

The Realm of Ade

Chapter 2: The Threat at the Gates

A living Grand Strategy Role-Playing Game

by
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The Realm of **Pyre**

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This GSRPG was inspired by Watch the Skies!, a megagame created by Jim Wallman of Megagame Makers UK. For more megagames, please check out their website, at <http://www.megagame-makers.org.uk>

If you have any questions or feedback on this or other GSRPGs, or are interested in learning more about the world of Pyre, contact Sean Boyle at sean.boyle@rit.edu

Official Pyre website: <http://www.realmofpyre.com>

Other GSRPGs by Sean Boyle:

Emergence
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The Realm of Pyre

The Third Age of Man ended with the cataclysmic arrival of the Chaos Moon. It toppled civilization, reducing all of mankind's achievements to rubble and ruins, but brought to the world the power of magic and introduced races and creatures of myth and legend. Though it took time, war, and many struggles, civilization once again rebuilt, and the Realm now flourishes. Now it is one of kingdoms and magic, swords and dragons, and hints of what was lost so long ago. Humans, dark elves, and centaurs walk the streets alongside robotic Remnants and creatures made of magic; huts and castles nestle amidst the crumbling, sky-scraping ruins of the old world, lost nearly two thousand years ago. The rulers of the greater kingdoms of the Realm govern their people and protect them from the threats of magic and monsters.

The most common race of the Realm is human, though dozens of others can be found in civilized society. The predominant non-human population mostly consists of dark elves, beastkin, centaurs, brownies, and the robotic Remnants. Some prefer solitude, while others live side-by-side with the other races. Save for the beastfolk nation of Levithmirra, the governments of the major kingdoms are all mostly human in nature. Civilian population consists primarily of subsistence farmers, who pay taxes and a portion of what they produce to the baron of their province. More skilled workers contribute to the economy and produce various resources for their kingdom.

The Major Kingdoms



Pyre

Pyre is the largest kingdom in the Realm, and has dictated much of international policy for the past few centuries. It has a strong economy, the largest military, and the greatest sense of loyalty to its ruler. Pyre is led by the Queen, a long-lived cyborg wired into the very world itself. Centuries ago, the Queen established the borders as they now stand, unifying the Realm's economy and establishing a common set of laws despite the various kingdoms. Her benevolent rule, guided by her worldly council and the advice of the red dragon Synnj, has led to a lengthy period of prosperity throughout the Realm. Unfortunately, Synnj has now vanished from the Realm, leaving Pyre with only the Queen as overseer.

Unit color: Gold



Silveria

The second largest kingdom in the Realm, Silveria has fallen on hard times in the past century since its namesake silver mines dried up. It still is a strong force in Realm politics, and its position is reinforced by its proximity to the Midwilds. Its lower provinces serve as the only real line of defense preventing monstrous incursions into the civilized areas of the Realm. Silveria is ruled by Berith, the so-called Demon King, born out of the union of a succubus and the previous, unsuspecting, king. Silveria stands as the official protector of the Realm from the monsters of the Midwilds, its southern borders constantly patrolled against monstrous invasion.

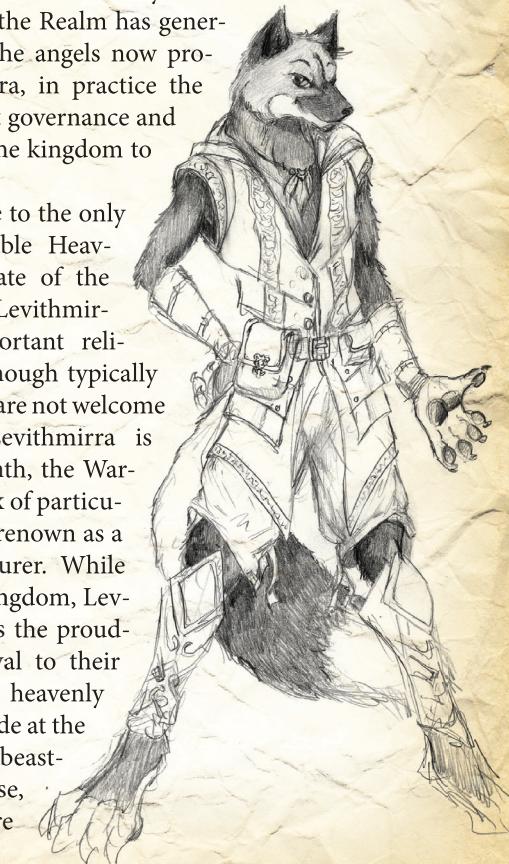
Unit color: Silver



Levithmirra

Home of the Beastfolk, Levithmirra was initially established by angelic representatives as a sanctuary for beastfolk, where they could live free from persecution or prejudice by humans and other races. While this policy was established by heavenly decree, and the Realm has generally assumed the angels now protect Levithmirra, in practice the angels have left governance and protection of the kingdom to its residents.

Home to the only readily accessible Heavengate, the Gate of the East Wind, Levithmirra is an important religious locale, though typically non-Beastfolk are not welcome as citizens. Levithmirra is ruled by Vyzanth, the Warlock King, a fox of particular power and renown as a former adventurer. While only a small kingdom, Levithmirra boasts the proudest people, loyal to their ruler and the heavenly angels that reside at the Gate. Being beastfolk, of course, they are more



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than a match for the occasional monsters that stray from the Midwilds. Still, the little nation is occasionally raided by monsters who seek to trade the beastfolk as hearty slaves.

Unit color: N/A (animal miniatures, fur tokens)



Condana

Condana, the Kingdom of the Serpent, was founded in untamed lands by a conglomerate of merchant clans. The nation now oversees the Merchant Guild, and regulates much of the trade of the Realm. Condana has a reputation for greed and corruption throughout its various merchant families and clans. The king of Condana rules not by vote or lineage, but by appointment from the kingdom's "executive council." The position is chosen based on business acumen and net worth, under the belief that the best businessman will make the best business decisions for the nation.

Condana has no military of its own, instead relying on mercenaries and the occasional hiring of other nations' military forces. Condana prefers to focus on economic pursuits rather than engaging directly in warfare. Of course, as everyone knows, the wars of other kingdoms can be lucrative business indeed.

Condana has a small but affluent population and relies on exports for the majority of its business. The country doesn't produce enough food to be self-sufficient, so trade is an essential part of Condana's everyday life.

Not too long ago, Condana ended up on the losing side of a war with Danduril. Though the conflict is over, the peace with its newly unified neighbor is tenuous at best.

Unit color: N/A (green tokens)



Danduril

Formerly the warring kingdoms of Anduril and Daelin, Danduril is still trying to establish its own footing. Its people are still divided in their loyalties, and the region is still reeling after so many centuries of nothing but war. The young new ruler is still getting up to speed on what it means to be king, and internal politics are slowing any true progress on unification.

Unification of Danduril was instigated by a forceful occupation of an enormous elven army, which has recently withdrawn, leaving Danduril under its own leadership. Tensions between Danduril and the elves still run high, and Danduril also has a tenuous relationship with the Church since its leaders publicly sold their souls to demons during the unification process.

Unit color: Blue

Vortigern

Isolated from the rest of the Realm by the Midwilds, Vortigern is a small kingdom of dragon-worshippers, who now find themselves thrust into the politics of the Realm after the recent exodus of almost every dragon in the Realm. Until recently, Vortigern had no real military, instead relying on its resident dragons for protection. With all but the fire dragon Embyr having vanished, Vortigern now finds itself relying on mercenaries for the majority of its protection.

Unit color: N/A (red tokens and dragon miniature)



The Elfenlands

The elves, long ago having been angels who gave up their wings for life in the mortal world, can't be said to truly have a home or kingdom of their own. They do claim stewardship over the isle of Paradial, across the western sea and apart from the Realm, but otherwise live in small, isolated settlements, far from human civilization, where they can bask in the beauty of nature and worship the Heavens in peace. The elves have a council, of sorts, that discusses issues of elven importance, but are otherwise unconcerned with organization or any central form of government. As a result, elves can be found virtually anywhere in the Realm.

After the serious involvement with mortal affairs a year ago, a splinter group of elves calling themselves the Mihaelim, have begun preaching a return to the Heavens for elvenkind, creating a philosophical divide among the elven people.

Unit color: Yellow



The Dwarven Kingdom

Dwarves are reclusive, somewhat greedy and gruff warriors and miners from the Deeps, with little patience or tolerance for surface races. The kingdom of the dwarves, primarily concentrated in Myrkheim beneath the sands and mountains of the Araya desert, is isolated from the politics of the surface. Occasionally, dwarves will come to the surface from the Deeps to trade, but they have a general distrust of the surface races, and a greed for the riches of the Deeps, that keeps them from truly engaging with the rest of the Realm. Visitors to their tunnels, caverns, and vast underground cities speak of great riches and powerful armies, but few can corroborate such tales.

The dwarven kingdom has both a council and a king, and while the council holds considerable power in most policy



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decisions, King Drumpfr is notorious for defying their recommendations and taking oftentimes dramatic actions to further his own greed and the resources of the dwarves.

Until recently, the dwarves have kept to themselves, preferring the seclusion of their mines and underground cities. After recent and literally earth-shaking events, their king has decreed the dwarves need to take a more active role in the surface world, which now opens doors to lucrative trade of mined and crafted goods with the surface Realm.

Unit color: Brown

Other Factions



The Mages Guild

Officially headquartered in Amaranthia, the capital of Pyre, but distributed into cells throughout the Realm, the Mages Guild is a sanctioned independent organization, officially operating outside the laws of any kingdom, that oversees the advancement and regulates the usage of magic in all its forms. The Guild makes all decisions regarding the deployment of mages and their powers, and any government that wishes to utilize magic

can only do so with the Guild's approval. The Guild can essentially make any such decisions with complete impunity, holding a monopoly on mages in the Realm. Mage units are treated as units belonging to the hiring nation (thus counting toward that team's maximum of 6 units per province), and controlled by that team, though the team may need to confer with a representative from the Mages Guild to utilize the unit's spells. The Guild maintains extensive coffers in order to compensate its members for the rigorous and potentially dangerous work they perform on the Guild's behalf.

Unit color: Purple



The Church of the Angels

Religion and faith are integral to life in the Realm, and underlie most daily decisions. However, faith is not so much a matter of belief as it is a matter of fact: no one can deny the existence of God's angels, or the four Gates of the Wind, standing at the four corners of the Realm and leading straight to the Heavenly Realms. Even those who doubt the holiness of these extraplanar beings can't deny the power they bestow on their priests.

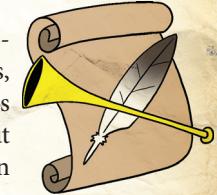
The priesthood, while divided into sects that pay direct homage to the ten Patron Angels, adheres to a single re-

ligious tenet of worshiping the Allfather, the God of All That Is. Powerful and far-reaching, the Church of the Angels, as the central organization is called, has a presence everywhere. It operates outside the strictures of the Mages Guild, despite its clerics wielding magic of their own. Considered "uncorruptible," the Church is sworn to follow the word of the Angels and uphold the law of Good wherever it can. The Church is typically the intermediary between mortals and angels, though elves and some citizens of Levithmirra can also fit this description.

Unit color: Orange

The Criers Guild

The Criers, made up of bards, minstrels, spies, informants, wayfarers, scribes, and criers, have taken it upon themselves to distribute news of import throughout the Realm and keep the general population informed of current events outside their limited personal experiences.. Through an ongoing deal with the Mages Guild, they use magic to collect newsworthy information and publish it daily, distributing their paper, the Daily Gazette, to all the civilized lands. Most kingdoms obtain their knowledge of events from this source, just like their citizenry.



The Criers Guild will observe events and even interview individuals for the latest news throughout the game.

Unit color: N/A

The Phoenix

While phoenixes, formerly inhabitants of the Heavenly Realms, are typically reclusive, a newly reincarnated phoenix has decided to travel the Realm and possibly become involved in events. The phoenix, still trying to find his or her own identity, is a capable combatant and a powerful magician, and not beholden to any nation or faction.



Unit color: Phoenix miniature

The Arava Nomads

The Arava desert at the southwest corner of Pyre is mostly inhospitable, but still home to small nomadic tribes known as the Arava. Made up mostly of humans and centaurs, with some elves in their midst, the independent, wandering tribes tend to stay out of everyone else's affairs, being more



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Mercenaries

Mercenaries are commonly hired to fill out the ranks of any nation's military. Beholden to no one, they fight for coin. Mercenaries can be expensive, but they provide their own equipment and are less of a drain on a kingdom's material resources. Plus, it can be a lot easier to find mercenaries than convince your peasantry to put down their farm tools and take up swords.

Mercenaries have Attack 1, Defense 0, Health 1.

Unit color: Gray

Roday's Riders

Roday's Riders is a mercenary guild famous for riding griffins. The group hires out a band of griffin-riders each month, working for the highest bidder. The group is populated by seasoned warriors and their powerful mounts, and has established methods for quickly replenishing their numbers if any fall in battle.

Every turn, all teams have the option to bid for the Riders' service, thereby gaining a powerful flying unit. If the unit is killed, the Riders replenish it in time for the next turn's bid.

Roday's Riders can carry one additional unit when flying, and have Attack 3, Defense 1, and Health 3.

Unit color: Griffin miniature

Remnant Soldiers

It may be possible to recruit and deploy robotic Remnants to serve alongside your army. Remnants are tough and make excellent soldiers. They require no resources to deploy or maintain, though they are difficult to acquire and can't be readily replaced.

Remnants have Attack 2, Defense 1, and Health 1.

Unit color: Bright blue

The League of Kingdoms

The League of Kingdoms is an ad-hoc assembly of the various nations in the Realm, established by the Queen of Pyre, to discuss and address issues of international concern. It currently consists of representatives of the following groups:

- Pyre
- Silveria
- Condana
- Danduril
- Levithmirra
- Vortigern
- The Elves

The League meets in the central Pyre city of Fareborough whenever any given nation feels it necessary to call a meeting.

concerned with their own daily survival. However, they occasionally have Goods to trade, and are well-known as survivalists and horsemen.

Unit color: Tan

The Skyebourne Cities

Before the Queen of Pyre came to power and established the current known political landscape, the Realm was ruled by a caste of powerful magicians called the Skyebourne. By oppressing non-mages and other forms of magic, they controlled every aspect of life, but eventually tired of managing the populous and withdrew to numerous floating cities above the clouds. Now, centuries later, they are all but forgotten, the distant cities being the only reminder of their lost legacy.

The Skyebourne cities are completely isolated from the rest of the Realm, and cannot be visited, contacted, or spied upon. Any attempt to reach a city via flight has historically resulted in the attempter's complete destruction via the cities' defense systems, consisting of a magic-powered "laser" cannon.

Unit color: N/A

The Midwilds

Truly untamed wilderness, the Midwilds, located in the middle of the Realm, are home to all manner of monster and savage creature. Trolls, giants, hobgoblins, cyclopes, and seemingly endless waves of orcs are scattered in disorganized bands throughout its hills and forests, occasionally raiding nearby civilized lands for Food, slaves, or the mere thrill of slaughter. While many of the monsters were wiped out as they invaded civilized lands over a year ago, the region is still teeming with danger.

Unit color: Green

The Angels

The forces of the Heavenly Realms are sworn to stay out of mortal affairs, and the only ones ever seen are stationed as guards around the Gates. The angels are powerful, but not invincible, and utterly beholden to the Word of the Heavens.

Unit color: Yellow (with glass marble)

Demons

Just as the forces of the Heavens have a place in the Realm, so do the armies of Hell. Demons are actually more commonplace than anyone would like, though they generally are unable to congregate in larger groups as they only manage to sneak through the scattered Demongates in small numbers. They tend to work deviously, infiltrating mortal society and corrupting it from within.

Unit color: Red



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The League then discusses issues of international importance, and establishes resolutions to solve them. The League itself is not funded, and the resources needed to address specific issues are at the discretion of member nations.

It is up to you, the players, to call meetings based on current events and issues reported on by the Criers. Meetings are strictly limited to 15 minutes, or the end of the current turn, whichever comes first.

Game Setup

In this game, teams may be representing a kingdom or some other organization. Those playing a nation represent the advisory body: the council or cabinet to the king or queen, typically consisting of a Chief General, Diplomat, Treasurer, and possibly Spymaster. Each role is responsible for undertaking certain actions and handling specific responsibilities, making most major decisions but ultimately reporting to their sovereign.

The game takes place over the course of one year in the Realm, consisting of 13 lunar months. The game begins in the month of Fieldharvest, just after taxes have been collected. Taxes will again be gathered six months later.

As this game represents a small piece of an ongoing living world, regardless of the state of the world the game will end after the 13th turn. Please keep in mind that the next time we play, we'll be picking up roughly where this game leaves off, so please don't intentionally metagame the end of the game and leave your country, or the world, in a state that would be problematic for new players who might take over for you.

Team Roles

As the advisory “council” for your kingdom, you and your team will take on various roles. The suggested roles are:

Chief General - The chief general deals with your kingdom's military, dictating unit movements and engagements and hiring mercenaries and mages. The chief general may also engage in negotiations of a military nature.

Diplomat - The diplomat interacts with other kingdoms' representatives, primarily role-playing international relationships. The diplomat also calls and/or attends meetings of the League of Kingdoms.

Treasurer - The treasurer balances your kingdom's coin and other resources, and manages supply chains. This role is responsible for dealing out resources to other roles, and managing resource acquisition on the map, and hiring adventurers to go on quests in the name of your kingdom.

Spymaster - The spymaster may have a larger or smaller role, depending on the political and military climate of the game and your team's relationships. The spymaster is responsible for protecting your kingdom's interests from foreign spies, and also acquiring intelligence on potential enemies. This role handles counter-intelligence, as well as actions that gather intelligence on other teams or factions.

Note that not all teams will have all these roles, as some teams represent organizations without military power.

The Mages Guild

The Guild is controlled by a board of high-ranking mages, who dictate policy and make decisions for the Guild solely in the interests of magic. The Guild has its own mage units which it can hire out to other nations, and otherwise use however it sees fit. The Guild conducts research into new uses of magic, and has complete control over the use of magic throughout the Realm.

While officially headquartered in Amaranthia, the capital of Pyre, the Guild is a legally independent entity, not beholden to any of the laws or restrictions of Pyre itself. In the rare case there is a falling out between the kingdom and the Guild, the mages can simply move elsewhere with few or no repercussions.

Training new field-ready mages is no easy task, and the Mages Guild only keeps a small contingent of its members qualified for such work. Guild rules also prohibit the Guild from requiring more than a certain number of field mages, so the only way the Guild can train new units is if existing units are killed.

Training a new mage unit costs 4€, 1 Lumber (for the mages' staves and books), 1 Food (to feed the mages during training), and 1 Good (to provide spell components and the like).



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Dice Mechanics

The basic game mechanics are simple: decide your course of action, spend the necessary coin and resources, then roll an according amount of dice. Every 5 or 6 rolled is a “hit,” with the range of 5-6 being known as the base “hit threshold.” Various actions will require different numbers of hits.

Some conditions may modify the hit threshold for dice. For instance, elves reduce (improve) the base hit threshold in combat by 1, as do units defending in mountains, while actions in swamps increase (penalize) the threshold. Modifications to hit thresholds are cumulative; thus, elves defending mountains would gain a -2 modifier to their hit threshold, scoring hits on 3 or higher.

Regardless of the hit threshold, a roll of 6 is always a hit, and a roll of 1 is always a miss or failure.

Outside of combat, a single team can never roll more than 12 dice on a single task. When cooperating, this cap is increased by 3 for every team contributing coin to the cause.

Some actions you can undertake are free. However, most actions will have a cost in Moons or resources, sometimes in combination. An action can't be completed if its cost can't be paid first.

The Map

The map of the Realm has been abstracted into hexes, each hex representing a province (a “state” governed by a duke or baron appointed by the kingdom’s ruler). Each province consists primarily of a single type of terrain, and produces a specific type of resource. Populated provinces also have a number of population tokens, bearing each kingdom’s royal seal. A nation’s territory is not defined by any set borders on the map, but rather by where that kingdom’s population resides. A province can only contain the population tokens of a single kingdom: whichever kingdom controls that province.

The types of terrain are:



Plains: produces Food



Forest: produces Lumber



Hills: produces Ore



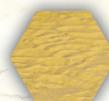
City: seats of economic and political power, and home to your country's leadership, cities produce Goods



Mountains: serve as natural borders and can be difficult to traverse; they benefit units defensively, but can't support population. Units defending mountains reduce their hit threshold by 1. Non-dwarf units traveling through mountains each cost 1 \diamond and 1 Lumber. Only dwarves can settle in mountains.



Swamp: treacherous to cross and is generally “wasted” land. Units attempting to enter swamp must roll a die, and are unable to enter unless they roll a hit. All units increase their hit threshold by 1 when fighting in swamp.



Desert: produces no resources and is generally inhospitable to settlement, though some nomadic tribes manage to call it home; doesn't apply to population growth



Snow: produces no resources and has very little population or interest to the kingdoms; doesn't apply to population growth



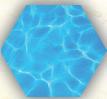
Lava: deadly to cross, inflicting 4 damage to anyone who attempts to do so, except for dragons or units with special protection from lava or fire



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Water: can only be traversed by ship



Ice: treacherous to ships, and generally can't be crossed



Silverflame Pass: the safe passage between Silveria and Pyre, passable by units but not able to support population

Turn Breakdown

Each turn proceeds as follows:

1. Collect taxes (usually only turn 1 and turn 7)
2. Produce resources or move population tokens
3. Trade and spend resources
4. Pay maintenance costs
5. Bid for Roday's Riders
6. Move military units and take other map actions
7. Combat
8. 5-minute Control meeting*

*At the end of every turn, Control will meet for 5 minutes to discuss the current state of the Realm. During this time, you should convene with your team to discuss the next turn.

Taxes

The kingdoms and most organizations run on money, the primary tender in legal trade. The current coinage was established by the Queen of Pyre centuries ago, with the silver Moon being the standard for most transactions. The three denominations of coin are:

- 🔥 Ember (copper), typically only used in small transactions between peasants
- ₡ Moon (silver), equivalent to 10🔥
- ☀ Sun (gold), equivalent to 10₡

Your kingdom's base taxes are a number of Moons (technically, each ⚠ represents something in the neighborhood of 300 actual Moons) equal to **twice** your total population (add up the population tokens in all of your provinces). Taxes are typically collected twice a year: once during the fall season of Fieldhar-

vest, and again in the spring month of Rainfall. A kingdom can choose to levy taxes at any time and at any rate per population, but any taxes in excess of the expected rate can impact the production of resources and lead to discontent among the populace.

Special Taxation Rules

- Condana's affluent population pays a higher tax rate of 5x population rather than 2x.
- The Church, a Realm-spanning organization, accepts tithes and donations from all the kingdoms. The Church's tax income is equal to the total population of the Realm's angel-revering kingdoms (i.e., Pyre, Silveria, Condana, Levithmirra, and Danduril).
- Elves live a communal existence, where all believe in giving of themselves for others. They do not collect taxes, though they do understand the value of monetary currency among mortals.

Population

A team's territory is defined by where they have population (marked by small tokens bearing the kingdom's royal seal). Population determines not only your semi-annual taxes, but also how many resources your country can produce.

Different types of population may not both occupy the same province; immigrants either become citizens of the province they enter, working its land and contributing to the governing kingdom, or are considered hostile invaders. Deals may be struck between kingdoms to allow refugees or "trade" population, but otherwise a kingdom's population is their own.

The number of provinces under your control determines your rate of population growth; the more territory you control, the faster your population will grow (typically between games), and more densely populated provinces will have higher upkeep costs in Goods. It's in your best interest to spread out your population, and populate a variety of types of terrain.

Resources

Each turn, every province produces as much of its indicated resource as the number of population tokens present. To manage production, go to the map and count the population tokens you have in each terrain type (you should write these numbers down). Go to Resource Control to collect your resource tokens, and take them back to your team's table. You will then spend or trade these resources as needed; they do not stay on the map.

The resources produced by provinces are as follows:



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Food: needed to feed population



Lumber: used in building of ships and structures, and supporting units in mountains and cold weather



Ore: needed to supply an army, make weapons and armor, coinage, and repairs to damaged cities



Goods: produced and consumed by city dwellers, improving the quality of urban life and keeping your population happy

Accelerating Production

By spending money, you can increase production of individual resources in non-city provinces. To do this in any given province, spend your chosen amount of Moons (up to 12), then roll that many dice, increasing production in the province by as many resources as the hits rolled. However, then roll an additional die. If you roll less than or equal to the **total** number of resources produced by the province **on this turn**, the province's resource has been exhausted (the mine dries up, the fields' fertility is depleted, the workers have left to find more reasonable work), and the resource receives a **Depleted** marker. That province no longer produces that resource until some other action is taken.

Some spells, relics, and other items may have an effect on resource production. These may be activated prior to production.

Special Resource Rules

- Elves may produce any type of resource per population, subject to the seasonal effects outlined below.*
- Dwarves can produce Ore, Goods and Moons, and can choose any type to be produced by each of their Population.*

Seasonal Effects

Food production varies throughout the year, based on climate. The map is divided into three "bands": Arctic in

the north, Temperate below that, and Tropical. Tropical provinces produce 1 Food per population token in plains every turn, while Temperate provinces produce 1 Food during spring and summer months, 2 during autumn months, and 0 during winter. Arctic provinces are permanently treated as winter Temperate. During the winter, the Temperate zone counts as Arctic.

Seasons also impact military actions, increasing the need for Food and Lumber in colder climates. Maintaining non-beastfolk or non-elf units in Arctic conditions costs an additional 1 Food and 1 Lumber per unit each turn.

During summer months in tropical climates, heat exhaustion is a constant threat. Humans, dwarves, and beastfolk increase their hit threshold by 1 when fighting in the summer in tropical regions. Elves, dragons, and other units are unaffected.

Seasons and Turns

Game turns are broken up over the following months, with effects indicated:

Turn	Month	Effects
1	Fieldharvest	Taxes, x2 food in Temperate
2	Goldenleaves	x2 food in Temperate
3	Barebranch	x2 food in Temperate
4	Firstsnow	Cold, no food in Temperate
5	Midwinter	Cold, no food in Temperate
6	Deepswinter	Cold, no food in Temperate
7	Snowsend	Taxes, no food in Temperate
8	Rainfall	Normal food production
9	Firstbloom	Normal food production
10	Treegreen	Normal food production
11	Highsun	Hot, normal food production
12	Deepssummer	Hot, normal food production
13	Summersend	Hot, normal food production

Moving Population

Citizens may migrate throughout your territory to find new jobs, escape cataclysm, or any number of other reasons. Any population token that moves cannot produce resources this turn. In addition, once military movement takes place, civilian movement can't be taken; generally, the population needs to predict if they will be in the line of fire and move on before an army arrives on their doorsteps. Once the fighting starts, it's usually too late to escape.

Population can't move through mountains, but they can move through and settle in swamp. Population can't enter a province containing the population of another kingdom; any that attempt to do so are automatically converted to that



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kingdom's population. The only way to claim territory for your population is through conquest or settling on unclaimed lands.

A Province can't support more than 6 Population.

Spending Resources

Resources are spent in the following ways:

Food

Every turn, you need to feed your population. You need 1 Food for every 3 population tokens and military units. If you can't feed your population, they begin to starve. For every Food resource you are lacking, you lose 1 population token of your choice from your territory. Every unit in a cold climate costs an additional Food to maintain.

Ore

Ore is required to maintain an army, and has additional occasional uses as well. Every turn, every active military unit on the map cost 1 Ore. It also takes 3 Ore to repair battle-damaged cities.

Lumber

Lumber is an important resource for any civilization. Lumber is needed to build new ships and settlements, and conduct repairs to urban centers damaged by warfare, as well as assist soldiers in traversing hazardous terrain. Building a new ship costs 3 Lumber, and repairing a city that has seen combat costs 6. Moving across Mountains costs 1 Lumber. In cold climates, each military unit costs 1 Lumber to maintain.

See Combat for more details on repairing cities.

Goods

Goods represent resources beyond the basic Food and building materials needed to survive, and include crafted materials such as cloth, pottery, jewelry, and furniture, as well as art, spices, and other exotic items. Each kingdom produces a single type of Goods, indicated by the color of its Goods tokens. In order to maintain its standard of living, each kingdom needs to consume a variety of Goods, both produced internally and imported from other kingdoms.

Happier citizens will be more productive, while those who are unhappy



will not. The base requirement for Goods is as follows:

Each turn during maintenance, you need to spend Goods for the population in your provinces. This cost is based on the number of population in each province, including cities, as follows:

Province Population	Goods Cost
1-2	0
3-4	1
5-6	2

At this time, you can't spend more than 2 of any type (color) of Good. If you do not hit that threshold, for each resource or type/color you are short, pick one province in your territory and reduce its production for the next turn by 1 (population tokens that don't produce may also not move out of the province).

For instance, if your country has provinces containing population in the following amounts: 2, 2, 3, 4, 6, 6, 6, you would need to pay 8 goods of at least 4 different types. If you only had 5 goods of 3 different types, you would be short 2 goods and 1 type, so you would choose 3 population in your territory to not produce next turn.

Once you have consumed your goods, you can sell any additional goods in sets of different colors by bringing them to Control. The amount of Moons earned per set sold is outlined below:

Colors in Set	€
2	1
3	3
4	6
5	10
6	15
7	21
8	28

Each set can only contain one Good of a given type. For example, if you have a set of red, gold, and blue Goods, you can exchange the set for 3 €. Extra Goods may be saved for later use or sale.

Stockpiling Resources

Non-perishable resources (Lumber and Ore) take up a lot of space, and can only be stockpiled to a limited extent. After expenditures for a turn, you can only hold onto 3 Lumber or Ore per their type of terrain (i.e., 3 Lumber for every forest province, and 3 Ore for every hill province); you must sell or trade the rest.



The Realm of Pyre

Map Actions

Trading Resources

A core aspect of the Realm of Pyre is its trade economy. Each kingdom isn't likely to be able to produce everything it needs throughout the game, and will need to trade with its neighbors for resources and money. This trading is entirely at the discretion of you, the players. Try to think long-term, and work out deals with other teams that will benefit both of you in the long run.

Selling Resources

You may sell your own resource stockpiles on the open market within your own kingdom, at a rate of 1€ per 2 resources (of any type). Sold resources are permanently lost. There is no marketplace in which the government can repurchase Goods, and it's typically a better deal to sell and trade with other kingdoms. However, if you're in dire monetary straits, **remember to sell some resources!**

Approval and Corruption

Every nation and organization of the Realm is made up of people: citizens, employees, members, and so on. Like anyone in the real world, the people of the Realm need to be kept happy (or at least complacent), and are susceptible to falling to corruption. Both of these factors need to be carefully watched, as they can have significant impacts on not only your team's performance, but the Realm at large.

Approval

Approval indicates the general level of contentedness within a nation. If the population gets too unhappy, it can lead to revolt, or at the very least a decrease in production and high rates of military desertion. Approval is maintained by facilitating active trade of Goods, and tending to the needs of your population. The Criers' Guild and the Church can both have a significant impact on Approval.

Corruption

Power corrupts, and a leadership that isn't carefully monitored can fall to corruption. The wealthy often feel entitled to more happiness than the common folk, and are very often willing to pay their leaders to ensure this. Further, actions or policies that cater to specific groups or agendas can lead to corruption, as can high levels of demonic influence. A corrupt society fuels demons, and weakens angels.

Teams act on the map in the following order:

1. NPC teams
2. Dwarves
3. Elves
4. Pyre
5. Silveria
6. Condana
7. Danduril
8. Levithmirra
9. Vortigern
10. Church
11. Mages*
12. Unique individuals (dragons, phoenixes, etc.)

*Mages go second last in turn order when taking Mages Guild actions. Any mages hired out to another kingdom act when that kingdom acts.

Military units, each representing an organized force of trained and equipped soldiers, all begin the game stationed at their garrisons, and require a maintenance cost of 1 Ore per unit (in addition to the normal Food cost for all citizens). During winter months in the temperate zone or any time in the arctic zone, each unit costs 1 additional Food and 1 Lumber during maintenance.

Mage units require the normal Food maintenance for the kingdom they are deployed under, and 1 Good rather than 1 Ore.

Unmainted military units return to civilian life, and are converted into 2 population tokens in the closest province that can accept them. Unmainted mages return to Mages Guild headquarters in Amaranthia. Otherwise, all units move per the movement and engagement rules.

Each turn, all units, including population, may move up to 1 hex for free. Note that any population that moves may not also produce that turn. Via a forced-march, units can move a second hex, though this costs 1 Food per unit to be so moved. Units can't move more than 2 provinces unless other effects are in play. To move, a unit moves inside the nearest edge of an adjacent province (note that positioning is relevant). A unit that captures a province is placed in the middle of the province.

Units cannot move through enemy units; if blocked, they may leave their current province by the side they entered or the 2 adjacent sides. Otherwise, they engage in combat.

The Realm of Pyre

Special Movement Rules

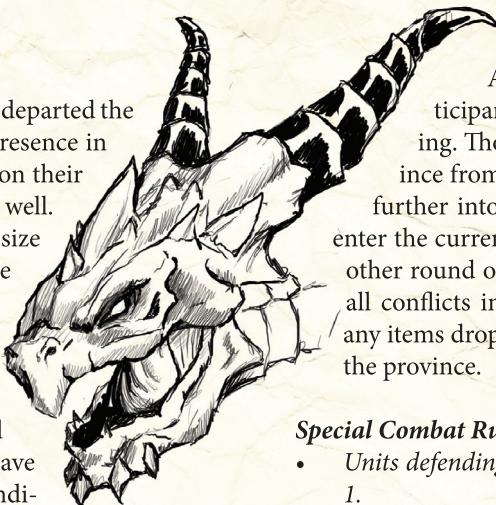
- Crossing mountains costs 1€ and 1 Lumber per unit. Dwarves ignore this cost, and can populate mountains.
- When crossing swamp, roll a die for each unit. Each hit means a unit of your choice is unable to progress through the swamp.
- Like other population, dwarves and elves may not move population tokens into territory controlled by other teams. However, **at the start of a turn only**, they can freely convert their population to military units, who can then march to different provinces.
- Flying units (dragons, phoenixes, and griffins) can move up to 8 spaces on any movement action, and ignore blocking. As with other units, they can take a second movement at a cost of 1 Food.

Dragons

While the majority of dragons departed the Realm a year ago, they may still be a presence in the Realm. Dragon units are powerful on their own, and provide additional support as well. They have a high Attack due to their size and elemental breath, and high Defense and Health, making them a formidable threat to any enemy.

A dragon can fly (see above), and can carry up to one other unit when it moves. Dragons ignore all seasonal and terrain effects. Dragons have more Health than other units, and individually can be a match for even an entire army.

Dragons keep most of their treasure in their hoards, which they keep safely hidden. Locating the precise location of a dragon's hoard requires careful investigation. Dragons are also magically tied to their hoards, and will almost certainly know right away if their hoards are discovered.



Combat

Once all units have had a chance to move, opposing units engage in combats, with any active mages, Church, or other spellcasting units deciding their actions first. When combat starts, all participants in a single province roll simultaneously. Each team rolls as many dice as their units present allow, and counts their hits. Units receive flanking bonuses, reducing their hit threshold by 1, if any friendly units are attacking from at least one hex side away.

As a group, cooperating teams then decide which

enemy units to assign their hits to. They must declare all hit assignments before being told the results. Units attack and defend simultaneously, meaning all combat results apply to all units involved; there is no "initiative."

A unit suffers as much damage as the number of hits assigned to it (reducing its Health by the damage sustained), and reduces this damage by its Defense. Most units have a Health of 1, meaning any damage kills them. If a unit is killed, it is knocked over and unable to act the rest of the turn. If not somehow revived, the unit is removed from play at the end of combat. Items carried by dead units are dropped on the battlefield and may be claimed by any units that remain in the province when combat ends.

The Attack, Defense, and Health of each unit is included in the team's handout.

After a round of combat is resolved, all participants have the option of retreating or remaining. Those that retreat are moved back to the province from which they entered (or back one province further into their own territory if they didn't recently enter the current province). Those that remain roll for another round of combat. Combat continues this way until all conflicts in the province are resolved. After combat, any items dropped can be claimed by whoever remains in the province.

Special Combat Rules:

- Units defending in Mountains reduce their hit threshold by 1.
- All units fighting in swamp, other than dragons, increase their hit threshold by 1.
- Dragons recover 1 Health at the start of each turn. Phoenixes recover all Health at the start of each turn.

Capturing Units

Rather than killing a unit, an attempt can be made to capture for later interrogation or other purposes. The intention to capture a unit must be declared before combat rolls are made. Capturing a unit requires an attack with at least 2 more hits than the target's Defense. A captured unit is given to the capturing team, who may then undertake additional actions upon it (see Control about this).

Conquering Territory

A province is the property of whatever team has population in it, and a province cannot contain the population of more than one kingdom. In order to move population into a province, it must be empty of population tokens.



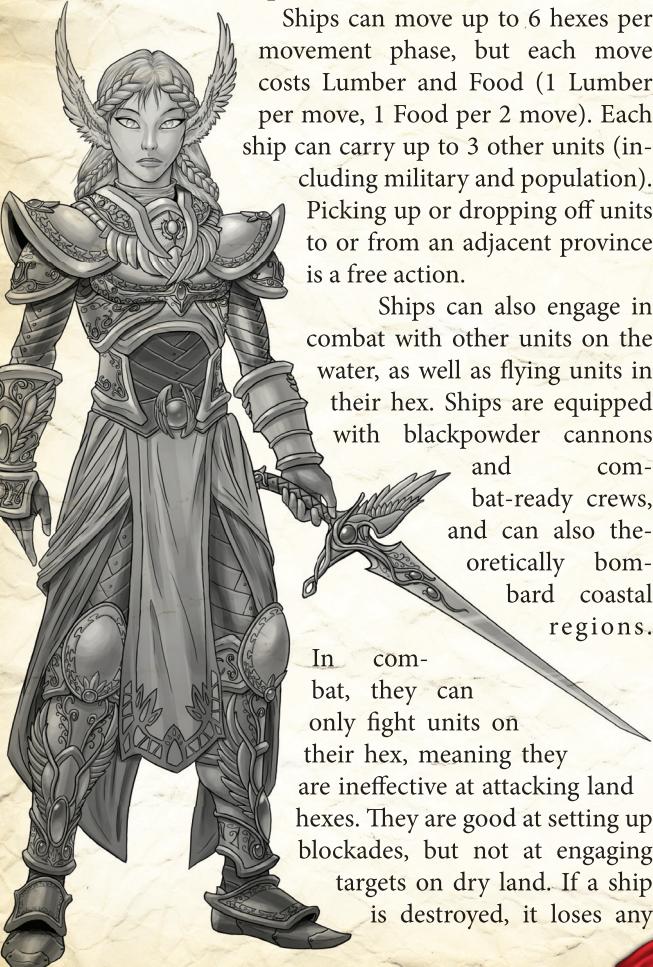
The Realm of Pyre

All provinces that have at least 1 population are considered to have a meager military of 1 unit. If that unit is defeated, the province loses 1 population. Half the remaining population (round up) are converted to population of the conqueror, while the rest automatically flee to the nearest province of their own kingdom. If there is nowhere to go, they are converted into the conqueror's population. If monsters take over a territory, they kill all population but can retain 1 population as slaves.

Repairing Cities

If a battle occurs in a city, the city itself suffers damage. Regardless of population, a city can't produce any Goods until it has been properly repaired, which costs 6 Lumber and 3 Ore and takes a full turn. In other words, if a city is the site of a battle, the following turn it must be repaired, and can resume production the turn after that (assuming it has any population).

Ships



Ships can move up to 6 hexes per movement phase, but each move costs Lumber and Food (1 Lumber per move, 1 Food per 2 move). Each ship can carry up to 3 other units (including military and population). Picking up or dropping off units to or from an adjacent province is a free action.

Ships can also engage in combat with other units on the water, as well as flying units in their hex. Ships are equipped with blackpowder cannons and combat-ready crews, and can also theoretically bombard coastal regions.

In combat, they can only fight units on their hex, meaning they are ineffective at attacking land hexes. They are good at setting up blockades, but not at engaging targets on dry land. If a ship is destroyed, it loses any

units or cargo it's carrying.

Ships have the following statistics:

Attack: 5
Defense: 1
Health: 2

Church Actions

The Church of the Angels is the unified religious organization for much of the Realm, and is the official conduit between the mortal world and the Heavens. Church units, called priests, act as normal military units on the battlefield, though they are wholly controlled by the Church.

In addition to typical combat actions, the Church can perform the following actions:

Healing

A Church unit can spend a combat action to heal any number of friendly units for 1 Health. This costs 1€ per unit healed. This restores each targeted unit's Health by 1, and can be used to revive units that were just defeated. It can't be used on units killed in previous turns, as not even the power priests wield can restore life to the dead.

Healing is a Combat action.

Exorcism

Exorcism rituals expel demons possessing mortals, and can also drive demons off from the battlefield. Exorcism is a costly affair, requiring exotic materials and intense effort, with a cost of 1 Good and a variable amount of € for each attempt. The € spent determines the dice rolled on the exorcism attempt, with a single hit expelling a demon possessing a mortal, or each hit preventing a demon in the priest's province from attacking on the current turn.

Exorcism is a Movement action.

Combat Evil

In addition to exorcism, priests are expertly adept at fighting demons and undead, decreasing their hit threshold by 1 when attacking them.

Oration

Given its integration into the daily lives of almost everyone in civilized lands, the Church has great sway with the common people. By having an official make a public address, the church can calm or rally the public to a just cause, ease tensions, reassure or convince, and even alleviate unrest within kingdoms.

Once per turn, the Church can spend € to put on a



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grand display and make an oration check, targeting a single nation or group, or even the whole Realm, to influence public opinion. The Church rolls a die for each € spent, with the number of hits determining the success of the public address. Addressing multiple nations is typically more challenging than just one, with the number of hits needed to succeed increasing by 1 for 2-3 nations, 2 for 4-5, 3 for 6-7, and so on.

Note that oration only affects the Heaven-worshiping citizens of civilized kingdoms.

Other Actions

Drafting

You can draft your populace into the army; each draft costs 2€ and 2 Ore, and converts 2 population counters of your choice into 1 military unit. The population must both come from the same province, and that province is where the new military unit is initially deployed.

Special Drafting Rules

Elves and Dwarves can freely switch their units between population and military on a 1:1 basis (though this can only be done at the start of their turn on the map). Elves can also petition their homeland in Paradial for additional forces if necessary, though success in this regard isn't assured.

Cooperation

You are free to converse and work deals with all the other teams. In many cases, such as trade and the acquisition of magic, you will have no choice but to negotiate. In any case, your kingdom doesn't exist in a vacuum; you have neighbors, allies and opponents, and a need to bring in resources from outside your own borders.

Quests

A team can hire adventurers to go on quests and earn money, treasure, prestige, or other valuables for the kingdom. Decide how many Moons you want to spend on hiring adventurers, then go to Reward Control and roll that many dice. You will then receive a number of Quest cards based on your success and the current state of the game.

Individuals (dragons, phoenixes, and the like) don't hire adventurers. If they wish to obtain quest rewards, they must journey on a quest themselves. The mechanics for this are unchanged, except the player's miniature is moved to the province where the player wants to quest, and they are unable to participate in combat that turn. They may otherwise engage with other players and the rest of the game during this time, but cannot perform any physical actions. They resume play the

next turn at the same location.

Some cards must be surrendered to Research Control in exchange for some other reward. Others are considered permanent, though most will only have an effect if carried by a unit. In this case, use a number token to mark that a unit is carrying the item, and make a note of which item corresponds with which number token.

Equipable quest reward items are marked with a Slot (A, B, C, etc.). A unit can only carry and use one item of any given Slot, but their effects stack. Items without a slot can be instantly used by any unit.

Any items carried by a unit that is killed are dropped in their province. Any other unit that remains in that province after combat ends may claim dropped items.

Research

The Mages Guild conducts magical research to further the cause of magic and develop new spells. This works the same as Quests, but earns the Mages Guild Spell cards. Only the Mages Guild can conduct this research.

If the Mages Guild wants to be of proper service to the rest of the Realm (and earn additional coin by hiring out their mages), it will need to publicize its research, keeping the kingdoms informed of what the Guild can do for them.

Using Magic

Mages, and some other units, have the ability to cast spells or otherwise harness magic. Spells are marked as either Movement, Combat, or Anytime. An individual unit can only use one Movement or Combat magic effect per the given turn phase, not including persistent effects, and any number of Anytime effects at any time. To use magic, pay the cost and state your intent to use the effect during the appropriate phase on the map (at the start of the combat phase for combat spells, during the movement phase for other spells).

Mages themselves have Attack 0, Defense 0, and Health 1. Any unit that uses a spell in combat itself is not allowed to also attack. However, if a combat lasts more than one round, a mage can cast another (or the same) Combat spell on subsequent rounds.

Mercenaries

You can hire mercenaries to serve on your military at a cost of 2€ per turn per mercenary unit. Mercenaries supply their own equipment and feed themselves, so their only upkeep is monetary. When hired, mercenaries can be deployed to any province you control, and thereafter follow the normal movement rules.

Mercenaries count toward your total number of 6 allowable units per province. When you deploy a mercenary,



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place one of your team's identification markers under it. Mercenaries have Attack 1, Defense 0, Health 1.

Diplomacy

Even the best diplomat has to delegate diplomatic tasks at times. While your team's diplomat is expected to talk and role-play with other teams, there will probably be times when it's necessary to work out deals with NPC countries. In this case, the diplomat assigns some underlings (paying them, of course) to operate on the kingdom's behalf. To do this, spend the intended Moons, then roll that many dice. If you roll enough hits to meet the diplomatic task's difficulty, you succeed.

Espionage

Even in times of peace, every kingdom in the Realm maintains an active intelligence network. One never knows where an enemy might come from, or who is trying to undermine or overthrow a ruler.

The Spymaster is responsible for maintaining protection against spies via counter-intelligence rolls, as well as sending spies into other nations to ascertain foreign threats. Counter-intelligence rolls last a turn, with the Spymaster rolling as many dice as the Moons spent on counter-intelligence. This roll, made at the very start of the turn, then becomes the target number of hits needed in order to conduct any espionage within the country's borders.

Otherwise, specific attempts at espionage, gathering intelligence, or even more devious jobs like assassination require a similar roll (spend Moons, roll that many dice) for each specific attempt targeting another kingdom or team. Espionage can tell you information about a kingdom's holdings in terms of money or quest relics, or even determine certain aspects of their plans or strategies. This is very open-ended, so you need to decide what information you want to steal and Control will determine what you are able to learn based on rolls.

What Else?

Beyond these basic mechanical actions, use your imagination! The rules are intentionally open-ended, to encourage creativity and innovative problem solving. Think like your role, and consider the context of this fantasy world. What could you do? What would make sense? How might you go about it?

If you ever find yourself with nothing to do, you've probably missed something. Talk to other players, check out the map, plan with your team, but don't just sit back and relax! The Realm won't run itself!

The Mages Guild is an influential institution with good reason: magic is both powerful and versatile. Every kingdom needs to put a priority on access to magic in order to compete, or even survive, in times of war, and any kingdom that antagonizes the Mages Guild, or refuses to pay a fair price for their services, is only doing themselves a disservice.

The Mages Guild begins the game with the ability to use a number of spells. Over time, additional spells can be researched, adding to their capabilities and furthering the magical development of the Realm. Other teams would benefit from discussing potential magical capabilities, and the cost for their use, with the Mages Guild.

The Criers Guild

The international news organization, the Criers Guild, will be reporting on events regularly. These transmissions are simple to pick up, and can be a useful source of intelligence on the progress of war and availability of resources on the planet. A Tumblr feed of news updates will be available to all players at all times.

News items may bring up issues you and other teams need to address, which may also require the calling of League of Kingdoms meetings. It's important to pay careful attention to the news, and react accordingly. It's also important to talk to the Criers Guild, and be aware that they need to report accurately on information of public relevance.

You can also utilize the Criers, if they are agreeable, to build public support for your country. This can be useful not only in the global arena (building support from other player teams), but also within your own nation (building support from your populace).

It's important to note that the Criers Guild represents "the truth;" there are no possible sleeper agents, traitors, possessed or mind-controlled individuals, or the like among the guild's members. For game purposes, the Criers Guild can't be "hacked" or otherwise compromised, though that doesn't mean they'll always have all the facts!

WARNING: Many news items that the Criers Guild reports on can and will have lasting effects on the game, and can impact your team and the rest of the world if they aren't carefully dealt with!



The Realm of Pyre

Criers Guild Responsibilities

Writing Articles

This is the guild's primary responsibility: to write articles informing the Realm of current events. This is used in-world to inform the populace of important issues, and also used as a game mechanic to keep all players abreast of current issues. These articles take the form of Tumblr blog posts, which will be made available when the game begins.

As the Criers Guild, you need to carefully budget your time when gathering news and writing articles, and maximize the effectiveness of your prose. This game will be very hectic, and you need to write succinct articles that convey the necessary information as quickly as possible, and get them posted online in a timely fashion. Prioritize the news you want to release, and possibly have one member of the team dedicated to writing everything up.

Observation

As the Criers, your key means of gathering information for publication is simple observation of world events. Listen in on conversations, observe interactions, keep a careful eye on the map, and generally soak in events around you. However, the news must remain impartial; you should **not** get involved in League of Kingdoms discussions or other politics. Your job is to report on, not interfere with, events.

Interviews

In addition to simple observation, you can also request interviews with specific officials (i.e. the other players). Players are just as busy as you are, so they might not have much time to give you a lot of detail, but that's how journalism works! When conducting interviews, please try to be sensitive to the flow of the game and other actions the other players are expected to perform.

By talking with Control, you may also be able to interview the leaders of non-player groups. But try not to spend too much time on this unless there are specific issues of relevance, as the focus of the game is on the player teams.

Constructive Journalism

You may use your considerable power to write articles that can reflect positively on various organizations or nations. This can be especially helpful to struggling nations, or for teams who may have been unjustly accused of negative actions or even misreported upon by the Criers. By writing helpful and positive articles targeting specific issues, you can help build public and international support for any team, potentially influencing how their own population sees them (and

thereby affecting the team's income). This can ease tensions and influence how other teams see the team in addition to its mechanical effects.

Note that negative reporting can have the opposite effect!

Important Issues

Many issues will pop up throughout the game that will come to the Criers' attention before anyone else's. In many cases, these are issues of international importance, and may need to be addressed by the League of Kingdoms. Keep in mind that such issues, brought to the Criers by players or Control, need to be reported thoroughly and quickly, so that necessary action can be taken.

To obtain more information on these issues, you may need to interview Control. Just remember, there is always more to learn about any news story.

The Criers' Responsibility

The Criers Guild is responsible for presenting the unbiased truth to the Realm. The various kingdoms rely on you to give them valid and reliable information about important events, and you should not violate that trust. While you can't always know for sure if your sources are being 100% honest, you owe it to the world to check your facts and make sure the news you present is as truthful and unbiased as possible.

Remember, what you report and how you report it can have a direct impact on the Approval and Corruption of the various nations of the Realm, which gives you a considerable amount of influence over some core game mechanics (even if they don't seem obvious at first).

At the end of the game, the Criers Guild is also responsible for summarizing the game and state of the Realm for the next game.

The League of Kingdoms

The League of Kingdoms meets regularly, typically via magical or technological communication though sometimes in person, to discuss issues of importance to the Realm. Meetings are called by member kingdoms, and agendas are presented for each meeting as needed.

In this game, the League of Kingdoms is assumed to be meeting to discuss minor issues behind the scenes. Any time an issue of major importance arises (brought up either by the Criers Guild or your own team's concerns), it's up to you, the players (in particular, your team's diplomat) to call meetings. You should go to Control, who will make the call



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for the meeting. The League of Kingdoms is allowed to meet once each turn. Meetings end either after exactly 15 minutes or the end of the turn, and may not always be able to address all relevant issues. Also keep in mind that every minute you spend in the League of Kingdoms, you are missing out on potentially vital events in the outside world.

League resolutions require a vote, with a majority of present representatives agreeing in order to pass. A vote can only be called if at least 50% of the key members (i.e., 50% of the player teams) are in attendance. League actions are funded by member nations; the League receives no money or resources of its own, and any resolutions made must also include a decision regarding which country or countries will be handling funding, manpower, and so on.

Closing Notes

As you play, it is very important to keep in mind several points:

1. This is, in large part, a role-playing game, where your creativity drives the game. Think outside the box, and outside the basic rules you've been given. You can do almost anything, within the scope of your role and the context of the game world. Don't think of it so much as a structured game, as a situation with problems that need to be solved in creative ways. In some cases, the rules will provide you with options or choices, but these are almost always not the only choices.
2. As this is a role-playing game, it's very important to stay "in character." Make decisions as someone in your position would, not as if this were a game.
3. Don't metagame! In other words, never use information you, as a player, have about the game mechanics, or expectations you have for how games might have worked in the past, to make in-character decisions. It can be tempting to make assumptions about mechanics, or make decisions based on a previous game, but this has a habit of backfiring, and also annoying other players.
4. Talk to each other! Communication is very important in a game like this. You are all part of a team, so you need to make decisions as one.
5. Don't take anything for granted! Keep an open mind, and consider how things might work in the real world, and what you should respond to. Keep a critical eye on events that unfold around you. Just because something isn't in the rules, or just because Control doesn't explain, doesn't mean it isn't significant.
6. Don't lie to control! You're free to wheel and deal with oth-

er players, spread misinformation, and flat out lie, but you need to always be truthful with Control when asked.

7. The Realm of Pyre is an ongoing, living world. We will be picking up the game next semester at roughly the same point we left off, meaning all your decisions and actions will impact the future of the game world. Try to leave your country in a position that doesn't disadvantage or otherwise hurt incoming players who might take over control of your kingdom from you.

Game End

The game ends after the thirteenth turn, at which point any pending events will be left for the next game to resolve. Remember, this isn't a one-off game. Your decisions impact the overall world, and the next time you play you'll need to deal with their consequences. If someone else steps into your team or role, they'll need to do the same. So, try to think like someone would in your actual position, with the best interests of your nation in mind.

At the end of the game, you will have a chance to write notes regarding your kingdom for its players in the next game (to be included in the team's initial briefing). If you've left the kingdom with specific plans or in a precarious state, be sure to pass along pertinent information!



The Realm of *Pyre*

Centaurs

Appendix I: The Races of Pyre

The Realm is home to dozens of intelligent races. Those given here are the most common, and the most likely to factor into the game.

Beastfolk

The beastfolk, natives of the land of Levithmirra, are human-sized animals who walk upright and possess the full range of human faculties. For ages, they were seen as little more than animals, and treated as slaves or worse. Finally, the angels of the Gate of the East Wind took pity on them and declared a small kingdom around the Gate, isolated from the rest of the Realm by the Midwilds, to be the beastfolk "holy land," one where they could be free from persecution. Politically, the beastfolk have stabilized their position in the Realm, and now participate on mostly even footing with the other races.

Beastkin

Mostly human, beastkin possess several animal traits: eyes, ears, and tails, usually of cats or dogs, though other animal associations aren't unheard of. Beastkin, while somewhat prejudiced against, nonetheless have found a place among humans.

Brownies

Called by many names, including halflings, gnomes, even leprechauns, brownies are a diminutive race of humanoids who live in human cities where they find peaceful work as cobblers, tailors, and carpenters. They enjoy relaxing and handcrafts, as well as the company of humans.



Part humanoid and part horse, centaurs have found lives for themselves in every corner of the Realm. Some prefer a life of seclusion alongside the elves, while others have found work as knights or workers among humans. In any case, they are strong, loyal, and honorable.

Cyclopes

The cyclopes are related to giants, though they are smaller and only have one eye. Like giants, Cyclopes are reclusive, but much more mean-spirited. They are not above eating human flesh, though they prefer to stay to themselves. They can be violent when provoked, but are especially gentle with animals, for which they have an affinity; many cyclopes herd livestock for a living.

Cyclopes prefer to live alone rather than in groups, though joined pairs will often live together at least long enough to raise their children. If they meet one another, cyclopes are not really apt to attack, but will simply avoid one another's territory. They make their homes in caves or handmade barrows, and prefer hilly regions where they can find safe vantage points but still have adequate grazing ground for their livestock. They very rarely venture into civilized areas.

Dark Elves

The Dark Elves, or Tabrishim, were once true elves. However, long ago, they gave up their holy ways to live among humans and civilization, giving up their feathered ears and turning away from the holy light of the heavens. Their skin blackened, their hair turned white, and they are now a common site among humans. Not innately evil by any means, they are simply less devout than the nigh-obsessive Nadielim, and have found a comfortable place in human society.

Doppelgangers

The shape-shifting doppelgangers are the most devious of the Midwilds' inhabitants, and those who interact most with humans. They are experts at infiltration, capable of stealing the appearance and even the memories of those they kill. The Silveria border is on a constant lookout for any potential doppelganger intrusion, as it can be almost impossible to root out such a spy once it has found a place in human society.

Dragons

Dragons long ago fled the mortal world, banished to the Demon World, and were only able to return thanks to the Chaos Moon and its sundering of the sealed gates to Hell. For a time, they lorded over mortals, ruling the world and basking in all its riches. However, they were eventually overthrown,



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thanks in part to angelic intervention, and have remained scattered and mostly neutral ever since. While powerful, intelligent, and ancient, dragons all possess a greedy streak. They now stick to isolated lairs, where they guard their treasures, though some take to devouring the occasional human virgin. Some have offered their services as advisors to the larger kingdoms, and officially they can all call the tiny nation of Vortigern home.

Dwarves

Dwarves are extremely reclusive, only seen occasionally when they venture to the surface to trade their gemstones and precious metals. Stout and sturdy, dwarves are strong and tough, with short tempers and little patience for surface races. They prefer to remain in their underground kingdom of Myrkheim, nestled in the rocky shadows of the subterranean Deeps. Some would say their greed rivals that of dragons, though dwarves are certainly too proud to admit anything of the sort.

Elves

The elves, or Nadielim, were once angels, who migrated to the mortal realm once the Chaos Moon tore open the gates to the Heavens. They gave up their wings and place among the heavenly choir for humanoid forms, albeit adorned with winglike, feathered ears, and now live in scattered bands throughout the kingdoms. They spend their time basking in nature's majesty, singing their traditional praises to the Heavens, and crafting Goods to trade with the mortal races. All elves are trained as crafters as well as warriors, making them a versatile, even dangerous, society. Fortunately, they generally remain neutral, like their true angelic kin, staying out of mortal affairs.

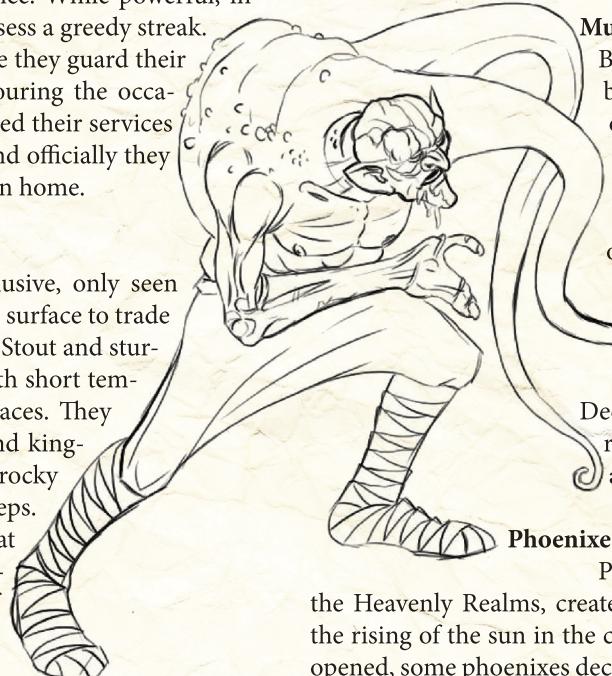
Giants

Solitary denizens of the Midwilds, giants are usually content to stay out of everyone's way and tend to their flocks of sheep. However, if angered, they are ferocious, and have a taste for human meat. A lone giant is a match for even a small army, towering as high as a castle rampart. Fortunately, they usually steer clear of populated areas.

Humans

The most populous race, and that which claims dominion over most of the Realm, is humans. Expansionistic, social, and possessing a great deal of ingenuity, humans have

established themselves as the primary force of civilization.



Mutations

Born to humans, Mutations have been twisted and mutated by chaotic magical energies and ancient, corrupting technological radiation. Hideously deformed, they are all magical by nature, but outcast from polite society. Those who are not euthanized at birth manage to scrape by in the Midwilds or the tunnels of the Deeps among the other subterranean races, harboring a deadly grudge against human civilization.

Phoenixes

Phoenixes are immortal natives of the Heavenly Realms, created at the dawn of time to herald the rising of the sun in the celestial skies. When the Gates reopened, some phoenixes decided to migrate to the Real World. They are widely renowned for their innate magical powers, as well as their perpetual lifespans and existence as symbols of rebirth.

In its natural form, a phoenix is a bird of prey resembling a cross between an eagle and a swan, standing about half as tall as a human. Its plumage can be in any color or number of colors, usually those associated with light or fire. Their eyes can also be any color, though most are green or yellow.

A phoenix lives in a perpetual cycle of rebirth, immolating itself in a burst of fire at the end of each lifetime, then being reborn anew as a different "person," albeit one with the same memories as all its predecessors. The usual cycle for a phoenix lasts 500 years, though some have been known to live longer or shorter, and premature death can certainly change this.

Phoenixes are usually kind creatures, taking great stock in the tenets of the Heavenly Realms. They respect humanity and their free will, and consider themselves to be observers more than anything else. Many will embark on adventures to learn of the mortal world, but others are content to live in solitude, basking in the natural world around them or merely contemplating their eternity of experiences.

Many mortals, and even elves, consider phoenixes to be messengers of the heavens, and venerate them almost as if they were patron angels. In fact, an entire religious cult, the Emberlaud Order, has sprung up under the auspices of phoe-

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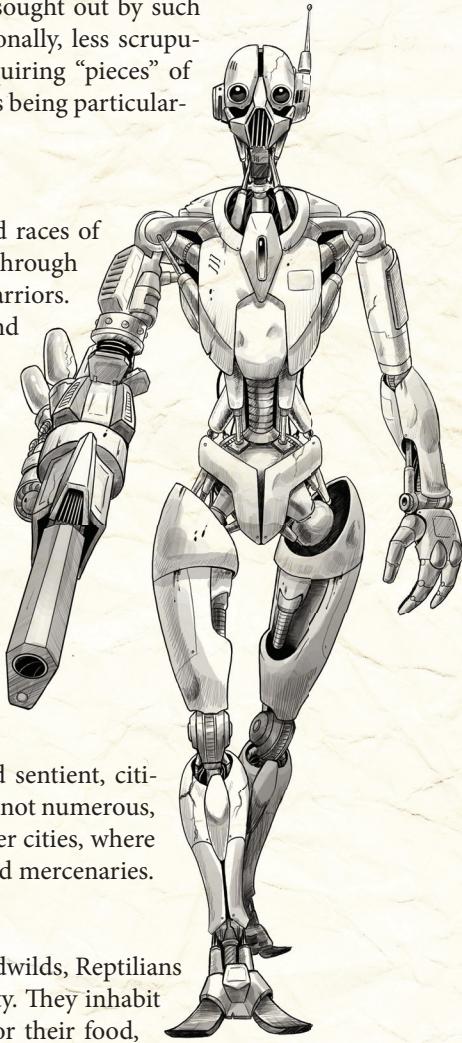
nix worship. Known phoenixes are often sought out by such worshipers for advice or blessings. Additionally, less scrupulous magicians are often interested in acquiring “pieces” of phoenixes for their experiments, their ashes being particularly valuable.

Orcs

One of the most hated and feared races of the Realm, orcs were long ago created through magical experimentation to be ruthless warriors. They despise almost all other creatures, and find great pleasure in bloodshed. In fact, this is how they reproduce; during battle: they give off spores which germinate in the blood of their foes, meaning any battle against orcs potentially serves to increase their numbers.

Remnants

The human-shaped robots known as Remnants are the last functioning vestiges of the last age of humanity, technology left over after the arrival of the Chaos Moon. Produced in slowly failing factories, Remnants are intelligent and sentient, citizens of the Realm in their own right. While not numerous, they are a somewhat common sight in larger cities, where they've found work as laborers, soldiers, and mercenaries.



Reptilians

Another major denizen of the Midwilds, Reptilians are lizard-like creatures with a tribal society. They inhabit marshes and wetlands, where they hunt for their food, and are highly territorial. They don't get along well with most other races, and prefer to be left alone.

Trolls

Hideous, nocturnal, and nearly unkillable, trolls are fortunately small in number. They occupy the shadowy areas of the Midwilds, safe from the sun, and prey on hapless travelers. They only occasionally work with other monstrous races, though any alliance is tenuous at best.

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Appendix 2: The Timeline of the Realm Timeline

- 0 AF: The Chaos Moon arrives in the skies of Earth, shattering continents, toppling civilization, and awakening the magic latent in the world. The AF, or Afterfall, calendar begins.
- 0-440 AF: The Era of Rebuilding. Humanity rebuilds and recovers from the global devastation wrought by the Chaos Moon. New races, demons, and angels alike populate the world. Magic comes to be common knowledge, taught to humanity by angels, demons, dragons, and newly discovered ancient texts.
- 160-260 AF: The Gatewar. As demons flood into the Real World, celestial beings emerge from the Gates of the Wind to fight them off in the name of humanity. Amidst rebuilding their crumbling civilization, humanity also must contend with a century-long war between hellish and heavenly beings, fighting over humanity's very souls. This war sets human progress back considerably, further destroying any remaining technological infrastructure and laying waste to much of the Realm.
- 261: The standing gates to the Demon World are sealed, and demons are suppressed. The angels hand governance over to humanity, and begin teaching them the ways of magic. Magic is rare and limited for many decades as its practitioners slowly grow in number and develop the magical arts. Magic remains a source of fear.
- 419: Magicians of all types begin organizing, beginning a campaign to improve the common perception of magic. Over the next 20 years, magic becomes more and more a part of everyday life, and its abuses run rampant, ultimately resulting in Scholars of Magic assuming leadership positions throughout the Realm.
- 440-812 AF: The Magocracy. The ruling upper class of magical Scholars imposes its own law upon the populace, oppressing non-magical "humdrums" and strictly dictating the applications of magic.
- 812-826 AF: The Magewar. A massive war erupts between several magical ideologies, primarily the Scholars overseeing the Magocracy, Naturals representing freedom of magical practices, Priests standing for the magic granted by the Heavens, and Warlocks under the sway of demons. Skye Bourne, a mundane soldier enlisted with the Scholars, makes a wish upon a dragon Heartstone to give her

and her descendants the power to end the war. The Skybourne are created, and the war ends soon thereafter.

977 AF: The rule of the Skybourne begins. All mundane humanoids are considered second-class citizens, and all other forms of magic are actively suppressed.

1096-1116 AF: The Skybourne Cities are built, allowing the dominant mage faction to literally rule from on high.

1201 AF: Skybourne recede entirely into Cities, ignoring the rest of the world. The surface population carries on under the assumption that they are still under Skybourne rule.

1223 AF: Seeing that the Skybourne are not returning, the surface population organizes for self-government. Border wars and civil unrest are too common to fully document, and borders appear, shift, and disappear on an almost monthly basis. The following several hundred years are known as the Three Centuries of Darkness. During this time, all forms of magic are feared and mostly outlawed, learning and civilized development stagnate, and many monsters and dragons come to hold considerable power over the population.

1551-1749 AF: Dragons, having successfully subdued the warring humans of the Realm, divide the continent up into baronies ruled by different dragons. Resistance is common, and ultimately the forces of the Heavenly Realms intercede in support of humanity's right to govern itself. A violent, bitter war breaks out, in which violence and magic devastate the countryside. The dragons are ultimately subdued thanks in part to the crafting of the Seven Dragonslayers.

1650-1673 AF: The Queen of Pyre comes to power, establishing the current borders through a combination of conquest and treaties as well as a unified economy for the Realm. The first Draconic Treatise is signed, forbidding dragons from holding positions of power over humanoids in exchange for a moratorium on them being hunted by civilized governments. Borders remain largely unchanged until present day.

1774 AF: The Queen creates the mysterious Embers of Pyre, oracles of both magic and technology which she claims allow her to better oversee her domain.

2074 AF: Empress Cirrusia of the Skybourne decrees that her people shall return to the surface and reestablish their totalitarian magocracy. This plot is halted and her regime is overthrown, replacing her throne with a new government that declares ongoing non-interference with the surface.

2088 AF: A demonic invasion instigates Pyre/Silveria war; at the conclusion of the war, a peace treaty is signed limiting

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the use of certain types of magic to emergency situations.

2102 AF: A massive eruption sends a large piece of the Chaos Moon crashing into the forest of the Midwilds, causing magical disruptions and a massive fire. Thousands of monsters flee the Midwilds, invading nearby Silveria and Levithmirra in search of a new home.

2103 AF: The monster invasion is quelled with the help of the dragons. The meteorite is relocated to an island off the west coast, then destroyed by the Skyebourne.

2104 AF: A young heir to the crowns of the warring kingdoms of Anduril and Daelin has been instrumental in uniting the kingdoms into the new nation of Danduril. The rest of the world turns on the dragons, who decide to withdraw from the world, and most of them vanish.

Autumn, 2104 AF: The elves have withdrawn from Danduril, and the kingdoms are gradually recovering from the various conflicts and startling departure of the dragons.



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Appendix 3:

Chapter 1: The Meteorite in the Midwilds

Two years ago, an eruption on the Chaos Moon sent a meteorite, steeped in chaos magic, crashing into the Midwilds. This began causing magical disruptions throughout the Realm, and also resulted in a massive monster army invading the Realm in search of safer territory. The monsters were repelled almost entirely by the combined force of the Realm's dragons, and the Mages Guild began studying the meteorite.

Soon after, an army of demons appeared and marched to the meteorite. They left soon after, leaving the rest of the Realm untouched. As the meteorite continued to exude chaos magic, and the Mages Guild took no actions to resolve the problem, the dragons again stepped in and safely relocated the meteorite to a remote island on the northwest of the Realm.

During this time, an heir to both thrones of the warring kingdoms of Anduril and Daelin surfaced. The two countries quickly resolved their differences and united into the new nation of Danduril, combining their forces against the corrupt and greedy kingdom of Condana. Condana's dragon advisor, Zendranax the Gold, stepped in to defend Condana, causing serious damage to Danduril's army. In response, several members of Danduril's leadership sold their souls to demons to obtain more power. This invoked the ire of the elves, who stepped in to crush the demonic presence in Danduril (and clearing out the Midwilds of most of its monstrous population along the way).

At this time, the Mages Guild took custody of the heir to Danduril, and ultimately delivered him into the Elves' hands. He was placed into an interim leadership role in Danduril while the elves continued to occupy the country. Along the way, a doppelganger infestation was uncovered in Danduril, and even one of the nation's leaders was revealed to be one of the monsters upon his suicide.

The meteorite, still ignored and exuding dangerous magic, was eventually destroyed by a floating Skyebourne city, the blast also taking out several mages and soldiers of some other countries. At the same time, due to a popular uprising against the Mages Guild's elitist, exclusionary policies, several nations have established Magic Colleges, though their success has yet to be seen.

In the end, the Realm as a whole turned on the dragons, driving them from the Realm. The dragons are now nowhere to be found, having taken their treasures, their knowledge, and their great power with them.

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Appendix 4: Quick Reference

Turn Breakdown

1. Collect taxes turn 1 and 7; Base 2€ per population, 5€ per population for Condana
2. Produce resources or move population tokens
3. Trade and spend resources
4. Pay maintenance costs
5. Bid for Roday's Riders
6. Move military units and take other map actions
7. Combat



Maintenance Costs

Population: 1 Food per 3 population (round down)

Military: 1 Food per 3 units, 1 Ore per unit; +1 Food and 1 Lumber per unit in cold climates (not elves or Beastfolk)

Non-maintained: becomes 2 population

Mage: 1 food per 3 units (as member of military), 1 Good per unit

Non-maintained: return to Amaranthia

Province Population	Goods Cost
1-2	0
3-4	1
5-6	2

Non-maintained: reduce production by 1 per Good

Seasonal Effects

Arctic: No food production, unit cost +1 Food/Lumber

Temperate: No food in winter, double in autumn

Tropical: +1 hit threshold in summer (human/dwarf/beastfolk)

Build and Repair

Military: 2€, 2 Ore, converts 2 population into 1 military

Ship: 3 lumber

City: 6 lumber, 3 ore

Mage: 4€, 1 Lumber, 1 Food, 1 Goods

Ships

1 Lumber per move (≤ 6), 1 Food per 2 move.

Carry up to 3 other units (military and population).

Picking up or dropping off = free action.

Selling Resources: 1€ per 2 of any type

Selling Goods:

Colors in Set	€
2	1
3	3
4	6
5	10
6	15
7	21
8	28

Movement

First movement per unit is free.

Forced march (+1 province): 1 Food per unit

Military movement into Mountains: 1€, 1 Lumber

To enter Swamp, each unit rolls a die, can't enter on hit

Combat

Flanking: -1 hit threshold

Defending in Mountains: -1 hit threshold

Fighting in Swamp: +1 hit threshold

