slaves would be more truthfully squires, people who are being trained and will stay without pay and without freedom to leave, until the master dies or releases them as ready. Never will a player character be the bondage slave of his patron. The Varangian identity rejects this. Even as the patron might see the characters he hires as just his servants, the party identifies as sell-sword and adventurers.

Most slaves fall under the typical role of unnamed servant. The rowers on most vessels would be classified as such. Can the owner beat his slaves to death? Yes, but not with impunity. The law will vary, but even in the most draconian states, the gods often punish the sadistically cruel.

Many slaves are relatives. Most are people who could not survive on their own, the young and the old. Slaves expect the masters to protect them from the horrors of the world. Chattel was family, the head of the household would assign the roles of all his younger siblings and children. These are technically slaves, though

families were also communal with a share and share alike sensibility. *“Get off of my throne, please.”*

The game has slaves. The game is not about slavery. Forget your notions of the antebellum south, where racist bondage obtained its pinnacle of torment and acceptance. In an ancient period, a brutal slave handler could be chastised by any noble, and his *children* given to another for care – protective child services in many ways. Will the players witness acts of barbarity, yes and they may commit some themselves. But these will be the outliers even with species less than full human. Enough said.

These are encounters with the masters dealing with slaves. All vessels have a continuing problem replacing weak and dying rowers. Every mariner needs to buy or impress slaves. Wars and monsters deplete the ranks, disease and fatigue take the rest. Life is short on the water for many.

A vessel will make port to secure more servitor crew. The officer primus will lead a force of men—seldom cohort size but may well need to be for a ship of Tessarakonteres design—searching the wharves and low quarters the hunt begins for able bodies. Normally this action occurs without any prompt of dice rolls.

With this encounter, the slave pens and prisons are emptied. Unless a triumph has occurred recently, the supply is vastly under the need. A press gang might carry off drunks from taverns; otherwise a club to the shoulders on someone walking down a dark alley creates the same result, an unconscious volunteer. The fallen are taken to a vessel and held there until it puts out to sea. For a few a raider’s life is better than farming. Those proven men continue on with freedom as warriors as judged by the First Optio.

While traveling in a port, the players too will meet press gangs. A player character who is knocked unconscious, even in the middle of a crowded brawl, might end up impressed. Yes, there’s a Digressions (D) and (W) to cover that detour.

Press gangs will not take, at least try not to abduct, lords or wealthy gentlemen. The force is not after people that may cause legal troubles or know how to inspire mutiny. A full purse might be robbed instead. If a player is well dressed and soft spoken (speaking Greek or the Rus language is a must), he may avoid involuntary duty as a servitor. *“Didn’t mean to knock you down there Gov; I thought you was a vagrant.”*

Rank One – Escape: A group of slaves is trying to flee. A ship may have just made port, or the guards of a press gang were overpowered. Since most ports use slaves a labor for sanitation and street maintenance, this may also be a nonhuman group fed-up with bondage and trying to return to their tribe. They may have help and are now armed. Nonhumans in Outlands are enslaved rather commonly. If enough of one genus species are placed together, they naturally grow more impudent and conspire to escape. War captives are hard to contain without the prison conditions of a lower ship deck or the harsh walls and death sentence of a mine.

This can be an opportunity for the players to grab a few strays. They might also help the local taskmaster or ship Remiges collect his lost lambs. A finder's fee of a few (of the weaker) men will be delivered, after one or more players displays trait, skill or swagger to corral the bunch. Will this replace a lost technique in the group's own ranks; maybe not, but it's a start.

When category Cup-Rod appears, available slaves are in shortage. The Ref might set a number exactly or state the shortage in terms of events. i.e. The players need twenty more slaves or a full D8 encounters to make up for the shortfall. They might even have to accept the loss of a longboat technique if the phase advances before then. Would be very rare for the players to ignore a TEN. The game is signaling get on with it in whatever state you're in.

Rank Two –Guards: This is a press gang returning from gathering seamen. Should there be a fight, the gang will number roughly twice the number of players moving the same number of impressed men. The captured will be a mix of the unconscious and carried, combined with others walking with hands bound together. This could be an event that gains more details later, as the next event is flipped. *"Have you seen my brother?"*

Rarely, this event represents something other than a press gang. A group of war captives or criminals might be passing under escort. Should the players aid the seemingly innocent men, or try to take sailors away from these guys, the result may be to add furtive mutineers to their ship. As a great twist, perhaps teach the players not to be too righteous or anxious in their actions.

Rank Three – Brutality: The player characters witness a beating or public execution. There may be several people held in stocks for public abuse. The ship needs warm bodies as rowers, and here are a full D8. The players probably are short ten slaves, and this ready source is hard to resist. But, the crowd will need to be placated by trait, skill or swagger. If the players grab the prisoners to fill their own shortages, the task rolls at Difficult for each player must be made. Give any failing player an Irregular Bane for his misfortunes. He could be the next one in the stocks waiting some other Remiges' need.

If the players take the prisoners, city constables will hunt them. The group has a full D8 events to advance the phase or enter another fight. No, the constables may not be grabbed as rowers. That will get the group hunted by warships. Defeat the cops or flee them to your ship. Until the setting is exited, every half D8 events brings a more formidable attack force.

Rank Four – Manumission: This could be a noble freeing his slaves, a knight holding a ceremony to honor his elevated squires; a man of wealth could be buying the lowly and setting them free? That's unlikely. Those events occur, but they are hardly event worthy right here.

Instead, you have a dispute between an outside press gang and a group of freemen. A visiting outside ship's Remiges is taking hostages that he considers slaves. The clan chief of the freemen is arguing that the enforcer has no right. Papers are being shown; women are weeping. The group is nonhuman, and there's a language barrier. The weeping may be just how these folks cheer on heroes. The Remiges doesn't care and sees nonhumans of any kind as fodder for his oars.

Make a decision players. If this is the first Cup-Rod event, then the players know they are short twenty slaves to outfit. Else, from the previous encounter, they know how many bodies they still need. Here are that number and more. Walk on, nothing to see? Or fight a three way battle? Could they just be gallant and stop the oppression – that leaves them down a longboat technique if they don't get the fresh slaves themselves?

The players need to use personal combat to defeat an enemy number equal to the number of players, before the remainder of the Remiges' force runs off. The Remiges himself is at least Large, being a half D8 in level. He will start Enraged if the players interfere. As for the free clan, pick any animal head and put it on a human body. The number of them need not be set. Every submission the players create in combat can be treated as fresh nonhuman captives. Use your Calculated and Recitation Methods to fill that ship shortfall. Take a chance of doing the same or defeating the Remiges with any method.

By the way, you can't over crew, grabbing hundreds of nonhumans as spares. Smart, perhaps, but just doesn't work. There's little enough room for the number you need; there's food to consider, and there's danger in having cohesion among the galley rowers. An unspecified mix of races and strengths is best. Free-style play emphasizes words and situations not a counting approach to resources. Do you take more than you need, probably. Do some end up buried at sea, of course. But this game isn't a sailing Sim.

Rank Five – Refusal to Serve: This represents a civil disobedience in progress, perhaps a riot for food or protest of new laws which have crippled trade. At times, it will be vigilantes howling for justice or tradesmen protesting increased press

gang activities. Members of a priesthood are usually involved on both sides; some trying to calm the mass, while others calling for a city-wide strike.

The slaves are refusing to work. Add Bad Trait Disorder to the city. More things to mitigate or suffer longboat loss.

A few combat dispatches will disburse this rabble, but the disruption remains. The players are short twenty-five slaves on their boat. Even if they have had other Cup-Rod encounters, they need twenty-five; that's the new number. If the phase advances before they find and capture that many submissive men, the longboat loses a half D8 longboat swaggering.

This is an event that will not be settled here. Fight a fight if desired. The players may take a half D8 rounds and try to collect some prisoners to drop their numbered shortfall. e.g. Good rolls on Calculate Method Chiasmic Action (D) could gain a full D8 opponents with each attack. Remember your Technique Overkill bonus and maybe add the Fury Pip by activating your Energetic strategic benefit.

The constables of the city are in an uproar. Add one to the rank of any Cup-Sword events. This is a city best left soon, if not at once. But there's that rower shortfall to consider. Can magic be used to have good winds for an entire trip? No, that's far out of scope; you can't just roll each day like you're reading a spell from a book. Can magic be made to make the boat swim on its own. Yes, but that's nearly impossible, and worse a Zaire will soon come and dispel that charm. Want to stop him?

Find your healthy bodies and get out of here. Choose wisely, because many people have enough clout that by taking them you'll make an enemy. Outlaws are good. The Elite are not. Citizens in taverns (at mid-day) are good; Constables in taverns at mid-day are not. Raid a field and take farm labor? Now you're thinking. Better to make one enemy of a regional Earl than leave port missing a swagger, right?

See what comes next and plan accordingly. If you're really lucky you'll get a number of Cup-Rod and have some other ship Remiges from whom to rob servants.

Rank Six – Magical Obedience: Someone is using magic openly to take slaves. He is not being indiscriminate. That implies the person is not as much interested in workers as he is in gathering sacrifices. Thousands might die. The city may allow this from time to time by old rite. The mayor may be calling on nobles to bring their offering to the culling. A giant godling might stand in the center square. More often a misanthrope or cult has emerged to terrorize the place. The regular citizens and constables are hiding, fleeing or shuffling memorized. The players encounter that situation first.

Run yourselves or try to defeat these sorcerers. Treat them like monsters in that they will have a modified table. Use the Quest's booklet oddball charms by making a Jiffy Q&D Voilà (page 269). There's also the *Climax Challenges – Everything Test* (page 111, Climax booklet). There you let each player flip a card and see if he has just the right trait, skill, or swagger generated to end this threat; all or nothing. He'll also have to free-style explain how his single action saved the day. It's a hard thing to do for most players, even the experienced. Short of that, the cult's actions will take a longboat technique every event flip, until the setting ends. Flair regular encounters to reflect this continuing menace. The whole city is falling under the spell. "*Where's a Zaire when you need one?*"

Rank Seven – Suffrage: The females of the city are demanding emancipation. They want the same rights and job choices as the males. They want pay for honest work. This is still a problem in Outlands? This could be a Lysistrata style protest of a war (if you have to Wiki, then it's not). Or, a leader or city-wide protest demands



freedom for all female slaves. Marriage too is usually about to be annulled or changed to something else.

Will the demand work? Not important. The number of slaves in the city is in free-fall. Nobles are moving their chauvinistic *herds* to the rural estates. The servant work being done by females must come with salary or is being shifted now to male slaves. Universal freedom for all male slaves? Now let's not get carried away.

The next stage of this protest will be the end of slavery here. For how long? Just for the length of the player character stay; how unlucky. If the demands of the ladies are met, the next logical event is all slaves are released from bondage. The ships in port will need to defend from external threat and mutiny. That includes the players.

Forget about counting losses of odd number of slaves. Each round the players remain in the setting, with each card flip, they should also have to repel boarding.

Alternate Q&D Set-Back & Cursed Luck (under ship engagement) and Q&D Mishap at Sea (same booklet), looking for one *success and an obstacle or impediment of battle is removed*. That gets the player to another round. Can they just leave port? Sure, that's called failing the quest into the Epilog. Otherwise gut out your losses and handle both the city events and the continuing threat to your longboat.

Q&D Due Diligence and Drudgery

Restraint King: Count the morning muster to discover the job list doesn't match the final number; extra bodies are aboard, an honest mistake, stowaways or a busy servitor master filling the ranks? Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Longboat Orderly Kept (Q)

Restraint Queen: Deal with odious nonhuman brokers for a one-off task or particularly peculiar commodity. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, make an enemy of a Dwarven King and his realm's underlings. **Difficulty:** 6 **Advantage:** Blade Scheming (S)

Restraint Knight: Feeling mentally off, but too rushed to take a day off and rest. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. But, fail and suffer a vicious wound. Regardless, continue on this table, until all players take an action or any event repeats. **Difficulty:** 6 **Advantage:** Mount Essential (I)

Restraint Knave: Unhappy with the outcome of a task, make your men repeat the chore. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, your character acquires Authentic as a personality flaw, perhaps check Growth. **Difficulty:** 7 **Advantage:** Skill Tormentor

Restraint 10: Perform a surprise drill or inspection, to assuage a hunch that deception occurred from complacency. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Mount Serene (E)

Restraint 9: Go to buy replacement slaves, only to find the city has closed the legitimate market. Success and your character becomes more enlightened; a personality flaw no longer influences play, perhaps check Growth. But, fail and lose a longboat technique. Regardless, the encounter ends. If the rank of the event is Rare (seven) or Catch-All, continue with Q&D Setback & Cursed Luck (Ships) against amazons who damage your vessel; they resent certain chauvinistic aspects of you and your crew. Draw events until the *Success and an obstacle or impediment of battle is removed* result is obtained. **Difficulty:** 10 **Advantage:** Wizardry Paralysis (Q)

Restraint 8: Break a spell or compulsion, hampering menial work, which has city inhabitants spend half their days (or more) in adulation at the feet of city idols. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, make an enemy of a powerful wizard or magical faction. If the rank of the event is Flukes (six) or Catch-All, continue with Q&D Setback & Cursed Luck (Ships) against a cult which damages your vessel; they resent you diminishing their charms. Draw events until the *Success and an obstacle or impediment of battle is removed* result is obtained. **Difficulty:** 8 **Advantage:** Wizardry Psionics (B)

Restraint 7: Stop a nobleman beating one of your slaves, even when the servant was in the wrong. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. If the rank of the event is Agitated (five) or Catch-All, upon failure, the incident produces a city-wide strike of laborers; lose a half D8 longboat techniques in the riots and crack-down. **Difficulty:** 12 **Advantage:** Mount Inexorable (T)

Restraint 6: Keep composed and placate an exchequer sent to enforce some rather abstruse and recently enacted ordinances, ones desired by the guilds you'll need for resupply. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, the encounter ends. If the rank of the event is Infrequent (four) or Catch-All, lose a longboat technique as many of your rowers are freed from bondage. **Difficulty:** 11 **Advantage:** Wizardry Thought Control (P)

Restraint 5: Delay, return to your ship and sail off for a day; some crisis is about to erupt. Success and the encounter ends, any obstacle (for now) is overcome; you conduct your further business at neighboring towns and villages. But, fail and continue with Q&D Setback & Cursed Luck (Ships); your vessel is damaged in a short-lived upheaval of unexplained madness. Draw events until the *Success and an obstacle or impediment of battle is removed* result is obtained. If the rank of the event is Informational (three) or Catch-All, upon failure, add a half D8 negative city traits and immediately see if the players can mitigate the subsequent losses to their chip and crew. **Difficulty:** 12 **Advantage:** Wizardry Precognition (E)

Restraint 4: Avoid a lengthy interrogation or search by honestly telling city constables that you know nothing about a wanted fugitive seen aboard your vessel. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. If the rank of the event is Common (two) or Catch-All, the culprit is indeed aboard and now is a stowaway among your crew; a sleeper event to resolve later. **Difficulty:** 11 **Advantage:** Mount Beautiful (A)

Restraint 3: Volunteer some of your own warriors to assist the city guards in a local emergency, perhaps a hunt for fugitives or building fire. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Routine (one) or Catch-All, also upon fail, the party suffers attrition; lose a longboat technique (select from one presently within the party). **Difficulty:** 10 **Advantage:** Blade Impetus (N)

Restraint 2: Hi-Ho! A city superintendent's magic, he thought, was used on a mouthy slave, despite your fine raiment (now rendered to rags). Did your mount's stature finally expose his mistake? Success and the encounter ends, any obstacle (for now) is overcome. Fail and continue your survival on Digression (I), Slave in Mines. **Difficulty:** 11 **Advantage:** Mount Emphyrean (G)

Restraint Ace: Draft the locals, and if needed other ship crews, to complete your immediate repairs or on-load of supplies. Success and gain a boon; add a longboat technique to the party. But, fail and lose any Swaggering Technique. Regardless, continue on this table, until all players take an action or any event repeats. **Difficulty:** 9 **Advantage:** Skill Slave Driver

Major Tarot: Use content under Cup-Cup.

CUP-COIN Ports: Carouse

These are opportunities for drink and celebration. They represent mishaps associated with over indulging in drink. As the players travel in the port, they and their men are tempted constantly by the presence of taverns and bars. Street vendors decant ale right into the cups worn on most men's belts. The cost is even negligible by all game mechanics. Events do prompt when a character exhausts his coin purse.

Taverns play a role similar to rural inns, by offering food and drink along with lodgings to travelers. True taverns with overnight lodging are owned by local aristocrats or run by temples. These places offer workmen and gentle folk a chance to hear the stories and news from other parts of the empire.

When encounters like these are prompted, the players often take a more comfortable room for the night, rather than sleep in a deck hammock. Their crew of men might split with some sent out in the countryside to forage while the rest remain stationed aboard and guarding the vessel. Some of the NPCs in the players' group might also take modest lodgings or grow resentful that they are always the ones left in less than a dry bunk.

Rank One – Parched Throat: Here's where the player characters indulge a bit too heavily in drinking, before bedding for the night. Most often each person just suffers through a small hang-over. The Referee may assess further penalties for those who are not Rugged. Any combat penalty will only last for the next event. Someone may have had his purse stolen, but that usually occurs at a higher ranked event. At times the group may lose a member (player character), after he passes out. He usually just has slept-in and will catch-up after one event. He's not there with his abilities. Seldom resort to Digression (G) for a mere binge. This encounter combines well with the next event to put the players at a minor disadvantage fighting, dealing with other travelers, or mitigating problems inside the group.

Rank Two – Empty Purse: Short and to the point – the group drank and treated others, gambled and let their guard down. That relaxation was overdue. Now pay the piper and see who has anything left of his ready cash. Each player should roll Tasking to keep his purse of coins. Even characters with no money should roll. A failed roll means the character has spent and emptied all coins from another player character's wallet. Regardless, the rank of any Cup-Coin Carouse event to follow is raised by one. Other intrigue might relate to this event, but only as the deck later reflects. That less than final outcome may not even be in this Setting or upon this adventure. *“Remember that time when we were in....”*

Rank Three – Performers: Everyone had a good time at the tavern. Even the locals proved to be enjoyable company. The interaction here is always friendly. This event may add to the crew's morale with a longboat technique gain provided the ship has not suffered a Cup-Rod and needs slaves. If that has occurred, just consider the rowers are now also fully manned by wiser player character action taking advantage of the crowd assembled. Let the players as a group decide if their crew or themselves gain from this event.

The players meet an author, poet, sculptor, painter, composer, prestidigitator, someone perhaps famous, an Outlands celebrity. The artist is educated and skilled; he probably was classically trained at an academy. He makes a fine NPC addition to the group, yet sadly, he quickly changes to a Grumbler. He is the friend who on first meeting is a delight, but his repertoire of jokes and actions gets stale rather quick. Don't oust him too quickly. When someone needs an alternate role to play for an event, setting or entire mission, the artist is a good one to use. Just realize for this woman or man being an ass comes naturally.

Rank Four – Seduction: The players stay at a tavern which employs entertainment of a baser nature. Whores prey on the entire group with seduction. The event might begin as a duel between the players and other customers over the affections of the ladies. The fees charged are nominal; ignore them for game

purposes. Unless, a few purses are picked by thieves in the tavern taking advantage of the distraction.

A stingy or morally righteous character may refuse to partake. If the character is defined as such by past Ignoble Growth, he may have sinned and will continue the rest of the adventure with some penalty from his remorse. The Ref decides. The encounter is usually harmless, but can result in unforeseen misery from NPC jealousy, personal longing, magical illness, lingering injury (from the frolic). Referee decides. Unlike various video games, these ladies will not magically restore vicious wounds. Save other dramatic discoveries—like waking with a dead hooker in your bed—for higher ranked encounters.

Rank Five – Brawl: This tavern does not cater to outsiders. A fight will start, usually a personal duel with everyone selecting Irregular method. The brawl may occur between the players and another ship crew, dock workers, guild workers or the city legionary garrison. The fight might escalate and spill out into the streets with constables coming to arrest the whole lot.

The aftermath of the brawl can lead to arrest or additional problems. It can also yield some slaves for the vessel's rower's bay. The players might initially win handily, but only to be pursued by vigilante justice. There could be a whole guild offended and coming after them for the rest of the Setting. These are good sleeper events that should have some influence on every future encounter in the port.

Rank Six – Celebration: People are happy and throwing a party. Why? – holiday, feast day, mayor's birthday, a wedding, military victory or anniversary, birth of the Earl's son. Celebrations can delay as the group becomes involved in the festivities. Who would turn down several days of free wine and food?

Other intrigues can occur during the celebration. Seldom will someone stage a celebration of commoners to mask an intrigue. But, often people await such events to signal the start of a plot. There's no better time to massacre, During the human bacchanal holidays, a nonhuman tribe might plan revenge by slaughter. A bitter enemy (cabal) could attempt to slay the host and all of his relatives, a mayor and all his advisers.

By staying sober and ever watchful, the players gain a chance to add the Good Trait Entertained to the city for a safe event. Purchase the corresponding longboat techniques as able. If the city is already Entertained, the longboat techniques come free of charge as a reward for successful due diligence.

Rank Seven – Black-Out: This is not about lighting and power. A black-out is when one or more characters wake up and have no idea what happened. That's bad in a magical world.

One or more of the player characters passes out from over drinking. They may have been drugged, but not criminally. The ale in this town might be spiked (for

everyone) with impish underworld brews. Do not quickly jump to any conclusion. Do not even secretly write what occurred. Be coy. The players will continue the episode knowing little of last night. There's no reason yet to put their faces on wanted posters. If that occurs, it will be prompted by something else, like a vigilante hunt.

This need not happen to the players, but instead a player witnesses apparent intrigue being committed on an NPC after that person overindulges in drink. The players notice someone who is unconscious, usually slumped over a table or bench. Before he might be added to the ranks of rowers, another party arrives to carry the man off. Even if the players do nothing, the event will have consequences later. Almost any event that follows would not have occurred if the players had acted quickly and intervened on the helpless man's behalf.

Q&D Surviving the Hangover

Hangover King: Fill everyone's glass from your own private stash of witch's brew. Success and make a friend of a powerful magical wizard, faction or even an aspirant to Zaire. Regardless, the situation here has ended. **Difficulty:** 11

Advantage: Blade Mucilage (B)

Hangover Queen: Knowing your past the point of no return, about ready to hurl, make a prayer for a soft landing. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 9 **Advantage:** Wizardry Demonic (F)

Hangover Knight: With each clink of the tankards, spill a bit of ale to reduce the amount you consume over the evening, while plying an agent for information. Success and lock any of your swaggering as Glorious. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, the situation here has ended. **Difficulty:** 6 **Advantage:** Swagger Hilt Punch (L)

Hangover Knave: Not at all yourself, retire early to a ship hammock after feeling less than welcome and thinking the ale was off. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, suffer a minus one Quest Pip going forward. **Difficulty:** 8 **Advantage:** Longboat No Disease (I)

Hangover 10: Survey the crowd, especially the drunks and sots passed out; decide for each if there's something-something to be gained by larceny. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and suffer a vicious wound. Regardless, gain a full purse of coins; continue using this table, until all players take an action or any event repeats. **Difficulty:** 8 **Advantage:** Skill Pickpocket

Hangover 9: Do your duty, despite being intoxicated, as the city you're in is raided; there is much to lose should the ramparts fall. Success and gain a new character Trait; however, if the character already has all six, he instead becomes a permanent NPC, usually ascending in dramatic fashion (no goodbyes). Regardless, if all players have yet to take an action, continue on this table with Difficulty raised by three. If the rank of the event is Rare (seven) or Catch-All, upon fail, stop actions here and switch to Q&D Rear Guard Actions as all the players must increase their role in the city defense. **Difficulty:** 9 **Advantage:** Mount Pure (L)

Hangover 8: Deciding that bringing the entire crew to you is impractical, take all the food, drink and revelry back to the ship. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. But, fail and lose any longboat technique. Regardless, continue on this table, until all players take an action or any event repeats. If the rank of the event is Flukes (six) or Catch-All, the celebration turns into a city wide debauch; upon fail, also make an enemy of a political faction loyal to the emperor. **Difficulty:** 8 **Advantage:** Longboat Comradery (P)

Hangover 7: Try to establish a new personal record for shots consumed in one hour. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and suffer a vicious wound. Regardless, encounter escalates to combat. If the rank of the event is Agitated (five) or Catch-All, fail and the players begin combat as Shaken. **Difficulty:** 12 **Advantage:** Skill Grit-Fortitude

Hangover 6: Chat up a woman, only to discover she is the mistress or confidante of a powerful suitor. Fail and make an enemy of a political faction loyal to the emperor. Regardless, continue on this table, until all players take an action or any event repeats. If the rank of the event is Infrequent (four) or Catch-All, every player must attempt this roll; the lady is quite the coquette. After which, the encounter ends. **Difficulty:** 11 **Advantage:** Longboat Battle Hard (T)

Hangover 5: Put a stop to the ribald stage show; chastise the crowd for their loose morals and disrespect for the emperor. Success and make a friend of a Dwarven King, freeing him from being an unwilling part of the show. But, fail and lowest level character in the party suffers a vicious wound. If the rank of the event is Informational (three) or Catch-All, upon fail, everyone in the party suffers a vicious wound. **Difficulty:** 12 **Advantage:** Wizardry Demigod (A)

Hangover 4: Accept some charity, starts as free drinks, though everyone else in the tavern shuns this benefactor's company. Fail and owe a larger debt to a Secret and Hideous Cabal. Regardless, exhaust your purse; you half remember spending all (on service). Another player character's event follows on this table. If the rank of the event is Common (two) or Catch-All, additionally upon failure, suffer a half D8

increase in Warped Outcome tally; a small malignant gift from drinking with notorious strangers. **Difficulty:** 13 **Advantage:** Longboat Democracy (S)

Hangover 3: Half unconscious, looking around for your companions, sight a local gang of hoodlums about to pounce; your survival may depend on the kindness of strangers. Fail and owe a larger debt to a Foreign Power or Saurian Tribe. Regardless, continue on this table, until all players take an action or any event repeats. If the rank of the event is Routine (one) or Catch-All, additionally upon failure, suffer a vicious wound; not that much better than Digressions? **Difficulty:** 7 **Advantage:** Mount Replenishing (J)

Hangover 2: Drunkards earn themselves a profession, something to free the soul from the indigent's lifestyle; plead your affluence with slurred speech and an empty purse (before the pitiless club descends). Fail and continue your survival on Digression (D), Impressed Galley Slave. Also upon failure, at least one more event (by another player) occurs on this table. **Difficulty:** 8 **Advantage:** Longboat Treachery Expunged (G)

Hangover Ace: Wake early and wretch; gather a work team together and finish all the jobs that were neglected yesterday. Success and gain a boon; add a longboat technique to the party. The addition may exceed the limit of one-third (or one-fourth) taken overland (or underground). But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). Regardless, the encounter ends. **Difficulty:** 7 **Advantage:** Trait Rugged

Major Tarot: Use content under Cup-Cup.

CUP-SWORD Ports: Constables

These are men who bear the arms or wear the uniform colors of the port's lord high mayor or the region's ruling earl. These men will be quartered inside the port's walled boundary and act on the orders of both the dockmaster and the mayor. They make regular patrol, so meeting the same men on subsequent encounters is extremely possible. *"Up to no good again, I see, boatswains? You Viks won't run away this time."*

Here are local men-at-arms hired to keep the peace and protect guild properties. Constables enjoy harassing rubes or servitor warriors but are otherwise more inclined to take a small bribe rather than fight and spill blood. Constables usually first appear as single sentries or small groups, but help is usually within shouting distance. A port's total constables, when fully assembled, can number several legions. More often a port in the frontier has a cohort of five hundred scattered over a good sized territory. The city will have artillery support on the walls;

the crews for these are elite and do not walk patrols. There typically is no magical auxiliary.

The money collected on cargo tariffs pays the constable salaries, that and what they graft. The discipline of these men depends upon the clout of the NPC in command. Many are field veterans, who after taking families, settled into permanent residence. They will fight fearlessly and die if they must. Death is an expected consequence of service. Even if they are not Large+ for ferocity and defensive modifier, constables should not surrender or run away, unless that result is obtained with some implied magic from swaggering.

In times of crisis, the regional lords or legion garrisons will send additional soldiers to reinforce the city constables. Cities seem safer than rural manors. Rural lords keep households in the ports to escape the ravages of war on the countryside. Cities are always worthy of additional protection. Where castles are vulnerable to bombardment by magic, large townships allowed limited immunity from direct siege assault. Medieval walls are not the structures of Outlands. Walls are made mostly of dirt ramparts, thick being better than tall. If the player character sees something constructed over three stories, it is a temple or wizard's abode.

The towns are built in concentric circles of residences and row houses. Traversing the myriad stone and wood lanes is confusing even upon return visit. The patchwork almost seems to be rebuilt overnight. This confusion is ancient magic, wards placed long ago and not understood. The residents seem immune, though even they sometimes get confused. You won't find a street sign, but people might point in a direction. But back on point, the residences offered a bastion by weight of sheer redundancy. One could not blast through enclosure after enclosure. Shelling a large area with magical blasts might only make the residents more inclined to join the fight.

Fire still remains a danger, but the roads act as breaks to reduce the spread. Ancient planners also used tile more than rural thatch. The cities seem of construction with dragons in mind. Building practices have stayed the same with little need to change for a thousand or more years. Constables would be employed in bucket brigades to bring water from the harbor to the occasional kitchen blaze.

Great magic has been used to dome or bury cities. Hence, parts of the underworld were created this way. Most ports are simply too large to truly surround and blockade by invaders. An organized force could encircle a town in trenches, but

it would only trap-in the weak. The rival can isolate the people but not starve them into submission. Siege is only possible with the support of monsters and magic. Then a city would be a prison, but still nearly impossible to assault (depending upon those monsters). There was little way to wait the dying enemy out, unless disease were to strike or the dead rise.

Supplies might arrive from on-high or underground in a magical world, if they even had to cross a city limit in the reality where anything might just cosmically appear. Smugglers would supply the rich, as truly as, if the city gates were wide open for a feast day. The rich would remain in luxury, all the way to surrender or relief. All the suffering of a long waged war was inflicted on the commoners. The lost revenue of the guilds might also pressure a compromise, but not with foreign, enchanted or nonhuman invaders.

When not at war, the veterans of the constables lorded over the weak, enjoying their status of being above the law. Assaulting these men is not as severe a crime as attacking a noble, unless they actually don imperial banners. Treat any killing of a constable as manslaughter, a crime against man, but raise the penalty to a crime against the state if the blood is spilt on one with an imperial flag. A crime against man will get you hung, that is if you're caught within say a year in the same location. A crime against the state may result in capital punishment at anytime and in anyplace, so long as your face is identified by a witness. Either is unlikely, but the event deck may say otherwise for the characters of play. Good advice: never claim fame for slaying even a corrupt policeman.

Rank One – Patrol: The players meet a group moving along the streets with no clear target of interest. The patrol might be identified by a uniform unique to the city or just banners of the group when hired muscle. The constables will number just a single man or a pair. The patrol might be observed beating on a suspect, bullying locals for a meal or taking a cut from street hoodlums or prostitutes. Yes, these are corrupt times. The constable will not approach nor interfere with the players, unless there has been a past event that suggests the players are being hunted and a local bounty is offered. Out comes the whistle and soon a group large enough to give the party a challenge would be faced. If combat ensues, usually not just for a rank one event, the number of constables to defeat would be a D8 times the number of players led by someone Large+.

The constables of the patrol may only take notice and follow the players. The player group will always seem suspicious. The constables can probably be dissuaded from long observation by an invitation to drink or a small gratuity. The players may

even wish to have this protective overseer. Yet, the constables will not usually be of any help, one way or the other, should a crime be committed. Most will not so much try to stop the next illegal action, as instead profit from the deed as well. *“I’ll take out share now.”*

If these men are searching for a particular fugitive or an unknown perpetrator of a recent crime, there can be accusations that the players are complicit. Again, this should be because other events have created a manhunt. Give the party a few events and undoubtedly there will be.

Rank Two – Extortion: As patrol above, but these men are collecting fees from acts of commerce. They will be encountered on the wharves and often right at the players’ ship. The man is inspecting cargo as it loads or unloads. The dockmaster, a man of D8 level, will be nearby and may join the conversation if the players appear to be unfriendly or a menacingly large group.

Pay your tariff, a single purse of coins, and consider the fee the accumulation of this and all the other places where the encounter was not prompted. If the party has no wealth, the equivalent of a longboat technique is lost. If the players want any chance of this ending without incident, they had better drop a purse (or two). I would not require a roll, except players enjoy rolling dice. Difficult to put this to bed or Ordinary if a skilled Steward or Briber is in the party.

Rank Three – Arrest: The players see an arrest in progress of perhaps a dozen constables versus half as many local or ship’s brigands. The crime will usually be petty, like drunk in public, but this may be the result of other more serious crimes. Seldom will additional intrigue be involved.

The constables often instigate brawls with ship’s crews, so they can fine the commander or masters. They may also want to sell the captured men to another vessel in port. If the players have had a Cup-Rod event and proven the city is short of slaves, then go with the press gang aspect.

The players often witness injustice. Do they ignore the deed as a sign of the time, or come to the aid of a stranger falsely accused? As with many rank four events, the player’s choice will prove at first correct (either way). Only at later events will that decision be seen to be a missed opportunity. The constables will often win in the end any court case – don’t try that route Digression (Q). Only street justice might prevail. If the players brawl for the fun of brawling, and why not, they had better win quick and hope someone else does not identify them. *“His necklace of finger bones should be easy to identify.”*

Rank Four – Draft: The constables form into a cohort and are marching (or running) to an event. They are responding to a local mandate or emergency levy. The soldiers encountered will be collecting men and materials to prepare for a legitimate threat. The peril is at hand, and the players are commanded to join the fight.

Seldom are the threats that create the draft fabricated or frivolous. The players will have their purses taken from them as a levy fee. Some skills at Tasking, Pickpocket or Prestidigitation, may avoid the loss. Regardless, their warriors are sent as auxiliary to the ramparts or directly out into a battle. If the port is attacked from sea, every ship in harbor may be asked to row out and face the enemy.

These are violent times and alliances change dramatically at the whim of capricious nobles. Decide on what campaign event has occurred; know that something has to be quite formidable to threaten a port. Let the players pick their action in the fight on land or sea. Follow with the Q&D Skirmish or Ship Engagement. A great monster should only appear if the party adventures with the highest levels.

Do the players exhaust all their previous effort of preparation? Usually it's the opposite. After winning these engagements, there is usually enough loot and eliminated competition for the city's supplies, that all problems are fixed. That is, should the party actually survive. Any swagger lost in the action or yet to be gained, well, that's something entirely different. If an event Sword-Sword Servitors follows soon after this one, the combined result should be near catastrophic to the crew's morale.

Rank Five – Violation: Did the players commit a crime in this setting? Almost always the answer is yes. Did perhaps any of their servitors commit a crime? Certainly yes. The Referee decides the charge.

Depending upon how serious the offense, the players will be confronted by a few constables or a formed cohort. Upon sighting the players, a larger alarm will be issued. Whistles, hand bells and megaphones sound alarms and instructions. If the crime is very serious, a Crime against God, the port's cathedral bell will be ringing.

Even if the players surrender, the constables will be calling for help. Eventually most of the garrison will arrive. Overkill, but these are player characters. A heavily armed force will chain the group and take them to a tower. Arrests do not result in speedy trials, so the players had better decide what to do. Go right to Digression (Q), or else let the players escape after a mere Ordinary display of trait, skill or swagger. *“Finally! I can use Tinker to pick my lock.”*

The fact the players are now unwelcome here is enough; the tenor of every future event changes to something more hostile. The players had better flip that TEN soon and quit the mission. The crime probably does not follow them, unless they are audacious enough to check the Ignoble Fame from the event. The rest must be moderated by the Ref.

Rank Six – Siege: The port is under attack from both land and sea. The enemy might seek to exploit a flaw in the defenses or a traitor opening a gate. A warlord or necromancer may attempt to conquer and control the entire region. The enemy

soldiers seek mostly plunder; the evil behind the act might wish the entire city turned to rubble or buried.

Add the Bad Trait Rebellious and make the players attempt standard mitigation. If the city is already Rebellious, then the vessel will need to break a blockade in order to leave the port. After all business is conducted and the phase advances, run one more obstacle in the interphase to reflect the ship engagement as the boat breaks out. Until then, all mission inconsequence events become at least rank five.

Depending upon the outcome of the larger fight, the campaign map may need to be annotated or redrawn. This is a call to arms against some massive threat. Ports are powerful places, so the enemy will be too many to defeat even in multiple fights. The best the players can do is escape by land, sea or underground. Flying? There is much that only the Ref can decide when the event, like here, suggests a major change to the map and power structure. Apply some impressive magic and move your vessel, men and material out of here.

Funnier still, it may all be settled and recover by the time the players arrive again. Or else, there will be a new leader, one that doesn't carry a simplistic title of lord high mayor, but one who likes to be called god-emperor.

Rank Seven – Lawlessness: There are two ways to view the event. The entire city is in anarchy for a single night or until it is pacified by awful means. That is less likely than the players being there at the start, witnessing an attack on the garrison of constables. The fight is typically ambush, slaughter and near ending. The result is the constables are routed and their leader is hanging from a rope. Treat Cup-Sword as Rod -Sword for result for the rest of the Setting.

The net result is a menacing campaign event, yet the players are in the moment, way before the outcome becomes widely known or even known by the local mayor. This could be foreshadowing, where the players find an injured constable describing the attack. Maybe they accidentally intercept a sealed imperial message or hear commoners speak of the attack.

The players have become the only true law in the city. They may feel honor bound to help the authorities with defense and restoring order. More likely, they must cut their potential losses and get away (out to sea), until proper reinforcements arrive. By leaving, they might return to a barren city, one with nothing but Bad Traits. By staying is it any better?

If they handle the encounter well, the players gain a chance to add the Good Trait Civil and may purchase the corresponding longboat techniques. If the city is already Civil, the longboat techniques come free of charge as a reward for successful action.

Q&D Serve using Reason and Flattery

Flatter Authority King: Scatter a group of pompous and arrogant tenderfoot guards as they overstep their authority. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, the situation here has ended.

Difficulty: 6 **Advantage:** Blade Ingenious (A)

Flatter Authority Queen: Provide a distraction, make your undisciplined accusers chase after another random threat. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique. Regardless, the situation here has ended. **Difficulty:** 8 **Advantage:** Wizardry Conjunction (L)

Flatter Authority Knight: With a knife held to a deputy lieutenant's side dictate an appearance of civility. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 8 **Advantage:** Swagger Uncontested Dagger Thrust (S)

Flatter Authority Knave: Take the opportunity to pillage, while blaming the outcome on other active thieves. Optional, success and obtain a prize, reach an interim goal or discover a clue to continue; yet note, this boon was obtained through criminal or desperate acts. Regardless, at least one more event (by another player) occurs on this table. If the roll is refused, the next Difficulty raises by three.

Difficulty: 6 **Advantage:** Wizardry Illusions (I)

Flatter Authority 10: Obtain the writ of arrest or a symbol of mastery, before which the majority of the city's minor constables will give way and follow instructions. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and suffer a vicious wound. Regardless, the situation here has ended. **Difficulty:** 8 **Advantage:** Skill Pickpocket

Flatter Authority 9: Protect the luxury tower of someone aged or infirmed, during a breakdown of authority. Success and make a friend of a powerful magical wizard, faction or even an aspirant to Zaire. Fail and one more event (by another player) occurs on this table. Regardless, make an enemy of the legions or a group loyal to the Emperor. If the rank of the event is Rare (seven) or Catch-All, instead of an extra event, continue with combat on Q&D Storming; a unit of constables is in mutiny, and you'll earn vast gratitude, as well as reward, for ousting them from their barricaded stronghold. Ref should also assess a negative city trait. **Difficulty:** 9 **Advantage:** Mount Winged (B)

Flatter Authority 8: Prevent violation of the city elder's tombs by standing watch over an entrance to the underworld during social unrest. Success and make a friend of a Dwarven King, though his realm's underlings may still be rude and unhelpful. Fail and every player adds a half D8 steps toward oblivion on your tally of

Warped Outcomes. Regardless, make an enemy of the legions or a group loyal to the Emperor. If the rank of the event is Flukes (six) or Catch-All, instead of an extra event continue with combat helping Varangian invaders besieging the city.

Difficulty: 8 Advantage: Blade Eminent (E)

Flatter Authority 7: Supplements the city guards and patrol the streets or man the ramparts after dark or during a period of magical gloom. Fail and make an enemy of a Secret and Hideous Cabal. Regardless, make an enemy of the legions or a group loyal to the Emperor; however, the encounter is over. If the rank of the event is Agitated (five) or Catch-All, continue with Q&D Defending Citadel. **Difficulty: 9 Advantage: Mount Radiant (F)**

Flatter Authority 6: Placate the bruised egos of the city guards, after their watch commander begrudgingly asks for help in an emergency. Success and end an old grievance or score to settle; drop one faction as an enemy. But, fail and the party suffers attrition; lose a longboat technique (Abundant Stores, if possible). Regardless, continue until any event repeats or all players take an action. If the rank of the event is Infrequent (four) or Catch-All, each player must attempt this roll, after which time the event ends. **Difficulty: 9 Advantage: Longboat Abundant Stores (M)**

Flatter Authority 5: Respond to a call for help coming from a constable trying to make an arrest but failing. Optional, fail and make an enemy within a Foreign Power or Saurian Tribe. Refuse and make an enemy of the legions or a group loyal to the Emperor. Regardless, continue until any event repeats or all players take an action. If the rank of the event is Informational (three) or Catch-All, instead of an extra event continue with combat against the faction you angered (lizards or town watch). **Difficulty: 12 Advantage: Blade Knightly (G)**

Flatter Authority 4: Stay calm, do not overreact or kill someone, as the city guard under lawful order confiscates your purse of coins. Fail and fall with a vicious wound. Regardless, continue until any event repeats or all players take an action. If the rank of the event is Common (two) or Catch-All, all players must attempt this roll, then the encounter ends. Anyone lacking a purse, obliges the party longboat to cover his import duty and suffer the loss of a technique. **Difficulty: 10 Advantage: Longboat Seasoned Crew (L)**

Flatter Authority 3: Pay careful attention to the timing and rotation of watch patrols while avoiding the same. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. Regardless, the situation here has ended. If the rank of the event is Routine (one) or Catch-All, a failed result escalates to combat; the town watch believe (rightly) that you're acting suspiciously. **Difficulty: 7 Advantage: Swagger Concentration (E)**

Flatter Authority 2: Demand any trumped-up charge be argued in front of a magistrate. Success to gain the Quest Pip. Fail and continue your survival on Digression (Q), Trial before Lordly Authority. Regardless, the situation here has ended. **Difficulty:** 11 **Advantage:** Mount Ominous (S)

Flatter Authority Ace: Open the latch, remove the bar, displace the stone, etc., holding a warehouse gate securely in place. The constables are no where to be seen, off who knows where. Success and gain a boon; add a longboat technique to the party. Regardless, continue until any event repeats or all players take an action. **Difficulty:** 6 **Advantage:** Wizardry Telekinesis (D)

Major Tarot: Use content under Cup-Cup.

ROD-ROD Ports: Crisis

This is misfortune within the city. Most of these events should relate back to the City Traits, particularly the bad ones. If a city is, say, Rebellious, that sort of implies the coloring of the event to follow. If the city is all grand, then this event is the start of serious trouble. Often the Ref will add a Bad City Trait and see if the players can mitigate under the guidelines of the event.

Resupply and discovery are of course harder when the city is in turmoil. Plagued, Depleted, Ransacked, Disorder, Rebellious, Famine, Pestilence, Pillaged, Corrupt, Unruly...the entire list seems to scream your task is impossible.

The four banes of attrition are disease, starvation, desertion and exposure. Any attrition could quarter or halve the citizens. The players might find sections of the port closed to flooding or isolated by something more than just a bridge collapse. They could find sections of the port deserted; everyone who lived there a week ago has left or is now dead. Parts of the city might vanish. Volcano? The giants sleep and rock in their dreams. The underworld can collapse and pull the surface down. The gods and lesser gins might just want to watch the party struggle. *“Snow in June?”*



Rank One – Famine: The town’s food supply is threatened. The rural nobles are unable to move their crops or refuse to do so. Sabotage by fire set inside the major granaries has destroyed the last harvest. A blight is on the land and livestock is dying. If the players’ mounts were not so magical, they probably would be too ill to ride. The cause may be rampant incompetence, but the sudden nature of the scarcity suggests a cabal is trying to bend the city to a secret demand. The lord high mayor will know the famine’s cause.

Add the Bad Trait Famine and make the players attempt standard mitigation. If the city is already in Famine, then there will be no provisions at any price to purchase. The rest of the encounters should reflect the player characters doing less shopping and more stealing. A guild warehouse or surviving temple granary may need to be assaulted. That will have later payback and ramifications. But before that, use the encounters to follow to point the players to a possible source of food. *“That rich guy seems well fed?”*

Rank Two – Labor Shortage: The city overnight has been assaulted and many were taken captive. A curse has caused the once skilled to lose their memories and abilities. Another city has hired the skilled professionals of a certain group or a group is on strike in protest. The wharves must not have been attacked, or the craftsmen on the group’s ship stay safe behind wards or godly protection; they were able to prevent immediate losses to the ship.

Add the Bad Trait Pillaged and make the players attempt standard mitigation. If the city is already Pillaged, then there will be no trained sailors to hire. There will be no one selling slaves. The party will need to resort to more kidnappings. Even there, the pickings will be slim. If the healthy were carted away as captives, maybe the attacker can be pursued and the taken released. The assault was leveled on a city, so these are no mere raiders.

Rank Three – Inept Craftsmen: The first sign of trouble happens when the group crosses a team repairing the streets or wharves. The quality of the effort is poor to middling. The materials are substandard, and the workers are indifferent. A trend is noted, where the entire city is lazy and incompetent. The craftsmanship, even of guild efforts, is lax. The men may be skilled, but they are paid for bad work the same as good.

Add the Bad Trait Corrupt and make the players attempt standard mitigation. If the city is already Corrupt, then there will be rampant nepotism and trade gridlock. The supply chain has failed as no one sells to anyone else; you can’t build a piece of furniture without the joiners, carpenters and planers agreeing. The party will not want what is available, but they might get open commerce started again by killing the right guild boss.

Rank Four – Superstition: A prejudice and philosophy takes hold, a mania overnight. A child has died; magic is blamed. A crone has threatened the city, and the locals retaliated. Magic is now very taboo. The party should no longer use any magic in this setting, lest they be arrested. There is an Ordinary task chance of justification for each character's Blades and Mounts, otherwise those too will need to be stowed and left unused. The roll becomes Tasking if either has more than ten swaggering techniques.

Refuse all you want to change your ways. Flaunt criminality. See how far that gets you in resupply or getting local support to enter the climax. The ship is essentially locked in harbor. Play an alternate role if you decide to sulk in the hold or leave the timid city altogether.

Add the Bad Trait Disordered and make the players attempt standard mitigation. If the city is already Disordered, then some of the ship's warriors desert; they too think that magic has grown too prevalent, too abused. No one will want to sail out to sea with dark forces.

A single prophet or ringleader is responsible for the agitation. Many nonhumans are being sent into exile. The mastermind will be protected by his congregation and often has magical protection he uses secretly or in ignorance. One man's prayer is another man's lightning strike. The poor especially are devoted to the prophet. The poor are also a major source of ship rowers. Adding screaming zealots to the slaves aboard is never a good idea.

Rank Five – Witch Hunt: The city is looking for a dangerous user of magic. However, there is no such person or that instigator has since fled. Now the player characters come under scrutiny. Each player should roll Difficult to see if he becomes suspect. The roll changes to Tasking if the character has more than ten Wizardry techniques.

Add the Bad Trait Unruly and make the players attempt standard mitigation. If the city is already Unruly, then the streets are dangerous. Shops closed, and no one wants to face the rising purge. The party will need to quell this hysteria.

Each player character being sought will face potential trial. This could be handled with Digression (Q) or by Q&D Evading Capture every half D8 events. The port is holding religious trials; many will be burned. Increase the unpleasant nature of everyone and raise all mission inconsequence event ranks by two.

Rank Six – Cultists: Maybe those superstitions and witch hunts were justified? Maybe those same things led to fanatics shouting down all moderation? The city authority has been usurped by a religious body. Wealth is declared unholy. The lord high mayor has power only in name. He hides in his own fortified manor, hoping an outside force like the players will erase the cultists.

Magic is still banned for all non-believers, like the player characters. Shops and homes, especially of nonhuman artisans, are vandalized. The party's longboat loses a half D8 techniques from arrests and desertion of warriors to the new faith. The Ref may deliver random vicious wounds instead of the ship losses, if the players try to fight back at the onset of the *city cleansing*.

Add the Bad Trait Ransacked and make the players attempt standard mitigation. If the city is already Ransacked, then there will be no currency to conduct business. There are no bankers willing to lend or back trade with their good name and credit. The party will need to not just bring a supply of silver, but also convince the townspeople it is legal tender and not soul damning.

The entire port is destitute. The guild system in this area has collapsed. Rampant speculation, refugees fleeing, disruption of raw materials, spiteful abandonment or banditry on trade, all have left the port without trusted currency nor even the currency of true barter. Several leaders of the cult must be defeated, discredited as hypocrites. A cabal is undoubtedly the real force behind this sudden rousing of the ignorant.

Rank Seven – Xenophobic: Speculate on what happens when a cabal tries to discredit and punish one of its former members, a Varangian, but that small act goes global? A racist belief thrives here and threatens to spread from city to city. It already has taken hold in the crew. Lose all longboat techniques after letter (M).

Add the Bad Trait Depleted and make the players attempt standard mitigation. If the city is already Depleted, then the vessel is constantly under attack. It must smuggle: conduct business and cargo loading in short spans at night. There will be no one willing to move goods or load cargo from the wharf. The citizens are afraid and racially hateful of the Varangian. The party will need to form covert alliances to obtain anything, using brokers as face-men and intermediaries.

With each Ignoble act, the player characters are perpetuating a stereotype of the marauding, killing berserker, the Viking. Yet what are they to do, be model Byzantine citizens? Donating a windfall of treasure could bring store stocks back here. Depleted might end. But the city should be annotated as having the worst hatred of the players of all hateful places. Sea Rovers sack places for refusal to engage in honest reciprocal trade; so too, the players become persona non grata with the choice to be evil made for them. The group is more welcome in Saurian camps as muck bucketers or in the Lost Citadel joining the legions of the damned. Keeping the hatred from spreading is really all the party might hope to accomplish.

Q&D Peaceful Disentanglement

Peace King: Refuse the beggars, plebs, famished and sore covered children held out in desperate plea for charity; they are no kin. Success and the encounter

ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, add yet another NPC grumbler into the party. **Difficulty: 7 Advantage: Mount Resolute (K)**

Peace Queen: Plan your route to avoid the neglected, ill and impoverished parts of the city. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty: 9**

Advantage: Trait Methodical

Peace Knight: Catch a charlatan in a lie before he takes your purse or convinces you to support the plight of his fabricated poor. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth.

Regardless, continue on this table until an event repeats or all players take an action.

Difficulty: 9 Advantage: Blade Defender (F)

Peace Knave: Double the watch after a raiding swarm the destitute wash over your deck and into your stores. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. Regardless, the party suffers attrition; lose a longboat technique (select from one presently within the party). **Difficulty: 7 Advantage: Longboat Vigilant (E)**

Peace 10: Repel a horde of the lower caste, shambling and clawing as if they were undead. Success and lock any of your swaggering as Glorious. But, fail and suffer a vicious wound. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes; following that the situation here has ended. **Difficulty: 10**

Advantage: Wizardry Voltaic (N)

Peace 9: Break up an angry assembly as the speaker blames all the city's ill on the recently arrived (that includes you). Success and make a friend within a Foreign Power or Saurian Tribe. Fail and you were too heavy-handed; make an enemy of a faction of the legions or loyalists of the Emperor. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Rare (seven) or Catch-All, follow with the city watch attacking your vessel; use a ship engagement with Q&D Assail and onto Engage for Victory. **Difficulty: 9**

Advantage: Blade Bounding (C)

Peace 8: Cover the stinking filth collecting in the gutters, open drain and dips in the road near your vessel. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat against the shoppe and warehouse owners impacted by your injudicious turn of the soil. If the rank of the event is Flukes (six) or Catch-All, battle a significant monster that feeds (at night) on the sewage; you're wrecking its din-din. **Difficulty: 9 Advantage: Wizardry Geomancy (C)**

Peace 7: Disperse a protest march, composed of more complainers than citizens willing to change the city for the better. Fail and make an enemy of a Secret and Hideous Cabal. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Agitated (five) or Catch-All, fight a battle against a crowd of people looking for and hanging random scapegoats.

Difficulty: 9 **Advantage:** Blade Meshed (Q)

Peace 6: Avoid all this nonsense by use of arcane shortcuts. Fail and make an enemy of a powerful magical wizard, faction or even an aspirant to Zaire. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Infrequent (four) or Catch-All, upon fail, fight an enchanter or misanthrope who believes what you're doing could release a lord of chaos; for a party of all members above level five, fight a heinous demon of chaos. **Difficulty:** 12 **Advantage:** Wizardry Cosmic (T)

Peace 5: Keep a guard from beating an imp, one he blames for the city's woes. Success and make a friend of a Dwarven King, though his realm's underlings may still be rude and unhelpful. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Informational (three) or Catch-All, the situation will escalate as other townsmen and constables come to the first man's aid; use Q&D Escape to get away. **Difficulty:** 11 **Advantage:** Swagger Disarming Blow (F)

Peace 4: Swat the backside of several urchins, a gang of the grubby and grabby. Success and make a friend of members of the town watch; future Constable encounters will never be hostile. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Common (two) or Catch-All, possibly gain Treasure Laden (D) by selling the kids into slavery with further display of skill. **Difficulty:** 9 **Advantage:** Blade Biting (L)

Peace 3: Confronted and quell a mixed bag of townsmen; they are desperate for anything to feed their families. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. If the rank of the event is Routine (one) or Catch-All, longboat loses one technique; the famine is caused by a gluttony curse, exotic insects or thieving imps. **Difficulty:** 11 **Advantage:** Mount Hefty (H)

Peace 2: Caught up in the drama, fun and exhilaration, you follow orders as once you did and sometimes still do. Success and lock any of your swaggering as Glorious. But, fail and continue your survival on Digression (S), Conscripted into Legions. Regardless, the situation here has ended. **Difficulty:** 8 **Advantage:** Swagger Better Valor (B)

Peace Ace: Raid outside in forage; gather what you need for relief from selfish rural nobles and temples. Success and for the remainder of encounters any mission

inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. But, fail and suffer a vicious wound. Regardless, the situation here has ended, but make an enemy of a faction of the legions or loyalists of the Emperor. **Difficulty: 7 Advantage:** Longboat Battle Ready (H)

Major Tarot: Use content under Cup-Cup.

ROD-COIN Ports: Misadventure

The majority of these will be mishaps outside the party. Unlike other misadventure events in other settings, these are external events. The net result still damages the party, though. These will challenge the players to overcome problems before they impact the vessel, the starting supply period or a final search. These events represent additional difficulties in obtaining not just desired, but necessary items.

Sometimes a disagreement on terms or a language barrier will pose a problem. The transaction occurred, but the site of delivery was misunderstood. The players supplies may have been delivered to the wrong vessel. That vessel often has left port.

Rank One – Victuals: The food stores delivered were spoiled from the get-go. The meat is green. The bread filled with worms, the rum a foul water. The broker might say all sales are final or that the vessel is cursed. He will not want to make amends. Sadly, you can't beat and murder every peddler. The spoiled food was caught and did not cause a longboat technique loss.

Was the ship's provisioner negligent or pocketed the money? Regardless, the players specifically must adventure and look at encounters now as their only chance to feed the crew in the next voyage. If they can't get good food stored and preserved by the end of the setting, lose Abundant Stores (M). If they don't have that, then strip a half D8 other longboat techniques. This may be a time to use a powerful favor and all on a friend for aid.

The city itself may also have problems, but there are specific events to prompt famine and refusal to fairly trade. If one of those had occurred or does so, the price of everything drastically inflates. *"Ten hot meat pies? Not for your measly purse, sir."*

Rank Two – Social Taboo: The provisioner is looking for a specific cultural flavor, but that commodity seems to be unavailable. Let the principal player name his food or flavor of choice. The locals say they just don't care for the type of bread, the strength of ale, the kind of sausage the crew craves. More likely the food, like pigs, is now against the law to sell or against a religious edict. e.g. Everyone is a vegetarian with the fear of divine retribution if they stray.

The substitute food stores delivered by contract were edible, but no one, even the players, will be happy. Bean curd is not steak. This social taboo is short-lived, and may be drastic, like the town has no salt or vinegar. *“Why don’t we magically make our own?”*

The players now only have the rest of the Setting to find a black market source for what they need. They also risk arrest or ostracism by their search if it becomes widely known. If they can’t get what they crave by the end of the setting, lose Vigilant (E). If they don’t have that, then strip a half D8 other longboat techniques. This may be a time to use a powerful favor and all on a friend for aid.

Rank Three – Resupply Problems: The party’s longboat has six primus officers: Sjef Boatswain, Warriors, Sailors, Rowers, Hierophant and Provisioner. The priestly hierophant is no less important with his fostering of a stoic spirituality, than the Sjef’s role in keeping the vessel seaworthy with repairs and maintenance. Fundamentally, each primus is leading parts of the crew; some crewmen do overlap and serve more than one Primus, though exclusively slaves are rowers. There’s too much to breakdown, so we use abstracts.

Much is happening aboard: the weapons upkeep and sewing of sailcloth, counting nails and boiling pitch, shaving planking and hoisting spars, plus plenty upon plenty of pulling on rope. Someone cooks the meals. All the detailed minutia is supervised by the six major primus functions. Each of these has a player character or NPC.

With this event one of the six roles cannot restock supplies or ensure a smooth running operation. We already have plenty of problems for the Provisioner and Remiges of Rowers. The other four now have their turn to suffer. The Ref should select Warriors, Sailors, Hierophant or Boatswain; best to make the choice as a player character. Go down the available swagger list of the longboat and test each one that pertains to the selected Primus. This is subjective, and there’s no right nor wrong decision. If say the ship has Elite Goals (A) and the primus of Hierophant is being tested, well that would probably be something in his purview. Hard to be elite if the crew lacks a moral compass and patron gods. But is Elite crew also affected by the Second Cohors of Sailors. Well, yes, sure enough. The high order swagger have most everyone rolling. The later ones maybe not. Does the First Optio of Warriors truly need to roll to keep Abundant Stores or Vermin Free aboard? I’d say no, let someone else cover those functions. Up to the Ref and players. Regardless, the ship will not lose more than a half D8 swaggering in this rank three event.

Each task roll is made at Difficult to retain the technique. This can be made at Ordinary if the player character has specifically a trait, skill or swagger that the player justifies as helpful. e.g. A Boatswain with Tinker testing Undamaged (O) is an easy yes. I resist just making a hard list and telling the Ref what he must do. That list

would be pretty big. These tests will change from event to event. The High Commander or his Second also might have a skill to aid the boat as each technique is tested; allow a bonus to the dice or a second attempt by either of those Primus.

The Ref may also allow the lost techniques to heal and return if specific encounter events, and player actions which follow, warrant. This gets abstract, so it's okay just to take them here. The players are always rebuilding not restoring what they lose. e.g. Shanghai a rat catcher, if you find one in the Setting; a nonhuman with an owl head would be perfect.

Rank Four – Set-Back: See rank three. Not just one of the primus, but all four must use their faculties to save aspects of the boat and the associated techniques. You can't lose what you don't have. But, every one of the techniques will be stressed; not just a half D8 could be lost. Each player as able, supported by the High Commander and his Second, are allowed to roll. Use those abilities to the fullest.

Rank Five – Monster Sighting: A sea monster is swimming in the harbor. Describe it. You can fight it now, starting Shaken. You can delay, but the next time it is met, it will be ever more ferocious. e.g. Enchanted now or Foul later. The monster will not be handled by someone else, even as it sinks another boat. The constables may be hunkering down or simply disbelieve their own eyes. Cities don't typically have Janissary, charged by the emperor to keep all monsters at bay. If the players decide to skip the fight, the monster returns to attack the longboat upon the next flip of any Sword, which results in a mission inconsequence encounter.

Rank Six – Ship Impound: The dockmaster has seized the party's longboat for cause or not. The longboat is trapped, bound to the pier and other ships. The crew may even have been moved off. They wait under house arrest in an empty warehouse. A Briber can use the ship's Treasure Laden (D) to end this threat. Else, the party continues in encounters trying to locate someone with the authority to make the dockmaster back down on his threat to sink the boat. The players may wish to use a powerful friend here.

If no one is found by the end of the setting, fight a battle to retake your ship. This could be done with Boarding Actions and Engage for Victory. But also require a Swagger vs Swagger or a Personal Duel with the dockmaster, level four plus a half D8 for associated defensive modifier. In the aftermath, the boat loses a half D8 techniques if that Briber and Treasure Laden is not immediately used.

Rank Seven – Conspiracy: The players have uncovered a plot. Perhaps they overhear conversations in an tavern or find evidence on a wounded traveler. This is advanced notice of a major crime or campaign event. Murder is always a good choice, easy to visualize and take actions to prevent. If you struggle to name a victim, select a visiting legionnaire prefect. "*Praefectus castrorum, you're in danger.*"

The outcome, if not thwarted, will disrupt the port. The longboat will lose all but a half D8 techniques should the victim die. No quibbling.

Seldom will alerting the potential target be enough. The players will need to fight off an initial attack by becoming the victim's impromptu bodyguards. The players will further need to appeal to one of the following: the lord high mayor, a priestly official, the dockmaster or a guildmaster. Yet only one of these four will be sympathetic. The others may not be in on the planned homicide, but each will have a motive or excuse not to stop the cabal's plans. *"He's away hunting."*

A mix of combat and skill demonstration results. The players may even need to adopt their slurs and cheesy accents to make role-play appeals. The Ref must decide if the players prevent further attacks or the adversary switches his anger to them. The players may face trial for slander or evidence might be presented against them as the true culprits. Go wild with the outcomes here, even straying into a special set of climax challenges to get out of this singular event.

Q&D Appeal to the Masses

Appeals King: Rant and rave, threaten to seek justice in higher courts of the land. Success to gain the Quest Pip. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, the situation here has ended.

Difficulty: 7 **Advantage:** Trait Energetic

Appeals Queen: Make a friend of a clan elder, flatter and do him favors. Success and obtain a prize, reach an interim goal or discover a clue to continue. Regardless, continue on this table until an event repeats or all players take an action.

Difficulty: 9 **Advantage:** Swagger Repartee (P)

Appeals Knight: Imply you have friends in very high, unworldly, places. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and suffer a vicious wound. Regardless, the situation here has ended. **Difficulty:** 7 **Advantage:** Blade Golden (T)

Appeals Knave: Use the black market bypassing the established guilds. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. But, fail and suffer a vicious wound. Regardless, the situation here has ended. **Difficulty:** 9 **Advantage:** Mount Talking (P)

Appeals 10: Always helps your plea when your wardrobe is crisp, freshly cleaned, unpatched and unfaded. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 8 **Advantage:** Longboat Vermin Free (N)

Appeals 9: Go outside the law to obtain what you need to continue unfettered. Success and make a friend within a Foreign Power or Saurian Tribe. But if this

becomes known, the legions and loyalists of the Emperor will become your foes. Regardless, the situation here has ended. If the rank of the event is Rare (seven) or Catch-All, your foreign benefactor is well known and despised (as you are now). Plus, one more event occurs on this table; who's next? **Difficulty: 10 Advantage: Mount Vibrant (M)**

Appeals 8: Pretend contrition and accept an ill judgment, planning to skip the trial after a tiny bail is set. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. If the rank of the event is Flukes (six) or Catch-All, this combat should be in defense on your ship with boarding actions. **Difficulty: 9 Advantage: Skill Briber**

Appeals 7: Descend and go deep, under every city is another thriving market of industry. Success and make a friend of a Dwarven King, though his realm's underlings may still be rude and unhelpful. Regardless, the situation here has ended. If the rank of the event is Agitated (five) or Catch-All, fight a monster of ferocity equal to the highest level character. **Difficulty: 9 Advantage: Blade Scintillating (K)**

Appeals 6: Throw a party, loaves and fish, to feed the crowd; reap the reward of goodwill and gather donations to help the charity you purport to lead. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Infrequent (four) or Catch-All, lose a half D8 longboat techniques here; gain a free longboat swagger in each of the ports left in the journey (at most three, one for the end of each Phase). Ref may also give double the Methodical strategic benefits next mission, before the scam finally ends or transitions to another NPC. **Difficulty: 10 Advantage: Skill Steward**

Appeals 5: Burn the warehouses of a few aristocrats who refuse to deal in honest trade; bring sober to the rest. Demand tribute as a raider, before you'll *peacefully* leave. Success and gain any longboat swaggering. Regardless, make an enemy of a political faction loyal to the emperor. If the rank of the event is Informational (three) or Catch-All, gain a personality flaw; the town was depleted and still you retaliated. **Difficulty: 12 Advantage: Wizardry Pyrotechnics (K)**

Appeals 4: Create a object for an unusual trade; this piece, if not a relic, has singular form, beauty and markings to bind another's enchantments. Success and make a friend of a powerful magical wizard, faction or even an aspirant to Zaire. Regardless, the situation here has ended. If the rank of the event is Common (two) or Catch-All, join an NPC user of magic in a fight against a local lynch mob or rival wizard. **Difficulty: 10 Advantage: Skill Goldsmith**

Appeals 3: Thwarted by local politics, raise a mob of the oppressed and demand change. Success and obtain a prize, reach an interim goal or discover a clue

to continue. But, fail and lose any Swaggering Technique. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Routine (one) or Catch-All, lose one longboat technique, probably the cost of feeding the assembled crowd. **Difficulty: 7 Advantage: Skill Rabblrouser**

Appeals 2: Seems odd for a man with so much criminality that he could be tried, to be blamed for something he actually didn't do? Success and make a friend of a Secret and Hideous Cabal. But if this becomes known, the legions and loyalists of the Emperor will become your foes. Fail and continue your survival on Digression (V), Vigilante Justice. Regardless, the situation here has ended. **Difficulty: 8 Advantage: Skill Courtly Grace**

Appeals Ace: Bellow, curse, weep, extol your virtues and the importance of your travels; control the crowd and gain the world. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and receive no help; lose a longboat technique. Regardless, the situation here has ended. **Difficulty: 8 Advantage: Swagger Battle Cry (A)**

Major Tarot: Use content under Cup-Cup.

ROD-SWORD Ports: Outlaws

Rascals, Brigands, Rogues, Thieves, Cutthroats, Villains, Scalawags, Ruffians – the title outlaws was selected out of a cast of hundreds. Remember one thing, players recognize something brutish or unlawful about each of these events, but the players are not bound by any code of honor to attack. The outlaws are often not looking for trouble from the players either. But stopping outlaws may become justification of city loyalty and lawful intent when the group later faces Constables or the Elite.

Combat is useful to resolve these conflicts, but alternatives and proper reason should be sought. In a city, you can't just slay anyone you meet, even an outlaw. *He attacked first* might not even suffice when these hooligans turn out to be sons of more powerful local lords.

Rank One – Barbarians: The group crosses paths with the masters and press gang from another Varangian ship. At first the encounter is joyous; tales are swapped, and vows made to drink. After the other group departs, for these rank one events should almost never result in fights, the downside becomes more apparent. Everything you need, those other guys do as well. You now have formidable competition for resources. Anything those guys do as outlaws will be blamed back on all Varangians. The end of setting, hopefully, approaches.

Increase the rank of all mission inconsequence encounters by one. Increase the rank of any event which includes a Sword by two.

Rank Two – Scoundrel: This can be anyone from the local bully to the lordly guildmaster. Most of these events take place at night, while the players are stopping for supper and strong drink. The scoundrel will be openly performing some sort of disreputable act. The specifics are left to the players' tastes and Referee to describe.

The encounter will be upsetting, definitely boorish, non-chivalrous, yet none of the actions are blatantly criminal. i.e. The players do not witness armed robbery or rape. Instead a scoundrel will extort money or coerce affections by threat of legal action. Such a man often has a relative as the lord high mayor or dockmaster, a temple official, delegate of the imperial court, or a moneylender in large banking cabals. he may be that powerful personage's son.

In every case the players will meet both the dashing scoundrel and the poor storybook underdog right here. Scoundrels dislike open and fair fights and would rather gain the advantage with numbers or with surprise. They delight in causing fear and feeling superior. In this first meeting of the scoundrel, he retreats as the players become involved.

Even if the players merely watch bemused, the scoundrel will take offense. The event is not finished. The next time a Rod-Sword is generated, the result is treated as rank six, Ambush. The scoundrel seeks his venomous revenge.

Even if the group never encounters another Outlaw, the scoundrel has worked behind the scenes to thwart the group. He could blackmail or use his favors in the local court. He's not above falsified charges and blaming the players for his own transgressions. The scoundrel tends to be extremely well informed – spies and cronies everywhere. Scoundrels even surround themselves with lackeys, who will sacrifice themselves and allow their leader to escape.

Spurned scoundrels often become true enemies, aiding more powerful opponents of the players to obtain their revenge. He might be dismissed for now in this mission but could appear in the next or the next. Give this guy a creepy name. Should the players support such a rogue, they might gain some advantage in their quest to supply or gain info. Yet that alliance should have negative outcome as well. The patron of the present mission probably knows of the scoundrel and will not care to have his involvement. Ref decides.

Rank Three – Vigilante: Vigilante justice is unlawful and often unpredictable; they seldom catch exactly who they seek. They might not always hang an innocent man, but they don't like to be stalled; they want the hanging. The guilt or innocence of the victim is secondary to inflicting punishment. Vigilantes seek criminals, usually recent crimes against man. Many of the port's constables will join the action – there is no refined justice to be had today.

Because more people live closer together in a port, the crowd is large and fanatic. If players have recently (within this setting) committed a crime, the vigilantes seek the players' group. Otherwise, vigilantes will either suspect the party of a local crime or recruit the players to aid in their search. Foreigners are typically guilty in the eyes of vigilantes. There's a Digression (V) for vigilantes, but it is used mostly for solo encounters or movement inside those tables. Here, the players as a whole will be accused. They might have to skirmish to flee, before reaching the safety of their ship or larger body of saner commoners.

Rank Four – Ploy: A band of bandits are acting like merchants or constables, trying to ambush a single player or con one out of his purse. They seem to know what the players need. They will pretend to be that merchandise vendor. They have no intent nor ability to deliver. The principal player must roll Difficult, or he is duped. Anyone else can try to roll Tasking, but upon failing he suffers a vicious wound for questioning his superior in front of strangers. The wound's origin is probably an offended warrior of the crew.

If the bandits here do skirmish the players, they do so with some advantage; the first card for each player is Bane Brash. Still, the bandits employ the ploy to avoid battle and subtly gain money or supplies. The whole fight should not last more than a half D8 rounds, before everyone scatters.

Rank Five – Robbery: Think of bandits and of course robbery comes to mind – sure, but when, where and by whom? These can be thieves laying in ambush or an NPC ship crew deciding to loot a specific commodity. The players may face this event while ashore or during a defense of their own ship.

The players at times will assault from dock to ship to retake their own vessel; others may also try to hijack their ride. The Referee decides what type of group the players meet (the number and motive). Even if the players greatly outnumber the thieves, they still may suffer loss. Personal duels might occur with a D8 thugs facing the players in a barroom fight. Grander scale Q&D might occur as the players' full force has returned to the ship or bedded for the night.

There might also be just a lost purse, the string clipped, while someone shopped. Use this event sometimes to represent an appeal from the local keeper to rid him of a criminal gang of hoodlums. Consider this – the bandits might have robbed a storehouse of goods the players just purchased. The players will need to track and pursue the group (to a battle in the fields outside of the port) in order to recover their property.

Rank Six – Ambush: The players have suffered a setback caused by thieves. These are set-ups, but nothing is subtle about them. Usually a player will be asked to step outside as a knife is held to his back. Demonstrate swaggering to elude the thrust and enter a personal duel. The first person attacked might be knocked out or receive a

vicious, before his companions join the combat. Else, let him pick a Bane before regular personal combat starts.

Infrequently, stronger (notorious) player characters will be asked to aid a minor criminal in an ambush – their agreement or refusal starts combat. The target then will be an NPC and perhaps a half dozen or so thuggish guards. The ambusher's motive may be legal; he may be a constable seeking an outlaw. If the players aid the lawman, this scoundrel will have friends, ones which become the players' enemies.

Much can occur. Sometimes the players will come across another group laying in wait to ambush constables. The thieves are discovered moving stolen goods to a guildmaster's warehouse. They could have taken the players' ship and demand a payment to prevent them from torching it. Or the group crosses paths with victims being chased by bandits. On last for instance, one or more of the players have been kidnapped for ransom; go free them.

The players will need to be heroic, or there'll be somber ramifications. A greater foe besides the mission's rival may have acted, with the players the intended victims and suffering the brunt of the outcome.

Rank Seven – Pickpocket: A loner of sorts who only steal jewelry or letters of trade or blackmail, not bothering with bulky arms, boxes, supplies or equipment. To start, several players notice the loss of their purses, letters of introduction, daggers, necklaces, etc. Take one item from each player. Never the character's Blade.

The players may at times catch a person in the act of stealing from another, but only if one of their group is a trained pickpocket. Pickpockets on these events are notorious; humbler souls shake in fear. Give the guy a name and have him appear in other places to follow. *“John-Jon seems to be picking on us?!?”*

The pickpocket could be a previously met aristocrat, an enigma quasi-protector, or a relative. But often the thief is added to play as a source of comic relief, an unseen troublemaker tending to linger the rest of the port setting, plus into the next setting. He may appear again in the Epilog. He may be a spy and master of disguise, someone who is now always attached to the group as bane and boon.

Q&D Scout, Hunt and Trail

Scouting King: Take to the boat, the river currents or shoreline will be faster pursuit than striking out overland. Optional, success and enter combat. Else, continue on this table until an event repeats or all players take an action. **Difficulty: 8**

Advantage: Longboat Arcane Sentinel (F)

Scouting Queen: Resist the urge to give-in and rest for the evening, the only way to overtake them is via force march, driven by the hunger for revenge. Success and catch your foe; attack with the Fury Pip. But, fail and add a half D8 steps toward

oblivion on your tally of Warped Outcomes. Regardless, continue with combat.

Difficulty: 7 **Advantage:** Swagger Ferocity (J)

Scouting Knight: See your quarry delay in a fortified position; find weakness in their defenses or point of ambush. Success and enter combat with a Tactical Pip. Fail and begin battle Shaken. Regardless, player gains the Catbird Seat in the continuing action. **Difficulty:** 9 **Advantage:** Skill Spy

Scouting Knave: Rally as your adversary has doubled back and laid a trap on your pursuit. Fail and all players enter combat as Shaken. Regardless, continue with combat. **Difficulty:** 6 **Advantage:** Trait Bold

Scouting 10: Observe displacement of the local flora to aid your pursuit. Success to gain the Quest Pip. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 9 **Advantage:** Skill Horticulturist

Scouting 9: Disregard and avoid delay created by ruses employed by the ones you pursue. Fail and you've lost the trail, your search is ended. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Rare (seven) or Catch-All, you and half the party lose their purses of coins. **Difficulty:** 9

Advantage: Swagger Irregular Tricks (M)

Scouting 8: Cleave through make-shift barriers and toppled obstructions situated to thwart you path. Fail and you've lost the trail, your search is ended. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Flukes (six) or Catch-All, upon fail, also suffer a vicious wound. **Difficulty:** 8

Advantage: Blade Hellish (M)

Scouting 7: Scale and take the high road, above ground level to find unobstructed sightlines. Fail and you've lost the trail, your search is ended. Otherwise, continue on this table until an event repeats or all players take an action. If the rank of the event is Agitated (five) or Catch-All, upon success continue with combat and gain the Quest Pip. **Difficulty:** 9 **Advantage:** Skill Mountaineer



Scouting 6: Follow the scent with tracking dogs or your own keen senses. Success and catch your foe. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, continue with combat. If the rank of the event is Infrequent (four) or Catch-All, upon fail lose any swaggering. **Difficulty:** 9
Advantage: Skill Houndsman (Beasts)

Scouting 5: Raise the alarm, roust the garrison, call up the militia, muscle men to the task ahead. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. Regardless, the situation here has ended as the adversary is defeated in fine order. If the rank of the event is Informational (three) or Catch-All, upon fail, suffer a vicious wound among the fickle howling horde. **Difficulty:** 14 **Advantage:** Mount Lucid (N)

Scouting 4: Root one lagging enemy out of a hole or hovel in which he cowers. Fail and lose any Swaggering Technique. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Common (two) or Catch-All, the person cornered is the leader; continue with combat or his interrogation to find the rest. **Difficulty:** 11 **Advantage:** Blade Lithe (H)

Scouting 3: Utilize the abilities and senses of nonhumans to pursue your prey. Success and continue with combat. Fail and lose the trail. If the rank of the event is Routine (one) or Catch-All, lose a longboat technique; player should decide whether this happened by charity, extortion, clan loyalty or magical circumstances. **Difficulty:** 7 **Advantage:** Longboat Inhuman Watchdogs (R)

Scouting 2: Your actions are misconstrued, and you find your role has been coopted by an even greater conflict of arms. Fail and continue your survival on Digression (T), Clash of Legions. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 10 **Advantage:** Swagger Killer Instinct (N)

Scouting Ace: Perceive the greater conspiracy; the culprits were not acting solely for their own profit. Success to gain the Quest Pip. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 7
Advantage: Blade Fantastic (D)

Major Tarot: Use content under Cup-Cup.

COIN-COIN Ports: Wagers & Deals

Wagers are a chance to use skill or luck. Some of the people met will be servitors seeking a ship crew to join. The offer to gamble is just a simple manner of introduction. Other encounters are skilled NPCs ready to bargain with the players. This is a setting of readiness, whether to initially cast off or to get to the final climax.

The players need something; the person met may have that commodity or information. The gambler offering the wager may decide he's not motivated by commerce. He wants the player to risk something tangible, besides a purse. The player might counteroffer something and then the encounter becomes real as a strange partnership results.

Wagers need not be gambling, but can also be tests of strength, skill or knowledge. The Referee should let players make the offer and perhaps if successful check an Ignoble for doing so. Cheating is possible. Magic swagger is a form of cheating, even if it isn't specifically applied. The loser might refuse to pay. That would prompt other action.

Simply generate the NPC, the one who accepts the wager of the player; action follows. This category also offers deals and solutions to players' search or necessary outfitting. Even if the events before suggested the players are handicapped, then the Wager category might give them a different path to the same goal. These are events of good fortune, less frequently bad, that occur with the players happening into the right place at the right time.

Rank One – Mariners: Here's a group of trained sailors. They are seeking a paid job, not looking to be kidnapped and pressed into service. The seamen are usually intoxicated and rowdy, capable of brawling to amuse themselves if not otherwise engaged. They may seek to desert one commander for another.

Before they appear to be a fortuitous hire, consider they were not exactly loyal to their present ship – what makes the players think they will be dedicated going forward? They could be unemployed by a glut of capable men, if no encounter yet has said otherwise. They may be foreign and stranded by circumstances. Their ship was sunk or stuck in dry dock indefinitely for repairs.

These men are valuable, because they have been in the port for a modest amount of time. The mariners should have knowledge of a seller of something the players need but will give that info only if they are employed at better wages than normal. They can provide information on local ships in the port, private stores in a warehouse or anything else that proves valuable to the players. Or, they might have something of considerable worth, which they offer in gamble. *“Win and get this jewel case.”*

If the players do not need seamen, treat this instead as just the offer of information or to wager. The Referee decides all specifics, including the number of sailors (up to score), size of any bet, plus the details and significance of the

information they offer to share. Remember, this category should be beneficial, at least at first.

Rank Two – Warriors: Like rank one seamen, but these are men-at-arms from disbanded cohorts or men fired from the constables. They could be nonhumans or immigrated from far flung lands. They will be special and should be treated as having ability as both sailors and soldiers, having the ability of true marines.

They often want excitement and a chance to gamble the remaining pool of their wages. They may not outright refuse a job offer, but for now, they don't see their circumstances as dire. After losing all their purses, that will make them eager to find a new boss.

These are trained soldiers, yet the men will be poorly equipped and need the players to supply accoutrements and arms. They are less likely to have critical information and instead represent a chance to add some capable armsmen.

If the next event card flipped is a Coin, they will recant their deal and ask for more salary. If the next event card after that is a Sword, they will desert with anything they were provided. That is unless the phase has advanced, which locks these marines into one player character's bodyguard service. After these two possible bad card flips, the player who connives his way into their hearts will have some of the best loyalist followers that money can buy. They may even represent a wild card advantage of blocking one upcoming injury that would otherwise result in character death. They can do this but once.

Rank Three – Aristocrat: Give this guy a name. Here is a man without title, but still an owner of a guild independent warehouse holding sail cloth, equipment, food stores or arms. The gentleman has no need for any of this; he is often looking to unload the materials. But he's not initially inclined to hand over what he has. He has a signed contract with a different guildmaster, so the players will need to exploit his degenerate nature to get what they need. *"Care for a silent partner?"*

These types of men will always be helpful to the players with information, but only if they gain a share in the profits. Some are retired seamen that are now tavern keepers and love to exchange stories. Their clout can raise a ship crew or contingent of armed volunteers. Most are liked and respected by the local craftsmen, since they aren't greedy lords. he's eating with the commoners.

The aristocrat can remove obstacles presented by dockmasters and other aristocrats. He may not help with or care to deal with nobles. Many are but a step away from returning to more adventuresome lifestyles. *"Don't insult me with mere clinking coins. I'm seeking to get out of this scum-hole altogether."*

Some may be recruited as ship's masters; the rest just want a share from afar in the reward. He won't be traveling alone. A legion centurion might be leading a half cohort of troops looking for mercenary employment, even as ship guards.

The Aristocrat is never too busy for a wager. Many will challenge their soldiers against the leading player, winner to combine both forces. If he wins, the ship will have a new First Optio, replacing the last person in that role. Because of their staunch independence and charisma, bringing one along for the voyage or climax with prove later a detriment. Yet what are the players to do?

Rank Four – Drunk: The wager comes from someone too intoxicated to know what he is doing. He will match great sums against small amounts. This is a man, or group of men, just begging to become a rower; else this is an intoxicated constable who once he loses his wager might be coerced into helping the group. Rarely the offer professed is false. He's drunk but not incompetent; his boasts are more than rumors. *"I know where ogres buried treasure."*

The drunk instead may sober up in defeat and seek to retrieve what he lost. In that instance, the players have leverage. The man could make many of the players problems disappear, if his prized good luck charm or badge of authority is returned.

Rank Five – Challenge: The players have beaten someone at a wager, perhaps even a day before. The catalyst of the event may also have been a deal made by them, and now the merchant claims he was the victim of fraud. The gentleman returns with a cohort, or more, of mercenaries and asks for restitution.

The legal authorities or lord high mayor are not yet involved. What the players might have gained from the man is a pittance compared to the cost of the men this guy has hired to retaliate. He's a bombastic oaf, crippled by his own pride. *"I never lose."*

He will claim he was cheated at dice, billiards, darts, you name it. He will claim the coins used in a deal were shaved; the player characters' identities and promises were false. The best that might be had is a public return of property or rematch of wagers. *"No magistrate or trial, just cut cards."*

Often we have a fight. A refund or rematch is not what the loser wants. He wants to escalate; he wants blood. Do the players want meaningless losses in a Skirmish? This could be resolved with a Battle to Quell Hostility (pg 53 climactic challenges booklet). That Q&D offers results of *the sides separate for parley*.

If the encounter does not end with some sense of reclaimed honor by the challenger, then the net result will be more conflict for the remainder of the setting. The aggrieved will use his clout to persuade others. If the challenger dies, the whole port will shun the players or seek their arrest. The Ref may decide other consequences or resolutions based on players display of abilities. There may be a way for the players to let the opponent win by purposely losing in public. Or, staging a fake death in hand to hand combat.

Rank Six – Magical: This is a wager between two users of magic. These battles seldom occur and one player, the one with the most Wizardry, has accepted

the challenge. Many feel White Magic could result and kill everyone in the region. That of course is just what the learned and every mother says to keep these fights from becoming commonplace.

The player in the match can give his motives. He needs to find out if he is more powerful than the player character. The player character as well is curious, even though both combatants might be crippled by the fight.

Win or lose, the other wizard will bankroll the adventure or give that last piece of information. He promises.

To escape the scrutiny of the public or a Zaire, the arena used will be the underworld. The imps may even offer a prize. Use swagger vs swagger. The opponent will have double the techniques (or all twenty) of the player character. The player has his Wizardry, but he may also use any other swagger, even his mount for this tournament. The rest of the party may only take action as Ranged Minor Antagonist (from the bleachers) which likely results in self inflicted wounds.

At anytime the player character may surrender, but to do so is to lose all remaining Wizardry. White Magic results and blanks his mind, erases his resident powers. Any swagger lost can be regained through regular play. Note, if this goes all the way to completion, the final injury to the loser is determined by the last swaggering used. If the NPC opponent is slain, he cannot fulfill his debt. His promise is only good if he falls unconscious or submits. Secretly, he even hides an injury (or cancer) and that vicious result also kills him dead.

Rank Seven – Cabal Agent: The players interact with a black market broker who owns everything and anything. He has several vessels, several warehouses and enough riches and supplies to meet all the players needs immediately. Perhaps this man is soon to become a key competitor in the campaign.

This event can represent a encounter of happenstance with the Lord High Mayor, a potential friend almost unequaled, at least in this port. These can also be officials of the imperial court and lords traveling on duties of the state. Perhaps an admiral or warden of the realm has been met. Yet all wear a tattoo on the upper thigh to prove they are more than important men; each is an agent of a secret society. By revealing his ink, he is boasting to the group that he is supremely evil.

Some form of intrigue ensues. The wager or deal will involve the players having gained awareness of a campaign event or interfered (even unknowingly) in a significant plot. This agent may seek to buy the players off, placate them and get them on their way. He may want to exchange knowledge or offer his help here in exchange for a promise to repay this service later.

Here's another catch – the players have just a D8 more events to escape this setting. Anything more and they will be rightly or wrongly seen as enemy agents of a cabal. The phase must advance, before the time runs out. Failing to do so should

bring a significant wrath down upon the players; they would be better off quitting the present adventure and moving home into the Epilog. Ref may decide to force this or let the players continue on with disastrous penalties and newly acquired enemies.

There may not be enough supplies for all. If the players refuse, they may get the worst of both. They gain nothing, possibly fail their mission and get implicated in a cabal's plot. A list of cabals is available in the Quest booklet (pg. 155).

Q&D Games and Sport

Games King: The sport of kings, bet and race horses. Success and lock any of your swaggering as Glorious. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, the situation here has ended. **Difficulty:** 9 **Advantage:** Skill Equestrian

Games Queen: Chop wood or compete in some other test of sinew. Success and obtain a prize, reach an interim goal or discover a clue to continue. But, fail and lose any Swaggering Technique. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 7 **Advantage:** Swagger Crushing Blow (G)

Games Knight: Employ precision skill, mixed with luck, to win a game of darts. Success and lock any of your swaggering as Glorious. But, fail and suffer a half D8 increase in Warped outcome tally. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 6 **Advantage:** Swagger Chiasmic Action (D)

Games Knave: Drink and act the fool, garnering some goodwill. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and next player will select an event with Difficulties raised by three. **Difficulty:** 8 **Advantage:** Skill Acrobat

Games 10: Recite heroic tales from long ago. Fail and make an enemy of a Dwarven King. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 9 **Advantage:** Skill Minstrel

Games 9: Relate some gossip about strange haunts and phenoms, nonsense words and exaggerations heard along your journey. Fail and make an enemy of a Secret and Hideous Cabal. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Rare (seven) or Catch-All, fail and suffer a vicious wound by ambush; perhaps check Growth and learn to mind your own affairs. **Difficulty:** 11 **Advantage:** Mount Mystical (D)

Games 8: Gain the edge at cards by unobtrusively employing or deceptively calling forth the supernatural. Fail and make an enemy of a powerful magical wizard, faction or even an aspirant to Zaire. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Flukes (six) or Catch-

All, upon fail, lose a wizardry swaggering. If the character has none, lose a Trait.

Difficulty: 9 **Advantage:** Wizardry Power Words (S)

Games 7: Respond as you should and are expected when bumped; your drink was partially spilled. Success to gain a fresh top-off for your mug (one-punch win the duel). Fail and suffer a vicious wound. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Agitated (five) or Catch-All, each player should roll this event and see if they are injured during the evening by a challenge. After that, it's over. **Difficulty:** 9 **Advantage:** Skill Pugilist

Games 6: Arm wrestle for fun and profit. Fail and the encounter escalates to combat (for everyone). Otherwise, encounter ends for everyone. If the rank of the event is Infrequent (four) or Catch-All, somewhere a noble son has disgraced his family; make an enemy of a regional earl. Regardless, wake the next morn with a chest of treasure (to invest in your own estates or longboat). **Difficulty:** 12

Advantage: Swagger Seize Swordarm (Q)

Games 5: Break your opponent's blade as you spar to achieve three dexterous, nonlethal strikes. Success and gain reward equal to a longboat technique for the party. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Informational (three) or Catch-All, upon fail, agree to leave the party and be the champion of a local aristocrat in his duel. The offer turns decidedly corrupt after you sober up; continue with Digression #Y. **Difficulty:** 10 **Advantage:** Blade Amalgam (O)

Games 4: Leave your weapons in a friend's care and become a name on a bracket in single-elimination tournament. Success and make a friend within a Foreign Power or Saurian Tribe. But if this becomes known, the legions and loyalists of the Emperor will become your foes. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Common (two) or Catch-All, upon fail, tossed in the alley with the other losers of the matches; continue with Digression #G **Difficulty:** 11 **Advantage:** Swagger Wrestling Holds (T)

Games 3: Respond (as expected) when someone insults the gods of the sea. Fail and make an enemy of a political faction loyal to the emperor, your enemy probably is a militant member of the One True Faith. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Routine (one) or Catch-All, everyone wakes the next day still a bit inebriated; next encounter treat as having the Shaken penalty for any rolls. **Difficulty:** 8 **Advantage:** Skill Brawler

Games 2: Before this gets out of hand, are you sure you wish to brag and wager on your ability to stare down the exotic? Success and lock any of your swaggering as Glorious. Fail and continue your survival on Digression (B), Facing

Monstrous Beast. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 11 **Advantage:** Skill Prestidigitation

Games Ace: Wager against something even more precious than blood, your soul. Success and gain a new character Trait; however, if the character already has all six, he instead becomes a permanent NPC, usually ascending in dramatic fashion (no goodbyes). Fail and character dies. If he has reached at least level three, the Ref may allow a roll on the Death of Character table in Fundamentals; below three allow a roll on Obliteration is required. Regardless, the situation here has ended. **Difficulty:** 7 **Advantage:** Skill Gambler

Major Tarot: Use content under Cup-Cup.

COIN-SWORD Ports: Mysterious

These are events that happen, but their cause is not known or fully understood. These will begin as perhaps harmless events, but never seem to completely disappear. When an event is a mystery, it could be caused by a traitor in the group or internal conspirators. Other times the mystery will come from an external source. Discovery of the cause will usually end further incidence; otherwise these events tend to repeat without prompting by further cards.

Rank One – Missing Men: Assemble for morning muster and discover some of the crew or NPC specialists are not present. Was it simply desertion or foul intrigue? The crew is not trapped, especially on a ship in harbor. If they found other service or escaped, so be it. If they were taken by another vessel in port, there's a concern. The best and brightest of the crew that was assembled have gone missing.

Lose the top most longboat technique (A) or closest to it. Continue to lose the next and the next each event, until some form of resolution is found. The players may be trying to replace each as it is lost. But what they truly need is to solve this mystery. If they leave the setting before there's a solution, the boat is as the boat is. If they solve the mystery, up to a half D8 lost techniques can be returned and gained.

How do we solve the puzzle? A simple mechanic is best, since true mysteries and clues are tough to assemble on the fly. The Ref will assess a target goal of a half D8 clue-points. Each event to follow the players can slant the challenge and obtain either zero, half, or one point toward their overall goal. The Ref should set the amount and degree of Difficulty based on the players plans and abilities employed.

Use the events and adapt. There will be prisoners to interrogate. There can be agents and contacts to consult, rumors to probe. Make deal, consult with the elite, pay off constables. Each event may have some or no benefit. Could magic be used to solve the whole puzzle in one make-roll? No, but that successful task roll or make-

roll might gain the players a clue-point. The enemy or abductor probably uses magic as well to mask what they have done.

Once the mystery of the missing men is solved, their will need to be a rescue. Not all men (and NPCs) might survive, but the integrity of the crew is reestablished. As stated, some of the loss and more might be recovered.

Rank Two – Gloomy Weather: The fog is very thick, and all the players have to navigate are the sounds. What do they hear? An explosion, growling, music, a splash, laughter (nervous), laughter (sinister)...Add some sound effects if you wish. In a fantasy world, the sounds may not be identifiable and are often unworldly.

Take for instance a muffled cry. These can be lovers at play, a person stumbling, an execution or one of your own guards being abducted? By not investigating, the players may avoid a battle now, but perhaps become blamed for an attack or suffer ambush, later. Sound can play funny tricks; the location of the noise may leave the group pursuing an echo. By investigating, the players might accidentally divide their force; they may even discover who's been injured and why? That knowledge is never a good thing.

Rank Three – Animal Migration: Not everything met is human. Here the town is in the middle of a swarm. Insects, small critters, a herd of bison...monsters great and small would be the worst. The creatures have other matters, their own logic. Mating and offspring of monsters? They may be enchanted or magically compelled. The event may be a one-off or seasonal. The plight might occur year round.

Add the Bad Trait Pestilence and make the players attempt standard mitigation. If the city already has Pestilence, then the vessel is being eaten by wood boring insects, growing barnacle parasites or attacked by even larger worms.

In each event to follow require the same skill mitigation or add a personal duel Magic Bane for a random player character to reflect a mishap caused by these bugs. The players will be constantly spending effort to repair their vessel and may have to depart with it less than seaworthy. The locals blame the foreign pests' arrival on all the boats. Many will want to burn all the ships in port. "*Kill the roach-rats.*"

The true cause is magic, and a new cult or demigod is testing its power. Finding and stopping the rite can stop the threat. Is that truly desired, facing a demigod? The players may be using trait, skill and swagger to avoid crossing paths with the animal controllers.

Rank Four – City Alarm: The players cross a place right after a massacre. One religious sect has attacked (at night) and killed another. The victim retaliates. Yet neither party seems to be identified as germane to the city. A feud in the underworld may be spilling out into the streets. Goblins of many twisted forms could be at war with goblins of many twisted forms. The pure brutality and physical

remains are of common men. Weird cultists and nonhuman fanatics are fighting; they care little of what stands in their way. The dead may even come back to life. Why this place; why now?

The carnage will be horrific and significant. Enough collateral damage is occurring to reshape the local political order. The locals are screaming for justice and a return to order. The constables seem helpless and afraid. Trade is being impacted, since most deliveries to a large city must occur after hours when the roads are clear. Yes, the tiny roads of dark age cities did have a rush hour. The mayor is asking for heroes to solve the mystery and end the disruption. All fear this will escalate. Good gold will be rewarded. The heroes may not live to spend it.

Rank Five – Amazing Coincidence: Two things seemingly unrelated occur, a bad event and an innocuous event. Both are in fact related. A ship arrives on the same day that a monster attacks. A temple is consecrated on the same day of a monster attack. A theater opens on the same day as a monster attack. Listed that way it's too obvious. Maybe there can be some guessing?

A monster will attack each card flip. How many die? Seldom will the group use personal combat to resolve these battles. Although the players fight valiantly, gain no Ignoble check for duels. In the aftermath the longboat loses a half D8 techniques. The whole city is in upheaval. A dragon attack?

What has drawn the beast here is the mystery. Give the players six general places and people. Think CLUE®. NPC A, B or C may be involved from use of magic, ancestral ties, stolen object. Site I, II, III may be the cause, because construction broke an arcane seal, the foundation was a guise to hide a treasure, the workers use magic to shortcut the construction or material costs. Select your own and mix and match. Only one will be true.

Each round the players will hazard a guess. One in six chance they find the cause. Then one in five, one in four, etc. Once the cause is found, then undoing the violation will end the dragon attacks. Guess wrong and add a Bad City Trait (at random) and have the players mitigate that new effect to their longboat. If they go five for five missed guesses, the city-state will be barely livable when they finally correct the malicious cause.

Does the party get any clues? Sure, as much as the Ref can develop and pose. Maybe they can guess one place each round and also with display of abilities and some poking around discount one place each round. But this is not guaranteed. No player character is Sherlock here; most of the characters would slash more and sleuth less. But maybe the Ref can think of something. If you got a novel way of creating these riddles and puzzles, post it for all in the Vox Populi forums (of spacegamer.com).

Rank Six – Phantoms: These are supernatural events that happen to the group, perhaps apparitions or divine warnings. Anything fantastic can occur, yet the party should have some doubt about what was experienced. The events often happen after bouts of drunkenness and during twilight sleep. The events are mysterious in that the player characters will doubt they occurred. Should they ever doubt themselves?

Select a victim. That person has had an odd vision or manifestation. A good way to start this is for one player to describe a supernatural experience. *“I saw a unicorn.”*

He should not choose something terrifying (yet). He should see something he probably wouldn't expect. The player character will think he is mistaken. He might confide in others; he might just be frustrated and take his anxiety out on the crew. These events slowly ruin the servitor's morale.

Each round another fresh player character becomes aware of the phantom or warning; this happens from a first player's confession. Yet shortly after, the two men will experience the new, lightly changed phantasm. Now it surely must be real? Or is the paranoia contagious and the magical sleepless curse being shared? Either player character may think he is going insane.

The Referee decides what's next and what's real. He should secretly write Real Portent or Figment (from the beginning). Each event to follow, the affected players will bring one more unaffected player into the fold. Continue this way with each night a new player character becoming involved. Each night the dream should change and slowly be more terrifying. The impact if it comes is more and more dangerous. Let each new player in the phantasm add his own details. *“The sharks leapt on deck and stood upright.”*

If the setting ends, the trouble ends. Otherwise, there are new events to resolve from the card flips and return here to add more to this lingering mystery of the phantom. If the phantom events continue to conclusion, all players now impacted, the final outcome must be a very bad thing. The Ref should decide if it injures characters, damages the longboat or does both. The outcome could occur once everyone is impacted and experiences the phantasm. Anyone who tries gaming the experience by adding a happy moment is instead taken by surprise, perhaps slain; warn them ahead of any telling of the tale as a joke.

So, was it real or was it illusion? The Ref wrote the Truth at the start of the event. Each player has a choice. He can say his experience was a figment and suffer a vicious (self inflicted to focus his mind). Or he can believe the outcome. If a majority say the outcome occurred, then the Ref should impose the impact in wounds and lost longboat swagger. Of course, do so only if it was a Real Portent. A Figment (from the start) can't hurt someone even by believing it was true. But if it is a True Portent,

characters can be outright slain! Maybe it's still best to just let the majority injure themselves for the amusement of a goddess of sleep. And yes, even if it was a mere Figment, you shoved a dagger in your leg for no reason?!?

Rank Seven – Miracles: Something wonderful has occurred. The city is a titter over something miraculous. The players should even be part of the event. A god usually appears and says hello.

Would be great to invert a Phantom (rank six) and make the event better and better and better. But that can get too out of hand with players receiving treasure and power as if they found a ginn granting wishes. As if that will ever occur!

The windfall here is miraculous in that everyone is in a good mood. Everyone is sharing and being helpful. Everyone seems genuinely sincere. This lasts for a half D8 events. During that time, reduce the rank of all mission inconsequence encounters by one; treat zero as event one with some sympathy. A happy Misadventure with Victuals? Sure, a food fight involving insipid porridge raising the crew morale.

If the players capitalize on the miracle, the city might add the Good Trait Fruitful and allow the longboat to purchase the corresponding techniques. If the city is already Fruitful, the longboat techniques come free of charge as a reward for successful action. Yet how do they do this? Ref needs to decide and enjoy the hope while it lasts.

One final thing, if the phase ends and the Setting advances before the goodwill timer is up, before those half D8 nice events all occur –the vessel loses one longboat technique. People don't want to leave Apollo's recital, even when duty calls.

Q&D When Speed is of the Essence

Speed King: Notice the waterline on the ship is not where it should be. The salinity of the water magically changed (unlikely) or some of the cargo was off-loaded perhaps stolen (equally as unlikely). Success and the encounter ends, any obstacle (for now) is overcome; all concerns were reasonably alleviated. But, fail and the party suffers the loss of a longboat technique. On fail, the next player will select a new event and continue. **Difficulty:** 7 **Advantage:** Longboat Undamaged (O)

Speed Queen: Ignore a third-party heated argument occurring in a strange dialect or transpiring in muffled tones. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. **Difficulty:** 6 **Advantage:** Skill Linguist

Speed Knight: Spur your horse onward through an unnatural fog or fire. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. Regardless, add a half D8 steps toward oblivion on your tally of Warped Outcomes. **Difficulty:** 8 **Advantage:** Swagger Effective Spurning (H)

Speed Knave: Cut right to the chase, avoiding any loss of time or momentum, trying to determine if your instinct to react was overreaction. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat with the entire party Shaken. **Difficulty:** 6 **Advantage:** Swagger Speed & Guile (R)

Speed 10: At the first sign of intrigue (or loss) get to your mount and pursue; even if you can't engage alone, find out where the culprits are heading. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the party suffers attrition; lose a longboat technique (select from one presently within the party). On fail, the next player will select a new event and continue with Difficulty raised by three. **Difficulty:** 9 **Advantage:** Mount Fleet (R)

Speed 9: Banish your fatigue using an elixir you made or purchased from the dwarves. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. But, fail and suffer a vicious wound. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Rare (seven) or Catch-All, all players to take further actions on this table gain the Catbird Seat. **Difficulty:** 8 **Advantage:** Skill Apothecary

Speed 8: Ignore an idiosyncratic distraction, knowing even if the unusual sighting is real, not an illusion, it has no pertinence on your own matter. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. If the rank of the event is Flukes (six) or Catch-All, fail and lose Arcane Sentinel (F) from your vessel. If the longboat lacks that technique, lose a half D8 others. **Difficulty:** 9 **Advantage:** Swagger Charismatic Style (C)

Speed 7: Dodge and parry, you have little to gain by vanquishing and everything to lose by prolonged engagement against some rogues; the men may not even represent allies of those you truly oppose. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat. If the rank of the event is Agitated (five) or Catch-All, upon fail, lose a longboat technique, after discovering the party you're combating was once part of your own crew; mistake in identity, traitors, magically charmed or altered in appearance (Ref decides). **Difficulty:** 10 **Advantage:** Skill Duelist

Speed 6: Stop treating your horse as a pet and use your whip and spurs. Success and lock any of your Mount swaggering as Glorious. But, fail and suffer a vicious wound (tossed). Regardless, the situation here has ended, often without a satisfactory conclusion to your mystery. If the rank of the event is Infrequent (four) or Catch-All, each player should attempt this roll, but only to see if he suffers vicious in the general alarm or overnight uprising. **Difficulty:** 8 **Advantage:** Skill Berserker

Speed 5: Ride your horse as the crow flies, across the flat-topped roofs of the city. Success and lock any of your Mount swaggering as Glorious. But, fail and

suffer a vicious wound. Regardless, the situation here has ended. If the rank of the event is Informational (three) or Catch-All, upon fail, add a half D8 to your Warped Outcome tally. **Difficulty:** 12 **Advantage:** Skill Engineer-Sapper

Speed 4: With a map of the city and countryside spread before you, plan the most expeditious route to your secondary goal. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Common (two) or Catch-All, fail and your vessel has struck a shoal or the river bottom; lose Undamaged (O).

Difficulty: 12 **Advantage:** Skill Cartographer

Speed 3: Knowing it would take too long to reach a bridge, ford or ferry, cross the river still astride you mount. Success and the encounter ends, any obstacle (for now) is overcome. Otherwise, the next player must take his event with the Difficulty raised by three. If the rank of the event is Routine (one) or Catch-All, upon fail, lose a longboat technique. **Difficulty:** 8 **Advantage:** Mount Agile (C)

Speed 2: Though agreed, rare – sometimes the best plan is to do nothing, leave well enough alone and not chase down sunk-cost losses. Success and obtain a prize, reach an interim goal or discover a clue to continue. Fail and continue your survival on Digression (U), Every Man for Himself. Regardless, lose any Swaggering Technique, and continue with at least one more event (next player) on this table.

Difficulty: 7 **Advantage:** Skill Delver

Speed Ace: Relax, you've tracked more dangerous game than the ones you follow now. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to combat with the enemy Enraged. **Difficulty:** 8 **Advantage:** Skill Hunter

Major Tarot: Use content under Cup-Cup.

SWORD-SWORD Ports: Servitors

These are mishaps and disagreements between the player characters, as leaders, and the rest of the hireling crew. If the group does not include a number of NPCs, the Ref should start here by making a small list of names he can drop into play. The crew has a job to perform; the players' adventure is often secondary to them to what they're hired on to do. Warriors serve out of loyalty and for loot. When times get bad, any soldier, sailor, even chained rower, might flee to escape a cruel leader. By leader, the collective of the player characters is meant.

The freemen are not obligated to stay with the group. In port its almost certain some will jump overboard at night, risk the dangers and try to escape home or to other work in the campaign.

Collectively the crew is the body of longboat techniques. These swagger represent the materials of armed men, the cost to keep them loyal and the abilities. As swagger is lost, the crew is less for it. As swagger is gained, the crew is showing loyalty and trust. For every man they recruit, the party doesn't want to be losing two. The events here suggest just that. Throwing gold at problems is not the solution, even when buying longboat techniques is part of the mechanics of play.

Rank One – General Malaise: This represents complaints from the men about being bored, tiring of repairs, a desire to get back out on the sea, dislike of new crewmen, missing lost comrades. There's not much you can do about this without making the grievances worse. Lose the party Quest Pip and add a grumbler to the crew. Raise the rank of all Sword-Sword events by the number of NPC grumblers aboard.

Rank Two – Sickness: The troops complain of illness and a general feeling of melancholy. Magical attack is not likely but can't be discounted. If any Sword-Sword event follows, the crew's condition was inflicted by vindictive magic. Yet the source could be external or internal. Was this an enemy, an avenge for a slight, or a small personality difference resulting in overkill? The sickness is not imaginary, like perhaps in rank one, as an NPC grumbler has died; he was a friend and spokesman for the warriors.

Future events determine how severe things might become. Sick troops do not fight as well; most will wish nothing more than to sleep. No one can gain a Command Pip in combat; this lasts until the setting is left and the phase advances.

Add the Bad Trait Plagued and make the players attempt standard mitigation. If the city is already Plagued, then the vessel needs a significant number of crew and rowers. Raise the rank of all event encounters by one. The disease may not have



come from the group's ship, but the locals fear the plague is accelerating with each new foreign arrival. Many want a quarantine, no one in or out for a year. The adventure usually cannot wait that long.

Rank Three – Disorder: The troops become unruly and constantly drink to relieve boredom. They are holding their own contests, wrestling, neglecting duties and slowly losing respect for the primus (officers). You have a full D8 more events in this setting, before the ship rouses in mutiny. Try as you may with character abilities, the best that might happen is that number might be raised by one. There's just as much chance it will be lowered and bring the mutiny sooner. Best to get done and finished, on your way or into the climax (or Epilog).

Rank Four – Rivalry: The crew has split roughly down the middle into two factions. This can be along skill lines, sailors versus warriors. Or two major family clans are not getting along. Seldom will the slave rowers be on one side or the other, but the weaker side (if truly desperate) might free them as a distraction.

Drunk and loud, discipline must be restored. Taking the ale will not stop the problem; it's too easy here to get more. Punishing the most vocal only delays the clash. Letting the groups vent anger and idle energy for a while will improve morale.

The players might need to favor and select a side. This will quash any uprising but will leave the crew (losers) bitter. Take at least one specific longboat technique related to the warriors, sailors or lack of unity. That swagger will never heal. For as long as the players own the boat, the technique is lost.

That bad result can only be prevented now by painful action. The solution: both sides must learn to hate the leaders. That result is possible only if each player fights and suffers a half D8 Irregular Baner. After that, the men dust themselves off and apologize. If during those intervening events, a player character is knocked out or takes a vicious. His remaining Irregular penalties go to others of the group. If all players fall, send them right into Digression (M) as they are left someplace far away; the adventure is as good as failed. The surviving players after Digressions can start the next mission fresh with a new boat and the first techniques of a new crew.

Rank Five – Challenge: The men seek escapade, food, ale and pay. Starts as complaints, then continues with threats and willful disobedience.

Roll a half D8. If the ship has more than that many techniques between (A) and (G) inclusively, this will just be a single solidier mouthing-off or acting-out. Conduct a whipping or execution. Such punishment restores order.

But if that number exceeds the number of those high order swagger, the leading player is left with a choice. Choice One: He can lose that half D8 roll in techniques buying back the loyalty of his crew; make note, since this seems like capitulation. Choice Two: fight the mutineers. Rouse your loyalists and purge the ship of opprobrium.

Fight the boarding action—start with Assail, Command, Outlandish—through the Engage for Victory (Fundamentals book, pg 236). This is all or nothing. Anyone wounded must continue to take his round in the action. He might double-tap and fall for good. Anyone knocked out will be gutted if his side loses. Once the boat is secured, roll to mitigate every longboat technique. Anyone wounded, even with wounds received long before this fight, may not use his skills to help. Typically here, the mitigation roll is Nearly Impossible for no skills, Tasking for either, or Difficult by having both. e.g. To retain that Treasure Laden (D), you had better have skills Goldsmith and Pickpocket: for Vermin Free (N), Apothecary and Hunter. The table is in the Encounters booklet (pg 17).

Rank Six – Mutiny: This is a direct confrontation for command. A heated argument, usually religious or drunken, provokes a dueling challenge; an NPC is ambitious and demands to be named High Commander. The usurper will want to rid the boat of all player characters. Do they have a choice to agree? No, anyone who flees should hand his character sheet over as an NPC. The same rules as rank five Challenge apply. Yet here you have no choice in the matter. They want you dead, and the battle is joined.

Fight the boarding action—start with Assail, Command, Outlandish—through the Engage for Victory. Once again this is all or nothing. See rank five, the last paragraph, for the mechanics of handling this mutiny. The only flair being, anyone knocked unconscious will also suffer vicious, as well as waiting idly to find out if the other players win and he survives.

Rank Seven – Boon: The situation at port and the crew's morale improves. Many events can cause a dramatic change – citywide amnesty, an orgy of pleasures, clean conditions, a new mascot, a sermon from a passing monk, seabirds, heavenly omens, news from home, the practical joining of another remnant crew with your own, etc.

The circumstances are secondary to the result. The party does not need to gain anymore crew or hunt for a secondary objective or clue. They have what they need. They just need to survive the remaining encounters to advance the Phase. No future encounters will cause any further loss to what you have right here. There may be hardship, but not in terms of current longboat techniques or the need to solve additional puzzles to reach the climax. You hold a card blanche, a *Get out of Jail Monopoly*® card.

If any encounters occur, the intent should shift to making the longboat even more powerful with swagger or gaining the Quest Pip for the climax.

Instead of resting on these good laurels, the whole city could benefit. If the party wishes to handle a later encounter quite well and risk this Boon, the players gain a chance to add any Good Trait to the city-state. Therein, they gain the

corresponding longboat techniques. They may also cancel a Bad Trait, so the city is no longer a bane for upcoming adventures. *“Care to double down or offer your good luck to the city-state?”*

Q&D Bonding and Fitness

Bonding King: Drill the crew to near exhaustion, toughen them up here, before they face something truly to be respected and feared. Success and gain a boon; add a longboat technique to the party. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 8 **Advantage:** Skill Man-at-Arms

Bonding Queen: Demonstrate to the warriors how to fight mounted against fixed positions of men. Success and lock any of your swaggering as Glorious. But, fail and lose any Swaggering Technique. Regardless, the situation here has ended. **Difficulty:** 6 **Advantage:** Mount Carapace (O)

Bonding Knight: Select the best and brightest and accelerate those soldiers' training. Success and gain a new character Trait; however, if the character already has all six, he instead becomes a permanent NPC, usually ascending in dramatic fashion (no goodbyes). Regardless, the situation here has ended. **Difficulty:** 7 **Advantage:** Swagger Heroic Swordplay (K)

Bonding Knave: Teach the men a few ditties to sing while performing strenuous work; rhythmic breathing is pretty much key to the true exhaustive effort. Success and lock any of your swaggering as Glorious. But, fail and add a half D8 steps toward oblivion on your tally of Warped Outcomes. Regardless, the situation here has ended. **Difficulty:** 8 **Advantage:** Skill Mariner

Bonding 10: Simulate real foes by employing straw targets or true automaton heroes. Success and gain a boon; add a longboat technique to the party. Regardless, continue on this table until an event repeats or all players take an action. **Difficulty:** 13 **Advantage:** Wizardry Animate Objects (O)

Bonding 9: Train the oarsmen to fight; promise them they will earn their freedom or at least die as free men. Success and add a longboat technique to the party. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Rare (seven) or Catch-All, upon success, add a half D8 longboat techniques. **Difficulty:** 12 **Advantage:** Blade Gladiatorial (R)

Bonding 8: Add some corpses (or slowed zombies) as targets, so the raw recruits can experience how metal punctures true flesh. Success and lock any of your swaggering as Glorious. But, fail and lowest level player character adds a half D8 to his tally of Warped Outcome. Regardless, the situation here has ended. If the rank of the event is Flukes (six) or Catch-All, continue with combat. **Difficulty:** 8 **Advantage:** Wizardry Necromancy (H)

Bonding 7: Protect a man when someone becomes enraged after losing a mock fight. Success and the encounter ends, any obstacle (for now) is overcome. But, fail and the encounter escalates to intermural combat. If the rank of the event is Agitated (five) or Catch-All, the combat should be swagger versus swagger to defeat a rather skilled opponent. **Difficulty:** 9 **Advantage:** Swagger Mastery Shield (O)

Bonding 6: Demonstrate the use and deadliness of the vessel's fire catapults and ballistae. Success and lock any of your swaggering as Glorious. But, fail and lowest level player character in the party suffers a vicious wound. Regardless, the situation here has ended. If the rank of the event is Infrequent (four) or Catch-All, reprimand a grumbler for falling asleep by making him the target. Choice to make failure either the personality flaw Maniac or escalating the action to intermural combat with your character suffering the wound. **Difficulty:** 9 **Advantage:** Skill Artillerist

Bonding 5: Decimate your crew, walk the line and cut down one out of every ten. Optional, success and lock any of your swaggering as Glorious. But, fail and suffer a vicious wound. If the roll is refused, gain the personality flaw of Reluctant. Regardless, the situation here has ended. If the rank of the event is Informational (three) or Catch-All, lose the lettered longboat technique closest to (A), but gain Battle Hard (T). **Difficulty:** 11 **Advantage:** Mount Sturdy (Q)

Bonding 4: Teach the men how to maintain their own assigned arms; trust them to be armed constantly. Success and gain a new character Trait; however, if the character already has all six, he instead becomes a permanent NPC, usually ascending in dramatic fashion (no goodbyes). Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Common (two) or Catch-All, notice that many men are actually injured not ill; lose a longboat technique, rather than admit you were wrong to have such trust in ordinary crew plebs. **Difficulty:** 9 **Advantage:** Skill Armorer-Smithy

Bonding 3: Illustration your confidence to any naysayers by standing next to a target as the men you just trained let loose a flight of arrows. Success and your character recovers; a personality flaw no longer influences play, perhaps check Growth. fail and comically fall with a vicious wound. Regardless, continue on this table until an event repeats or all players take an action. If the rank of the event is Routine (one) or Catch-All, the Difficulty reduces by three. **Difficulty:** 10 **Advantage:** Skill Bowman

Bonding 2: Exhausted, a fine days' drill, you sit to take a breather, nod off in nap and wake in very different surroundings, all a mystic dream, perhaps. Success and the encounter ends, any obstacle (for now) is overcome. Fail and continue your survival on Digression (G), Unconscious Away from Others. Failure also means that the next player must take his event with the Difficulty raised by three, unless he

agrees to have a similar psychic experience (another Bonding Two event).

Difficulty: 8 **Advantage:** Wizardry Celestial (G)

Bonding Ace: Tend to the men injured in the athletic endurance trials. Success and for the remainder of encounters any mission inconsequential events tend to be less dangerous. Subtract one from rank, and any Q&D which results has Difficulties dropped by three. But, fail and lose a half D8 longboat techniques. Regardless, the situation here has ended. **Difficulty:** 6 **Advantage:** Skill Barber (Chiurgeon)

Major Tarot: Use content under Cup-Cup.

